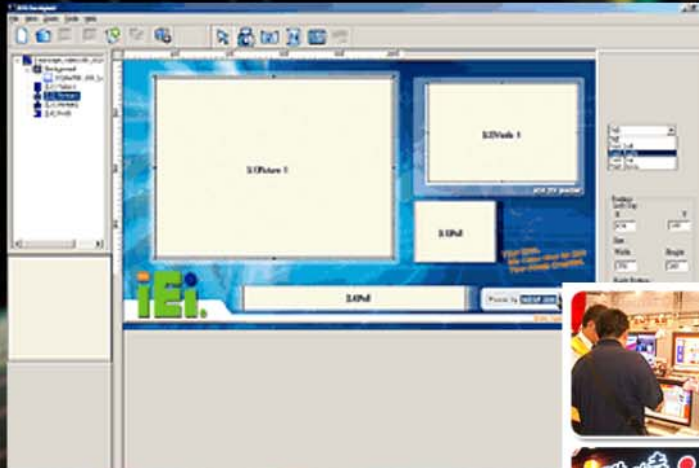




IEI Technology Corp .



MODEL:

iSignager AdMinistrator V4

Multi-player Management, Scheduled Sequences Transfer,
Real Time Message Feed, Log File Management and
Auto Time Sync with NTP Server

User Manual

Rev. 1.01 12 June, 2009



Revision

Date	Version	Changes
12 June, 2009	1.01	Modified Section 2.2 System Requirement table
8 June, 2009	1.00	Initial release

Copyright

COPYRIGHT NOTICE

The information in this document is subject to change without prior notice in order to improve reliability, design and function and does not represent a commitment on the part of the manufacturer.

In no event will the manufacturer be liable for direct, indirect, special, incidental, or consequential damages arising out of the use or inability to use the product or documentation, even if advised of the possibility of such damages.

This document contains proprietary information protected by copyright. All rights are reserved. No part of this manual may be reproduced by any mechanical, electronic, or other means in any form without prior written permission of the manufacturer.

TRADEMARKS

All registered trademarks and product names mentioned herein are used for identification purposes only and may be trademarks and/or registered trademarks of their respective owners.

Table of Contents

1 INTRODUCTION.....	10
1.1 iSIGNAGER AdMINISTRATOR V4 INTRODUCTION.....	11
1.2 CONCEPT OVERVIEW	11
1.2.1 <i>The Concept of the AdDesignPro</i>	12
1.2.2 <i>The Concept of the Player Administrator</i>	13
1.3 BEFORE START	14
1.3.1 <i>Choose Mass Storage Device</i>	14
1.3.2 <i>Understand the Initial Setup Procedure</i>	15
1.4 SUPPORTED FORMATS.....	16
2 INSTALLATION	17
2.1 IMPORTANT NOTICE.....	18
2.2 SYSTEM REQUIREMENTS	19
2.3 iSIGNAGER AdMINISTRATOR SERVER (IS-ADMIN-BOX) INSTALLATION	19
2.3.1 <i>Windows XP Installation</i>	20
2.3.2 <i>iSignager AdAdministrator V4 Installation</i>	25
2.4 iSIGNAGER AdMINISTRATOR V4 REGISTRATION.....	27
2.4.1 <i>Online Registration Procedures</i>	28
2.4.2 <i>Online Inactivation Procedures</i>	30
2.4.3 <i>Online Upsizing Procedures</i>	32
2.5 BASIC PRACTICE	34
3 ADDESIGNPRO	38
3.1 ADDESIGNPRO OVERVIEW	39
3.1.1 <i>AdDesignPro Interface Overview</i>	39
3.1.2 <i>Content Design Process</i>	40
3.2 CREATE LAYOUT	41
3.2.1 <i>Layout for Standard Player and Advanced Player</i>	41
3.2.2 <i>Create a New Layout</i>	42
3.2.3 <i>Add Background</i>	44
3.2.4 <i>Add Display Items on a Layout</i>	47

3.2.4.1 Add Pictures	47
3.2.4.2 Add a Video Clip.....	48
3.2.4.3 Add Crawling/Rolling banners	49
3.2.4.4 Add a Clock.....	50
3.2.4.5 Add Adobe Flash Movies (Advanced Player Only).....	51
3.2.4.6 Add Text File (Advanced Player Only).....	52
3.2.4.7 Add URL or HTML File (Advanced Player Only)	53
3.2.4.8 Add Multi-Format Display Zones (Advanced Player Only).....	54
3.2.5 <i>Resize the Display Item</i>	55
3.2.6 <i>Set the Display Item Order</i>	56
3.2.7 <i>Add Files to Display Items</i>	57
3.2.7.1 Modify Picture Display Settings.....	60
3.2.7.2 Real Time Picture Setting	61
3.2.7.3 Modify Picture Duration by Video Duration	62
3.2.7.4 Modify Crawling/Rolling Display	68
3.2.7.4.1 For Standard Player.....	68
3.2.7.4.2 For Advanced Player.....	73
3.2.7.5 Define Clock Settings	74
3.2.7.6 Define HTML File or URL Display (For Advanced Player Only)	77
3.2.8 <i>Delete Display Items on a Layout</i>	79
3.2.9 <i>Add Audio</i>	80
3.2.10 <i>Add Video-In Source</i>	82
3.2.10.1 Video-In for Standard Player	82
3.2.10.2 Video-In for Advanced Player.....	84
3.2.11 <i>Preview a Layout</i>	88
3.2.12 <i>Open or Delete Layout</i>	89
3.3 CREATE SEQUENCE	90
3.3.1 <i>Add Layout to a Sequence</i>	92
3.3.2 <i>Define Display Settings</i>	93
3.3.2.1 Picture Display Duration Settings.....	94
3.3.2.2 Video Display Duration and Volume Settings	95
3.3.2.3 Flash Movie Play Duration (For Advanced Player Only).....	97
3.3.2.4 HTML File or URL Display Settings (For Advanced Player Only)	99
3.3.3 <i>Schedule the Sequence</i>	101
3.3.3.1 By Layout Schedule.....	101

3.3.3.2 By Layout Looping	103
3.3.4 <i>Open or Delete Sequence</i>	105
3.4 EXPORT/IMPORT	106
3.4.1 <i>Export Layout/ Sequence</i>	106
3.4.2 <i>Import Layout/ Sequence</i>	108
3.4.3 <i>Import Database</i>	111
4 PLAYER ADMINISTRATOR	114
4.1 PLAYER ADMINISTRATOR INTRODUCTION	115
4.1.1 <i>Launch Player Administrator</i>	116
4.2 PLAYER	117
4.2.1 <i>Add a New Player</i>	117
4.2.2 <i>Scan for Players</i>	121
4.2.3 <i>Player Settings</i>	123
4.2.3.1 Device Configuration.....	123
4.2.3.2 LAN Configuration.....	125
4.2.3.3 Wifi Configuration	127
4.2.3.4 Server Setting.....	130
4.2.3.4.1 Standard Players.....	130
4.2.3.4.2 Advanced Players.....	131
4.2.3.5 Log Setting.....	131
4.2.3.6 FTP Settings	132
4.2.3.7 Disk Space	134
4.2.3.8 Operation.....	136
4.2.3.9 Time Settings (Standard Player Only)	137
4.2.3.10 Automatic Time Sync.....	138
4.2.3.11 Software Updating	140
4.2.3.12 Security Setting (Standard Player Only).....	142
4.2.4 <i>Multiple Player Settings</i>	143
4.2.5 <i>Copy Player Settings to Mass Storage</i>	146
4.3 GROUP	147
4.3.1 <i>Create a Group of Players</i>	147
4.3.2 <i>Remove Players from a Group</i>	150
4.4 SCHEDULING MANAGEMENT.....	151
4.4.1 <i>Schedule Sequence to Players</i>	151

4.4.2	<i>Copy Scheduled Sequence</i>	154
4.4.3	<i>Delete Outdated Sequence</i>	156
4.5	TRANSFER MANAGEMENT	157
4.5.1	<i>Transfer Sequence to Players by Network</i>	157
4.5.2	<i>Real Time Task Transfer</i>	161
4.6	TOOLS	165
4.6.1	<i>Settings for Standard Players</i>	165
4.6.1.1	Server Settings	165
4.6.1.2	FTP Server Settings	169
4.6.1.2.1	Internal FTP Server Settings	169
4.6.1.2.2	FTP Server Settings for Media Content Transfer.....	171
4.6.2	<i>Settings for Advanced Players</i>	174
4.6.2.1	HTTP Settings.....	174
4.6.2.2	FTP Server Settings	175
4.6.2.3	Database Settings	177
4.6.3	<i>Import</i>	177
4.7	LOG.....	179
4.7.1	<i>Player Log</i>	179
4.7.1.1	Standard Player	179
4.7.1.2	Advanced Player	183
4.7.2	<i>FTP Log</i>	185
4.8	NETWORK CONFIGURATIONS.....	188
4.8.1	<i>Understand the Network Environment</i>	188
4.8.1.1	Definition of Local Network.....	188
4.8.1.2	Definition of Global Network.....	188
4.8.1.3	Network Concept Diagram	188
4.8.2	<i>IP Configuration: DHCP vs. Static IP</i>	189
4.8.2.1	DHCP	189
4.8.2.2	Static IP.....	189
4.8.2.3	Where to Configure.....	189
5	USE WEB INTERFACE TO UPDATE PLAYER SETTINGS	192
5.1	INTRODUCTION.....	193
5.2	STANDARD PLAYER WEB INTERFACE	193
5.2.1	<i>Access to the Web Interface</i>	193

5.2.2 Device Settings.....	196
5.2.3 Lan Configurations	196
5.2.4 Wifi Configurations.....	197
5.2.5 Time Settings	199
5.2.6 Server Settings	200
5.2.7 Operations.....	201
5.2.8 DDNS.....	202
5.3 ADVANCED PLAYER WEB INTERFACE.....	203
5.3.1 Access to the Web Interface.....	203
5.3.2 Player Configuration	205
5.3.3 Schedule Sequences	205
5.3.4 Server Settings	206
5.3.5 LAN Configurations.....	207
5.3.6 Time Settings	208
5.3.7 Playing Log Settings	209
5.3.8 Operations.....	209
6 BEST PRACTICE.....	211
6.1 REAL TIME TASK	212
6.1.1 Real Time Task Content.....	216
6.1.1.1 Using Text.....	216
6.1.1.2 Using Text File.....	217
6.1.1.3 Using RSS Feeds.....	218
6.1.1.4 Using Pictures	220
6.2 FTP SERVER FOR STANDARD PLAYER	223
6.2.1 Using Default Internal FTP Server.....	223
6.2.2 Using Default External FTP Server.....	227
6.2.3 Using Other FTP Server	229
6.3 PLAYER LOG (STANDARD PLAYER)	233
6.3.1 Setup FTP Server for Storing Logs	233
6.3.2 Enable Log Function for Player	235
6.3.3 Manage Logs.....	236
6.4 PLAYER LOG (ADVANCED PLAYER).....	241
6.4.1 Setup FTP Server for Storing Logs	241
6.4.2 Enable Log Function for Player	243

6.4.3 <i>Manage Logs</i>	244
A USE USB FLASH DRIVE TO UPDATE SETTINGS AND SEQUENCE.....	247
A.1 USE USB 2.0 FLASH DRIVE TO UPDATE PLAYER SETTINGS.....	248
A.2 USE USB 2.0 FLASH DRIVE TO UPDATE SEQUENCE	250
B NETWORK CONFIGURATION: INTRANET ENVIRONMENT DIFFERENT SUBNET.....	253
B.1 OVERVIEW	254
B.2 UNDERSTAND THE PRECONDITION.....	255
B.3 NETWORK CONFIGURATION: DIFFERENT SUBNET.....	260
C GLOBAL NETWORK CONFIGURATION.....	261
C.1 GLOBAL NETWORK SETTING	262
<i>C.1.1 Example</i>	262



Chapter

1

Introduction

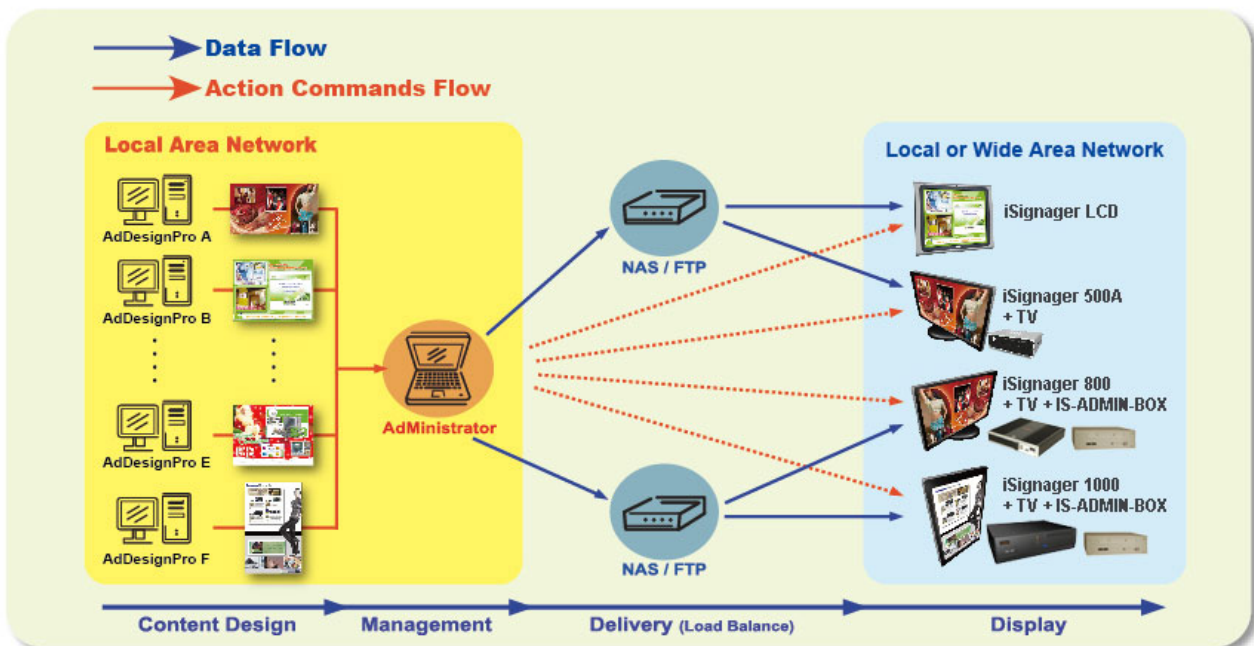
iSignager AdMinistrator V4

1.1 iSignager AdMinistrator V4 Introduction

The iSignager AdMinistrator V4 is a professional management kit suitable for large quantity player installation. The iSignager AdMinistrator V4 consists of two separate applications – AdDesignPro and Player Administrator. The AdDesignPro is a complete content design application for personalizing the visual and audio layout freely. The Player Administrator is an application to schedule and deliver display contents (designed in the AdDesignPro) and to manage one or multiple digital signage players.

1.2 Concept Overview

The concept diagram below shows the flow of the iSignager AdMinistrator V4 and the iSignager players. The Player Administrator manages the content designed in the AdDesignPro and uploads to NAS or FTP server. The user can use the PC installed with the AdMinistrator as a default FTP server or use external NAS/FTP servers to store the media contents. Then the Player Administrator sends action commands to iSignager players. The iSignager players follow the commands to download the media contents from NAS/FTP servers and start to display the contents.

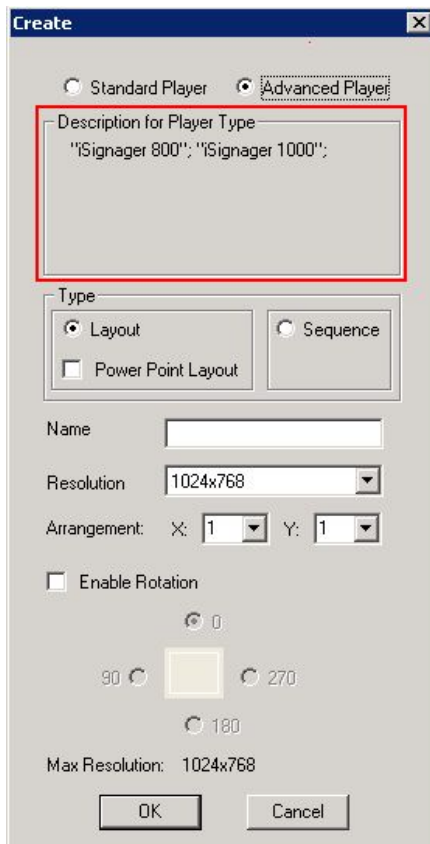


1.2.1 The Concept of the AdDesignPro

The AdDesignPro is the software the user can use to design display contents for the iSignager player. Two essential components of the display content are the layout and the sequence. The following descriptions help the user to understand three main concepts of the AdDesignPro.

Player

A player is an iSignager player including iSignager 500A, iSignager LCD Series and iSignager 800. In the AdDesignPro, the user can design layouts or sequences for standard player or advanced player. The player models of the two kinds of player type are indicated in the pop-up window as following diagram when creating a layout or a sequence.



Layout

To design a layout is to arrange what and where the content is displayed. A layout can contain several display items, including:

- Pictures
- Crawling banners
- Rolling banners
- A video
- A digital clock
- Flash object (for advanced player only)
- Web pages (for advanced player only)
- Documents (for advanced player only)
- Text files (for advanced player only)
- Multiple zones (for advanced player only)

Multiple files can be added into each display item.

Sequence

A sequence decides the broadcast sequence and the broadcast time of the created layout. After creating a layout, the layout must be added into a sequence. A sequence can include several layouts.

Export Layout/Sequence

To copy the individual layout or sequence to another directory or computer, please use the “Export Layout/Sequence” function to export the file (refer to **Section 3.4**).

1.2.2 The Concept of the Player Administrator

The Player Administrator is the software the user can use to deliver display contents and manager iSignager player. The following descriptions help the user to understand four main concepts of the Player Administrator.

Player

Before transferring the sequence to the iSignager player for broadcast, a new player must be added and configured correctly in the Player Administrator. More than one player can be added in the Player Administrator.

Schedule

A schedule is a timetable planned in the Player Administrator by the user to have the iSignager player runs the certain sequences on or during certain dates. The schedule can be planned daily, weekly, monthly or even yearly.

Server

A server in the Player Administrator is the computer installed with the Player Administrator.

FTP Server

The default FTP server is the computer with the Player Administrator installed. The default FTP server allows the user to store the logs and media content. The user can also setup an external FTP server for media content storage.

1.3 Before Start

1.3.1 Choose Mass Storage Device

Before using the iSignager AdMinistrator, choose a mass storage device for the iSignager AdMinistrator and players. Device settings and display content are saved in the mass storage device. The mass storage device has to be formatted as **FAT 32** format for initial use.

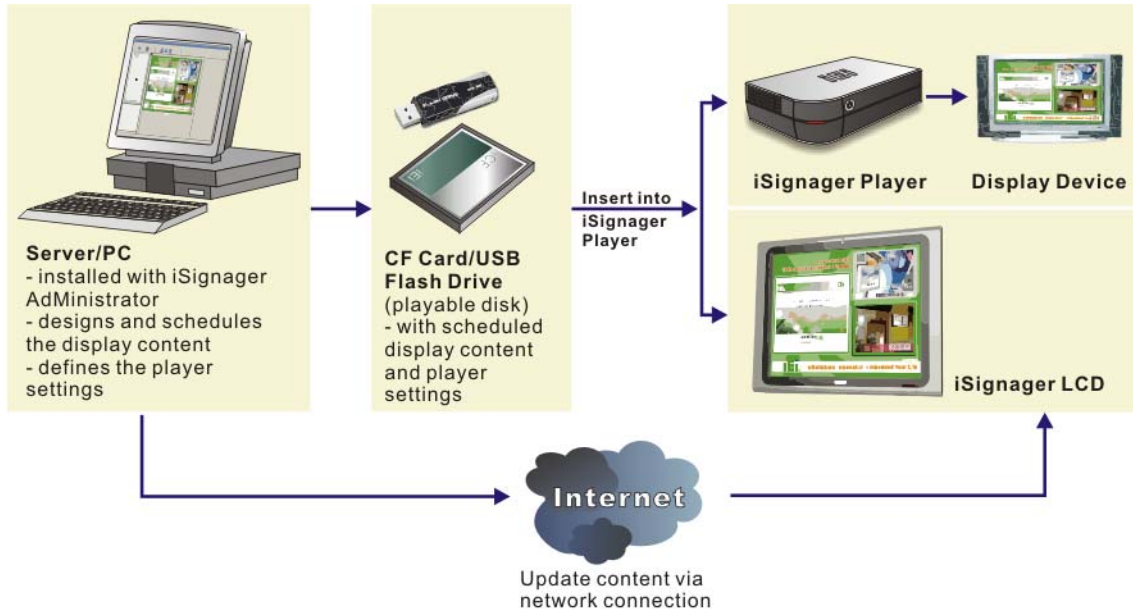
The standard player and the advanced player use different device for mass storage as described below.

- **Standard Player:** CF card or HDD
- **Advanced Player:** HDD or USB flash drive (for initial player settings)

1.3.2 Understand the Initial Setup Procedure

The diagram below shows the standard setup procedure of the iSignager AdMinistrator and iSignager players. The user needs to design the content in the AdDesignPro and schedule the content in the Player Administrator first. Then save the scheduled content and player settings in a CF card (for standard player)/USB flash drive (for advanced player) by generating the CF card/USB flash drive to a playable disk. To display the content, insert the CF card/USB flash to an iSignager player.

After the initial setup procedures described above, the user can update the content and player settings via network.



NOTE:

The player interface for the playable disk drive may vary depends on the iSignager player models.

1.4 Supported Formats

The AdDesignPro supports many kinds of video, audio and graphic formats. The supported formats are listed in Error! Reference source not found..

	Standard Player	Advanced Player
Photo	Yes	Yes
Video	Yes (one vide zone)	Yes (multiple video zones), RM, MOV
Banner	Yes (supports photo banner)	Yes (supports photo and text banner)
RSS Banner	Yes (through server)	Yes (directly from player)
Flash	No	Yes
HTML	No	Yes
Document (RTF, PDF)	No	Yes
Text Zone (TXT, RTF)	No	Yes
Power Point	No	Yes (support pps.)
Multiple Media File Zone	No	Yes

Chapter

2

Installation

2.1 Important Notice



NOTE:

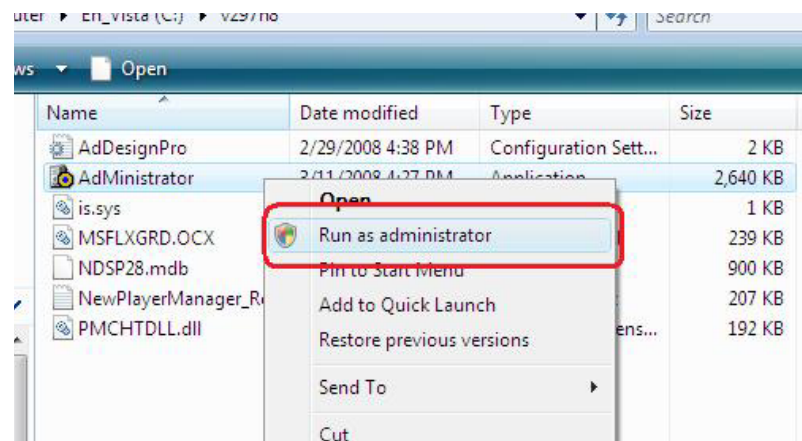
The AdDesignPro and AdMinistrator support Windows® 2000, XP and Vista. If Windows® 2000 is used, please make sure the computer is installed with Direct-X 9.0c from Microsoft® website to function properly:

<http://www.microsoft.com/downloads/Browse.aspx?displaylang=en&categoryid=2>



NOTE:

If the iSignager AdMinistrator is installed under Windows Vista environment, please set the iSignager AdMinistrator to “Run as administrator” right after the installation. Go to **C:\Program Files\iSignager** and right click **AdMinistrator.exe**. Then select **Run as administrator**.



2.2 System Requirements

Table 2-1 lists the system requirements of the client side computer with the AdDesignPro and AdAdministrator installed.

OS	Windows® 2000/XP/Vista
CPU	Intel® Pentium® M with 1.5 GHz CPU speed or above
Memory	1 GB or above
CompactFlash® Card	100x CF Type I or Type II with 1 GB or above

Table 2-1: System Requirements

2.3 iSignager AdAdministrator Server (IS-ADMIN-BOX) Installation

The following section describes the setup procedure of the iSignager AdAdministrator V4 bundled with the IS-ADMIN-BOX. Follow the steps below to start using IS-ADMIN-BOX.

- Step 1:** Turn on IS-ADM-BOX and install the Windows OS (refer to **Section 2.3.1**)
- Step 2:** Install iSignager-Administrator V4 and iSignager-Administrator V4 System Toolkit from CD (refer to **Section 2.3.2**)
- Step 3:** Launch iSignager-Administrator V4 software and input the online activation code to activate the software license (refer to **Section 2.4.1**).
- Step 4:** Initialize server IP setting and external FTP IP setting.
- Step 5:** Confirm the content storage directory in the player is correct. The default value is D:\playlist. Please note that different player model may have different directory setting.
- Step 6:** Generate a playable disk to a USB disk, a HDD or a memory card (CF card/SD card).

2.3.1 Windows XP Installation

Follow the steps below to install Windows XP to the IS-ADMIN-BOX.

Step 1: The Windows XP image is preinstalled in the IS-ADMIN-BOX. Once turning on the IS-ADMIN-BOX, the welcome screen appears. Click **Next** to continue.



Step 2: License Agreement window appears. Click "I accept this agreement" to accept the agreement. Click **Next** to continue.

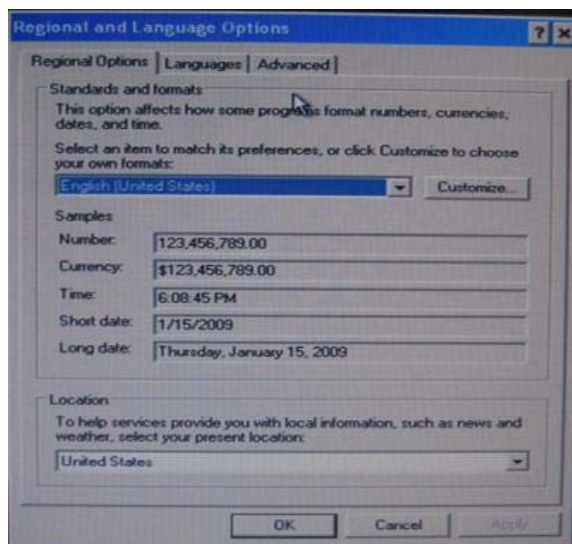


Step 3: Select the language and region of the OS. Click **Customize** to change.

iSignager AdMinistrator V4



Step 4: The Regional and Language Options window appears. There are three option tabs in this window: Regional Options, Languages and Advanced. Change the settings in these option tabs according to the needs. Click **OK** to exit the window.

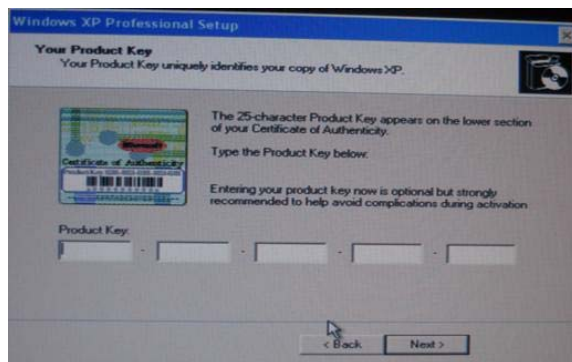


Step 5: Click **Next** on the Windows XP Setup window.

Step 6: Type the user name and organization. Click **Next** to continue the installation.



Step 7: Enter the product key. The product key is on the sticker on the IS-ADMIN-BOX. It is strongly recommended to enter the product key now. If not, the user is still able to enter the product key within one month, but may need to reinstall the Windows OS and lose some files. Click **Next** to continue.

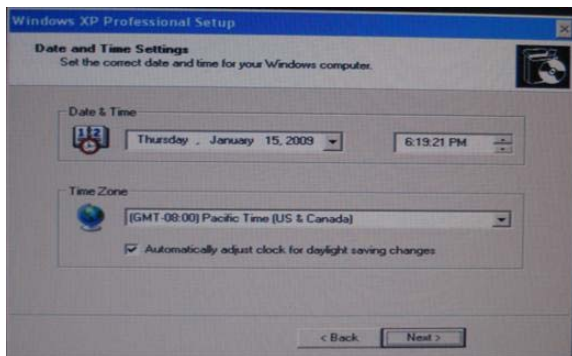


Step 8: Setup the computer name and administrator password for Windows XP. Click **Next** to continue.

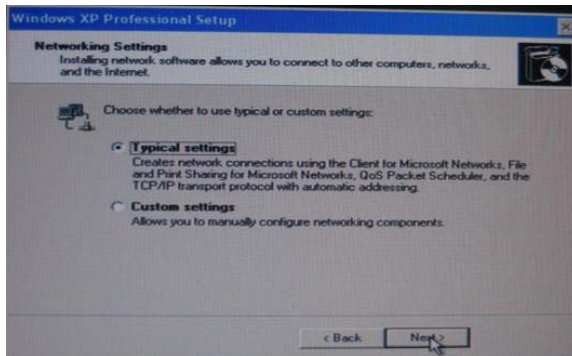
iSignager AdMinistrator V4



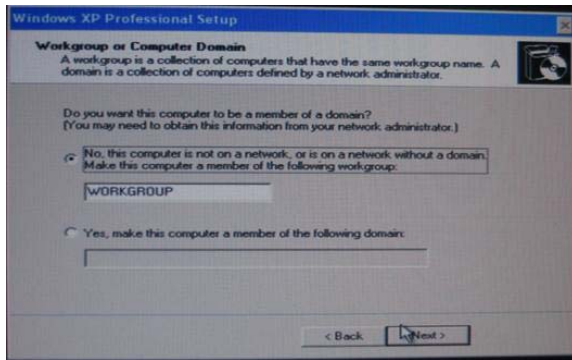
Step 9: Setup the date and time for the system. Click **Next** to continue.



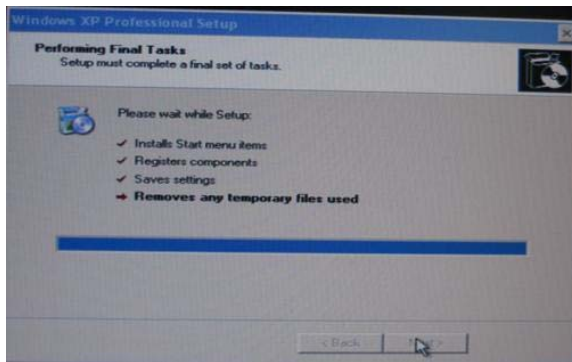
Step 10: In the Networking Settings window, select Typical Settings and Click **Next**.



Step 11: Setup a workgroup for the system. Click **Next** to continue.



Step 12: The Windows XP is being installed in the system.



Step 13: After installed, the system reboots automatically.



iSignager AdMinistrator V4

2.3.2 iSignager AdMinistrator V4 Installation

The iSignager AdMinistrator V4 is a utility accompanying with the AdDesignPro and Player Administrator to manage the visual and audio layout on a display device. After installing .Windows XP, install the iSignager AdMinistrator V4 from the utility CD in the package and run the iSignager AdMinistrator V4.

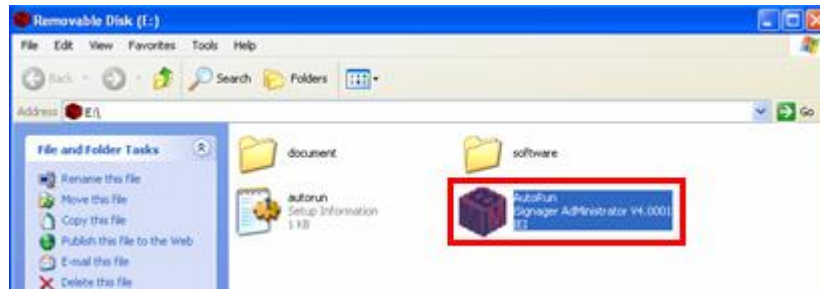
Step 1: Insert the iSignager AdMinistrator utility CD into an external CD drive connected to the IS-ADMIN-BOX or copy the entire content from the utility CD to a USB flash drive and plug in the USB flash drive.

Step 2: The menu screen appears. Click **Install iSignager AdMinistrator V4** to install the iSignager AdMinistrator V4. Follow the step-by-step installation wizard to install the iSignager AdMinistrator V4.



**NOTE:**

If using USB flash drive to install the iSignager AdMinistrator V4, locate the AutoRun.exe to start the installation process.



- Step 3:** After installing the iSignager AdMinistrator V4, click **Install iSignager AdMinistrator V4 System ToolKit** in the menu. Follow the step-by-step installation wizard to install the iSignager AdMinistrator V4 System ToolKit.
- Step 4:** After installing iSignager AdMinistrator V4 and iSignager AdMinistrator V4 System ToolKit, run the iSignager AdDesignPro or Player Administrator and register on-line (refer to **Section 2.4.1**).

**NOTE:**

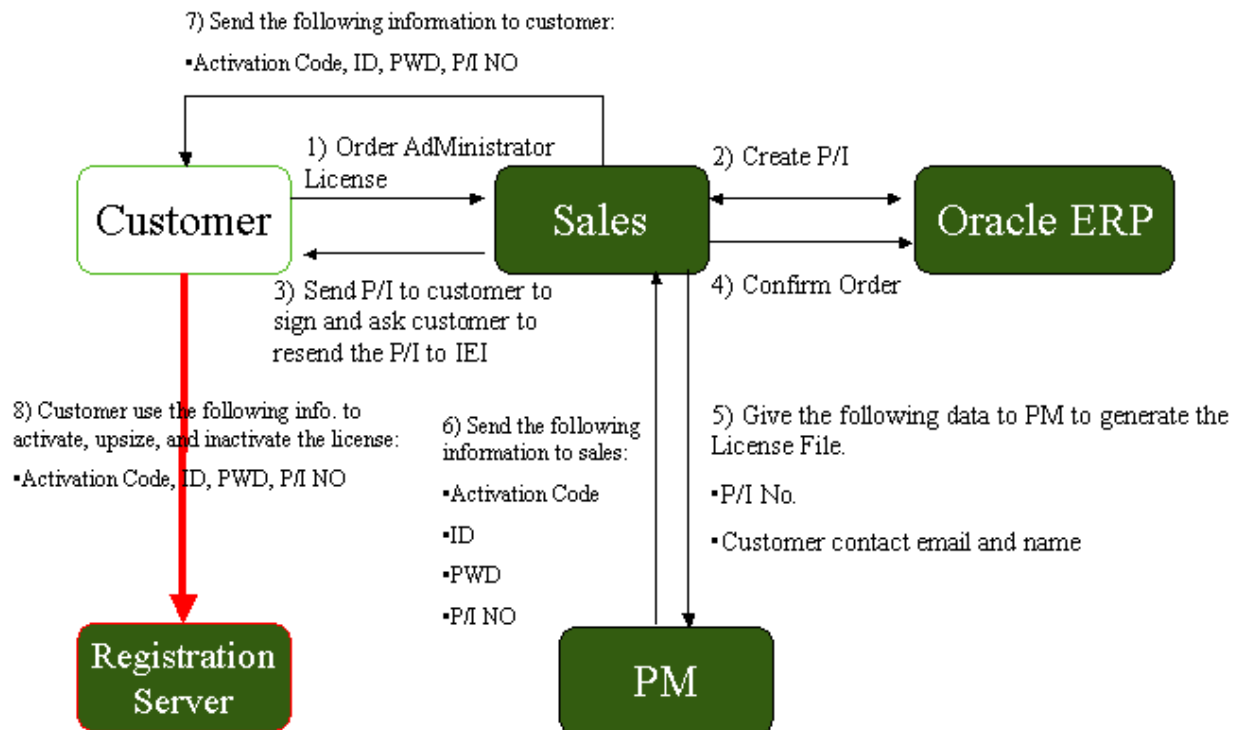
If the computer is installed with old version of the iSignager AdMinistrator, please uninstall the old version before installing the new version.

iSignager AdMinistrator V4

2.4 iSignager AdMinistrator V4 Registration

After the iSignager AdMinistrator V4 is installed, the user must register online to be able to use the iSignager AdMinistrator V4. IEI will provide serial number, ID, password and P/I reference number to the user for the online activation process. The whole process is shown below.

Online Activation Process

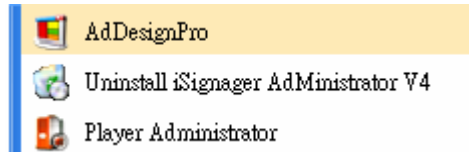


2.4.1 Online Registration Procedures

Follow the steps below to register the iSignager AdMinistrator through Internet.

Step 1: Make sure to connect to the Network.

Step 2: Launch the Player Administrator.



Step 3: Select a language to use.

Step 4: The registration window appears. Enter the serial number, ID, password and ref. number provided by IEI.



The dialog box is titled "Administrator Registration" and contains two sections of input fields. The first section, "Fields Provided by IEI", includes four fields: "Serial No :", "ID :", "Password :", and "Ref No :". The second section, "Fields Provided by Customer", includes two fields: "E-Mail :" and "Customer Name :". At the bottom of the dialog are three buttons: "OK", "Cancel", and "Reset".

Step 5: Enter an email account and a name for the registration. Click **OK**.

Step 6: A confirmation window appears. Click **OK** to activate the iSignager AdMinistrator online.

iSignager AdMinistrator V4



Step 7: A window appears. Click **OK** after confirming the PC is connected to the Network.



Step 8: The iSignager AdMinistrator connects to registration server and enable the online activation through Internet.

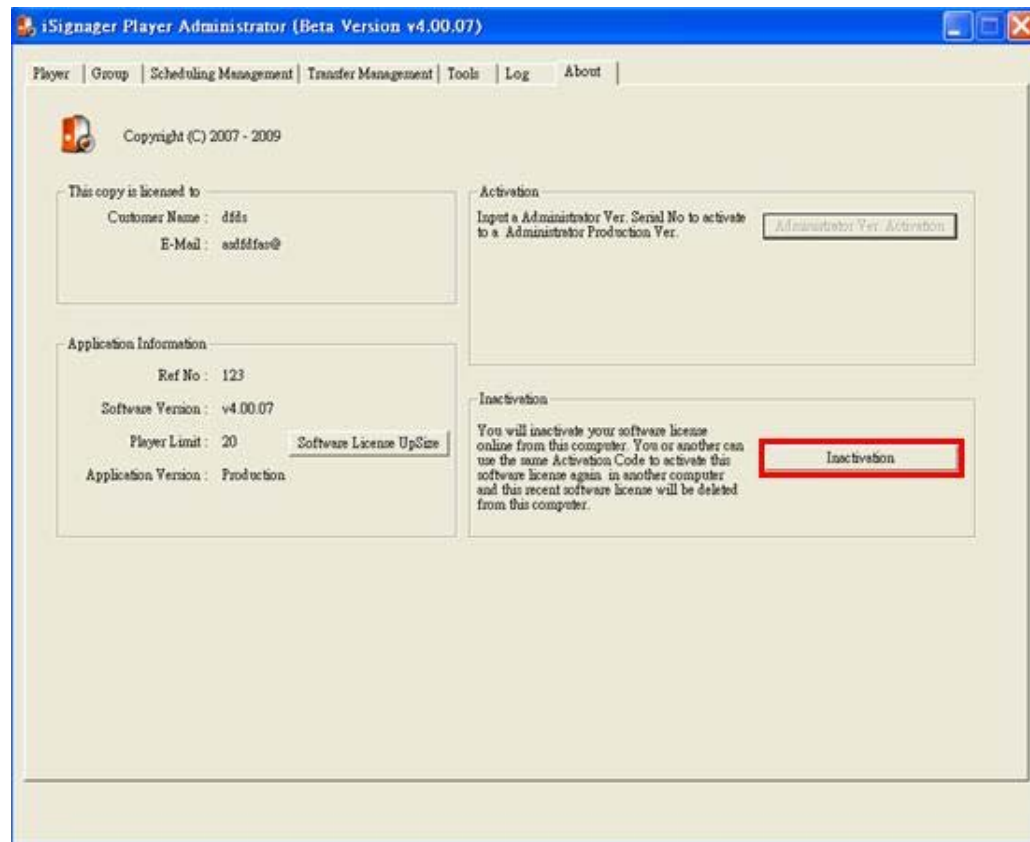
Step 9: An activation successful window appears. Click **OK** to exit and start using iSignager AdMinistrator.



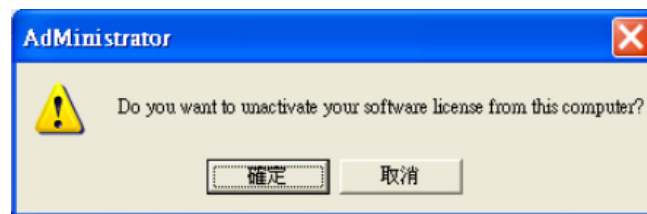
2.4.2 Online Inactivation Procedures

To change the software license to another computer, use inactivation function through Internet to inactivate the software license for the previous computer. Then, use the same activation code (serial number) to activate this software license again in another computer. The software license for the previous computer will be deleted when the new activation process is completed. Follow the steps below to inactivate a software license.

Step 1: In the **About** tab of the iSignager AdMinistrator, click **Inactivation** button.



Step 2: A confirmation window appears. Click **OK** to continue.

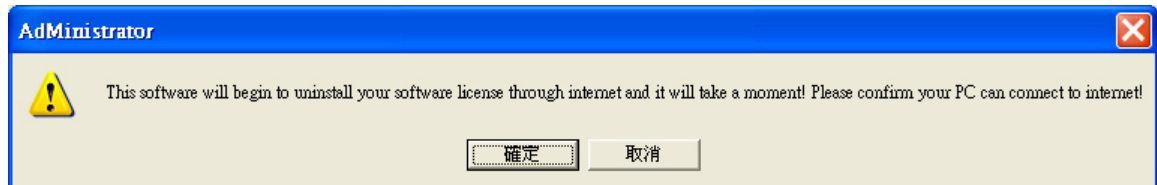


iSignager AdMinistrator V4

Step 3: A window appears to notify users regarding the inactivation function. Click **OK** to continue.

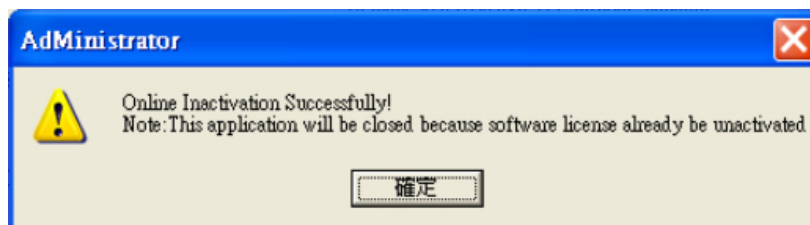


Step 4: A window appears. Click **OK** after confirming the PC is connected to the Network.



Step 5: The iSignager AdMinistrator connects to registration server and inactivate the software license through Internet.

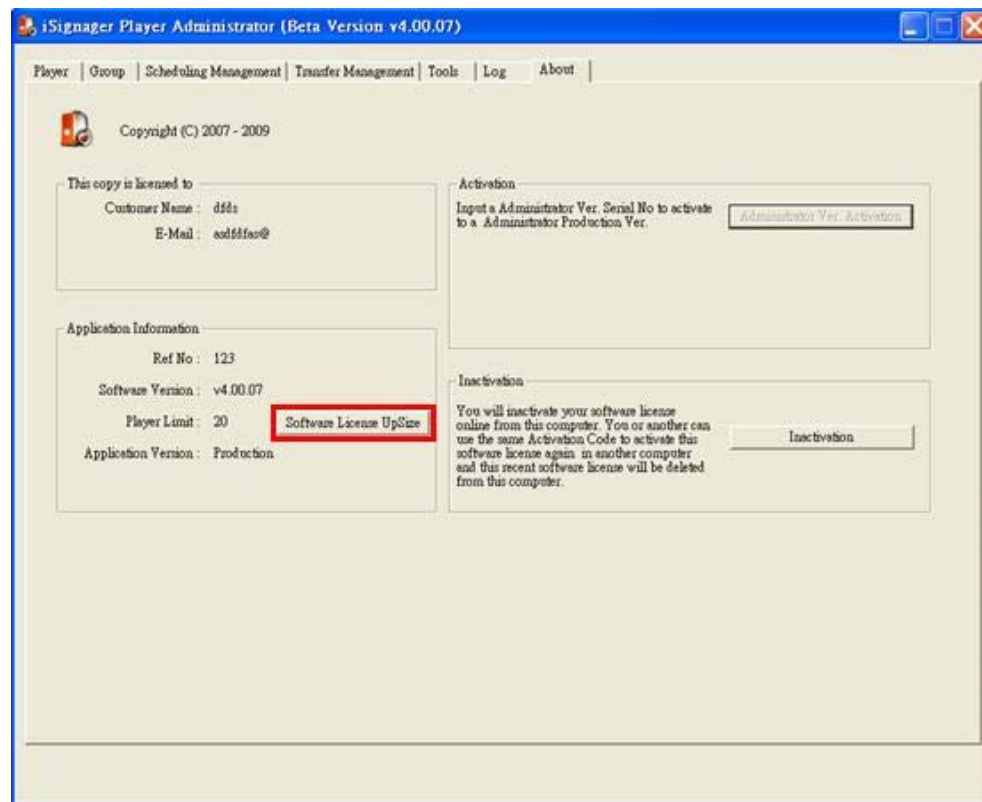
Step 6: An inactivation successful window appears. Click **OK** to exit.



2.4.3 Online Upsizing Procedures

After purchasing a software license for a larger quantity of controlled players, use the Upsize Software License function to upsize the software license online. To upsize the software license, the software license should be approved by the software provider before upscaling and make sure the PC for registration is able to connect to the Internet.

Step 1: In the **About** tab of the iSignager AdMinistrator, click **Software License UpSize** button.



Step 2: A confirmation window appears. Click **OK** to continue.



iSignager AdMinistrator V4

Step 3: A window appears. Click **OK** after confirming the PC is connected to the Network.

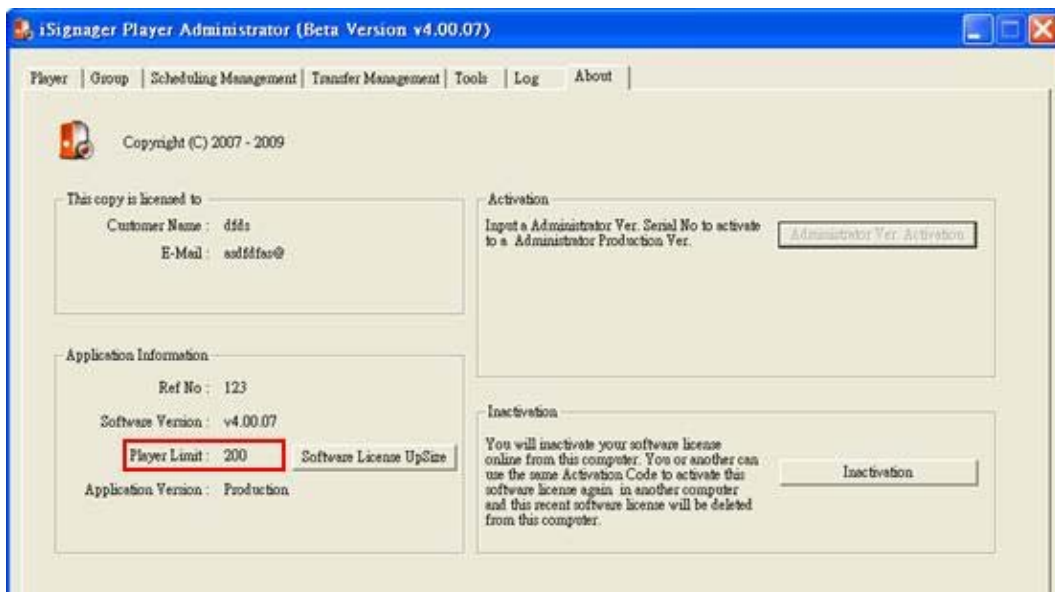


Step 4: The iSignager AdMinistrator connects to registration server and upsize the software license through Internet.

Step 5: An upsize successful window appears. Click **OK** to exit.



Step 6: The amount of player for iSignager AdMinistrator to control is changed.



2.5 Basic Practice

This section describes the simplest process to have the media content to play on the display device through the iSignager player. After installing the Player Administrator software, follow the steps below to create an event for the iSignager player to play.

Step 1: Launch AdDesignPro and create a layout in the AdDesignPro. (Refer to **Section 3.2**)

Step 2: Create a sequence in the AdDesignPro by adding layout(s) to it. (Refer to **Section 3.3**)

Step 3: Schedule the sequence in the AdDesignPro by layout schedule or by layout looping. Save the sequence. (Refer to **Section 3.3.3**)

Step 4: Add a new player in Player Administrator. (Refer to **Section 4.2.1**)

Step 5: Schedule the sequence created in the AdDesignPro in the Player Administrator. (Refer to **Section 4.4.1**)

Step 6: Copy the scheduled sequence to a CF card or HDD and generate it to a playable disk. (Refer to **Section 4.4.2**)

Step 7: Insert the playable CF card or HDD to the iSignager player. Turn on the player.

Step 8: When the iSignager player is booting with a playable CF card or HDD, the following screen shows up.



iSignager AdMinistrator V4

Standard Player Boot-up Screen

Before a standard player starts to broadcast the contents, a screen shows with the information of the player settings from the playable disk on the bottom left and top right corners.



The bottom left corner of the boot-up screen shows the following player setting information:

- **Hostname:** the name of the iSignager player defined in the Player Administrator
- **Device:** Display Device setting and resolution defined in the Player Administrator
- **Firmware Ver:** the firmware version of the Player Administrator
- **Apps Ver:** the Player Administrator software version
- **Loader Ver:** the loader version of the Player Administrator
- **Server Name:** the name of the PC installed with the Player Administrator
- **Server IP (from Player LAN):** the IP address of the PC for LAN connection
- **Server IP (from Player WIFI):** the IP address of the PC for Wifi connection

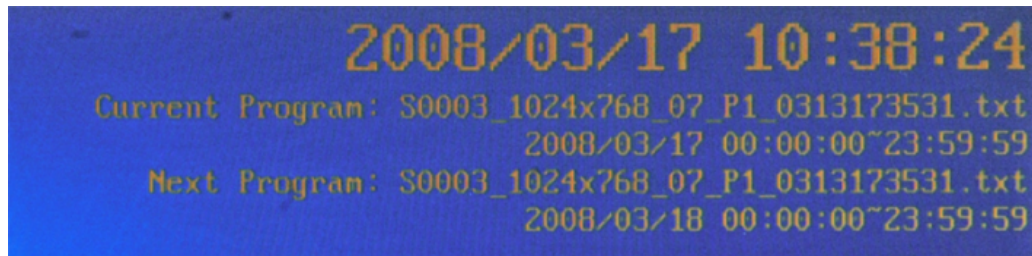
- **Player LAN IP:** the current IP address of the iSignager player for LAN connection
- **Player WIFI IP:** the current IP address of the iSignager player for Wifi connection
- **ESSID:** the Wifi Access Point Name when connecting to the Access Point

```
HOSTNAME: Player LCD01
DEVICE: DUI 1024x768 60
Firmware Ver: 297j1
Loader Ver: 206
Apps Ver: 297j1
Server Name: TW-AMANDAHO-PC
Server IP(from Player LAN): 10.10.12.34
Server IP(from Player WIFI): 10.10.12.34
Player LAN IP (00:08:1b:84:2e:30): 0.0.0.0
Player WIFI IP (00:00:00:00:00:00): 0.0.0.0
ESSID:
```

The top right corner of the boot-up screen shows the current player time and the name and the time of the coming program (sequence). Please confirm the clock time is correspondent with the sequence schedule time.

**NOTE:**

Please pay attention to the schedule time of next program. If there is a big gap between current program end time and next program start time, a dark screen shows for a long while after this boot-up screen until next available program starts. Please don't be panic. This problem can be solved by setting the schedule time of the next program to an earlier time.

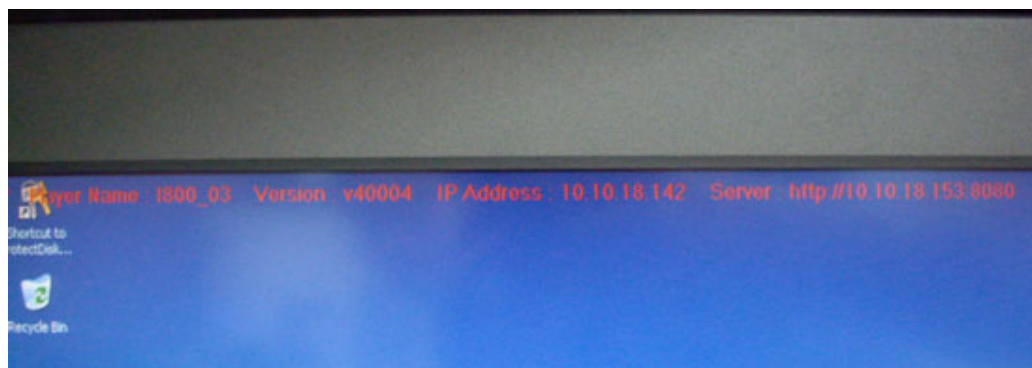


If the CF card is not inserted in the iSignager player before turning it on, the following message shows on the boot-up screen. The iSignager player does not continue to run until a playable disk is inserted.



Advanced Player Boot-up Screen

Before an advanced player starts to broadcast the contents, a screen shows with the information of the player settings on the top of the screen. The information includes player name, version, IP address and server URL.





Chapter

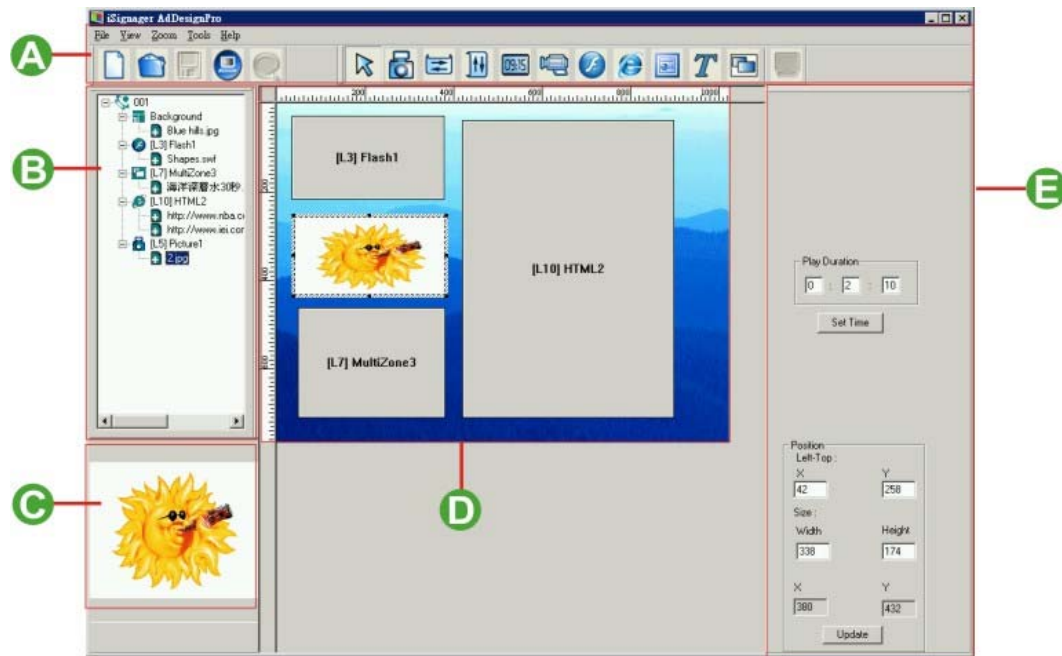
3

AdDesignPro

3.1 AdDesignPro Overview

This section describes how to design visual and audio contents with the AdDesignPro.

3.1.1 AdDesignPro Interface Overview



- A** : Tool Bar
- B** : Item Tree Area
- C** : Display Item Preview Area
- D** : Task Area (where display items located)
- E** : Settings Area

3.1.2 Content Design Process

To have visual and audio contents play on the display device through iSignager player, follow the steps below:

Step 1: Create a layout in the AdDesignPro.

Step 2: Create a sequence in the AdDesignPro by adding layout(s) to it.

Step 3: Schedule the sequence in the AdDesignPro by layout schedule or by layout looping.

Create a Layout
- add display items



Create a Sequence
- add layout(s)
- set display item duration



Schedule the Sequence
- by layout schedule
- by layout looping

3.2 Create Layout



3.2.1 Layout for Standard Player and Advanced Player

Before creating a layout, the user must understand the target player to design for. Is it for a standard player or an advanced player? These two kinds of player can support different type of media as shown in the following table.

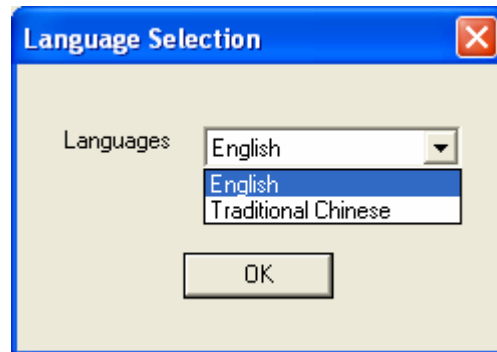
	Standard Player	Advanced Player
Photo	Yes	Yes
Video	Yes (one vide zone)	Yes (multiple video zones), RM, MOV
Banner	Yes (supports photo banner)	Yes (supports photo and text banner)
RSS Banner	Yes (through server)	Yes (directly from player)
Flash	No	Yes
HTML	No	Yes
Document (RTF, PDF)	No	Yes
Text Zone (TXT, RTF)	No	Yes
Power Point	No	Yes (support pps.)
Multiple Media File Zone	No	Yes


3.2.2 Create a New Layout

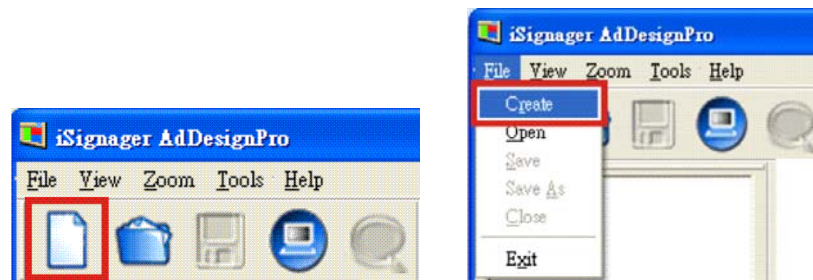
To create a new layout in the AdDesignPro, follow the steps below:

Step 1: Run the AdDesignPro from the Start Menu. Select the language for display.

The AdDesignPro supports English and Traditional Chinese user-interface.



Step 2: Click  or **Create** on the “File” menu.



Step 3: Select a type of the player which the layout is designed for. If the advanced player is selected, the power point layout function, video wall arrangement function and screen rotation function are enabled. If the Power Point Layout function is checked, the created layout can only accept and present power point presentation.

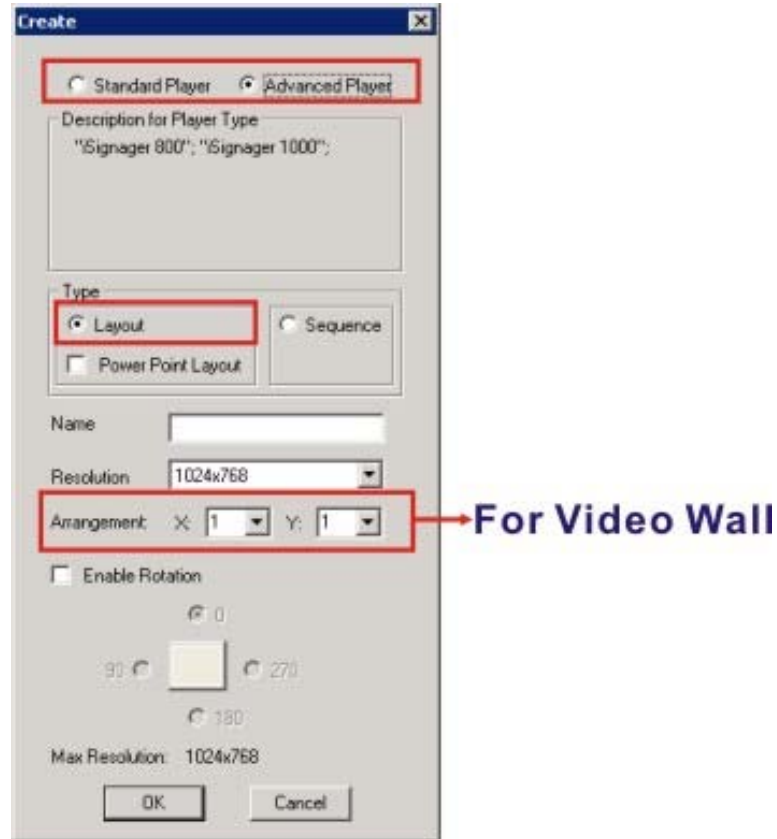
Step 4: Select **Layout**. Enter the layout name and select the resolution of the layout.

Click **OK**. The AdDesignPro supports the following output resolutions:

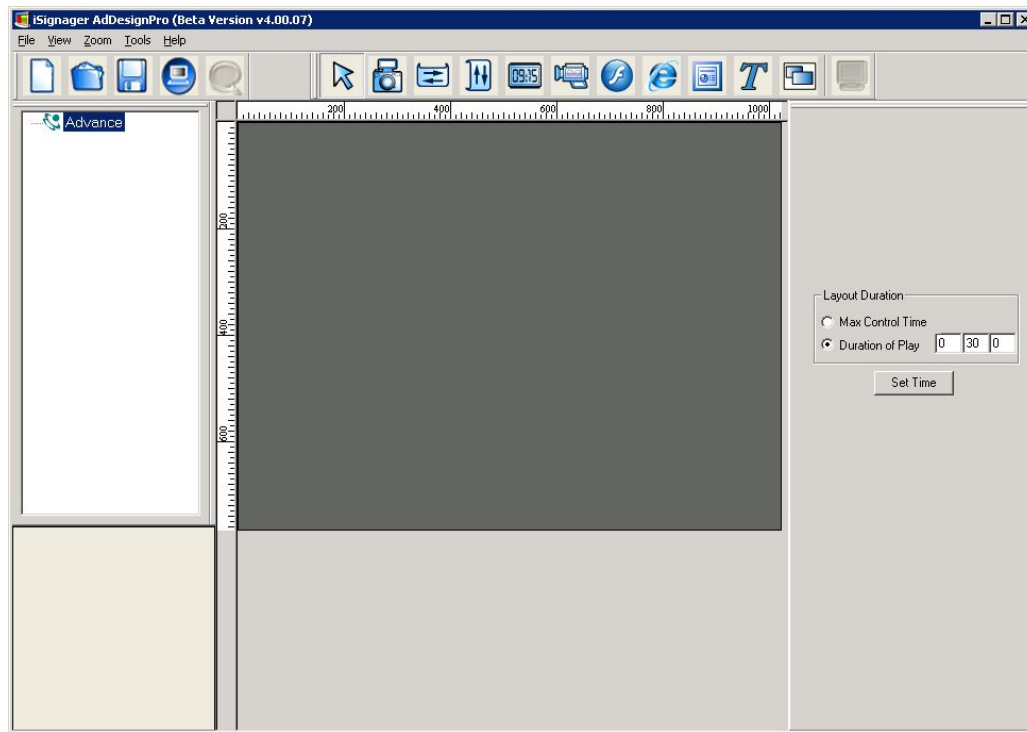
- 640x480
- 720x480
- 1280x960
- 1280x1024

iSignager AdMinistrator V4

- 768x576
- 800x600
- 848x480
- 1024x768
- 1152x864
- 1280x720
- 1280x768
- 1360x768
- 1366x768
- 1400x1050
- 1600x1200
- 1920x1080
- 1920x1200



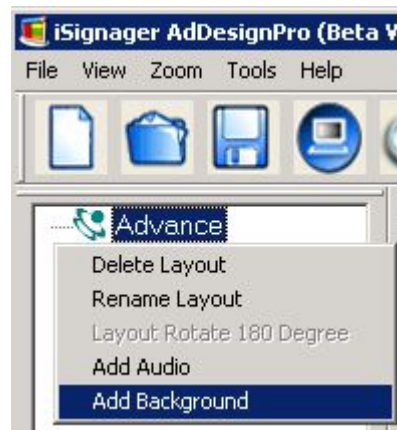
Step 5: A new layout appears.



3.2.3 Add Background

The default background of a layout is black. To add an image background or modify it, follow the steps below.

Step 1: To display an image background on the layout, right click the layout name in the item tree area and select **Add Background**.



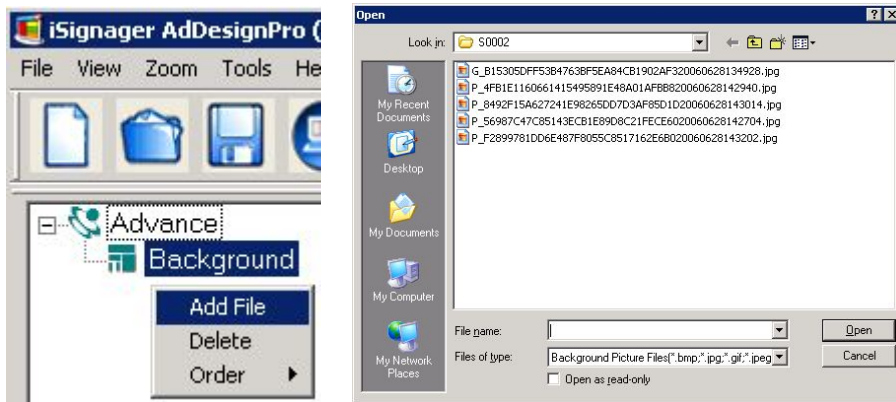
iSignager AdMinistrator V4

Step 2: A background icon appears in the item tree. Right click **Background** and select **Add File**. Then select a picture to display.

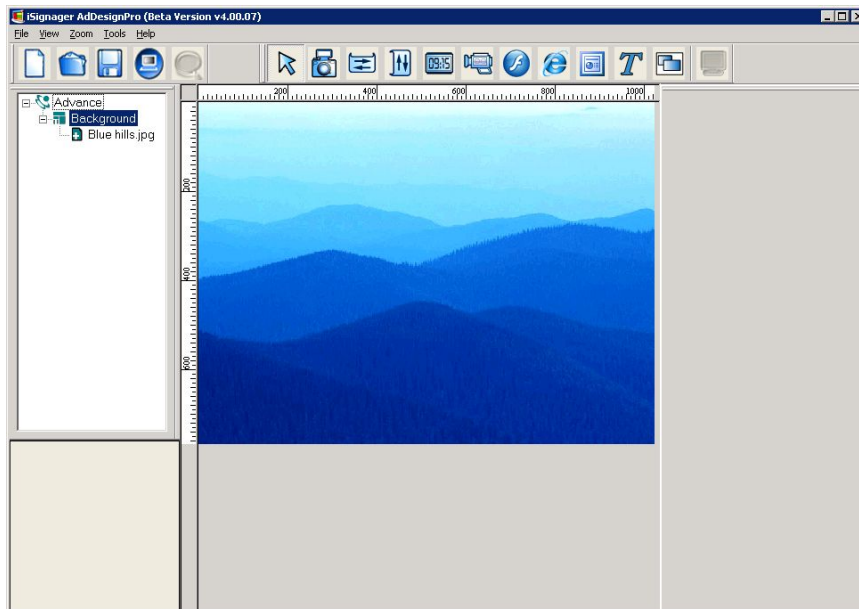


NOTE:

The added file should follow the Microsoft® Windows naming rules except for having the apostrophe (') in the file name.



Step 3: The background image is shown.



Step 4: To change the background, right click **Background** on the layout list and select **Change File**. Or click Delete to remove the background.



Step 5: Click  to save the settings.

**NOTE:**


The AdDesignPro automatically resizes the uploaded background image to match the resolution of the background. It is recommended to upload an image has the same resolution with the background for best view.

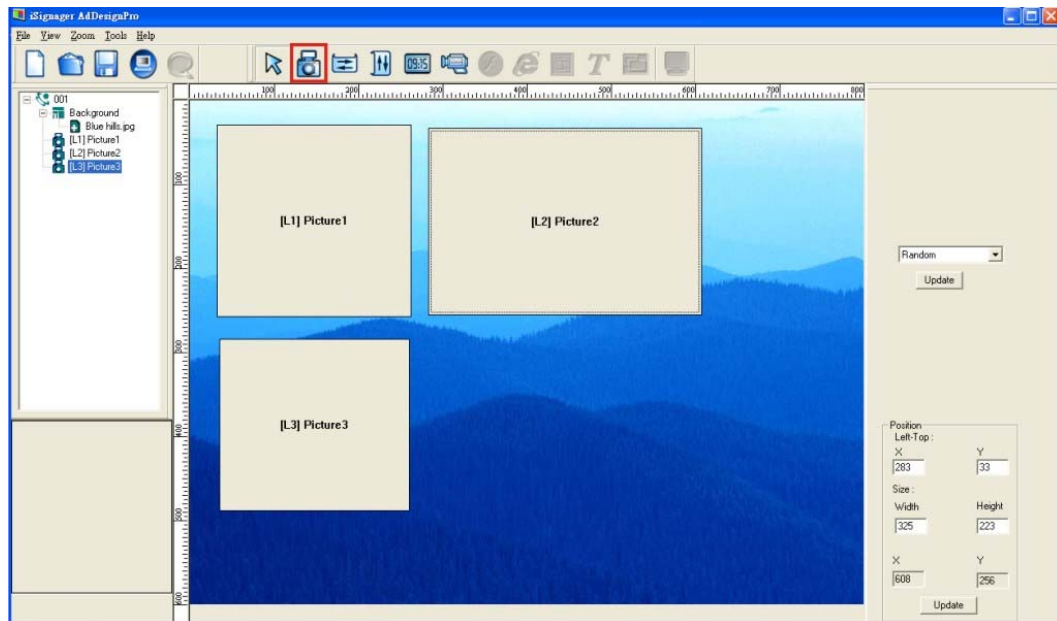
iSignager AdAdministrator V4

3.2.4 Add Display Items on a Layout

3.2.4.1 Add Pictures




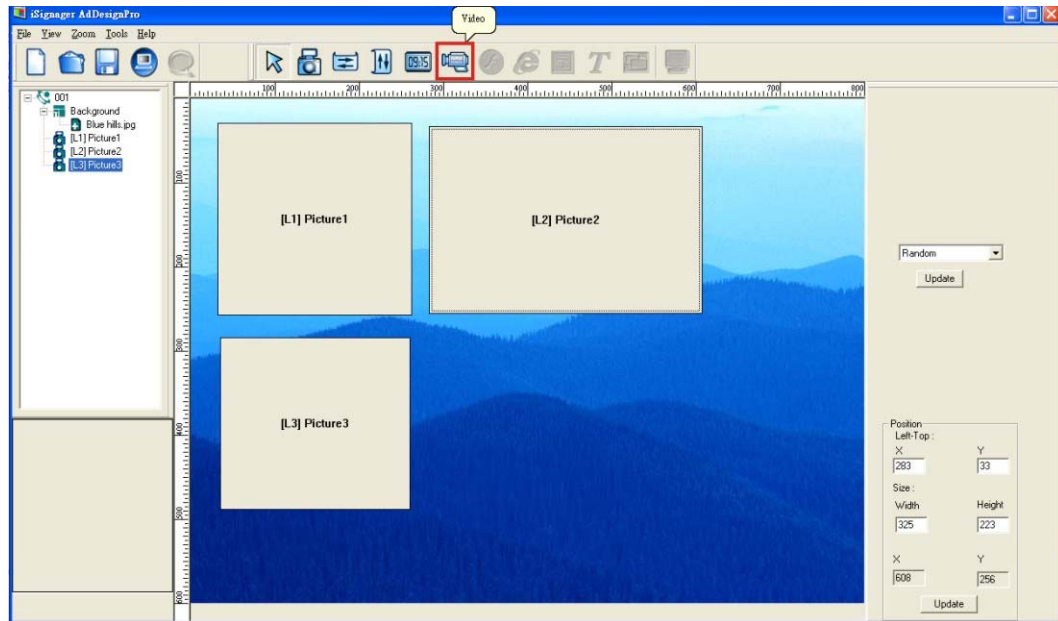
To add a picture in the layout, click . Use the mouse to draw the area of the picture. If the layout is designed for the standard player, five pictures can be created at maximum. There is no limitation for the advanced player.



3.2.4.2 Add a Video Clip





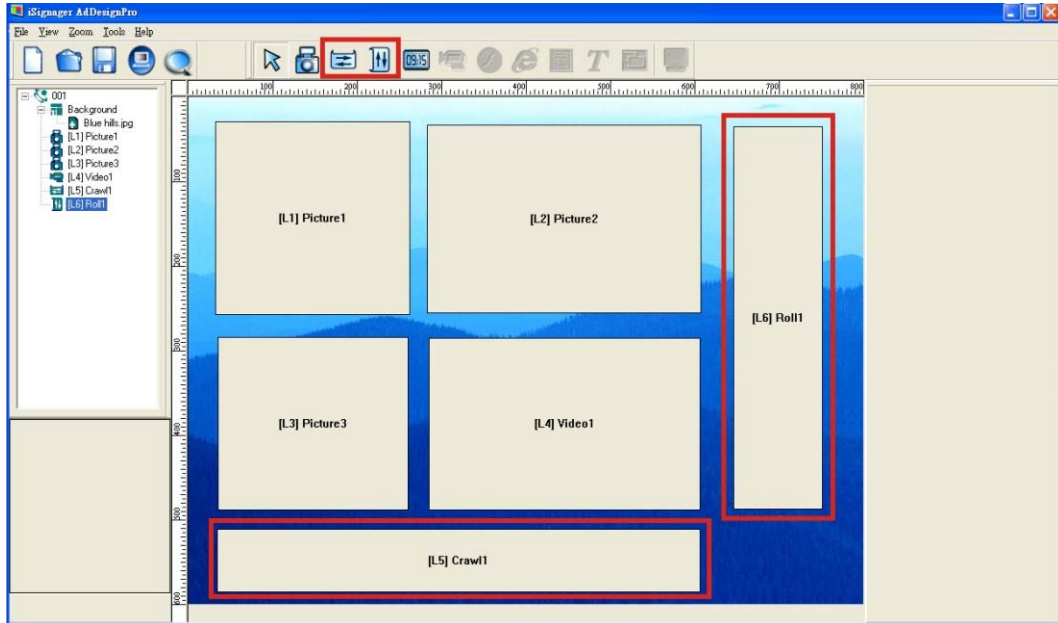
Click  to add a video display on the layout. Use the mouse to draw the area of the video. If the layout is designed for the standard player, only one video display can be created. There is no limitation for the advanced player.



3.2.4.3 Add Crawling/Rolling banners




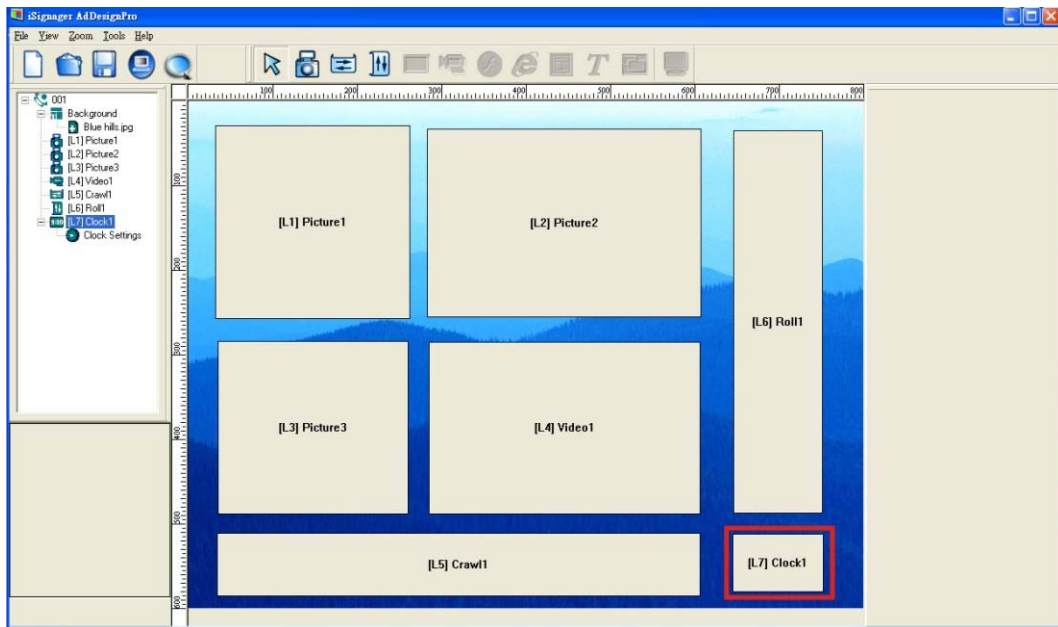
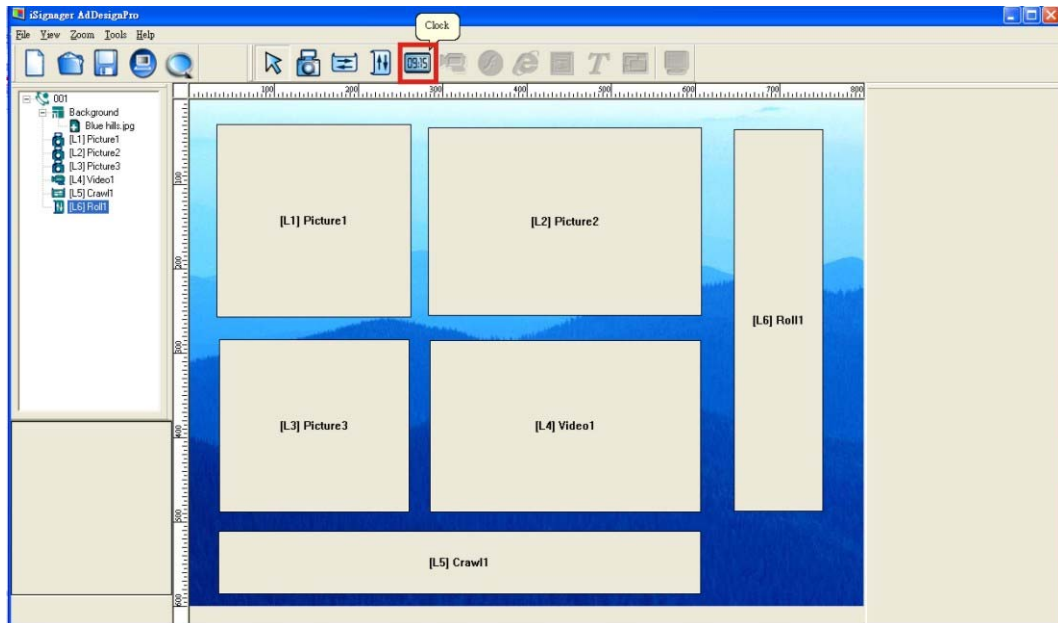
Click  to add a crawling banner or click  to add a rolling banner. If the layout is designed for the standard player, only two banners can be created for each item at maximum. There is no limitation for the advanced player.




3.2.4.4 Add a Clock

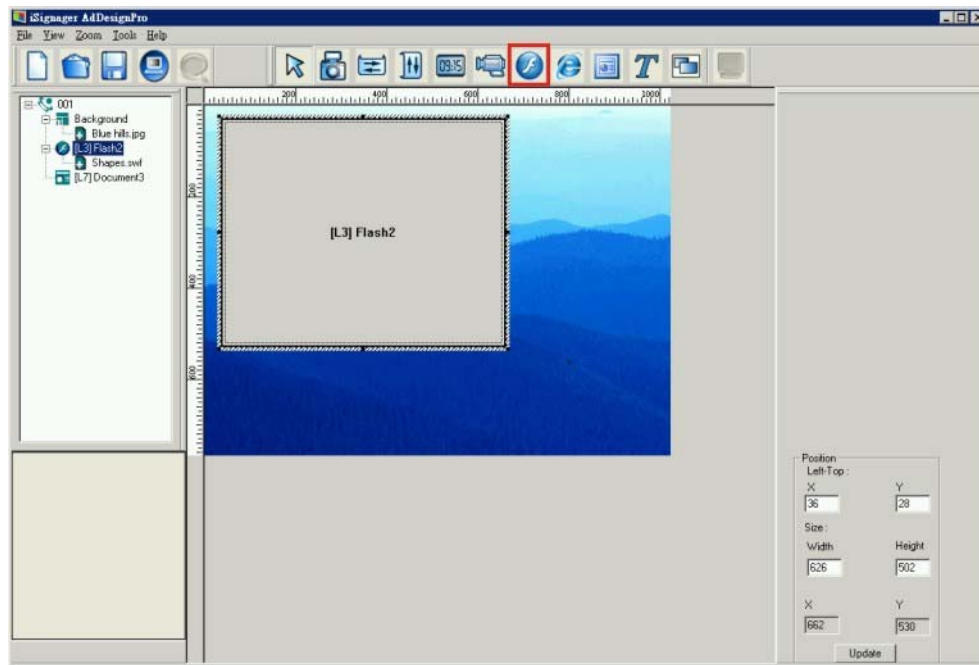


Click  to add a clock to the layout. If the layout is designed for the standard player, only one clock can be created. There is no limitation for the advanced player.




3.2.4.5 Add Adobe Flash Movies (Advanced Player Only)

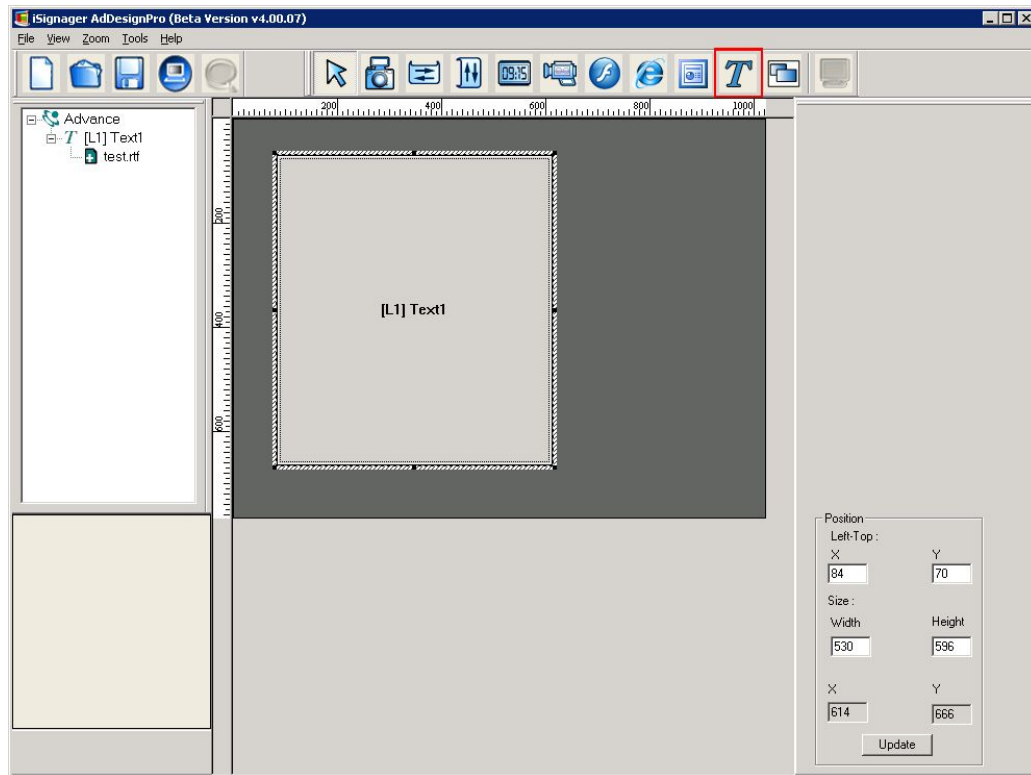
The Adobe Flash movie can be added in a layout for the advanced player. Click  to add a Flash movie block.



3.2.4.6 Add Text File (Advanced Player Only)




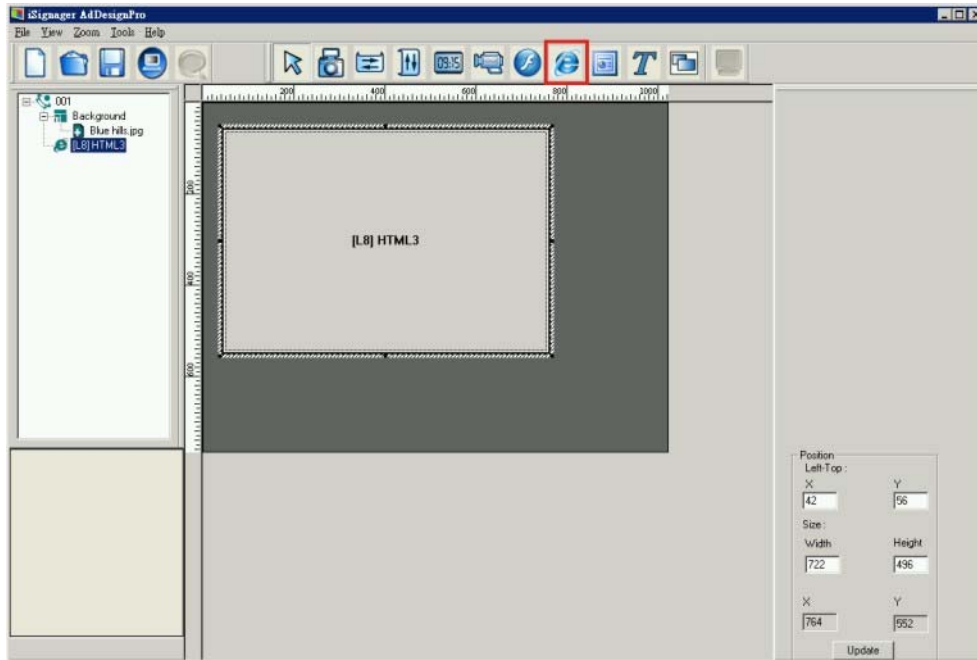
The RTF text file can be added in a layout for the advanced player. Click  to add a text block.



3.2.4.7 Add URL or HTML File (Advanced Player Only)




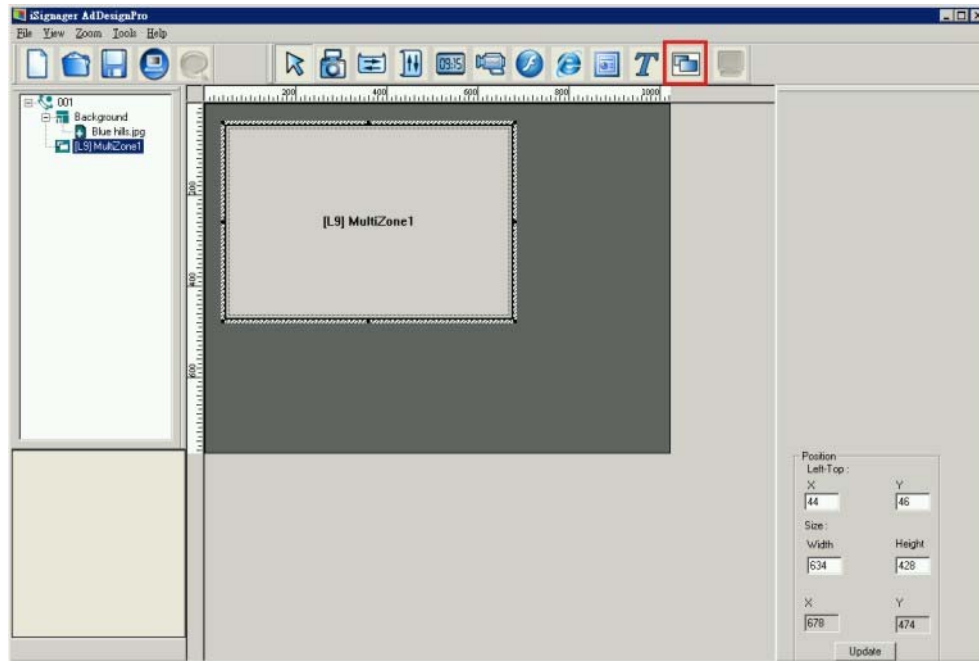
The URL or HTML file can be added in a layout for the advanced player. Click  to add a HTML file/URL block.



3.2.4.8 Add Multi-Format Display Zones (Advanced Player Only)

The multi-format display zone can be added in a layout for the advanced player. Pictures, videos, Flash movie, HTML file and video-in source can all be added in the multi-format

display zone. Click  to add a multi-format display zone.



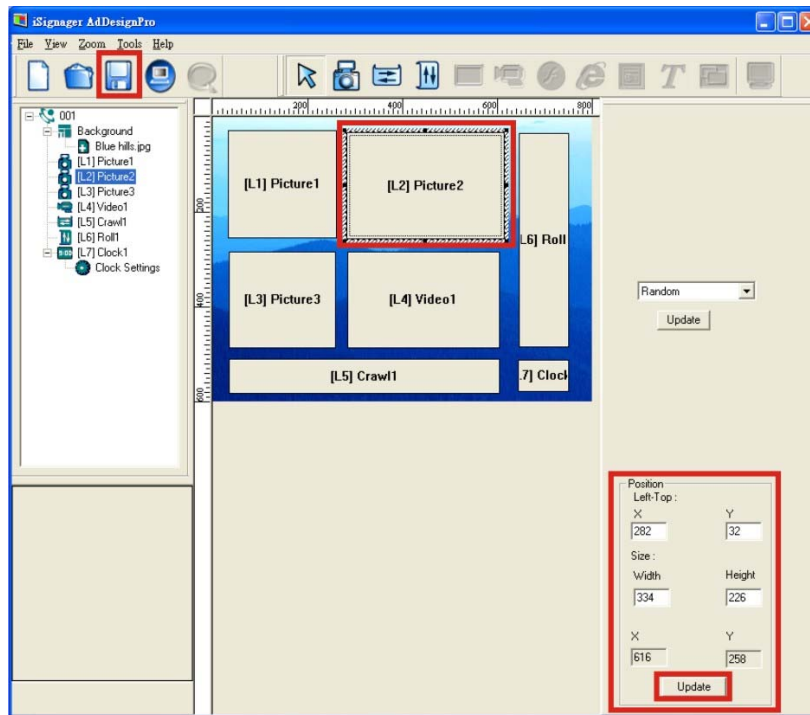
iSignager AdAdministrator V4

3.2.5 Resize the Display Item

Each type of the display item can easily be resized and repositioned. To resize and reposition each display item, follow the steps below.

Step 1: Click on the frame of the item on the layout.

Step 2: Use mouse to drag or enter the width and height value in the setting area to resize the item.



Step 3: Use mouse to drag and drop or enter the X and Y value in the setting area to reposition the item.

Step 4: After changing the values in the settings area, click **Update** to apply the new setting to the display item. The display item shows on the task area in updated size and/or position.

Step 5: Click  to save the settings.

3.2.6 Set the Display Item Order

The order of the display items on a layout can be adjusted to perfectly display the overlapped display items. All kinds of display item order in the layout for the advanced player can be adjusted, but banner and clock order for the standard player can not be changed. To adjust the display item order, follow the steps below.

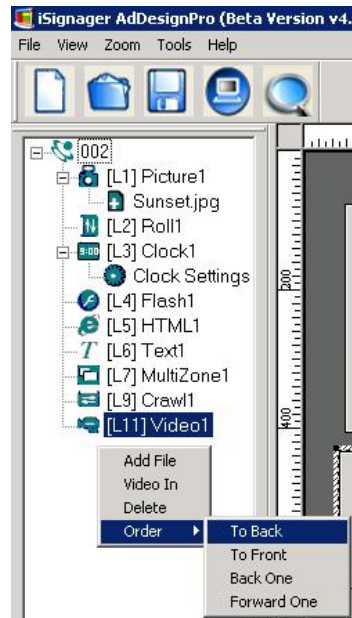


NOTE:

The display item order can also be adjusted by simply drag-and-drop the display item in the item tree. The item on the most top of the list is at the most bottom on the layout.

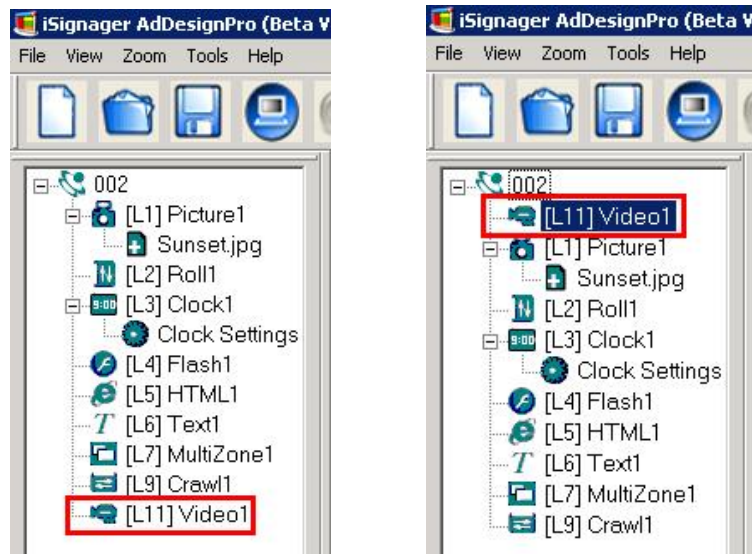
Step 1: Right click a display item (either on the item tree or on the task area).

Step 2: Select **Order** from the drop down list. Choose an order option from the list.



Step 3: The display item moves according to the selected option. In this example, the video is sent To Back, so it moves to the very top of the item tree list. The video will be the most bottom display item on the layout.

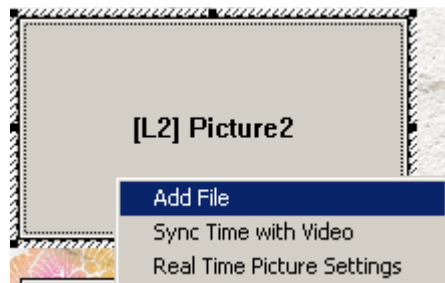
iSignager AdMinistrator V4



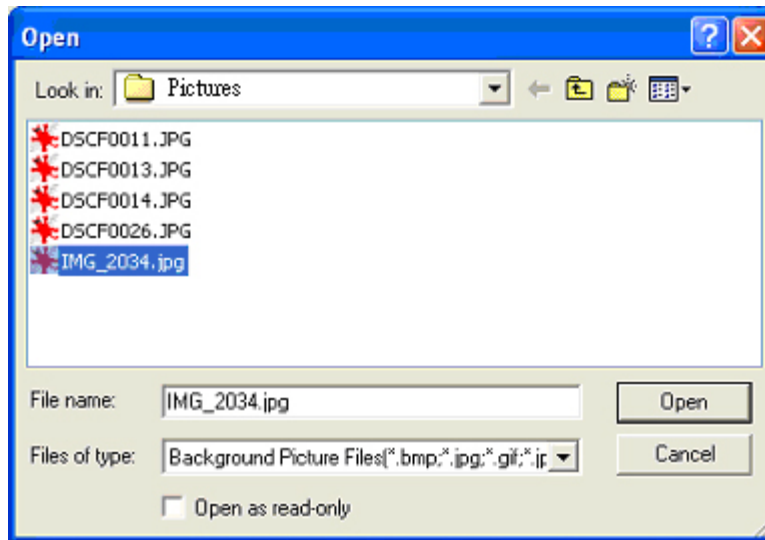
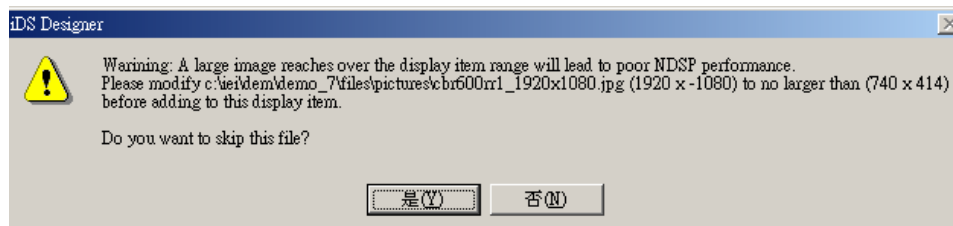
3.2.7 Add Files to Display Items

Multiple files can be added in each display item for display. Follow the steps below to add files to the display item.

Step 1: To add files to each display item, right click the picture or video area, click **Add File**.



Step 2: Select the file to add in a display item. To add multiple files to a display item at once, Ctrl+click or Shift+click to choose the files. Then, click **Open**.

**NOTE:**

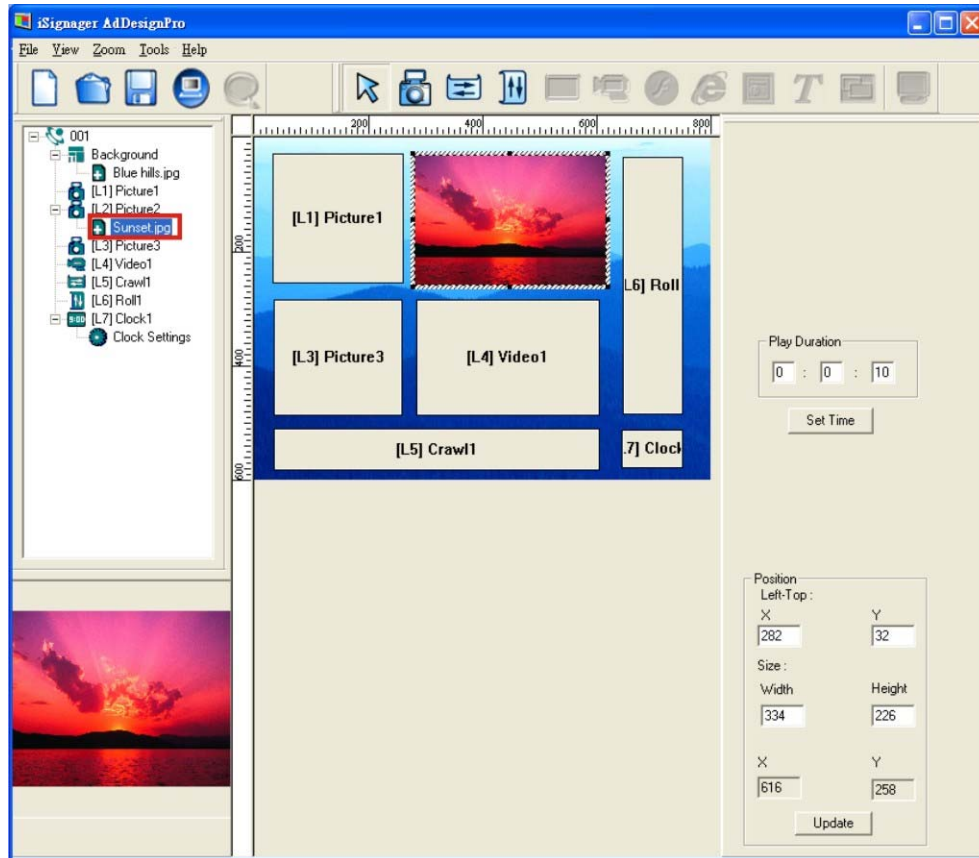
The AdDesignPro automatically resizes the uploaded image to match the size of the display item. For best view, it is recommended to upload an image with the same size as the display item. An image larger than 30% of the display item area leads to bad display performance.

**NOTE:**

The added file should follow the Microsoft Windows naming rules except for having the apostrophe (') in the file name.

iSignager AdAdministrator V4

Step 3: After adding the files, the file names are displayed under each item in the tree list. Click on the file name and a preview window is shown at the bottom left corner.

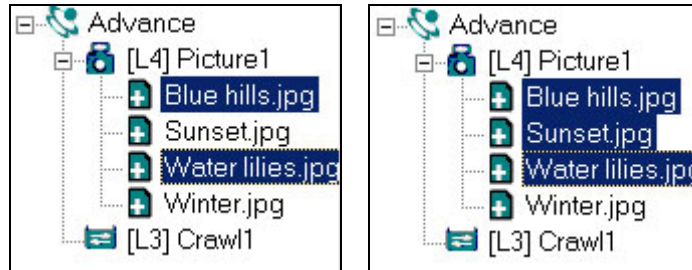


Step 4: The file order listed under the individual display item decides the display sequence. To rearrange the order, click the file and use the mouse to drag and drop to move the file.



NOTE:

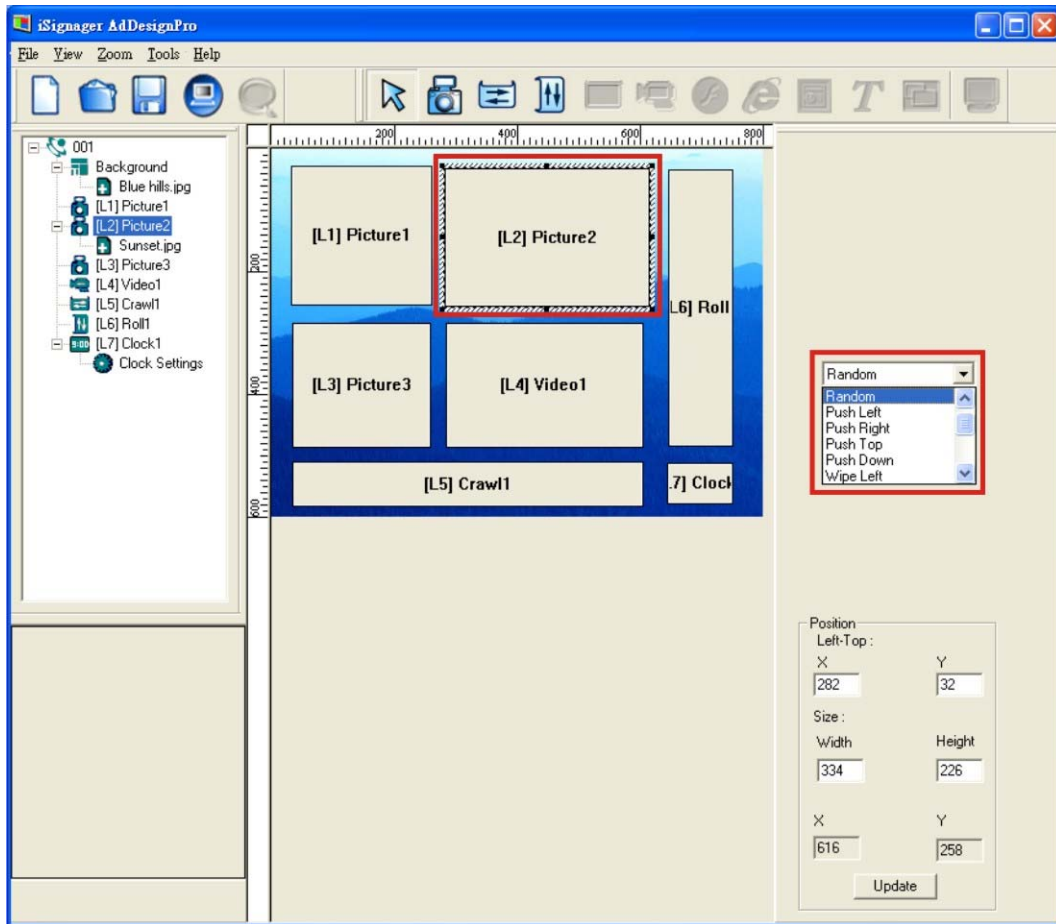
To select multiple files for moving, display time setting or deletion, Ctrl+click or Shift+click to select the files.



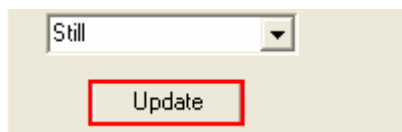
3.2.7.1 Modify Picture Display Settings

This section describes how to define the moving direction to display images. Follow the steps below.

Step 1: Click on the frame of the picture on the layout. A drop-down menu appears in the settings area. The options are still, push left, push right, push top and push down.



Step 2: Click **Update** to save the settings.



3.2.7.2 Real Time Picture Setting

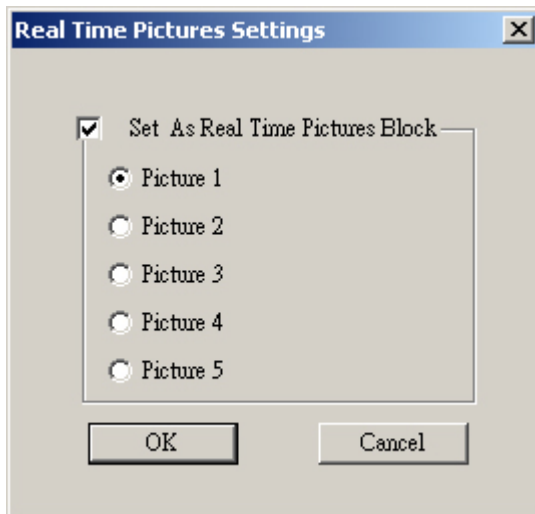
The user can set the picture block as a real time picture block for Player Administrator to transfer real time pictures. To set the picture block as a real time picture block, follow the steps below.

Step 1: To set the picture block as a real time picture block, right click the picture block and click **Real Time Picture Settings**.



Step 2: Check **Set As Real Time Picture Block** and select a name for the picture block.

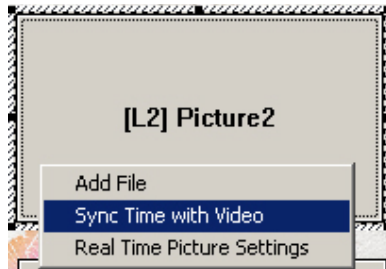
The name for the picture block is used for Player Administrator to identify the picture block for the real time pictures. Please refer to **Section 4.5.2** to setup and transfer the real time content.



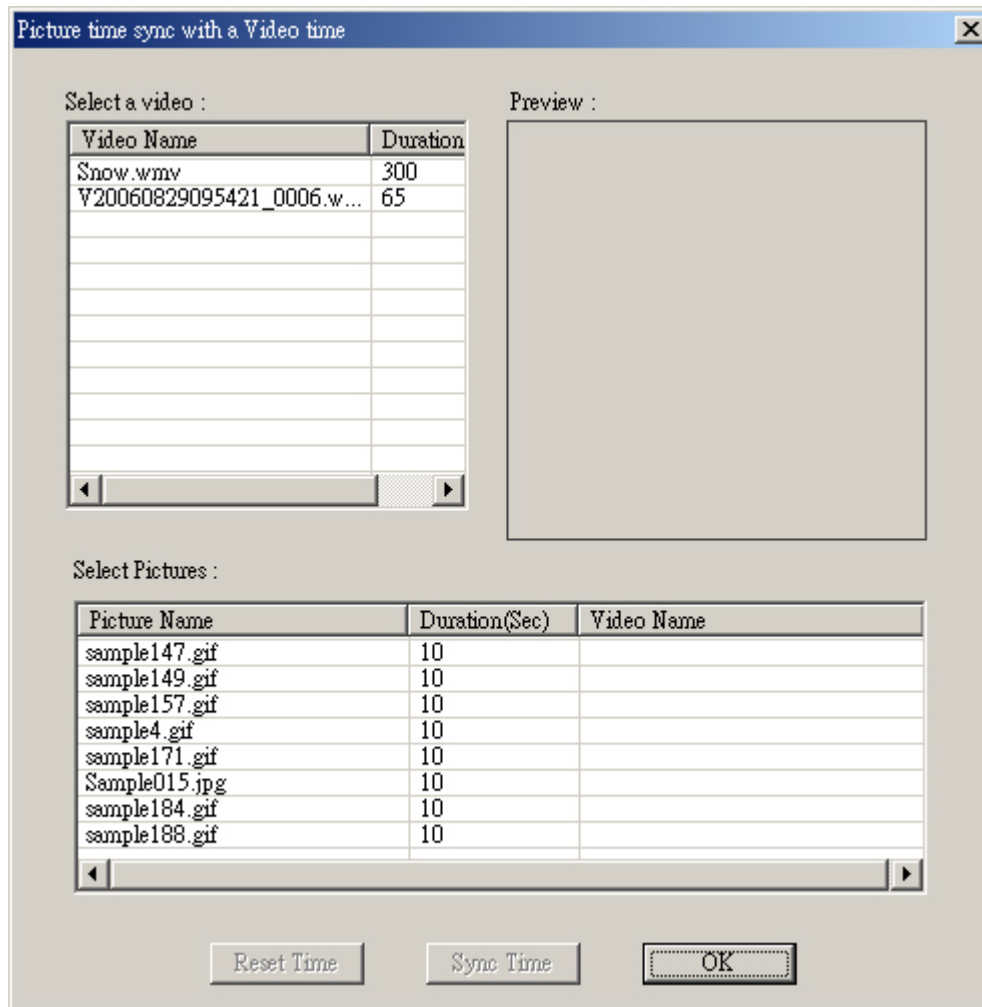
3.2.7.3 Modify Picture Duration by Video Duration

If the user wants to make some of the pictures in one display item to play at the same time when the video is playing, the AdDesignPro provides a function to make the setting process easier and quicker. The AdDesignPro distributes video duration evenly to each selected picture duration. To use this function, follow the steps below.

Step 3: Right click the picture area on the layout and select **Sync Time with Video**.



Step 4: A "Picture time sync with Video time" window appears.

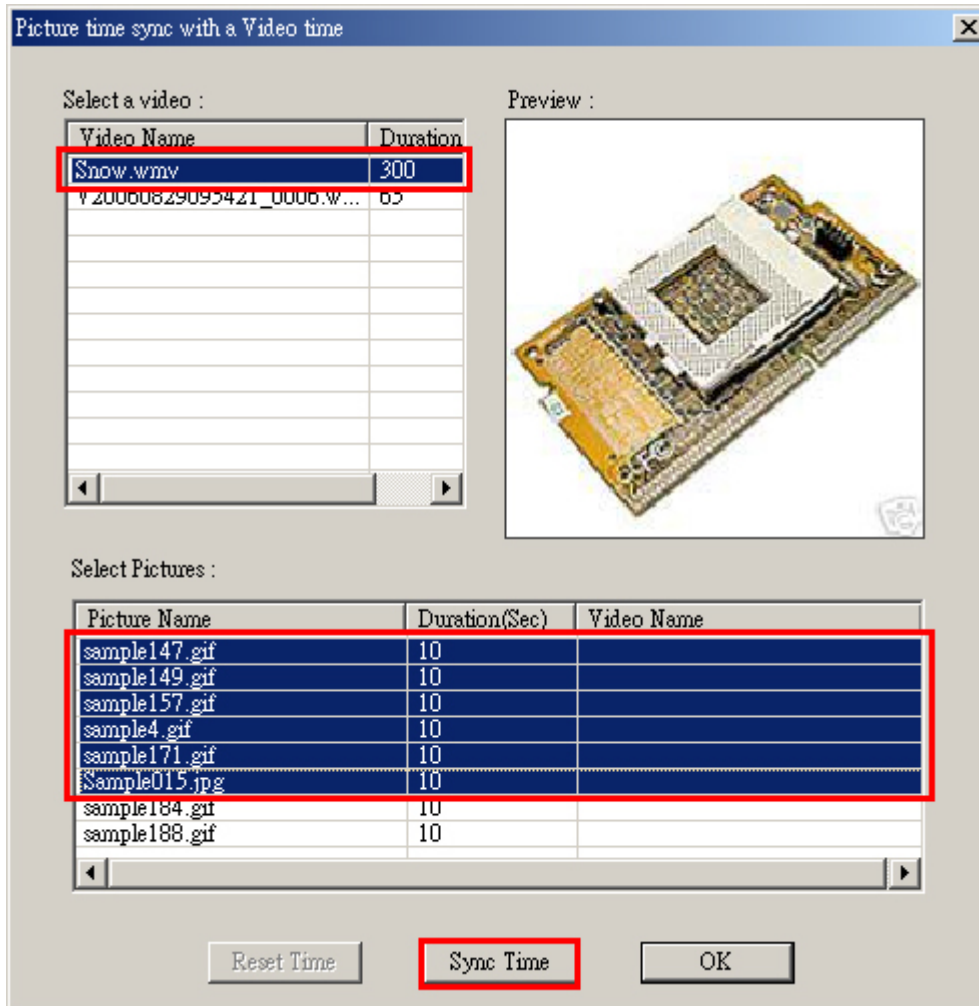


Step 5: Select a video first. Then, use Ctrl+Click or Shift+Click to select multiple pictures.
Click **Sync Time**.



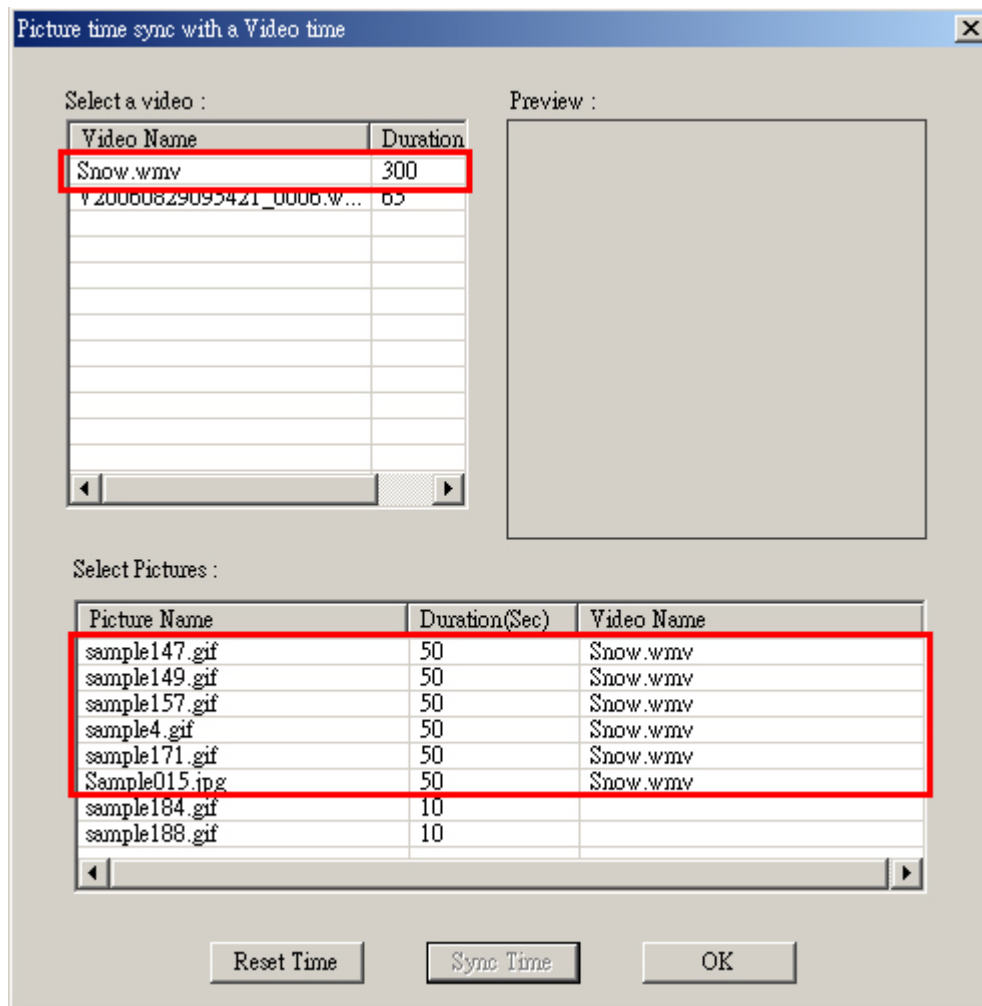
NOTE:

1. The user can only select a video file at a time.
2. To make one picture display item synchronizes with a video, the user must select all the image files in the picture display item and avoid changing the image duration setting individually or deleting the image file.

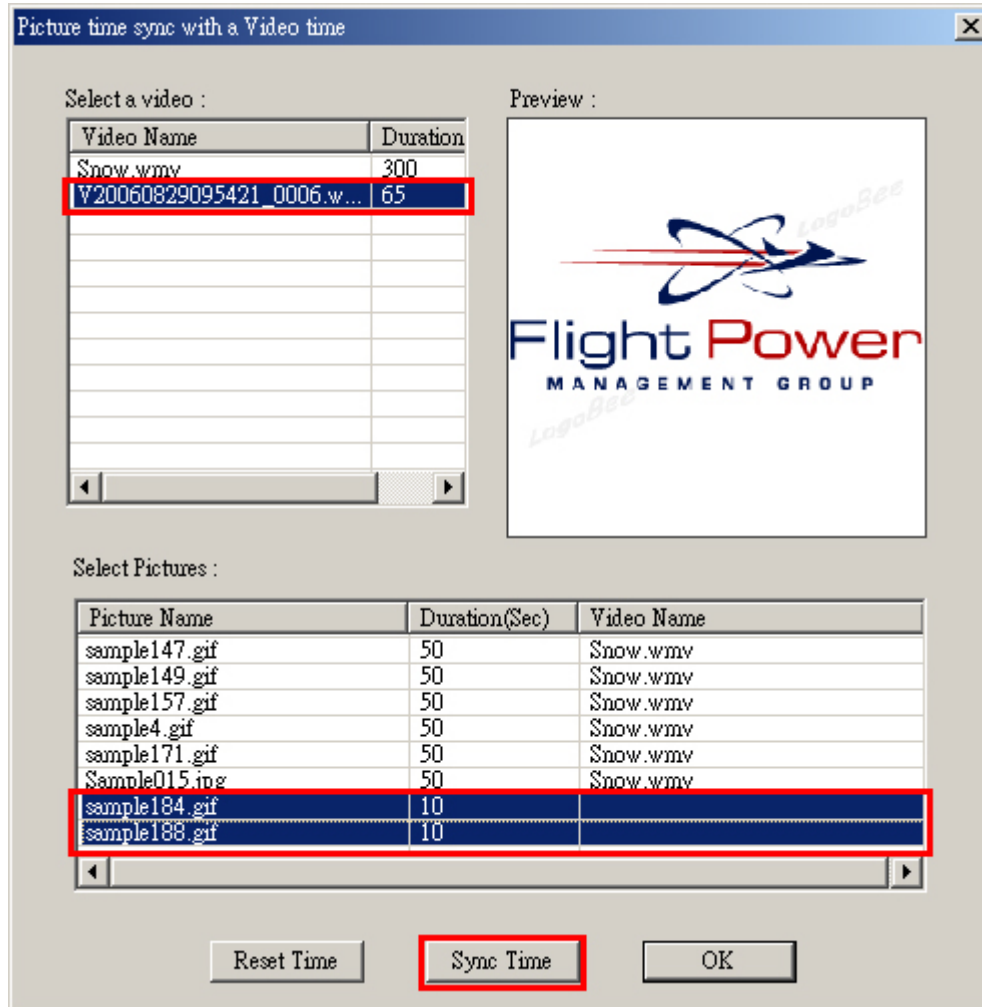


iSignager AdAdministrator V4

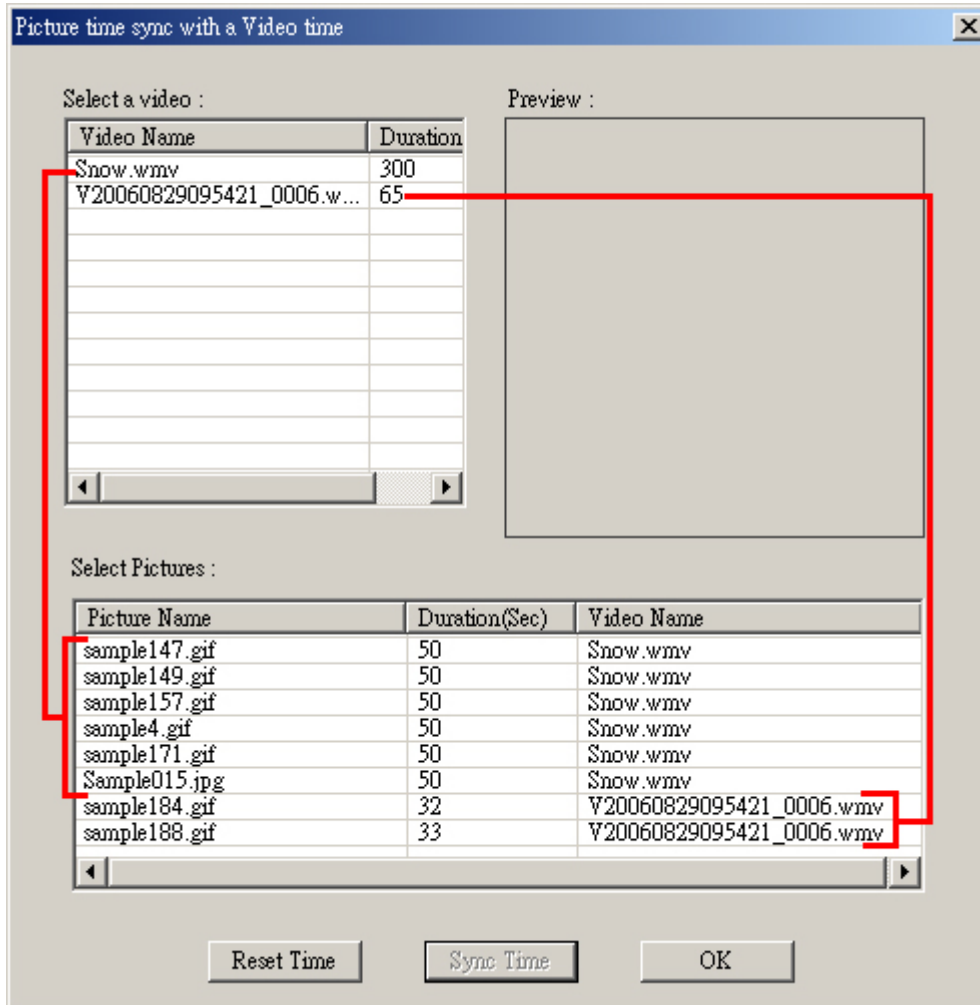
Step 6: The durations of the selected pictures are changed based on the duration of the selected video. Take following figure as an example: 300 seconds (the video duration) are divided evenly by 6 (pictures), so each picture gets 50 seconds.



Step 7: Select the other video and the rest two pictures. Click **Sync Time**.



Step 8: The first six pictures display while the first video is broadcasting. The last two pictures display while the second video is broadcasting.



Step 9: Click **OK** to confirm the settings.

Step 10: To reset the setting, click **Reset Time**.



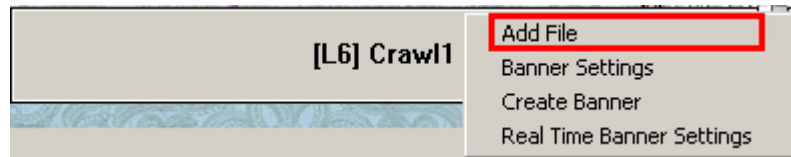
NOTE:

The AdDesignPro assigns **four seconds** duration time to each display picture if the distributed duration is less than four seconds.

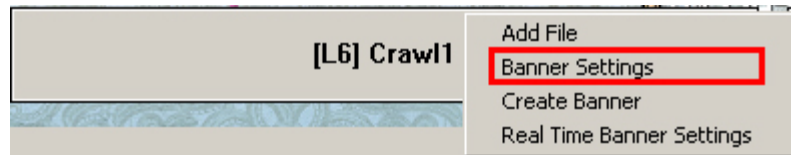
3.2.7.4 Modify Crawling/Rolling Display

3.2.7.4.1 For Standard Player

Step 1: To add a crawling or a rolling display banner, right click the frame of the banner on the layout, click **Add File**, and select a file (16/24/32-bit color with transparency BMP, GIF, PNG, JPEG).



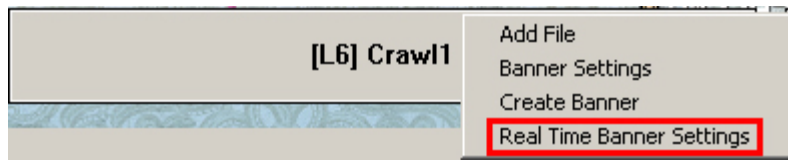
Step 2: To modify the banner settings, right click the rolling or crawling banner and click **Banner Settings**.



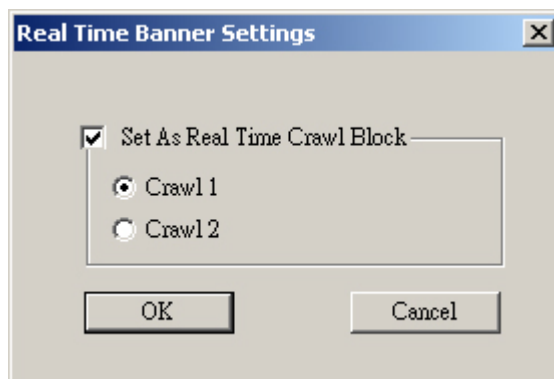
Step 3: Select the direction and the speed of the moving banner.



Step 4: To set the banner as a real time banner, right click the rolling or crawling banner and click **Real Time Banner Settings**.



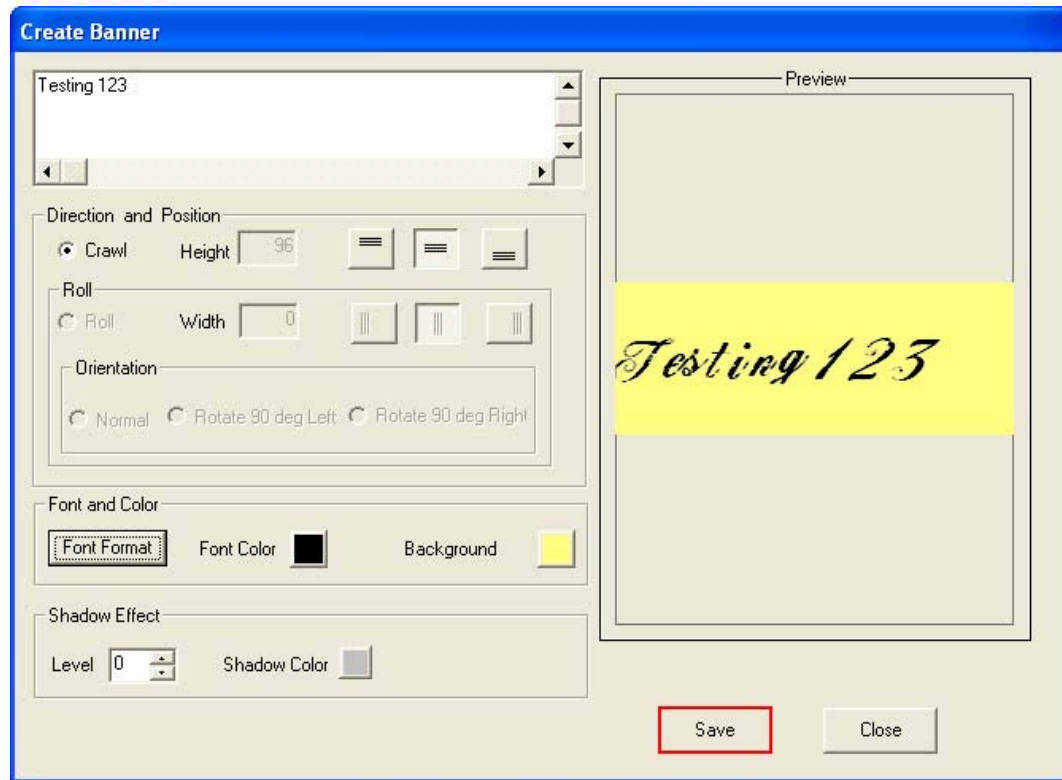
Step 5: Check **Set As Real Time Crawl/Roll Block** and select a name for the moving banner. The name for the banner is used for Player Administrator to identify the banner for the real time text. Please refer to **Section 4.5.2** to setup and transfer the real time content.



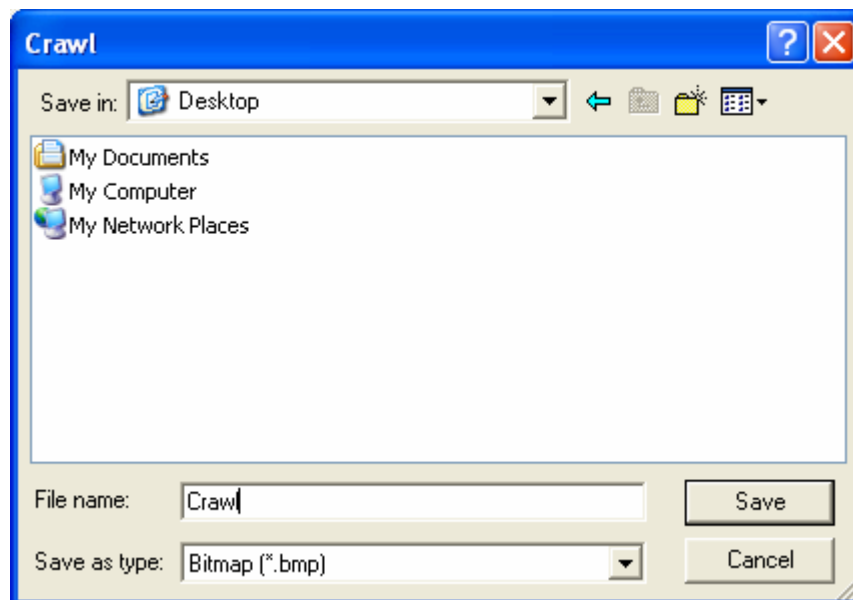
Step 6: To create a picture for the banner, right click the item and select **Create Banner**.



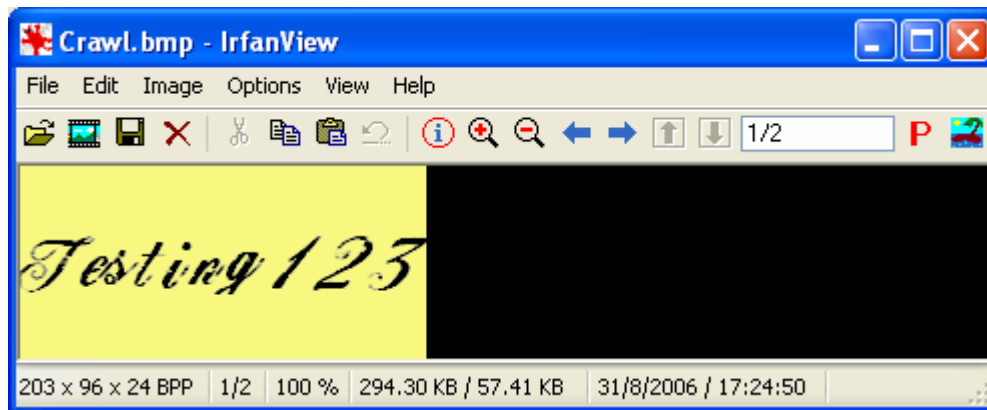
Step 7: Enter the text and modify the settings including alignment, orientation, font type, font color, background color, and shadow effect. A preview window on the right shows the display content of the banner. Click **Save** to save the settings.



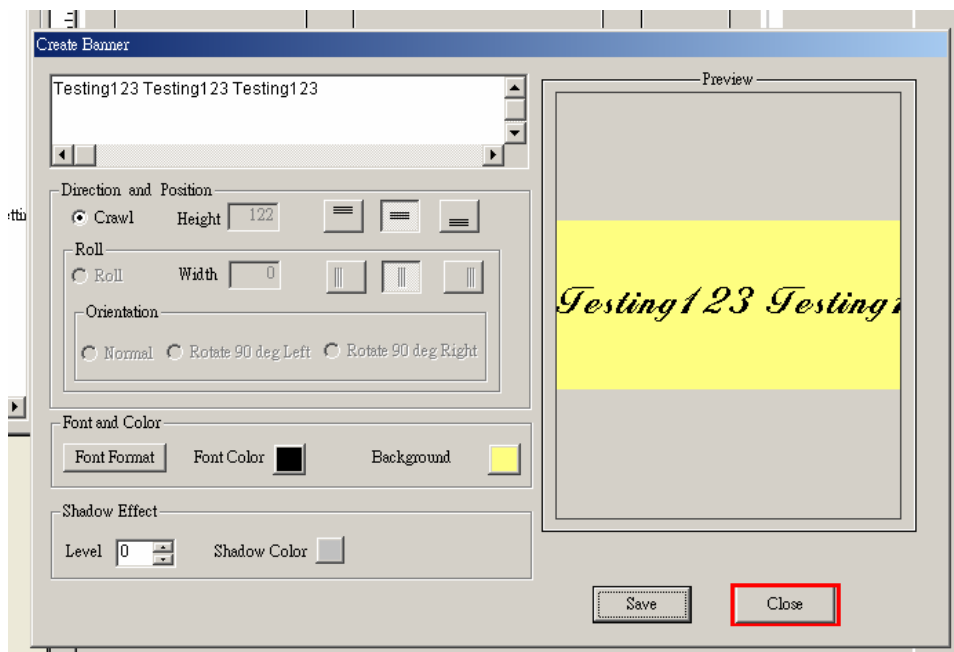
Step 8: Enter the banner name and save the picture to the computer.



Step 9: A preview window is shown.



Step 10: Click **Close** to exit the settings. The picture is added to the banner automatically.

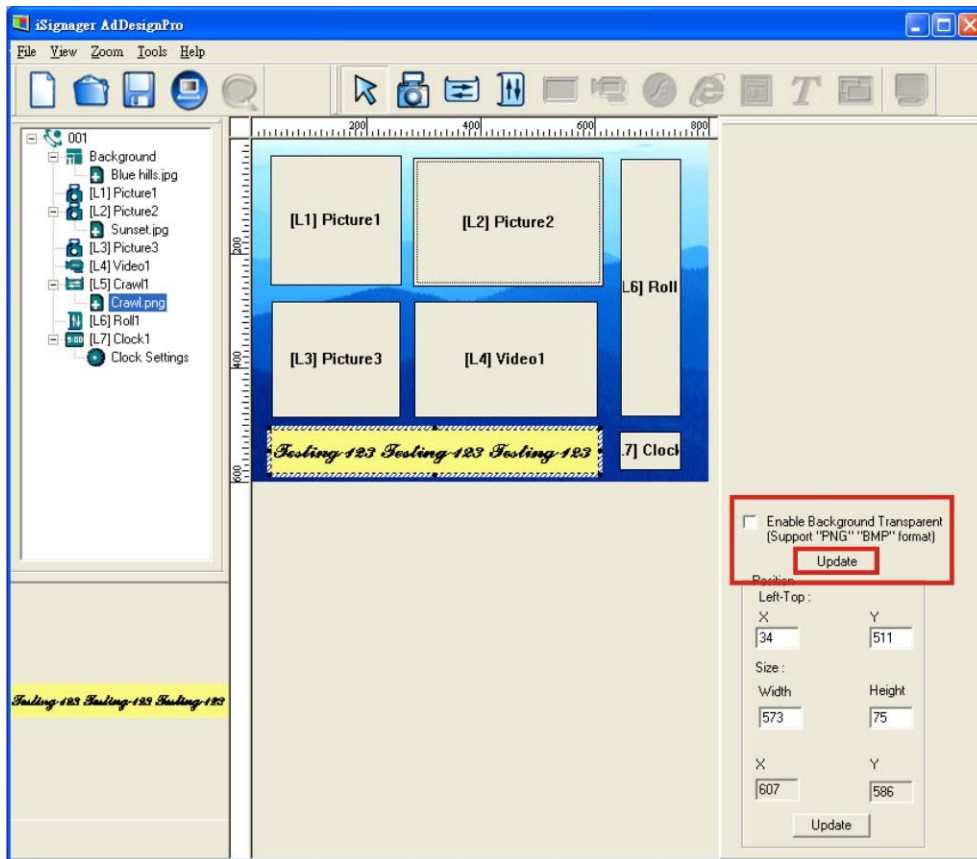


Step 11: To make the background of a banner transparent, click on the file name of a banner and the setting is shown in the settings area. Check the **Enable Background Transparent (Support "PNG" "BMP" format)** setting and click **Update**.



NOTE:

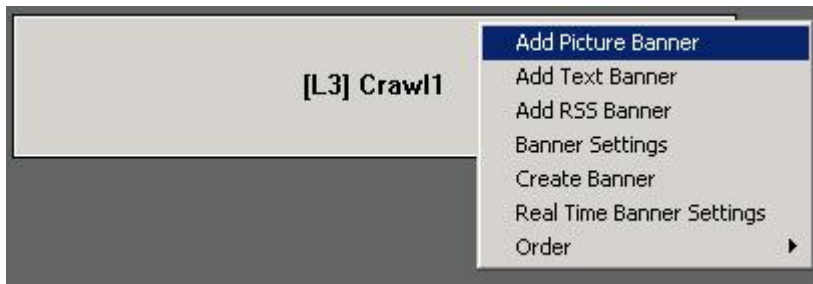
The “Enable Background Transparent” function only supports the banner images in PNG or BMP file format. To have best quality, please use the banner image composed of one background color.



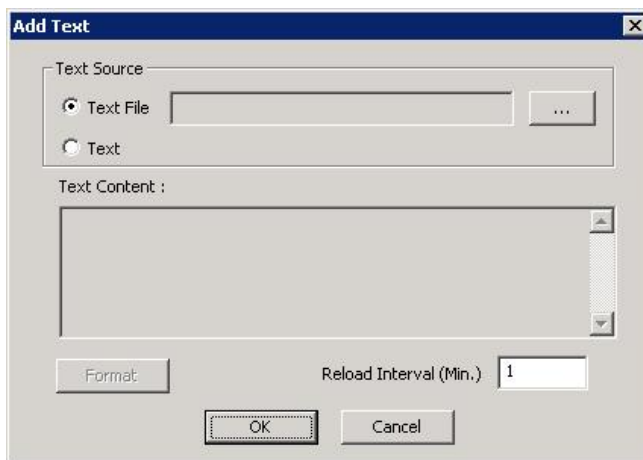
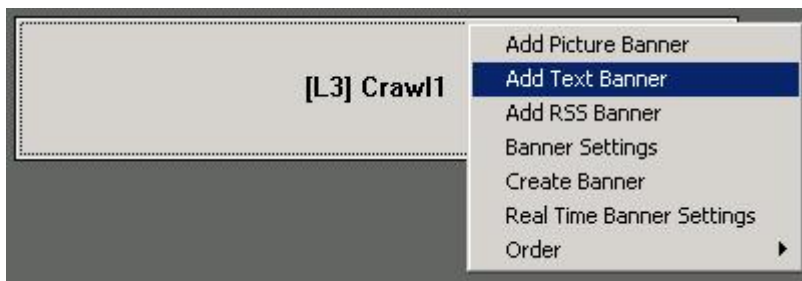
3.2.7.4.2 For Advanced Player

The advanced player supports more functions for the banner besides the functions described above in the **Section 3.2.7.4.1**. The functions listed below are only available for the advanced player.

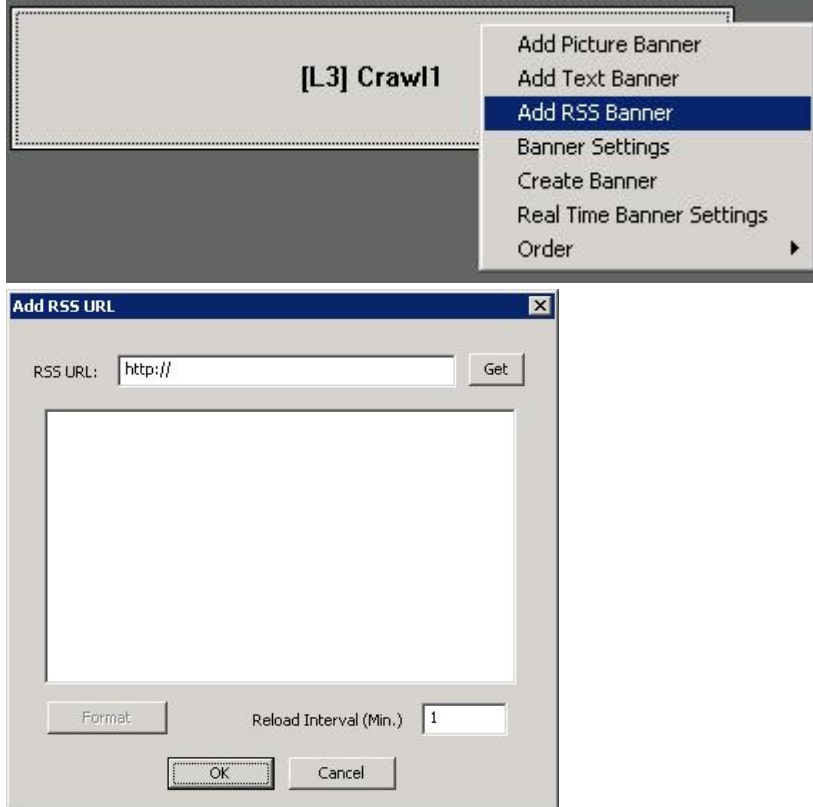
Add Picture Banner. Right click the frame of the banner on the layout, click **Add Picture Banner** and select a file.



Add Text Banner. Right click the frame of the banner on the layout, click **Add Text Banner**. Select a text file or input the text to display.



Add RSS Banner. Right click the frame of the banner on the layout, click **Add RSS Banner**. Enter a RSS source and click **Get**. User can also modify the text format by clicking the Format button.



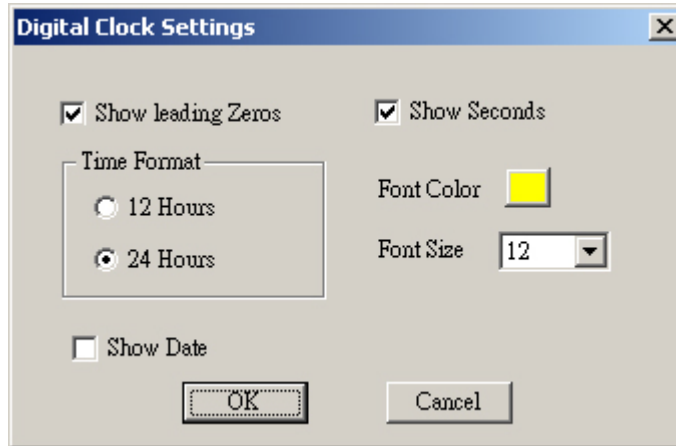
3.2.7.5 Define Clock Settings

Step 1: To define clock settings, right click the digital clock and click **Digital Clock Settings**.

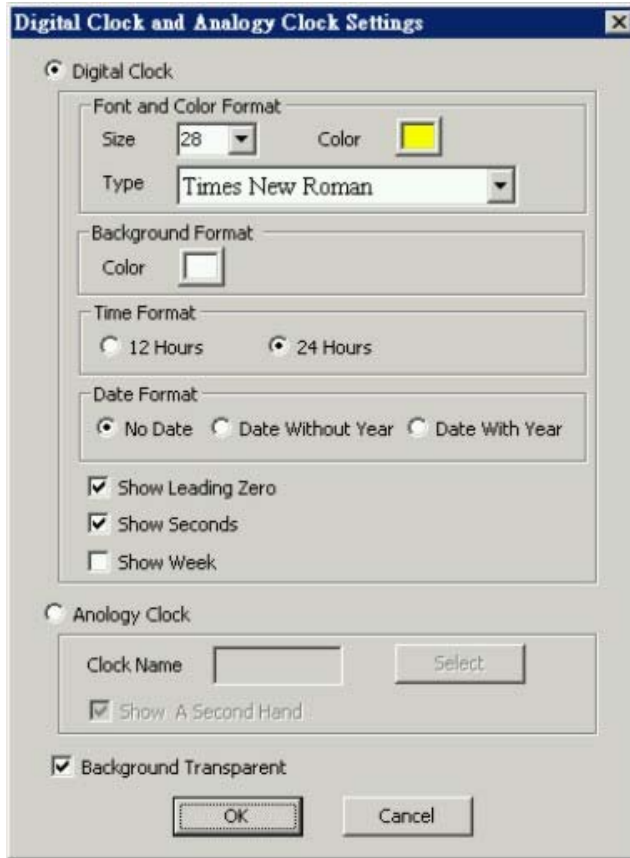



iSignager AdMinistrator V4

Step 2: If the layout is set for the standard player, the following clock setting dialog shows. Modify the settings and click **OK**.



Step 3: If the layout is set for the advanced player, there are more options for clock settings. The user can select either using digital clock or analog clock. If choose to use analog clock, select a clock type from the default template. Modify the settings and click **OK**.



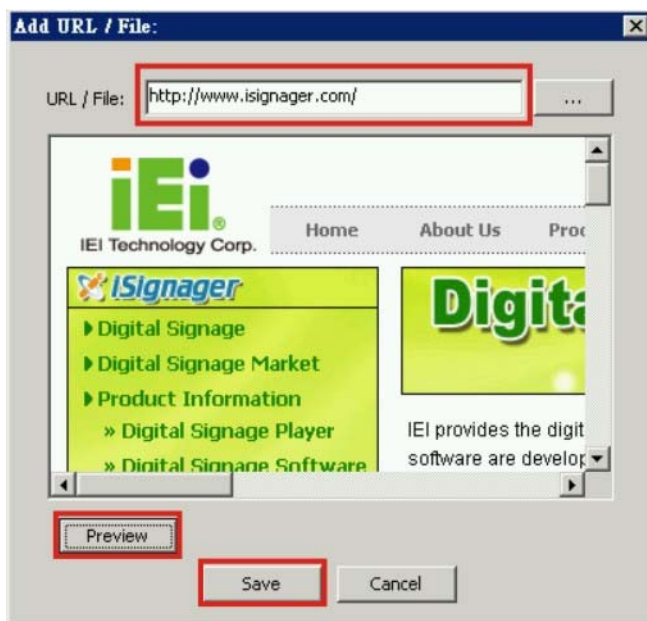
To save all changes to the layout, click  .

3.2.7.6 Define HTML File or URL Display (For Advanced Player Only)

Step 1: To define a HTML or URL display zone, right click the HTML display block and click **Add File**.



Step 2: Enter an URL or click to browse a HTML file. Click preview to see the content. Click **Save** to save the settings and exit the window.

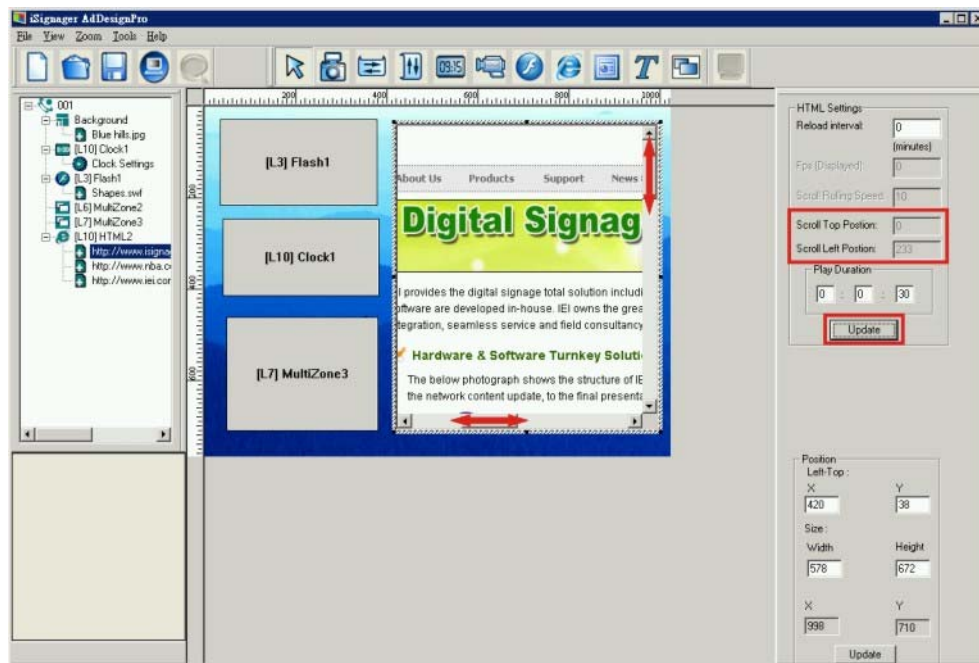


Step 3: Click URL in the item tree area and scroll the web page to a proper position to show in the screen. It is suggested to view in 100% mode (Zoom → 100%) to

have an actual size of view. Click **Update** button to save the setting. The Scroll Top Position field and Scroll Left Position field changes accordingly.

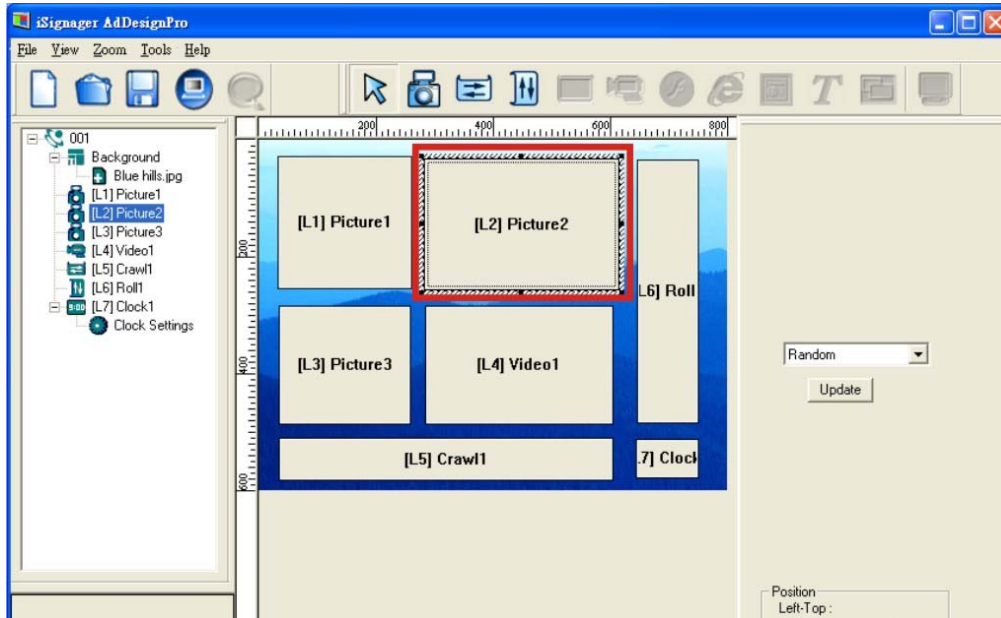
**NOTE:**

If the Smart Navigation function is disabled in the web page, the scroll position function is not supported in the AdDesignPro either. When Smart Navigation is disabled, users often automatically be returned to the top of a web page after refreshing it.

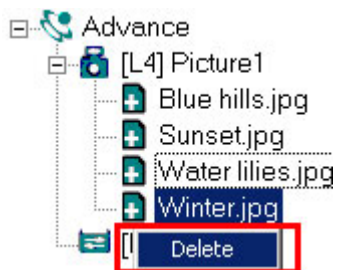


3.2.8 Delete Display Items on a Layout

To delete a display item on a layout, click on a frame and press **Delete** on the keyboard.



To delete a particular file of a display item, right click the file name in the tree list and select **Delete**.



3.2.9 Add Audio

To play an audio clip when displaying the layout, follow the steps below.

Step 1: Right click the layout name in the item tree and select **Add Audio**.



Step 2: An audio icon appears in the tree list. Right click **Audio** and select **Add File**. Then select an audio file.

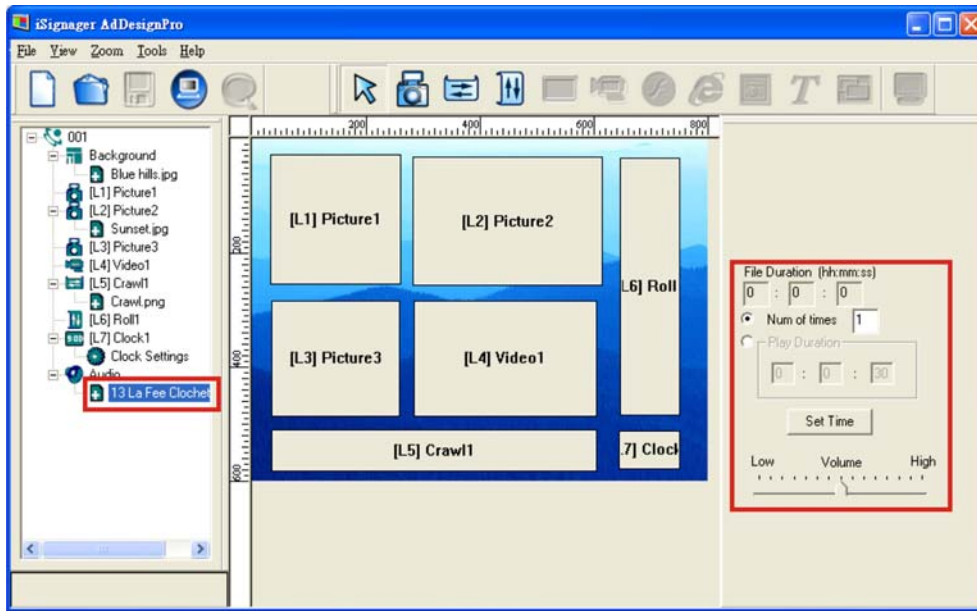


NOTE:

The added file should follow the Microsoft Windows naming rules except for having the apostrophe (') in the file name.



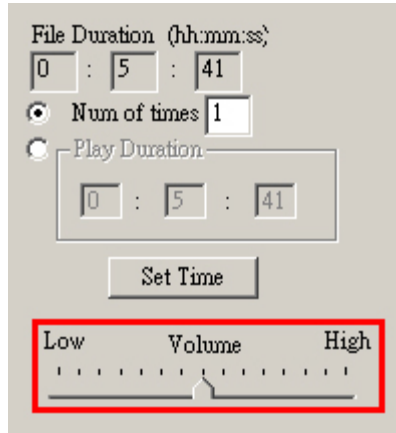
Step 3: After adding an audio file, click on the file name in the item tree. The playing setting appears in the settings area.



Step 4: Choose either the number of time to play the audio clip or the duration of the playing time. Then click **Set Time**.



Step 5: Adjust the volume by dragging the volume bar.



Step 6: Click  to save the settings.

Step 7: To delete the audio file, right click **Audio** on the list and select **Delete**.



3.2.10 Add Video-In Source

3.2.10.1 Video-In for Standard Player

When a TV box or a video player is connected with the standard player, the video from the TV box or the video player can be broadcasted through the standard player using Video-In function. To broadcast the video-in source through the standard player, follow the steps described below.

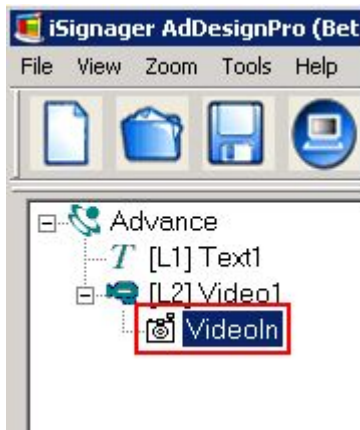
Step 1: Connect a TV box or a video player to the video/audio input port on the rear panel of the standard player.

Step 2: Create a video display item in a layout. Right click the video frame and select **Video In**.

iSignager AdAdministrator V4

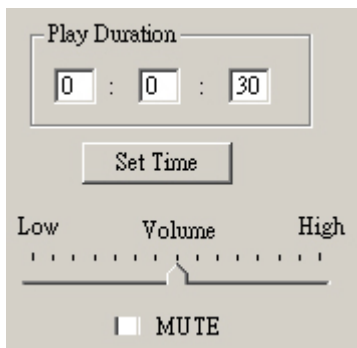


Step 3: A video-in icon (📹 VideoIn) is shown in the item tree. Click the video-in icon to modify the setting.



Step 4: Set the play duration of the video-in source. Then click **Set Time**.

Step 5: Adjust the volume by dragging the volume bar. Check **MUTE** to mute the video.



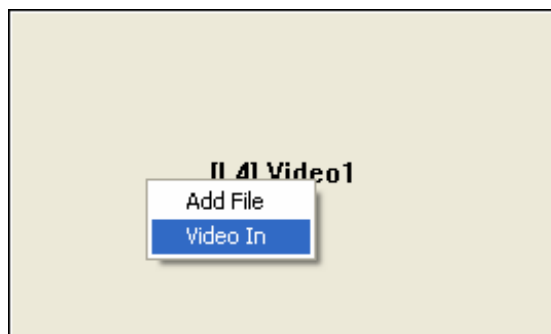

NOTE:

The standard player does not support sound broadcasting of video files and audio files at the same time in one layout. If a layout for standard player contains a video file/video-in and an audio file at the same time, the layout mutes the video/video-in (the video/video-in volume gray out and can not be changed).

3.2.10.2 Video-In for Advanced Player

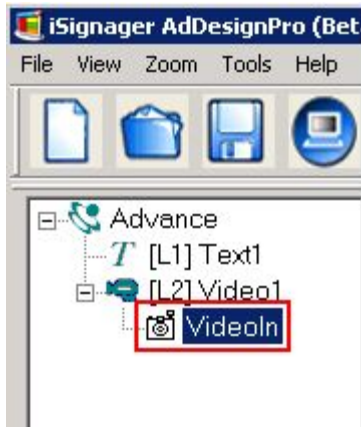
When a TV card is installed in the advanced player, the video-in source can be broadcasted through the advanced player using Video-In function. To broadcast the video-in source through the advanced player, follow the steps described below.

- Step 1:** Install a TV card into the PCIe mini card slot inside the advanced player. (Please refer to iSignager player hardware manual for instruction.)
- Step 2:** Connect the digital TV, cable TV or IP camera signal cable to the advanced player.
- Step 3:** In the AdDesignPro, create a video display item in a layout. Right click the video frame and select **Video In**.



- Step 4:** A video-in icon ( VideoIn) is shown in the item tree.

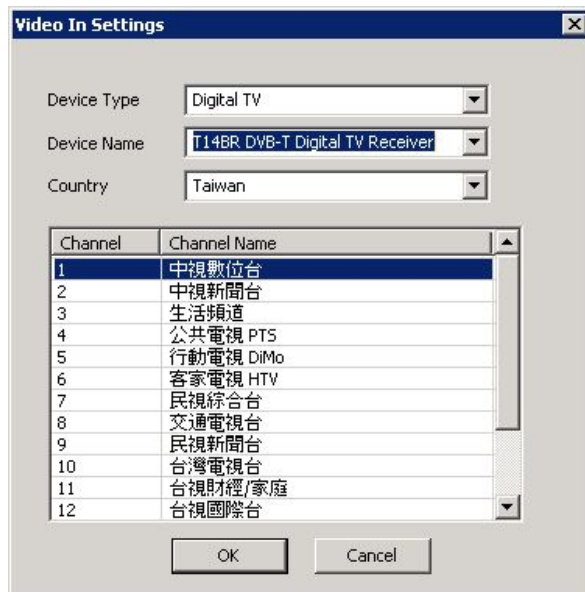
iSignager AdMinistrator V4



Step 5: Right click the Video-In icon in the item tree to update the channel list in the AdDesignPro.



Step 6: Choose a device type (cable TV, digital TV or IP camera), a device name and a country. The end users should maintain the channel list by themselves. For example, the frequency and channel name of the country or area need to be entered.



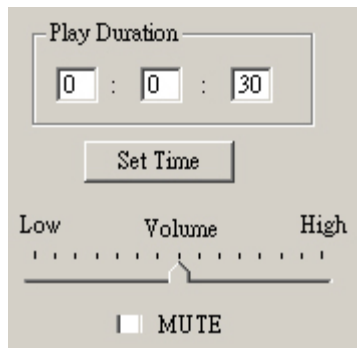
Step 7: If select the IP Web Cam as the device type, the IP address, user name and password must be provided to enable the function. In the Device Name field, it only lists the devices that have been tested by IEI.



Step 8: Click the video-in icon to modify the setting. Set the play duration of the video-in source. Then click **Set Time**.

Step 9: Adjust the volume by dragging the volume bar. Check **MUTE** to mute the video.

iSignager AdMinistrator V4

**NOTE:**

IEI can help to solve the auto login issue of the IP camera. Since the IP camera interface is varied in different model. IEI needs the information of the IP camera, to solve the auto login issue. Please contact IEI for more details.

**NOTE:**

The iSignager AdMinistrator V4 also supports Web streaming video for the advanced player. Please use the HTML display function to setup a HTML source with streaming video in it. Refer to **Section 3.3.2.4** for using HTML display function.

3.2.11 Preview a Layout

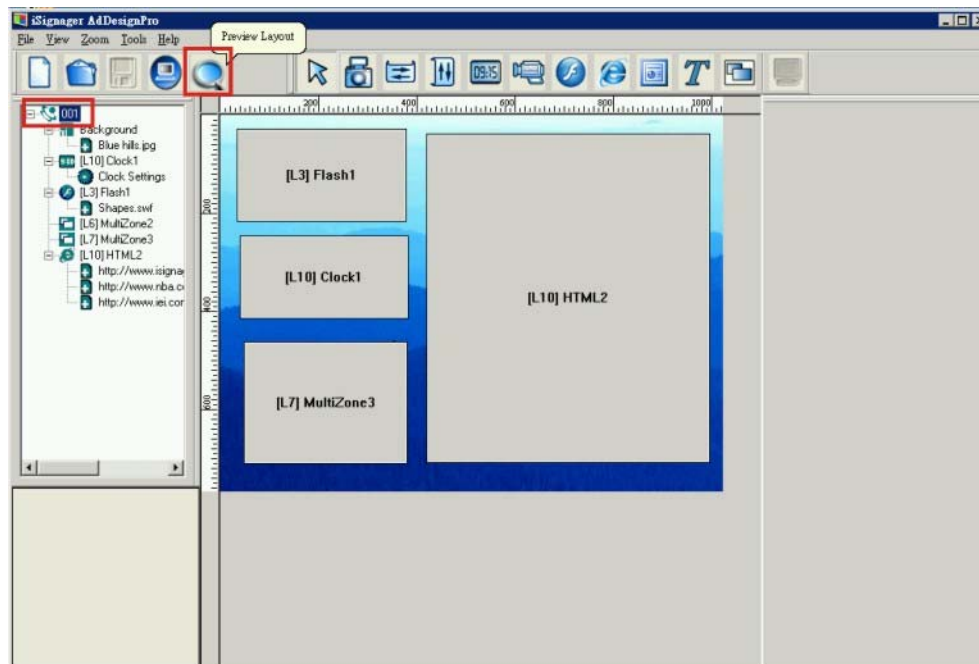
A layout can be previewed through the AdDesignPro. To preview a layout, follow the steps below.

Step 1: Save the layout first before using the preview function.

Step 2: Click the layout icon in the item tree. The user also can preview the layout in a sequence by clicking a layout icon in the sequence item tree. The preview function only support layout preview. The sequence preview is not included.



Step 3: Click (preview) on the toolbar.




Step 4: A preview window shows.

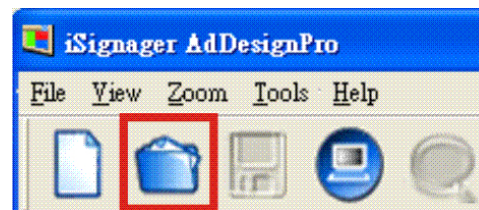
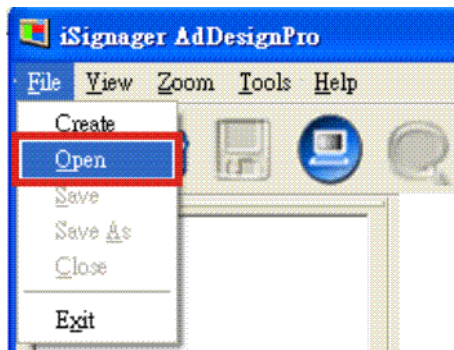


Step 5: To exit the preview window, press “Esc” key on the keyboard.

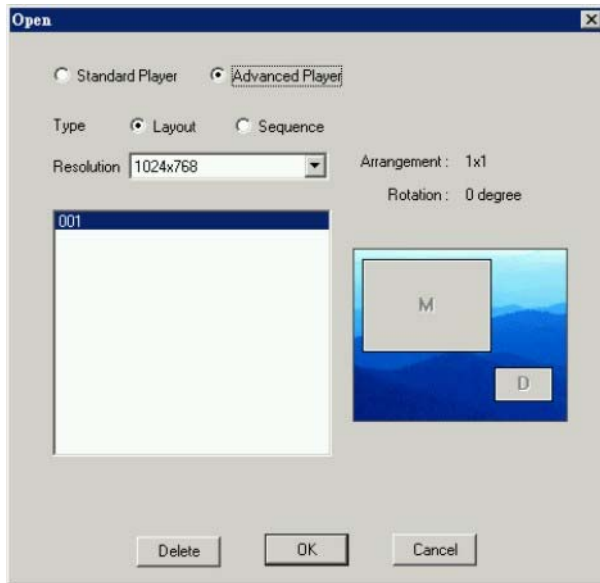
3.2.12 Open or Delete Layout

To open or delete a sequence created and saved in the AdDesignPro, follow the steps below:

Step 1: Click **Open** on the “File” menu or click  (**Open**) on the toolbar.



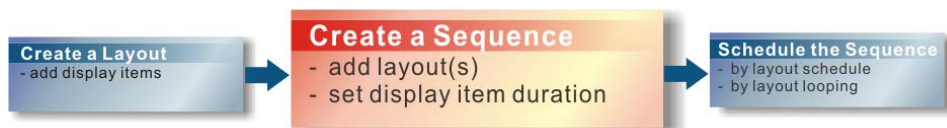
Step 2: Select the type of the player. Click the Layout radio button and select the resolution of the layout. All layouts created in the selected resolution show in a list. Click a layout to preview.



Step 3: To open a layout, select the layout and click **OK**.

Step 4: To delete a layout, select the layout and click **Delete**.

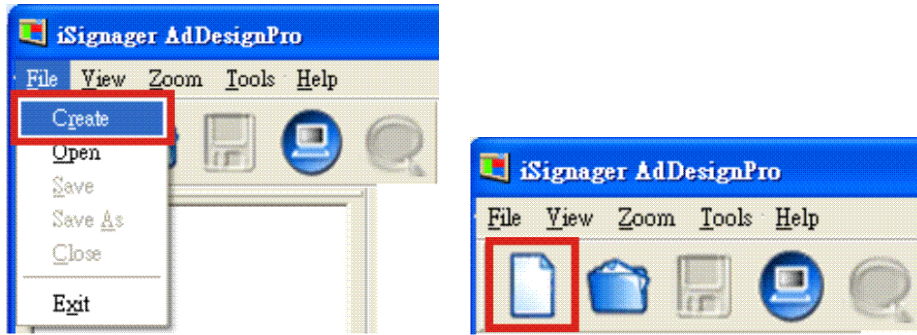
3.3 Create Sequence



After creating layouts, a sequence must be created to add the layout(s) to. Multiple sequences can be created in one sequence file. Follow the steps below to create a sequence.

Step 1: Click  or **Create** on the “File” menu.

iSignager AdMinistrator V4



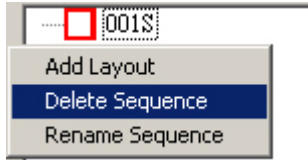
Step 2: Select a type of player and select **Sequence**. Enter the sequence name and select the resolution of the sequence. Click **OK**.

CAUTION!

The resolution of the sequence should be the same with the resolution of the layout added to the sequence.



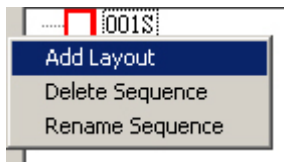
Step 3: To delete a sequence, right click the sequence name on the item tree list and select **Delete Sequence**.



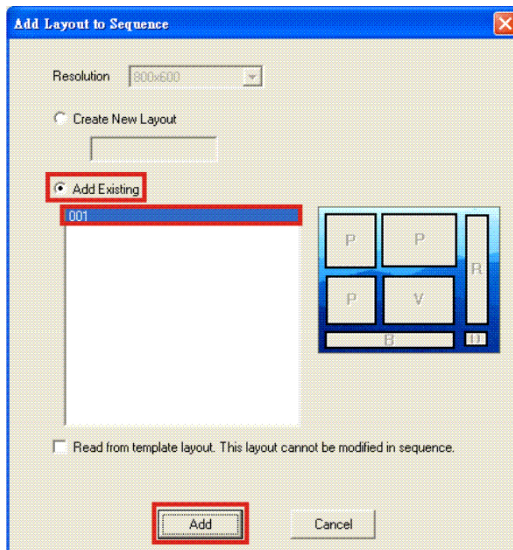
3.3.1 Add Layout to a Sequence

A sequence combines one or more layouts to be shown on a display device. To add one or more layouts to a sequence, follow the steps below.

Step 1: Right click the sequence name and select **Add Layout**.

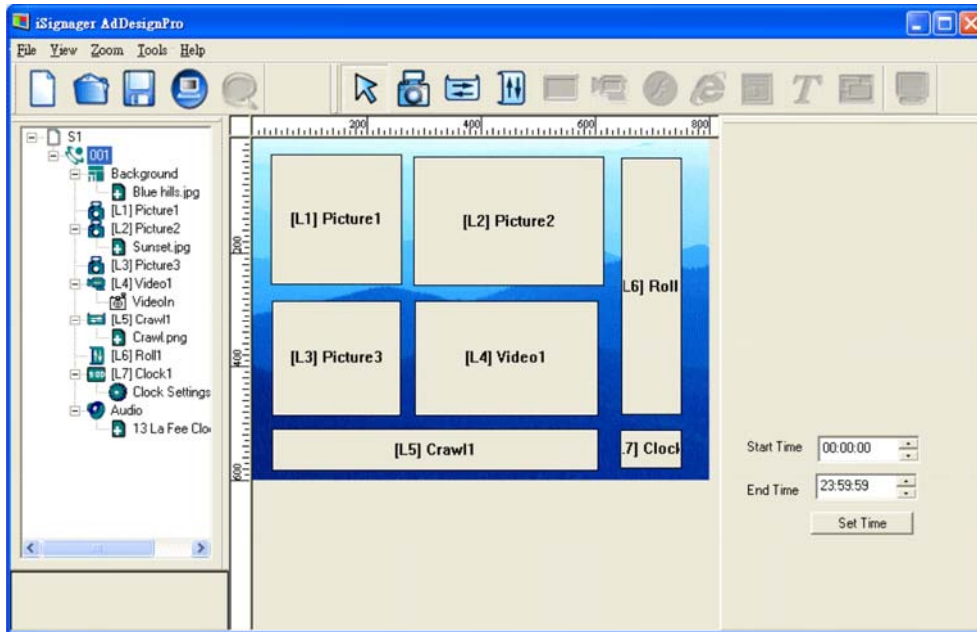


Step 2: After selecting **Add Layout**, a window appears and shows all available layouts with the same resolution as the sequence. Select the correct layout and click **Add**. To create a new layout, click **Create Layout** and enter the new layout name, then work on the new layout as described in **Section 3.2**.



iSignager AdDesign V4

Step 3: After the layout is added, all details of the layout are shown in the item tree under the sequence name. **More than one layout can be added.**



Step 4: Click  to save the settings.

3.3.2 Define Display Settings



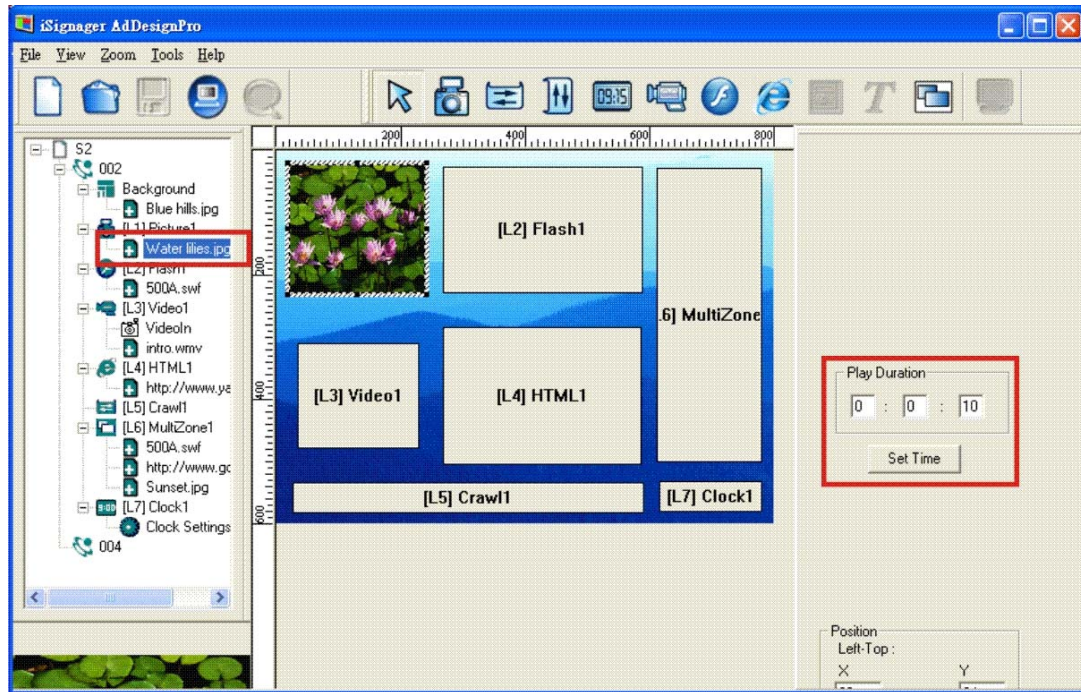
NOTE:

In a sequence, changing and saving the setting of the display items of an added layout does not make any change to the layout. In other words, if the user makes any changes in a sequence, it saves the changes to the sequence, not the layout.

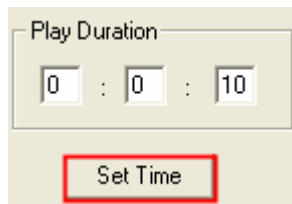
3.3.2.1 Picture Display Duration Settings

This section describes how to define the duration to display images. Follow the steps below.

Step 1: Click on the file name of the picture in the item tree, the play duration setting appears in the settings area and a preview window of the picture is shown at the bottom left corner.



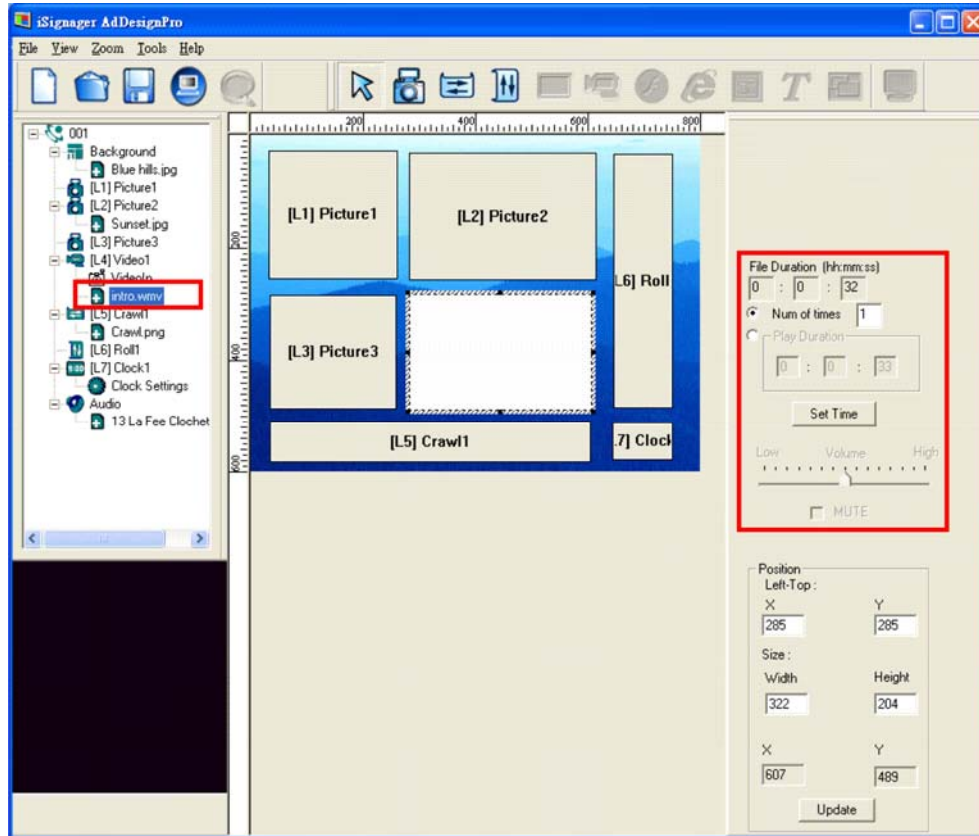
Step 2: Enter the playing duration (the length of time a picture is shown on the display device). Click **Set Time**.



3.3.2.2 Video Display Duration and Volume Settings

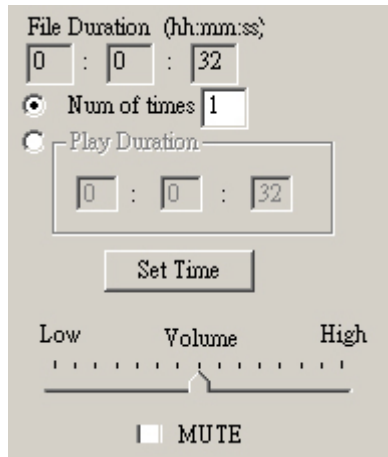
Follow the steps blow to define the playing settings of a video clip.

Step 1: Click on the video file name in the item tree. The video settings appear in the settings area. A preview window of the video is shown at the bottom left corner.

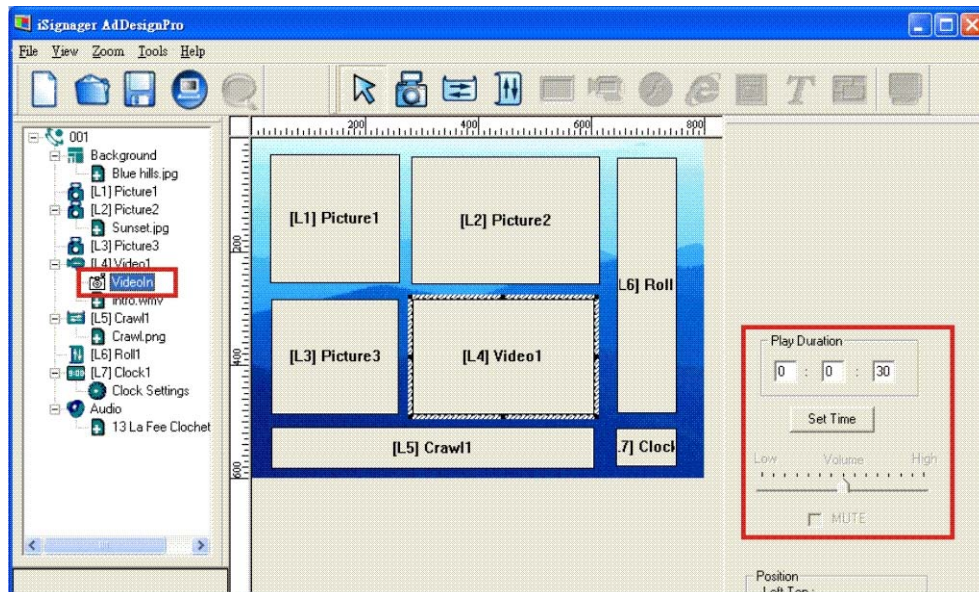


Step 2: The duration of the video file is shown in the setting section. Enter the number of times to play the video or the play duration. Click **Set Time** to save the changes.

Step 3: To adjust the volume of the video, adjust the volume bar. To mute the video, check MUTE.

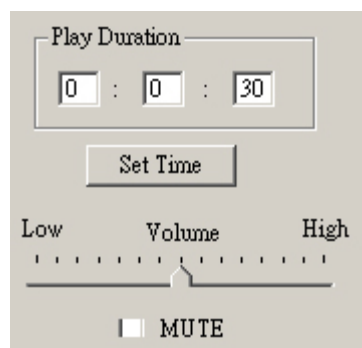


Step 4: To set the duration of a video-in source, click on the video-in icon (📺 VideoIn) in the item tree. The settings are shown in the settings area.



Step 5: Enter the playing duration of the video and click **Set Time**.

Step 6: To adjust the volume of the video-in source, adjust the volume bar. To mute the video, check MUTE.

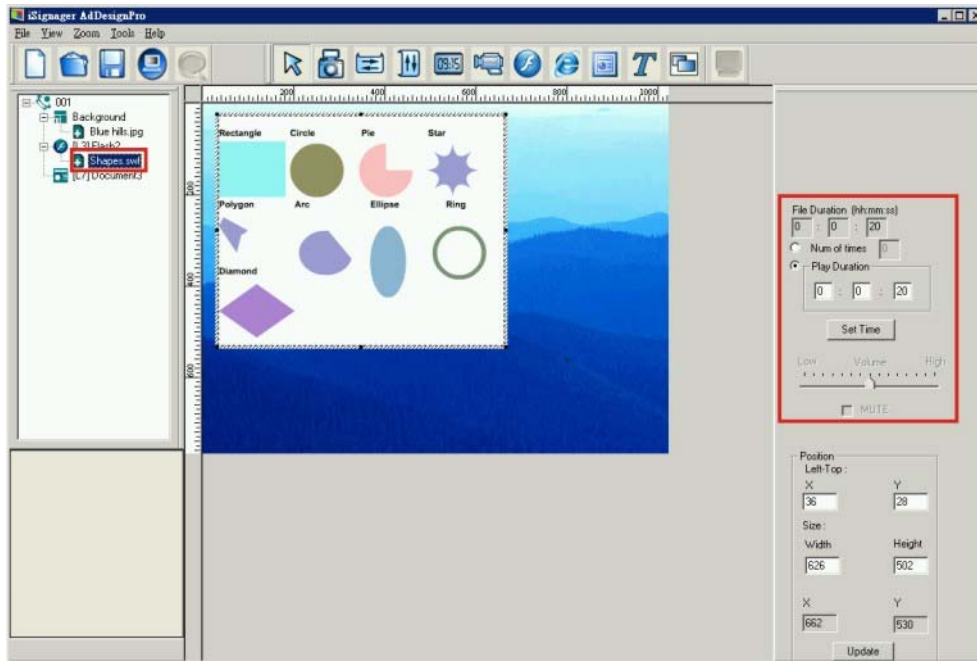
**NOTE:**

The AdDesignPro does not support sound broadcasting of video files and audio files at the same time in one sequence. If a sequence contains a video file/video-in and an audio file at the same time, the sequence mutes the video/video-in (the video/video-in volume gray out and can not be changed).

3.3.2.3 Flash Movie Play Duration (For Advanced Player Only)

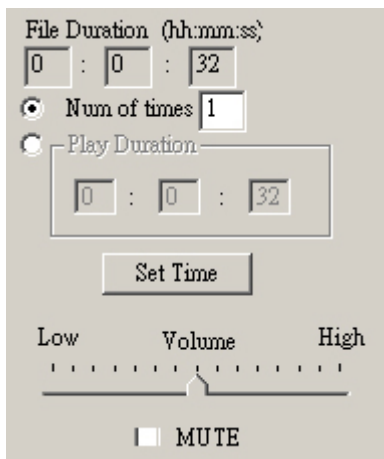
Follow the steps blow to define the playing settings of a Flash movie clip.

Step 1: Click on the Flash file name in the item tree. The Flash settings appear in the settings area.



Step 2: The duration of the Flash file is shown in the setting section. Enter the number of times to play the video or the play duration. Click **Set Time** to save the changes.

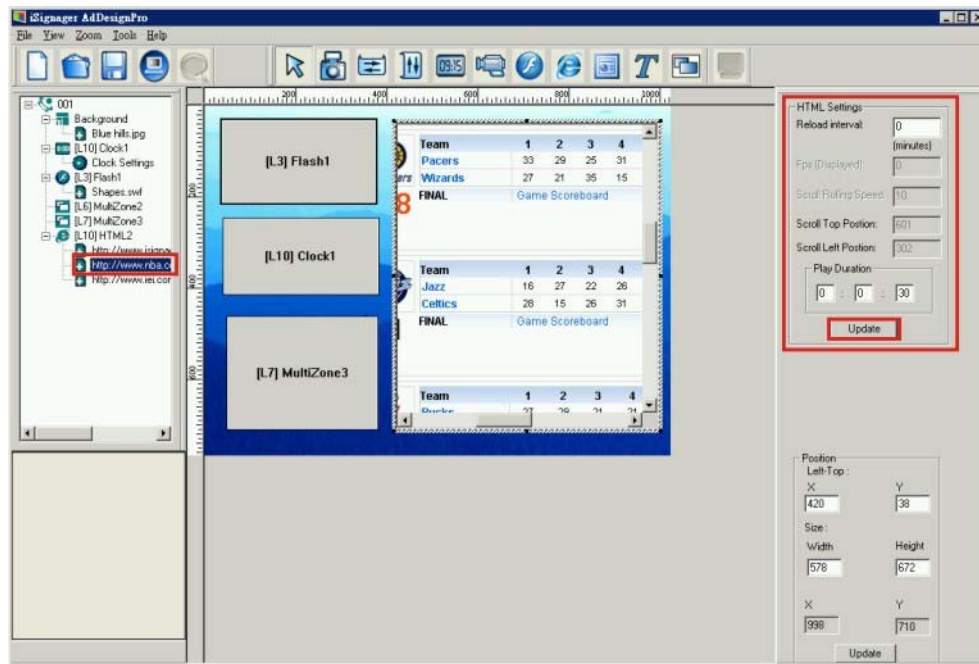
Step 3: To adjust the volume of the video, adjust the volume bar. To mute the video, check MUTE.



3.3.2.4 HTML File or URL Display Settings (For Advanced Player Only)

Follow the steps blow to define the playing settings of a HTML file or URL.

Step 1: Click on the HTML name in the item tree. The HTML settings appear in the settings area.



Step 2: Enter a reload interval value to have the player refresh the URL every xx minutes.

Step 3: Set the play duration of this web page and click **Update** to save the settings.

HTML Settings

Reload interval:
(minutes)

Fps (Displayed):

Scroll Rolling Speed:

Scroll Top Postion:

Scroll Left Postion:

Play Duration

: :

**NOTE:**

The iSignager AdMinistrator V4 also supports Web streaming video for the advanced player. Please use the HTML display function described above to setup a HTML source with streaming video in it.

3.3.3 Schedule the Sequence

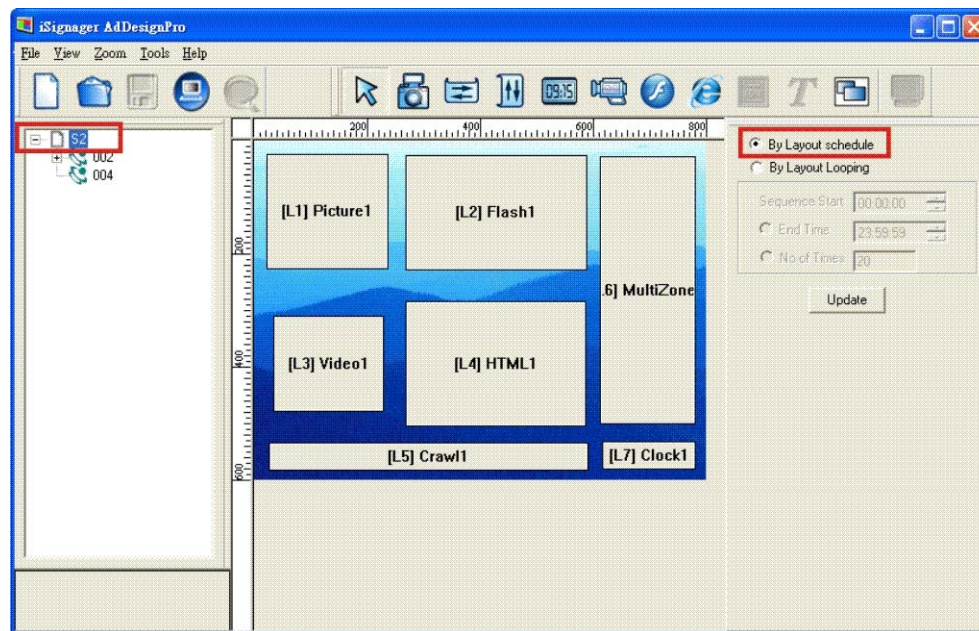


Once the duration of the display items are set in the layout, schedule the sequence. There are two ways to schedule the sequence, one is by layout schedule and the other is by layout looping.

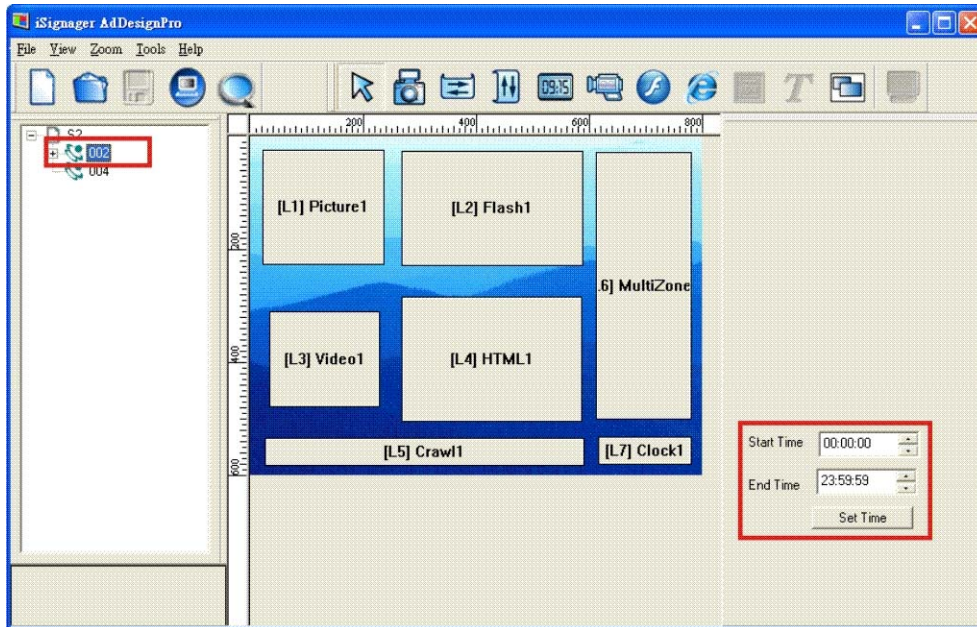
3.3.3.1 By Layout Schedule

To schedule the sequence by layout schedule, follow the steps below.

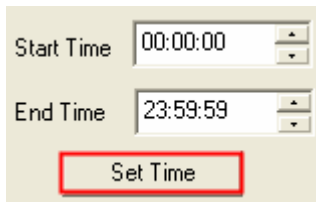
Step 1: Click on the sequence name on the item tree. Select **By layout schedule** in the setting area.



Step 2: To set the layout schedule, click on the layout name on the item tree. The layout display settings are shown in the setting area.



Step 3: Enter the Start Time and End Time of the layout. Then click **Set Time**.



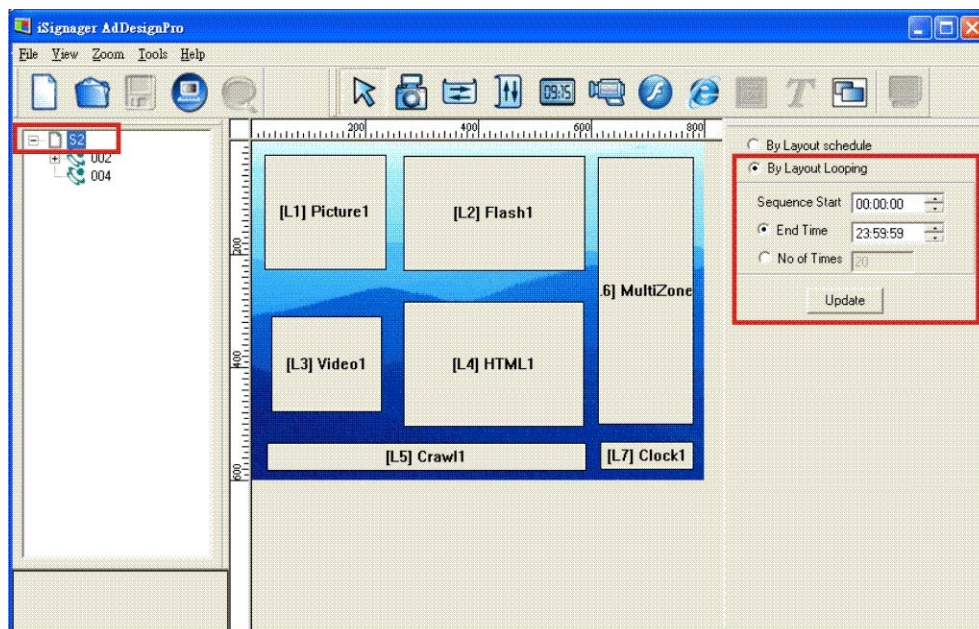
Step 4: If there are multiple layouts in one sequence, repeat **Step 3** and **Step 4** to schedule other layouts in the sequence.

Step 5: Click  to save the settings.

3.3.3.2 By Layout Looping

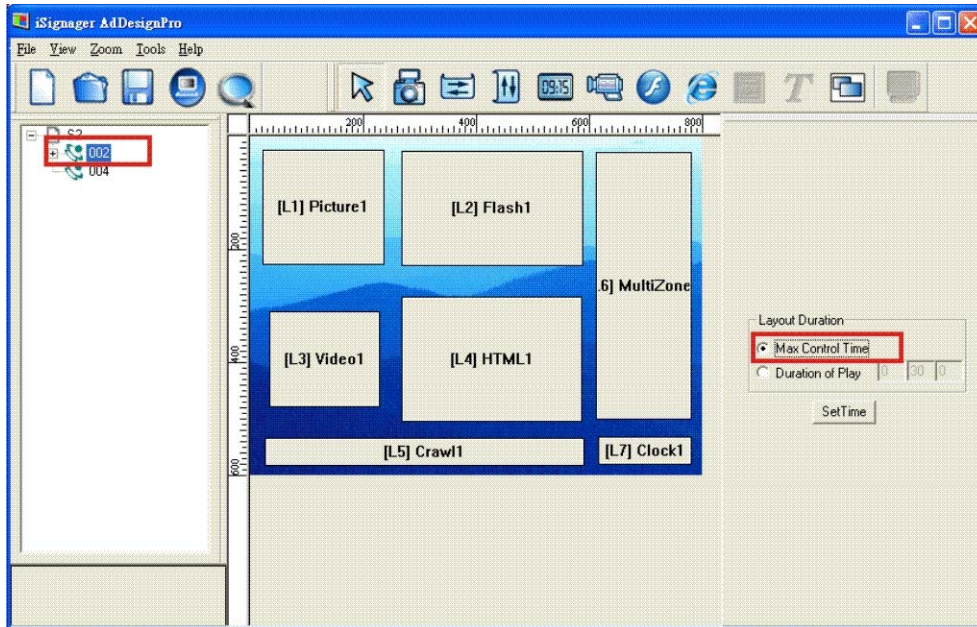
To schedule the sequence by layout looping, follow the steps below.

Step 1: Click on the sequence name on the item tree. Choose **By layout looping** in the setting area. Select **End Time** and set the sequence start time and end time to have the sequence broadcast the content repeatedly in the period of time. Or select **No of Times** and enter the number of times for looping the sequence. Click **Update** to save the settings.

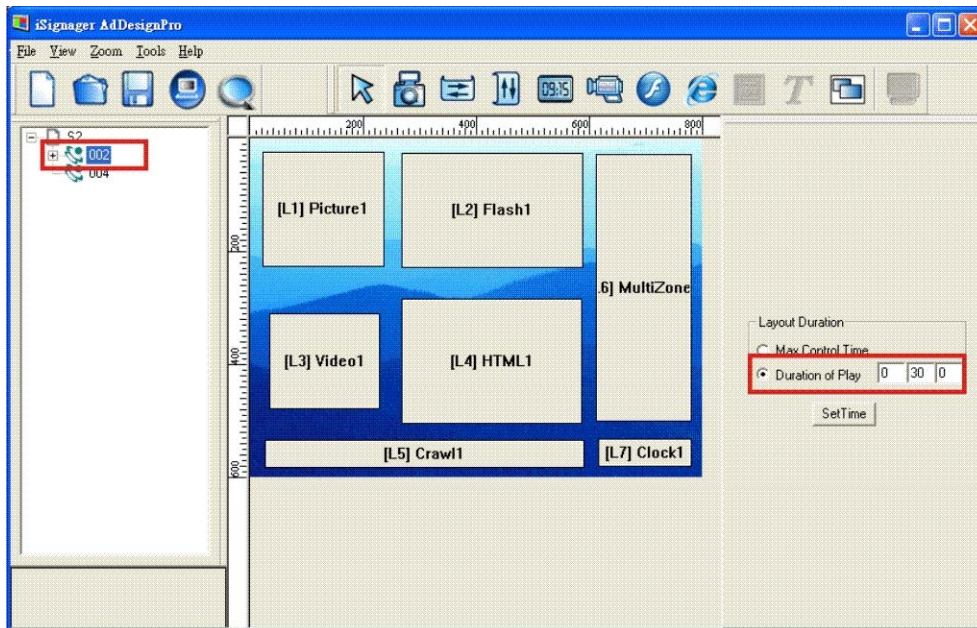


Step 2: Set the layout duration by clicking on the layout name on the item tree. The layout display settings are shown in the setting area.

Step 3: If **Max Duration Time** is selected, the layout duration is based on the longest duration of the display item in the layout. For example, if the total of the picture duration is 10 minutes and the total of the video duration is 5 minutes, the layout duration is 10 minutes.



Step 4: If **Duration of Play** is selected, the layout duration is based on the duration the user entered. Enter the specific duration in hours, minutes, seconds format.



iSignager AdAdministrator V4

Step 5: Click **Set Time** after setting the layout duration.




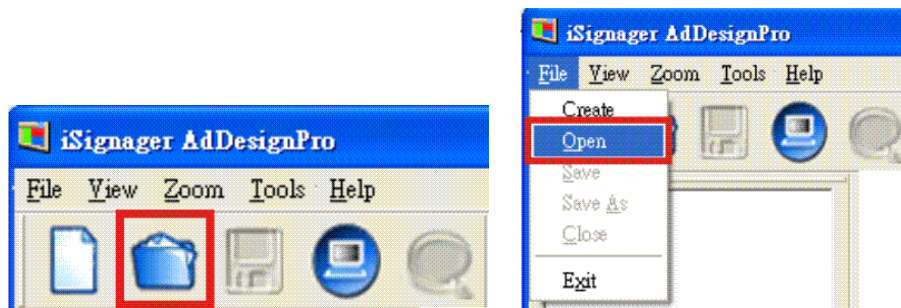
Step 6: If there are multiple layouts in one sequence, repeat **Step 2 ~ Step 5** to set the duration of other layouts in the sequence.

Step 7: Click  to save the settings.

3.3.4 Open or Delete Sequence

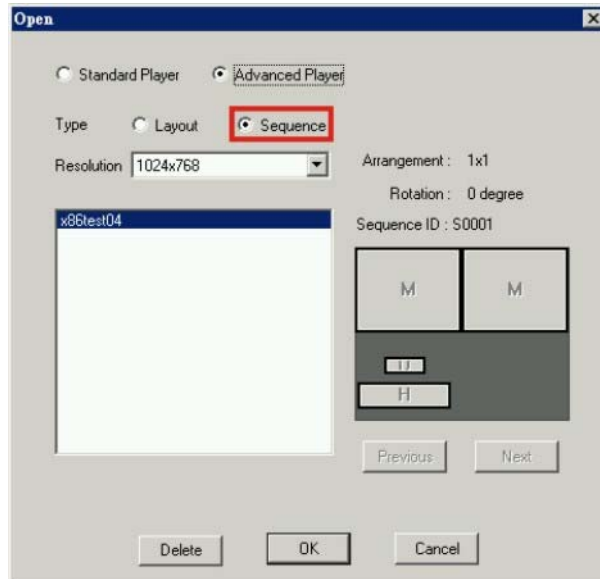
To open or delete a sequence created and saved in the AdDesignPro, follow the steps below:

Step 1: Click **Open** on the “File” menu or click  (**Open**) on the toolbar.



Step 2: Select a type of the player. Click the Sequence radio button and select the resolution of the sequence. All sequences created in the selected resolution show in a list. Click a sequence to preview. If the sequence contains multiple

layouts, click the **Next** button under the preview window to view the next layout content.



Step 3: To open a sequence, select the sequence and click **OK**.

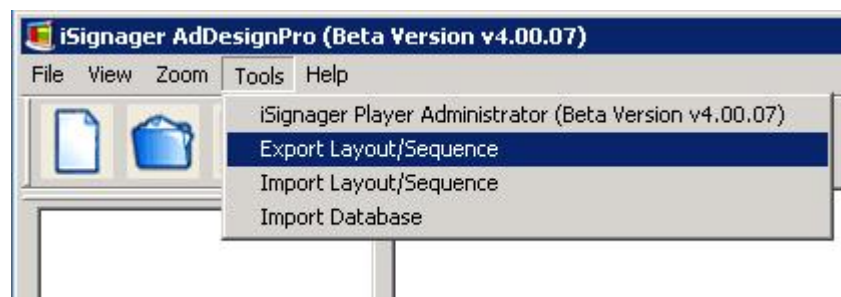
Step 4: To delete a sequence, select the sequence and click **Delete**.

3.4 Export/Import

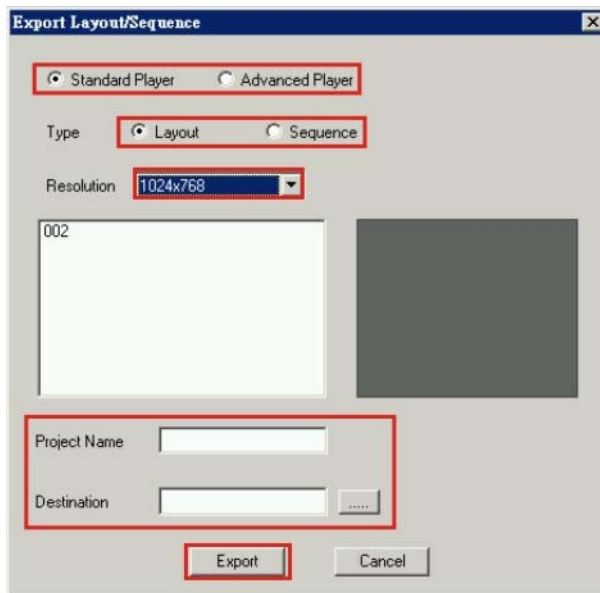
3.4.1 Export Layout/ Sequence

Layouts and sequences can be exported from the AdDesignPro. Use the **Export Layout/Sequence** function to backup the data before updating system firmware or to share the designs with others. To export a layout or a sequence, follow the steps below.

Step 1: Click **Export Layout/ Sequence** on the “Tools” menu in the AdDesignPro.



Step 2: Select a type of the player. Choose **Layout** or **Sequence** to export. Select the resolution and an available layout(s) or sequence(s). Enter a project name and specify the destination. Click **Export**.



Step 3: A message window prompts to inform that the layout(s) or sequence(s) are successfully exported.

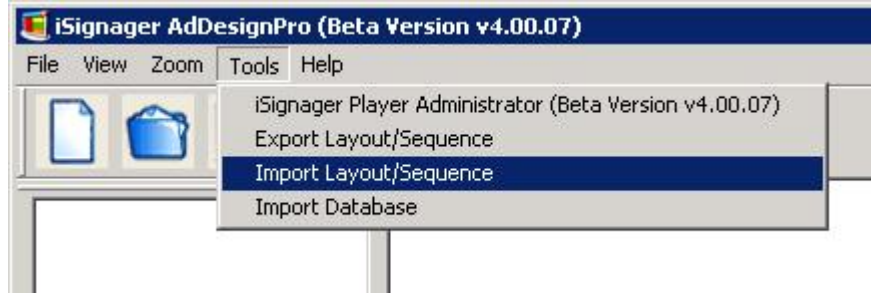


Step 4: Layouts are exported as *.lay format and sequences are exported as *.sqe format. The exported layouts are saved in a default folder in the specified destination named "iDServerExportLayout" and sequences are saved in a folder named "iDServerExportSequence".

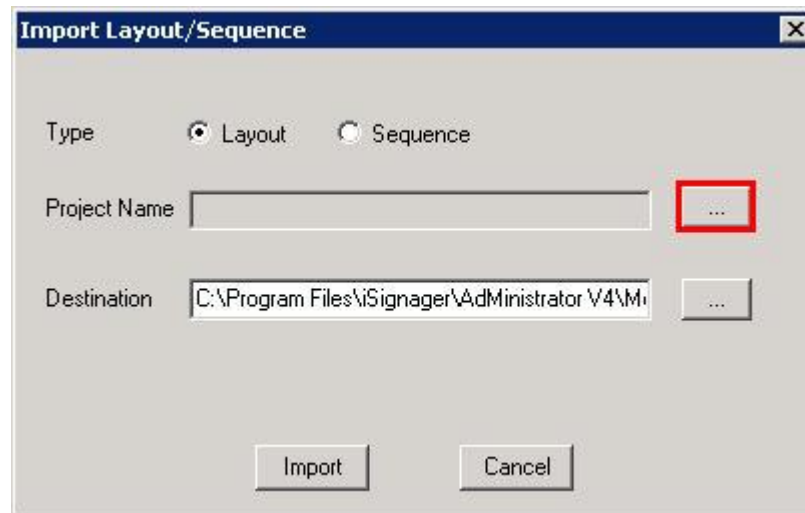
3.4.2 Import Layout/ Sequence

To import a layout or a sequence, follow the steps below.

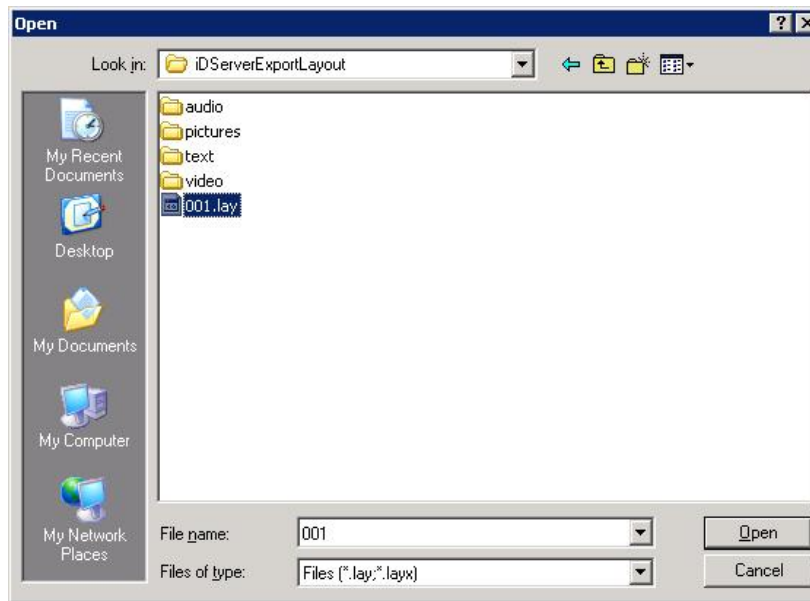
Step 1: To import a previously saved layout or sequence, click **Import Layout/ Sequence** on the “Tools” menu.



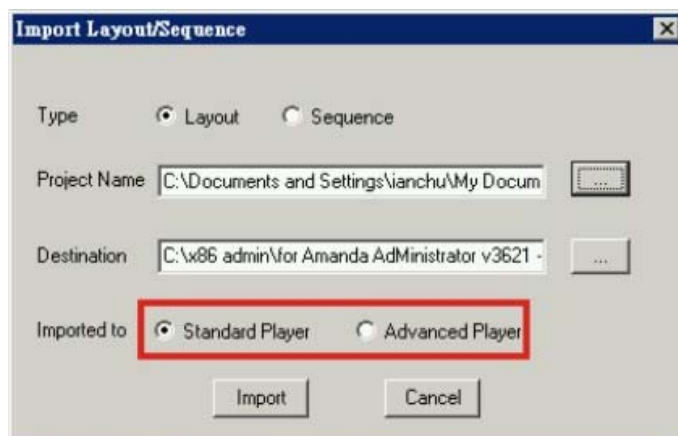
Step 2: Choose **Layout** or **Sequence** to import. Click beside the **Project Name** to select the correct file. Click **Import** to import the layout or the sequence.



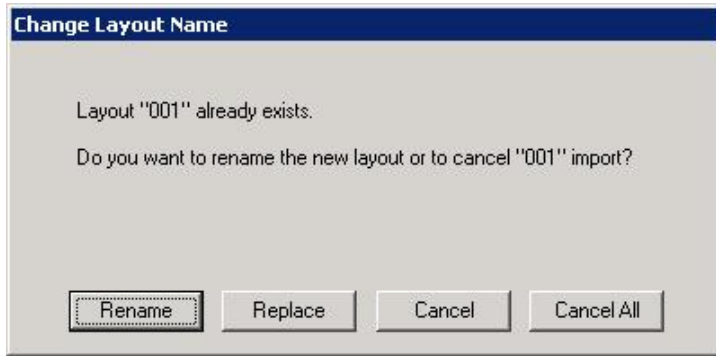
iSignager AdMinistrator V4



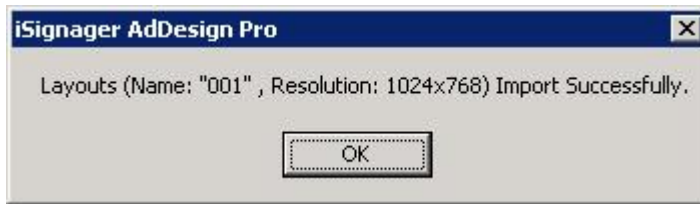
Step 3: If the selected layout/sequence is originally created for the standard player, two more options show to let the user choose to import to the standard player or advanced player.



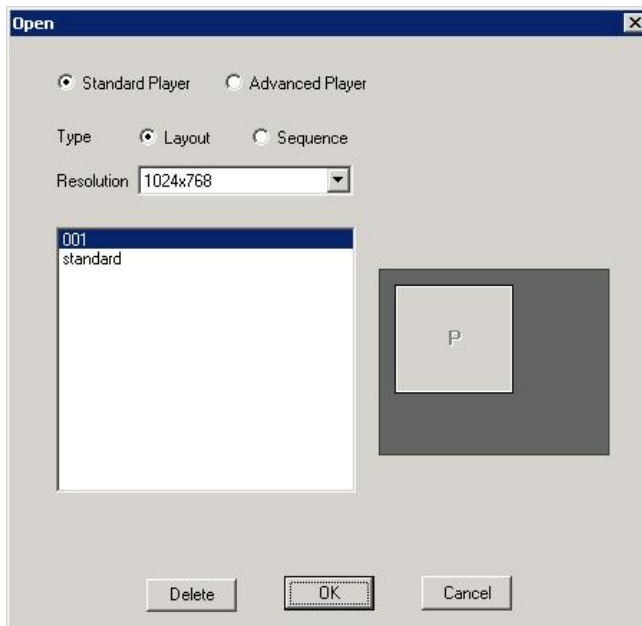
Step 4: If the exported layout/sequence is already exit in the same directory, a message window prompts. Choose to rename the layout/sequence or replace the new layout/sequence with the old one.



Step 5: A window prompts to inform that the layout/sequence is successfully imported.



Step 6: The imported layout or sequence is available for selection in the open file window.



iSignager AdMinistrator V4

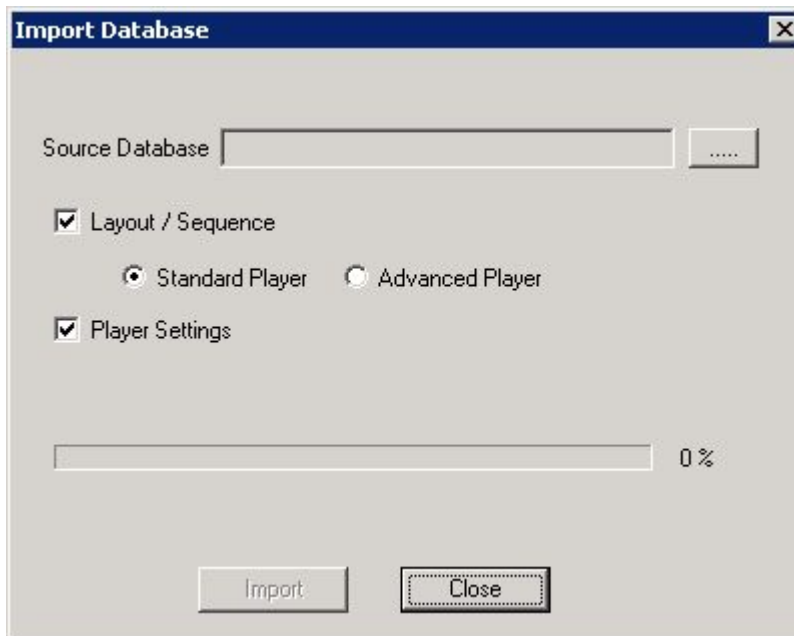
3.4.3 Import Database

After installing the AdDesignPro, a database file is created in **C:\Digital Signage** directory. The database file contains the data created in old version. The users can easily retrieve the database by importing the database to the new version of the AdDesignPro.

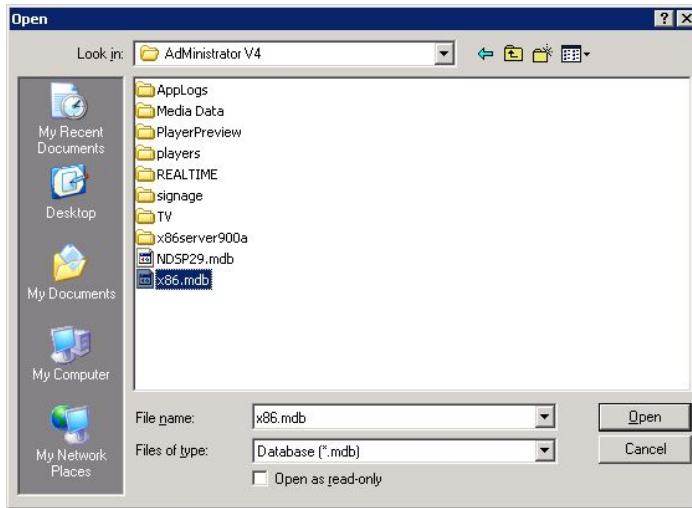
Step 1: To import the database created in the old version, click **Import Database** on the “Tools” menu.



Step 2: Click to select the correct file path.

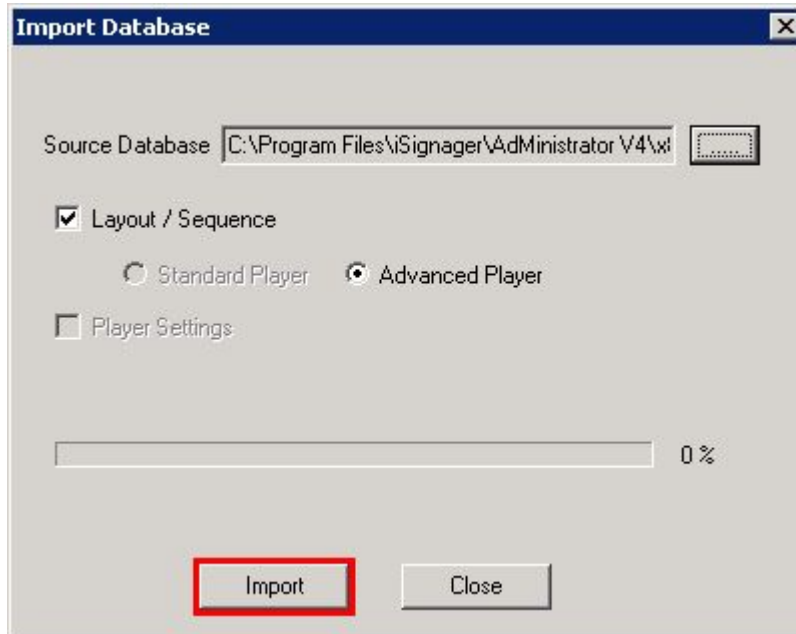


Step 3: Locate the database (xxxx.mdb) in C:\Digital Signage.



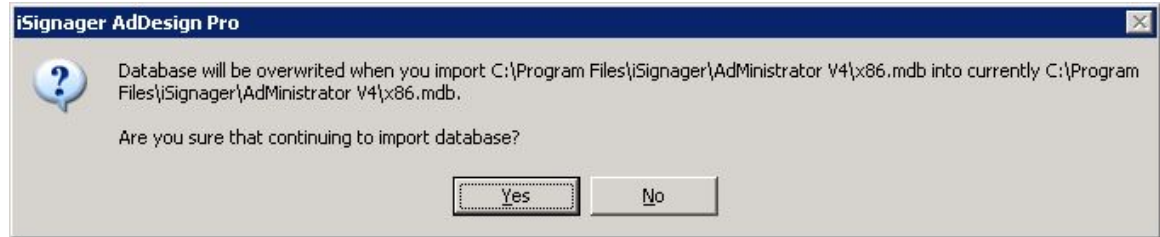
Step 4: Select the information type to import, layout, sequence or/and player settings.

Step 5: Click **Import** to import the database.

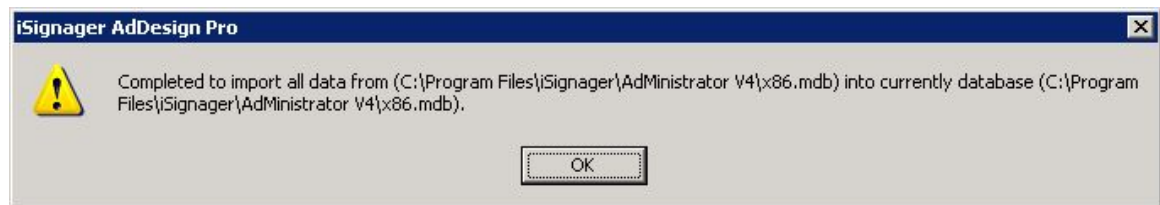


Step 6: A warning message prompts to inform that the selected database will overwrite the new database. Click **Yes** to continue importing the database; click **No** to exit.

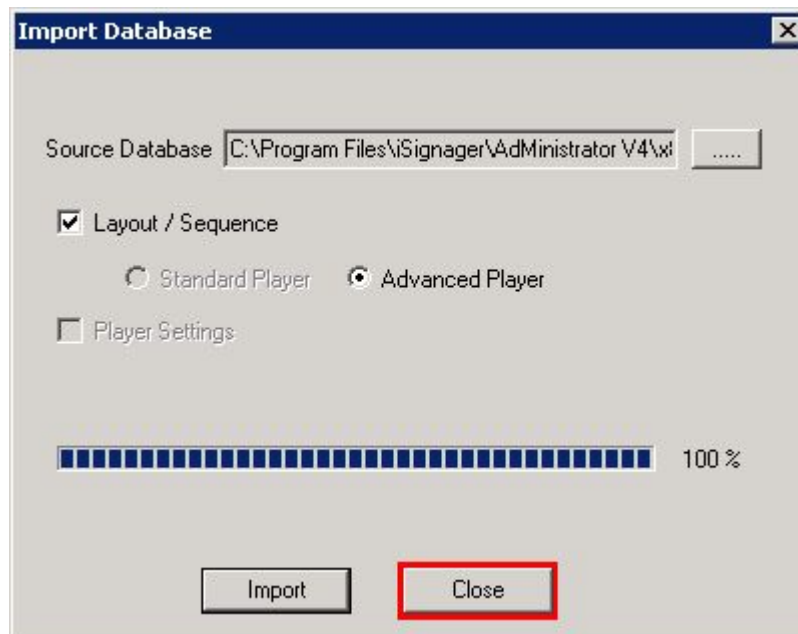
iSignager AdMinistrator V4



Step 7: The AdDesignPro starts importing the database. When it completes, a message prompts to inform the user.



Step 8: click **Close** to exit.





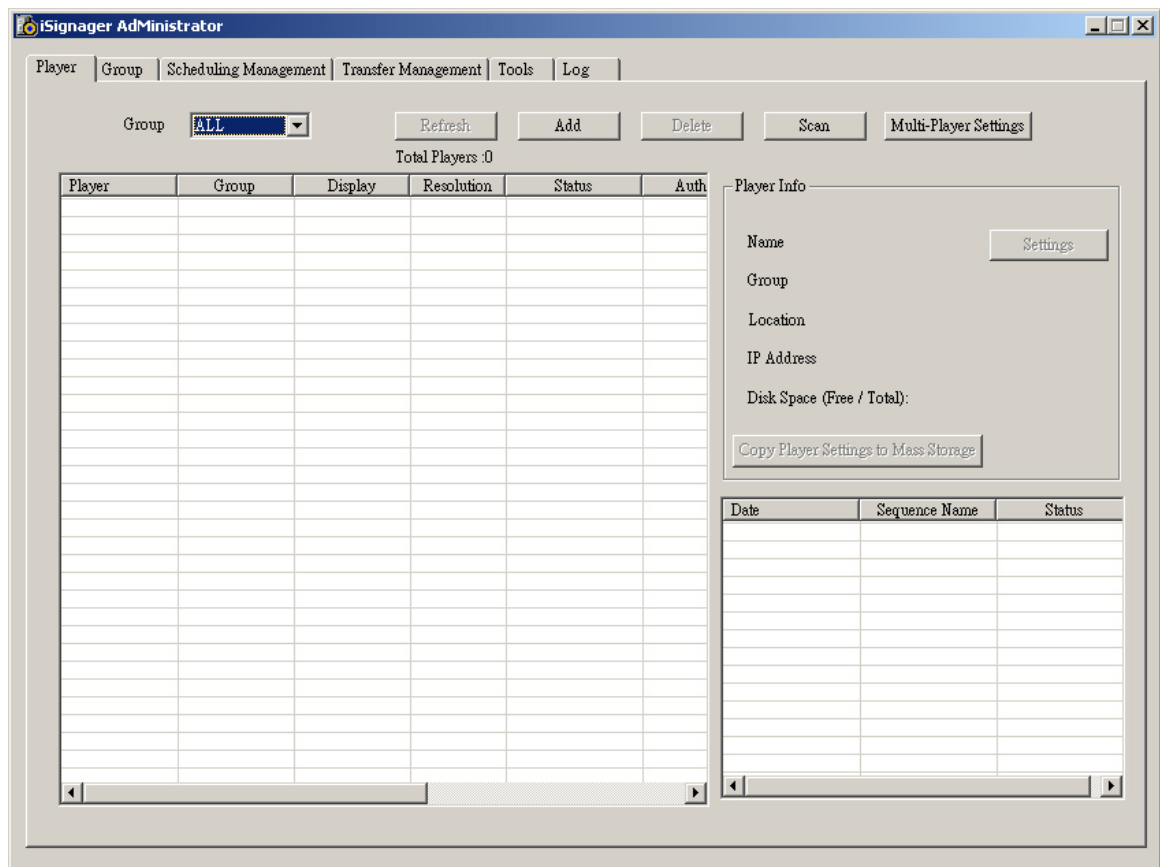
Chapter

4

Player Administrator

4.1 Player Administrator Introduction

The Player Administrator is the software the user can use to manage and deliver the designed contents to the iSignager player. The Player Administrator can also manage one or multiple iSignager player.



The Player Administrator consists of many function tabs, including:

- **Player**
- **Group**
- **Scheduling Management**
- **Transfer Management**
 - Sequence Transfer
 - Real Time Task
- **Tools**
 - Settings for Standard Players*

- Server Settings
- FTP Server Settings
- Settings for Advanced Players*

- HTTP Settings
- FTP Server Settings
- Database Settings

Import

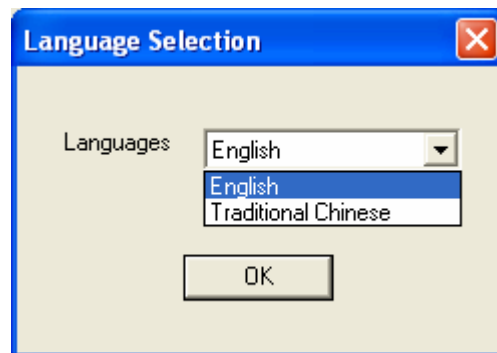
- **Log**
 - Player Log
 - FTP Log

For the detailed description of each tab, please refer to the following sections.

4.1.1 Launch Player Administrator

To launch the Player Administrator, follow the steps below.

- Step 1:** Run the Player Administrator under the iSignager directory from the Start Menu. Select the language for display. The Player Administrator supports English and Traditional Chinese user-interface.



- Step 2:** The Express Server Settings and Self Testing window appears. The Player Administrator checks the server connection automatically every time when it is launched. Please make sure to have all settings pass the test to prevent problems.

The screenshot shows a dialog box titled "Express Server Settings and Self Testing". It contains several sections of settings:

- Server Hostname for Advanced:** 192.168.0.113 (Update button)
- HTTP Settings:** 192.168.0.113:8080 (Testing Ok, Modify button)
- FTP Settings:** 10.10.19.190:821 (Testing Ok, Modify button)
- Database Settings:** localhost (Testing Ok, Modify button)
- Server IP for Standard Players:** 192.168.0.113 (Update button)
- Internal FTP Settings:** 192.168.0.113:21 (Testing Ok, Modify button)
- External FTP Settings:** 10.10.19.190:821 (Testing Ok, Modify button)
- Current IP address of local machine (EBC-STEVELENG-NB):** 192.168.0.113

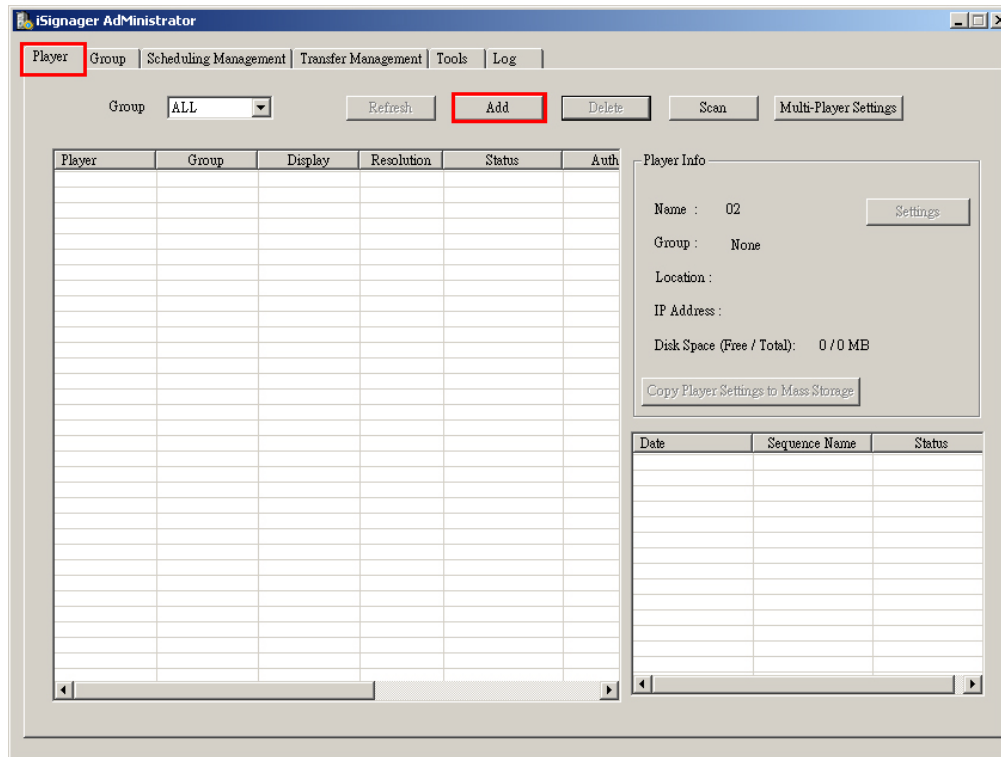
At the bottom are "OK" and "Cancel" buttons. The "Testing Ok" text for the HTTP, FTP, Database, Internal FTP, and External FTP settings is highlighted with a red rectangular box.

4.2 Player

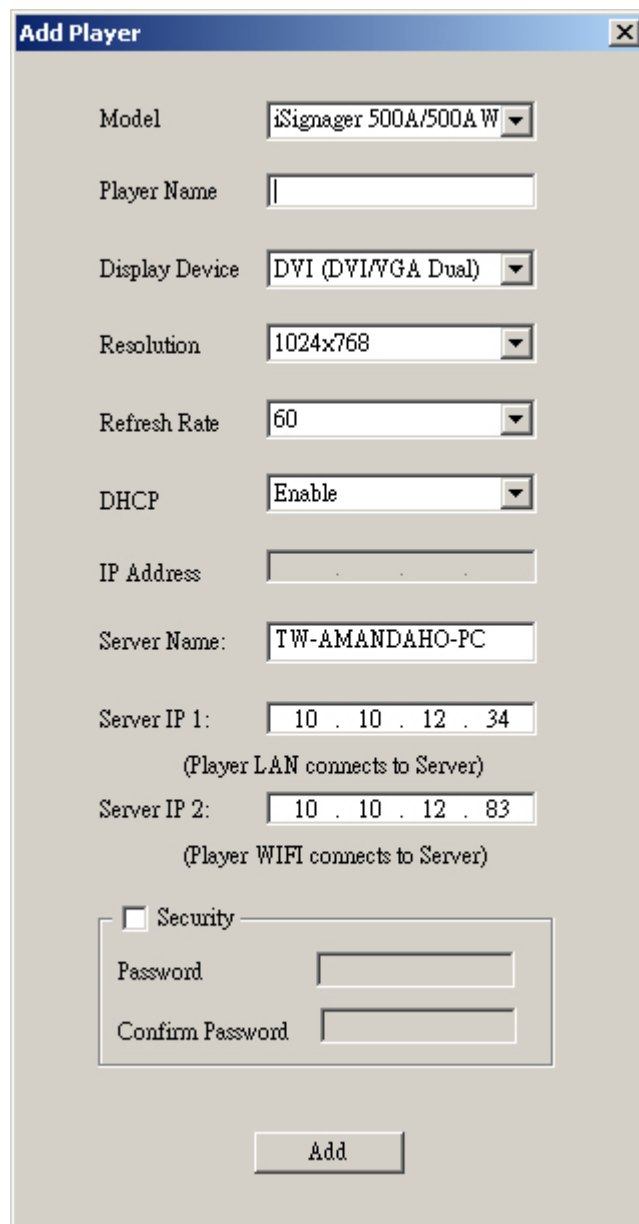
4.2.1 Add a New Player

A player refers to an digital signage player, such as the iSignager 800, the iSignager 500A or an iSignager LCD. Before transferring the sequence to the iSignager player for broadcast, a new player must be added and configured correctly in the Player Administrator. More than one player can be added in the Player Administrator. Follow the steps below to add and configure a new player.

Step 3: To add an iSignager player, click **Add** button in the Player tab.



Step 4: The Add Player window appears. Choose the model name of the player. Enter the player name. Select the display device type (Composite, VGA, DVI, LVDS, HDMI and ComponentYPbPr), resolution, and refresh rate. Click **Add**. If the player connects to network properly, enable or disable DHCP. If the DHCP is disabled, enter the IP Address. Click **Add**.



Add Player

Model: iSignager 500A/500A W

Player Name: |

Display Device: DVI (DVI/WGA Dual)

Resolution: 1024x768

Refresh Rate: 60

DHCP: Enable

IP Address: . . .

Server Name: TW-AMANDAHO-PC

Server IP 1: 10 . 10 . 12 . 34
(Player LAN connects to Server)

Server IP 2: 10 . 10 . 12 . 83
(Player WIFI connects to Server)

Security

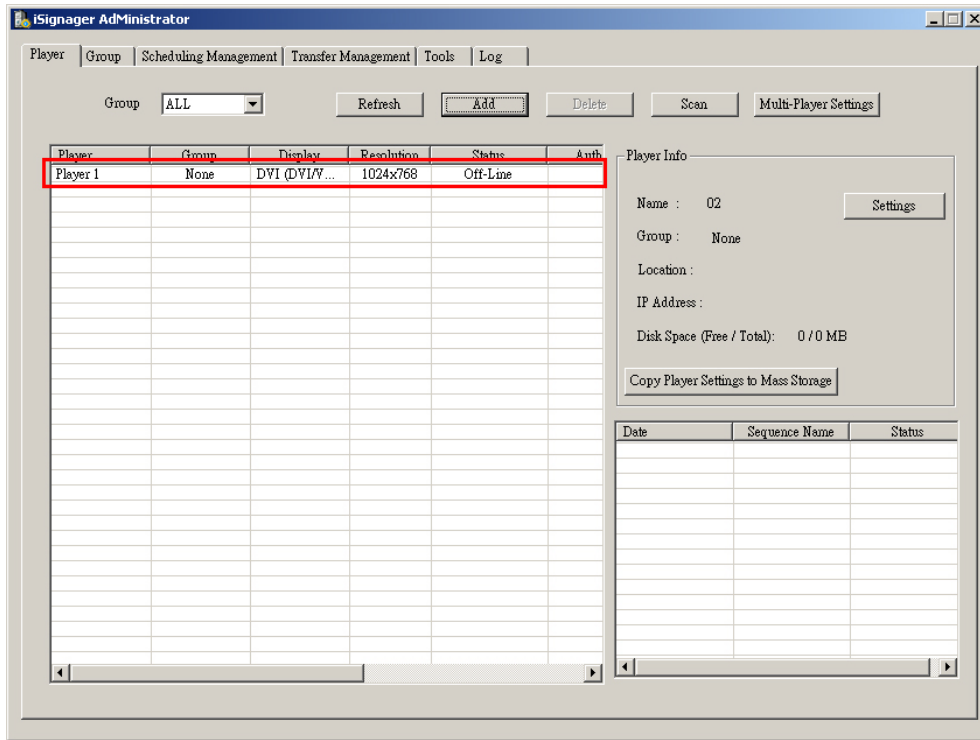
Password: |

Confirm Password: |

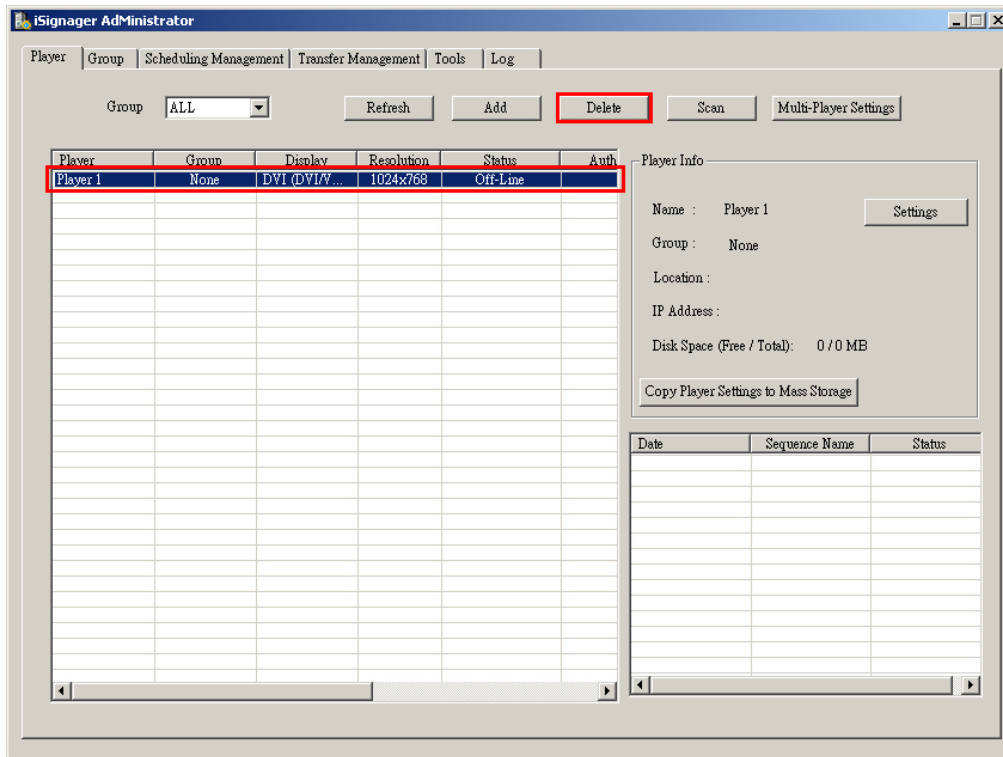
Add

Step 5: To secure the player by a password, check **Security** and then enter a password twice.

Step 6: When a player is added, it shows on the player list. The player list shows the display device and resolution set in the previous step for the player. The Player Administrator also detects the player status automatically and shows the player status in the "Status" column.



Step 7: To delete a player, click the player name and click **Delete**.

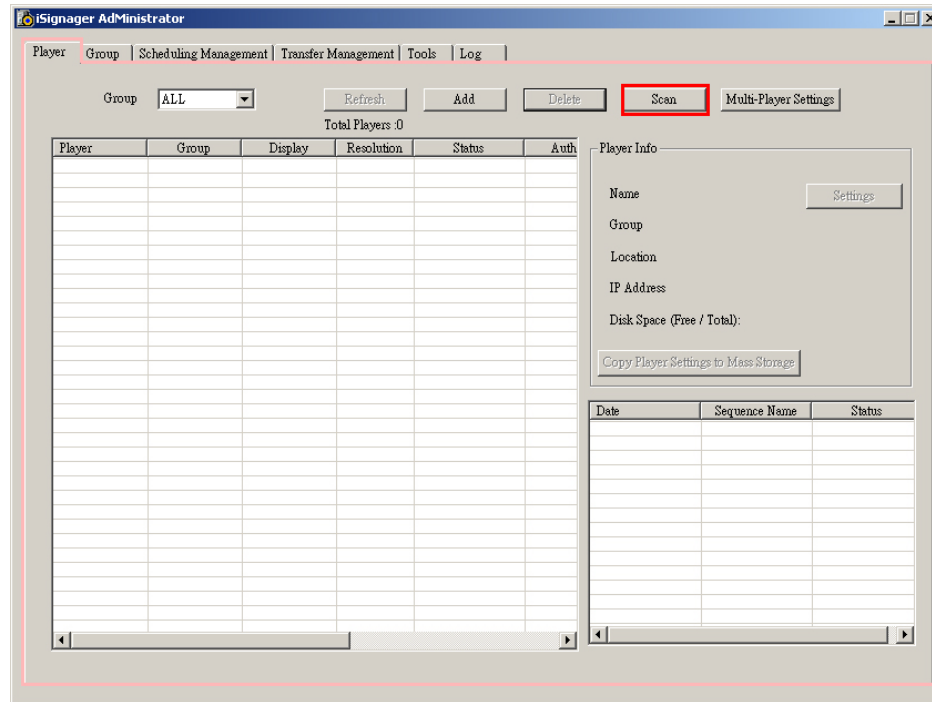


iSignager AdMinistrator V4

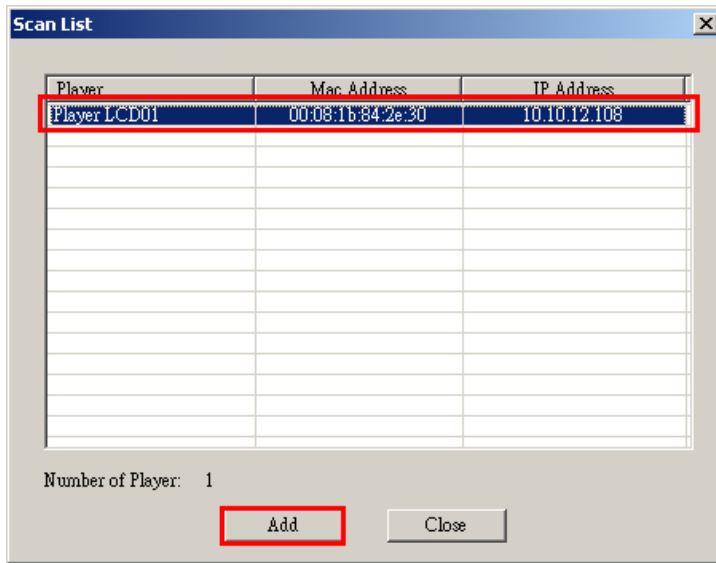
4.2.2 Scan for Players

The Player Administrator provides a scan function to search for players that are on and running but can not be found in the player list. To scan for an “orphan player”, follow the steps below.

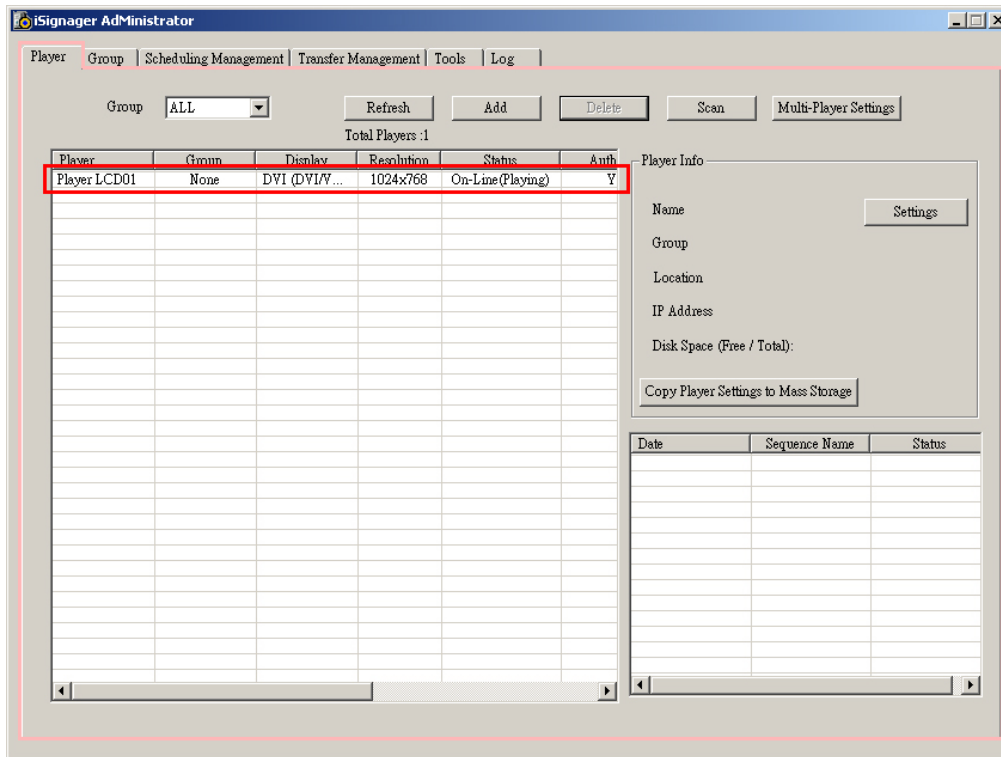
Step 1: In **Player** tab of the Player Administrator, click the **Scan** button.



Step 2: A player listed in the scan list window. Click the player and click **Add** button to add the player. Click **Close** to exit the window.

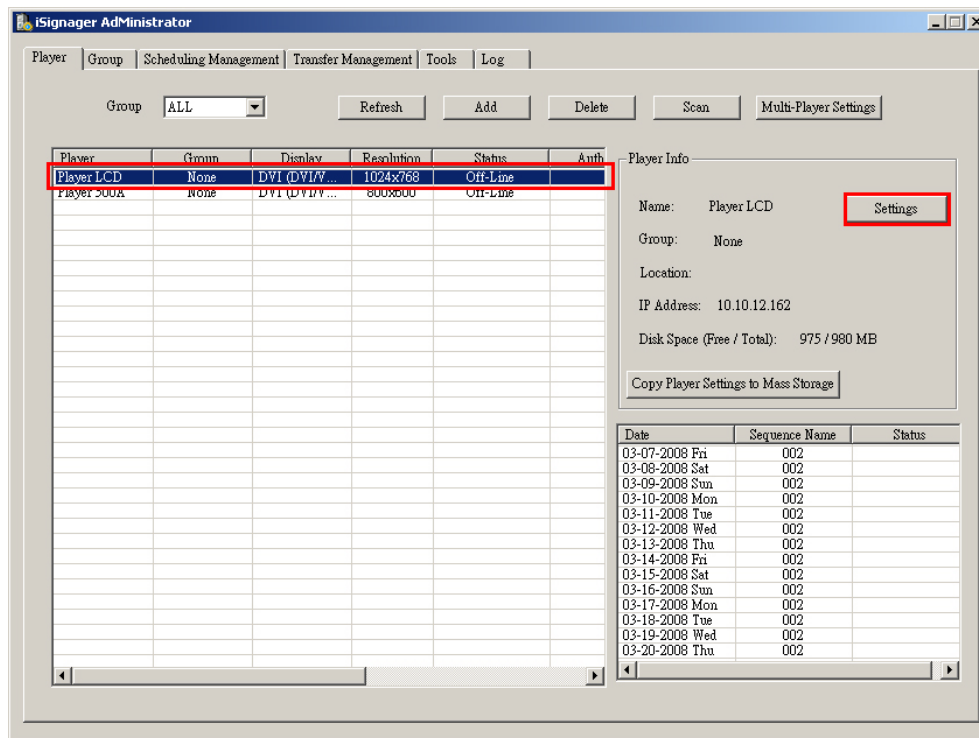


Step 3: The player is added in the player list.



4.2.3 Player Settings

The user can modify the settings of the player in the player list. To modify the player settings, select a player and click the **Settings** button in the **Player** tab of the Player Administrator.



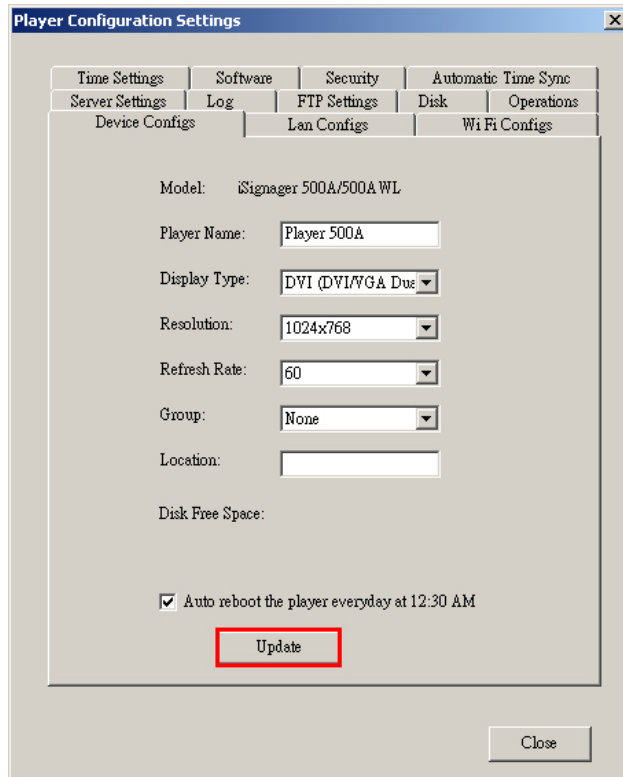
The following sections describe the configuration tabs in the player setting one by one.

4.2.3.1 Device Configuration

Follow the steps below to modify the device settings.

Step 1: Click on **Device Configs** tab.

Step 2: Change the player name if necessary. Select the display device type connected to the player, resolution of the display device, refresh rate and group. Then click **Update**.


NOTE:

If the selected player is an advanced player, the display type, resolution and refresh rate are set to Auto and can not be modified.

- Step 3:** A warning window pops up to remind the user the player may be offline. This is just a reminder for the user and the device setting update is still effective. Click **OK** to exit the warning window.



4.2.3.2 LAN Configuration



NOTE:

The following section describes the network (LAN/wireless LAN) configuration when the player and the Player Administrator are in **local network environment** with same subnet. The network configuration of different subnet and global network are described in **Appendix B** and **Appendix C**.

If the PC and the iSignager player are connected via Local Area Network (LAN) in the same subnet environment, follow the steps below to configure the network.

Step 1: Click **Lan Configs** tab.

Step 2: Select to enable or disable DHCP in the LAN Settings window. If DHCP is disabled, enter the value of the static IP Address, Subnet Mask, Gateway and DNS. If having problem getting the correct information, please contact the network administrator.

Step 3: Click **Update** in the LAN Settings window.

Time Settings	Software	Security	Automatic Time Sync
Server Settings	Log	FTP Settings	Disk
Device Configs	Lan Configs	Wi Fi Configs	

Mac Address:
 DHCP:
 IP Address:
 Subnet Mask:
 Gateway:
 DNS:
 Map to Global IP

Step 4: A warning window pops up to remind the user the player may be offline. This is just a reminder for the user and the network information update is still effective. Click **OK** to exit the warning window.



Step 5: Click **Close** to close the Player Configuration Settings window.



NOTE:

After establishing the network connection of the PC and the player successfully, the user can update the player setting through a web interface. Please refer to **Appendix D** for more details.

4.2.3.3 Wifi Configuration

Wi-Fi (stands for Wireless Fidelity) is a brand originally licensed by the Wi-Fi Alliance to describe the underlying technology of wireless local area networks (WLAN) based on the IEEE 802.11 specifications. To setup a Wireless Fidelity configuration to a player, follow the steps below.

Step 1: Click **Wi Fi Configs** tab.

Step 2: Enter and select proper wireless configuration information in the WiFi Settings window. If having problem getting the correct information, please contact the network administrator.

ESSID: Input the Wireless Access Point Name.

Authentication: Recognize the type of Wireless Access Point Authentication. It can be in "Share" or "Open" mode, choose "WEPAUTO" mode if the AP authentication mode is unsure. WPAPSK and WPA2PSK modes are also available.

Cipher Type: Choose Wired Equivalent Privacy or None security access

KeyIndex: Specify the network key index. The value can be any integer from 1 to 4. The default value is 1.

Key Length: 64 Bits or 128 Bits encryption mode.

Key: Input the private key (Password for the Wireless Access Point connection)

WPAPSK Key: Enter the WPA PSK key when choose WPAPSK or WPA2PSK as the AP authentication.

Time Settings	Software	Security	Automatic Time Sync
Server Settings	Log	FTP Settings	Disk
Device Configs	Lan Configs	Wi Fi Configs	

Mac Address:

ESSID:

Authentication:

Cipher:

Key:

Key:

Key:

WPAPSK Key:

Step 3: Click **Network Protocol** to change the network settings. Select to enable or disable DHCP in the Internet Settings window. If DHCP is disabled, enter the value of the static IP Address, Subnet Mask, Gateway and DNS. Click **OK** to exit.

Internet Settings

DHCP:

IP Address:

Subnet Mask:

Gateway:

DNS:

Map to Global IP

iSignager AdMinistrator V4

Step 4: Click **Update** in the Wi Fi Configs tab.

Step 5: A warning widow pops up to remind the user the player may be offline. This is just a reminder for the user and the network information update is still effective. Click **OK** to exit the warning window.



Step 6: The information in the Wifi Configs. tab is changed.



NOTE:

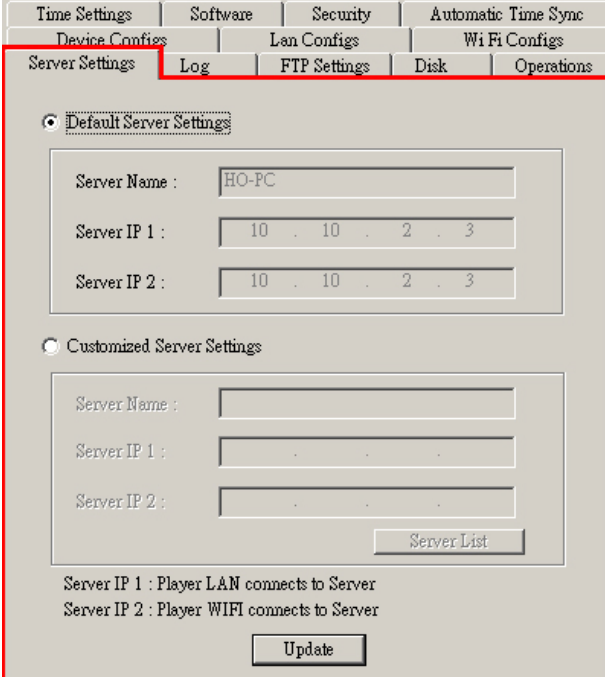
The user can setup LAN and Wi Fi settings at the same time for the iSignager player with wireless LAN support. However, the iSignager player takes LAN as the first priority by default when booting up. If the LAN is successfully activated, the iSignager player with wireless LAN does not activate the Wifi settings. The Wifi settings is activated only when the LAN activation process is failed.

4.2.3.4 Server Setting

A server in the Player Administrator refers to the computer installed with the Player Administrator.

4.2.3.4.1 Standard Players

The Server Settings tab in the standard player setting shows the server name and IP address of the default server. The Server IP 1 is for LAN connection while the Server IP 2 is for Wifi connection.



Time Settings	Software	Security	Automatic Time Sync
Device Configs		Lan Configs	Wi Fi Configs
Server Settings	Log	FTP Settings	Disk Operations

Default Server Settings

Server Name : HO-PC

Server IP 1 : 10 . 10 . 2 . 3

Server IP 2 : 10 . 10 . 2 . 3

Customized Server Settings

Server Name :

Server IP 1 :

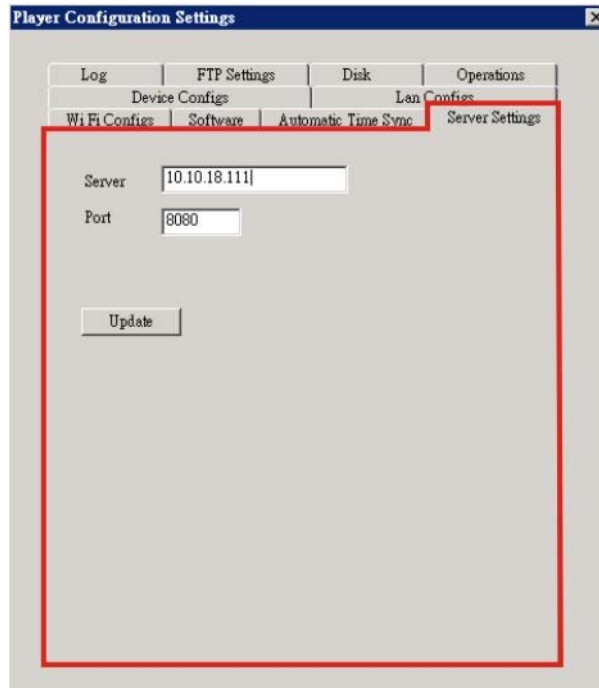
Server IP 2 :

Server IP 1 : Player LAN connects to Server
Server IP 2 : Player WIFI connects to Server

If the user, in some special circumstances, wants to setup a different IP address for the player in the Player Administrator, please refer to **Section 4.6.1**.

4.2.3.4.2 Advanced Players

The Server Settings tab in the advanced player setting shows the server IP address and the port number.



4.2.3.5 Log Setting

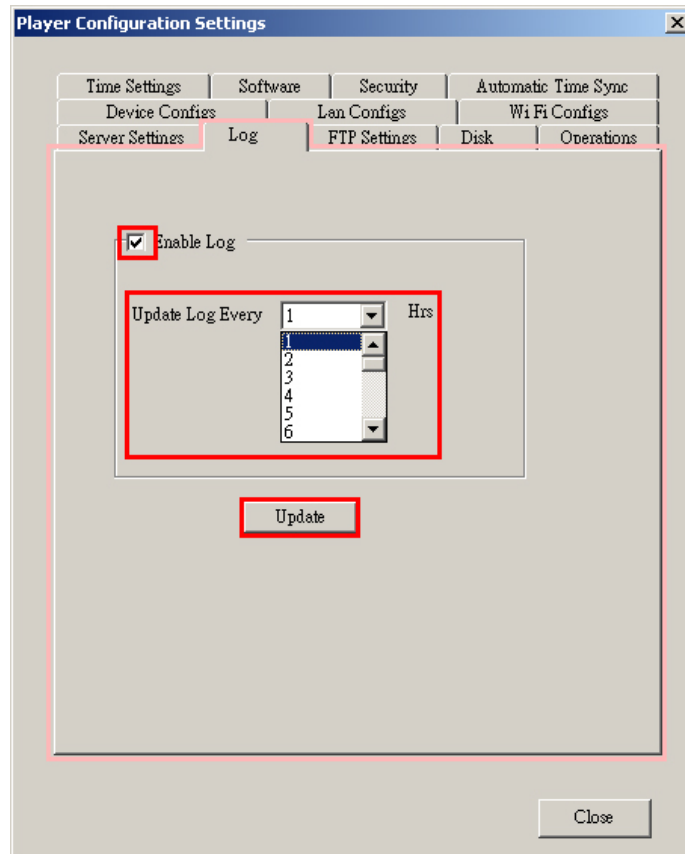
The Player Administrator supports advertising log management to keep a record of the content broadcasted by the iSignager player. To start using this function, it must be enabled in the player setting. To enable the player log for the player(s) in the player settings, follow the steps below.

Step 1: Click on **Log** tab.

Step 2: Check **Enable Log**.

Step 3: Choose the interval for updating log. The options are hourly base from 1 hour to 24 hours.

Step 4: Click **Update** button to save the settings.



4.2.3.6 FTP Settings

The FTP server tab shows the FTP server used by the selected player for media content transfer. There are three kinds of FTP server in the tab, including:

- **Use default settings:**
 - **Internal FTP server:** a directory where the Player Administrator is installed. It is the default setting for the standard players and the IP address can not be changed.



NOTE:

The Internal FTP Server setting is only available for standard player. The advanced player can only use external FTP server setting.

iSignager AdMinistrator V4

- **Default external FTP server:** a FTP server or a NAS (Network Access Server) for storing media contents. The FTP server can be in the same PC (with Player Administrator installed) but different directory, or in other computer especially setup as a FTP server or a NAS. The default external FTP server configuration can only apply one FTP server for **all** the players. It is the default setting for the advanced players.
- **Use other FTP server:** use “use other FTP server” settings when it is necessary to use different server for individual player or a group of players.

Time Settings	Software	Security	Automatic Time Sync
Device Configs	Lan Configs	Wi Fi Configs	
Server Settings	Log	FTP Settings	Disk
			Operations

Use Default Settings

Internal FTP Server

Hostname: 10.10.12.34

FTP Port: 21

Default External FTP Server

Hostname: 10.10.12.34

FTP Port: 21

Use Other FTP Server

Hostname:

Port:

Upload Account Username:

Upload Account Password:

Download Account Username:

Download Account Password:

To modify the FTP server settings, select a proper option and enter the information of the server if necessary. Please refer to **Section 6.1** for a best practice of FTP server management.

4.2.3.7 Disk Space

The disk space of the CF card or the HDD installed in a player can be monitored through the player settings of the Player Administrator. Follow the steps below to view or free the disk space.

Step 1: Click on **Disk** tab.

Step 2: The disk space information is shown.

Time Settings	Software	Security	Automatic Time Sync
Device Configs	Lan Configs	WiFi Configs	
Server Settings	Log	FTP Settings	Disk
			Operations

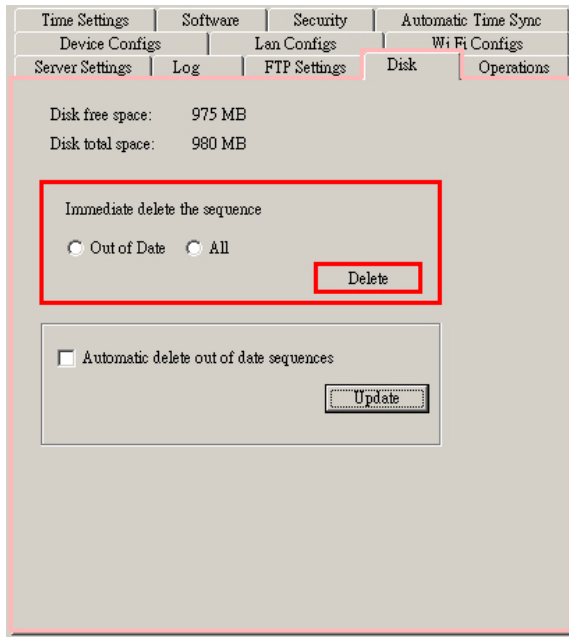
Disk free space: 975 MB
 Disk total space: 980 MB

Immediate delete the sequence

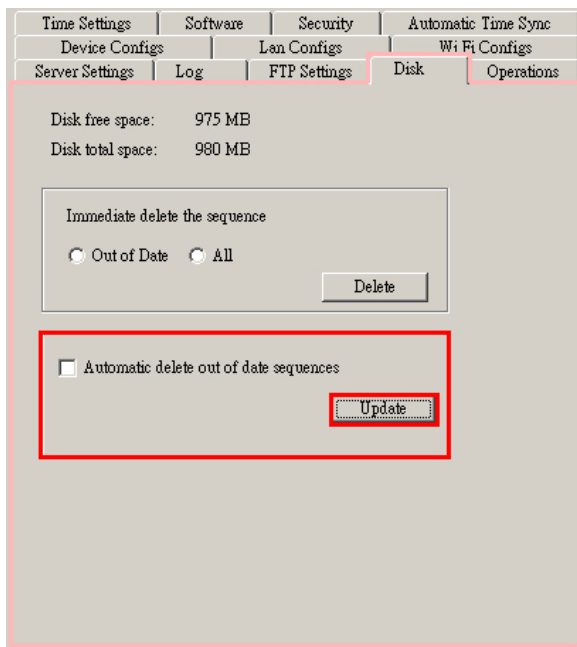
Out of Date All

Automatic delete out of date sequences

Step 3: To delete out of date sequences or all of the sequences in the CF card or the HDD, select the proper option and click **Delete**.



Step 4: To have the iSignager player automatically delete the out of date sequences, check **Automatically delete out of date sequences** and click **Update**. The iSignager player will check and delete the out of date sequences each time when a sequence is completed.

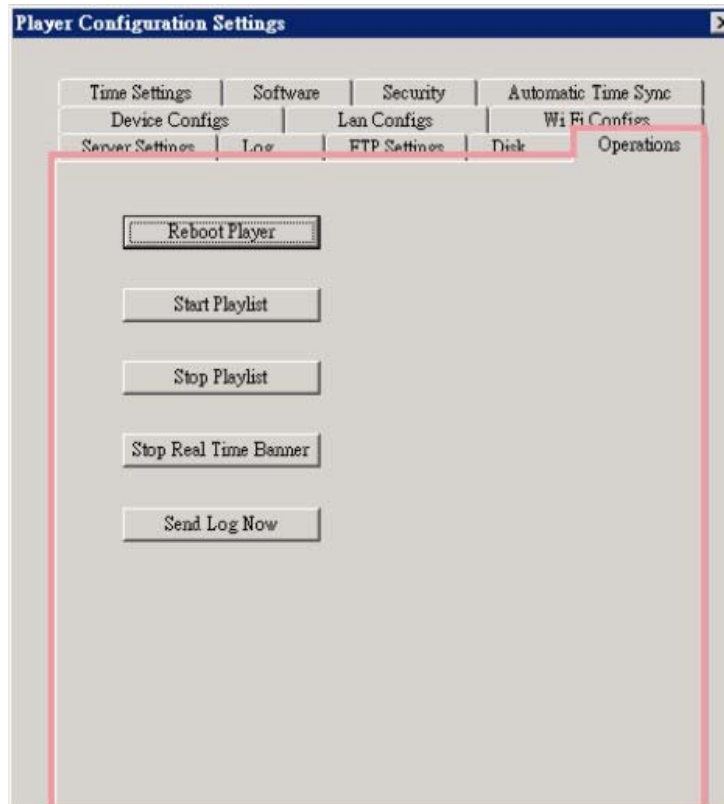


4.2.3.8 Operation

The user can control the player operation of a player in the Player Administrator **only via network**. Before using this function, please make sure the iSignager player to be controlled is on and running (with a playable CF card inserted or with a HDD installed). Then check if the iSignager player and the computer with the Player Administrator installed are in the same LAN and connect to the network properly. Follow the steps below to control the player.

Step 1: Click on **Operation** tab.

Step 2: Click the button to reboot the player, start the play list, stop the play list, stop real time banner or send log immediately.



4.2.3.9 Time Settings (Standard Player Only)

The time settings can be updated manually or automatically in the Player Administrator. Follow the steps below to modify the time settings manually.

Step 1: Click on **Time Settings** tab.

Step 2: To synchronize the time of the PC with the player's, select **Sync Server Time to Player**. Click **Update** button to update the information to the player.

The screenshot shows the 'Time Settings' tab selected in the iSignager AdMinistrator interface. The interface has a menu bar with the following items: Server Settings, Log, FTP Settings, Disk, Operations, Device Configs, Lan Configs, Wi Fi Configs, Time Settings, Software, Security, and Automatic Time Sync. The 'Time Settings' section contains two radio buttons: 'Sync Server Time to Player' (which is selected) and 'Set Player Time'. Below the 'Sync Server Time to Player' radio button, there are two input fields: 'Server Time' with a date dropdown set to '2008/ 3/12' and a time spinner set to '11:50:37'. Below the 'Set Player Time' radio button, there are two input fields: 'Player Time' with a date dropdown set to '2008/ 3/12' and a time spinner set to '11:49:49'. At the bottom of the form, there is an 'Update' button.

Step 3: To change the player time manually, select **Set Player Time** and modify the player time. Click **Update** button to save the settings.

Server Settings	Log	FTP Settings	Disk	Operations
Device Configs	Lan Configs		Wi Fi Configs	
Time Settings	Software	Security	Automatic Time Sync	

Sync Server Time to Player

Server Time: 2008/ 3/12 11:53:06

Set Player Time

Player Time: 2008/ 3/12 11:49:49

Update

4.2.3.10 Automatic Time Sync

Follow the steps below to update the time settings automatically.

- Step 1:** If the user wishes the iSignager player to synchronize with the PC time automatically, click the **Automatic Time Sync** tab. Check **Enable Automatic Time Sync**.

iSignager AdMinistrator V4

Server Settings | Log | FTP Settings | Disk | Operations
Device Configs | Lan Configs | Wi Fi Configs
Time Settings | Software | Security | Automatic Time Sync

Enable Automatic Time Sync

Sync Source

Sync with the iSignager AdMir
 Sync with NTP Server

time.stdtime.gov.tw
clock.stdtime.gov.tw
tick.stdtime.gov.tw

Add
Delete

(GMT+08:00) 台北

Sync Frequency 1 Hrs

Update

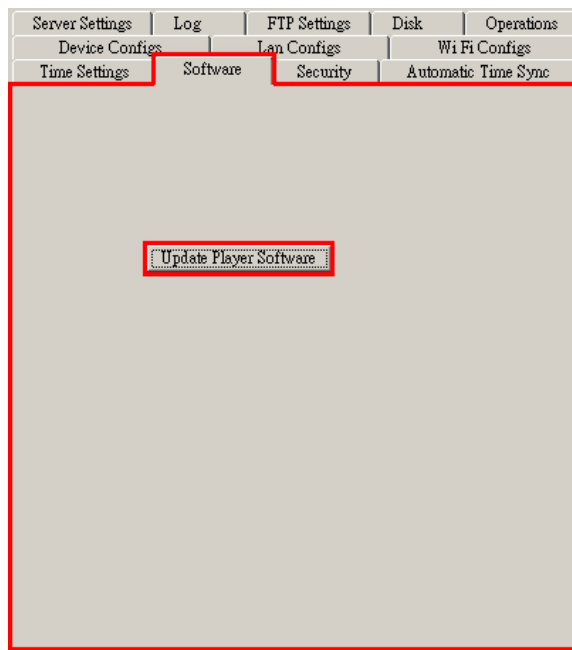
- Step 2:** Select a source to synchronize with. Choose either to synchronize with the Player Administrator (the PC) or a NTP (Network Time Protocol) server.
- Step 3:** To add a new NTP server, click **Add**. To delete a NTP server, click the NTP server and click **Delete**.
- Step 4:** Select a time zone.
- Step 5:** Select the frequency for the iSignager player to synchronize the time with either the Player Administrator or a NTP server. The options are one, six, twelve or twenty-four hours.
- Step 6:** Click **Update** button to save the settings.

4.2.3.11 Software Updating

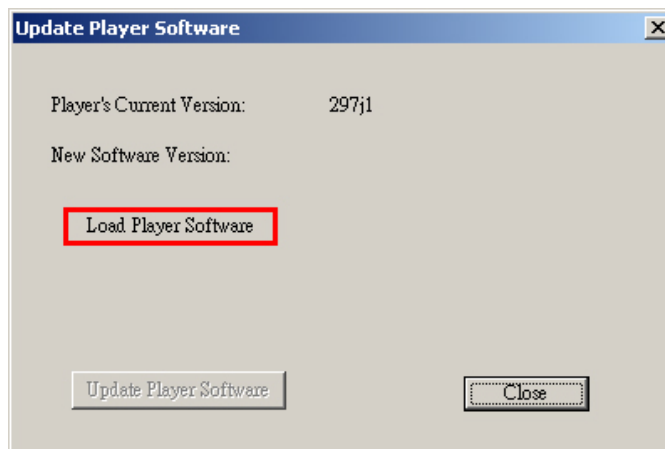
To update the firmware of iSignager player via network, follow the steps below.

Step 1: In the Player tab of the Player Administrator, select a player and make sure it is online.

Step 2: Click **Software** tab and click **Update Player Software**.

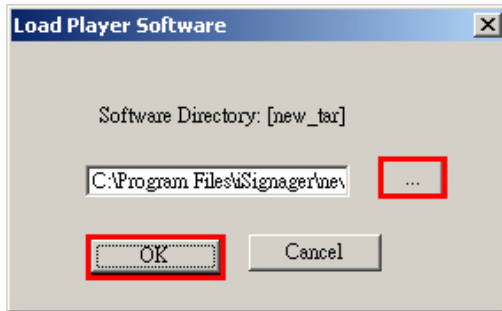


Step 3: Click **Load Player Software**.

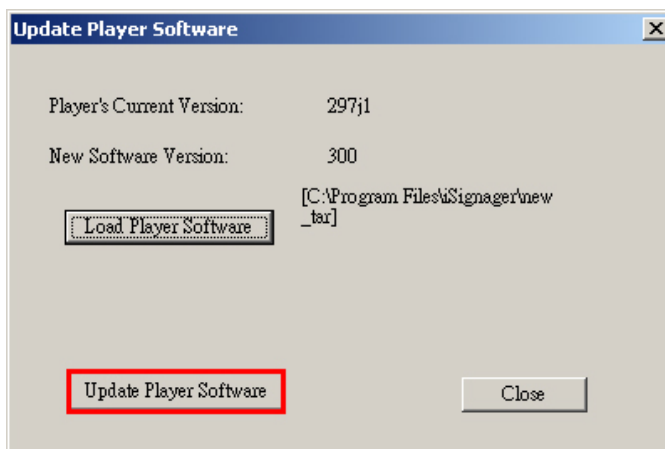


iSignager AdMinistrator V4

Step 4: Select the firmware file and click **OK**.



Step 5: Click **Update Player Software**. The Player Administrator starts to update the firmware to the player. When it is completed, click **Close** to exit.



Step 6: Re-boot the iSignager player.

Step 7: The iSignager player detects the new version firmware and starts to update the firmware.



WARNING:

Firmware update takes about three and half minutes. Please wait patiently. **Interrupting the update process may lead to system crash!!** Especially, during approximate 30 seconds of flashing stage.

4.2.3.12 Security Setting (Standard Player Only)

Use **Security** setting in the player settings of the Player Administrator to change the password for the player if a password is set when adding the player (see **Section 4.2.1 Step 3**). To change the player password, follow the steps below.

Step 1: Click on **Security** tab and click **Change Password** button.



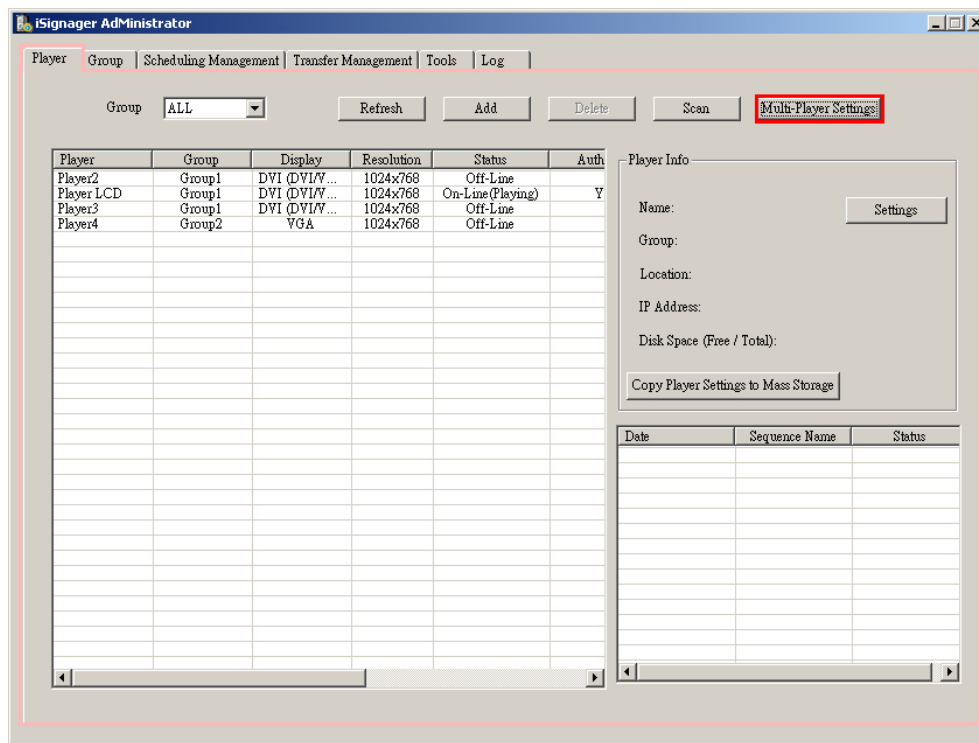
Step 2: Enter a new password twice and click **OK**.



4.2.4 Multiple Player Settings

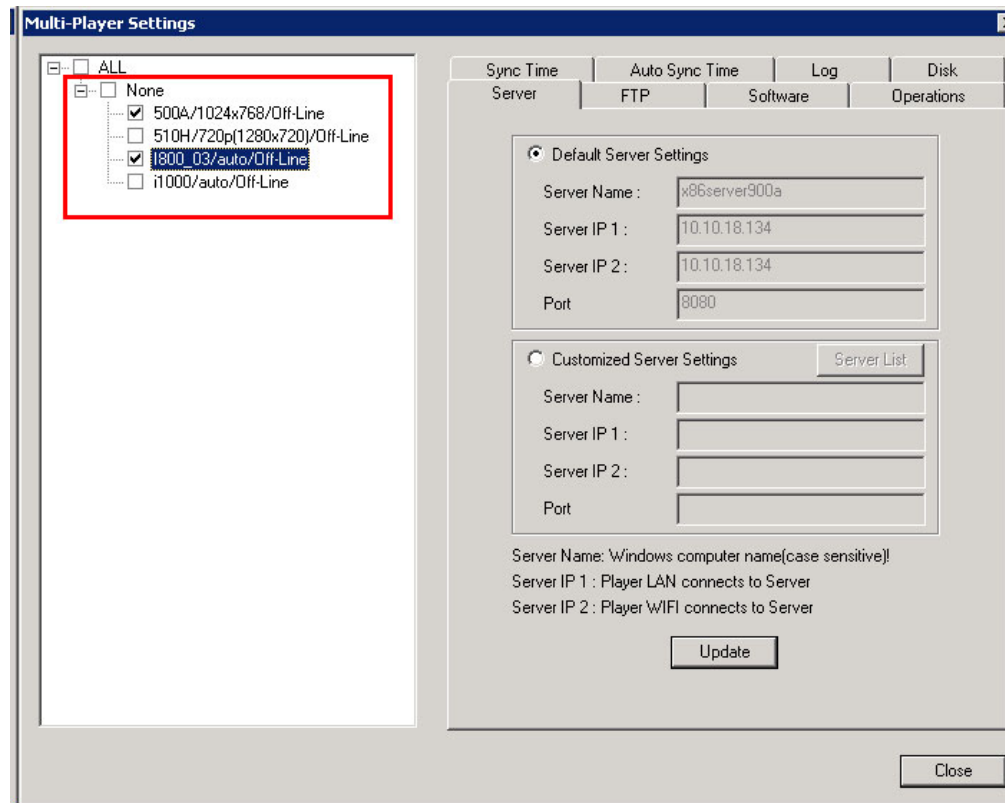
The Player Administrator allows the user to change multiple player settings all at once. The multi-player settings can **only** be updated **via network**. Before using this function, please make sure the iSignager players to be controlled is on and running. Then check if the iSignager players and the computer with the Player Administrator installed are in the same LAN and connect to the network properly. To change the multiple player settings, follow the steps below.

Step 1: In **Player** tab of the Player Administrator, click the **Multi-Player Settings** button.



Step 2: The Multi-Player Settings window appears. The status and resolution of each player shows followed by the player name in the player list.

Step 3: Select a group of players or multiple players in the player list. To create a group, please refer to **Section 4.3**.



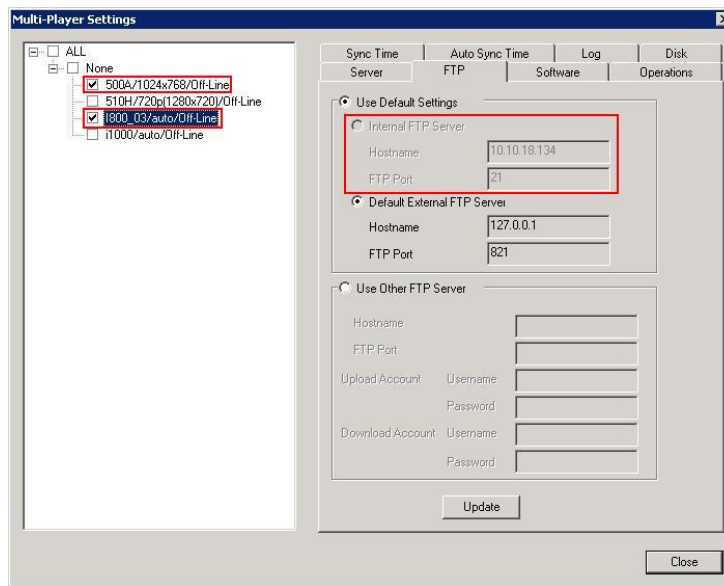
Step 4: Select the player settings tab on the right side to modify the settings. All the multi-player settings are similar with the single player setting. Please refer to the sections listed below to modify the multi-player setting.

- Server setting (refer to **Section 4.2.3.4**)
- FTP setting (refer to **Section 4.2.3.6**)
- Software updating (refer to **Section 4.2.3.11**)
- Operations (refer to **Section 4.2.3.8**)
- Synchronize time (refer to **Section 4.2.3.9**)
- Automatically synchronize time (refer to **Section 4.2.3.10**)
- Log setting (refer to **Section 4.2.3.5**)
- Disk space (refer to **Section 4.2.3.7**)



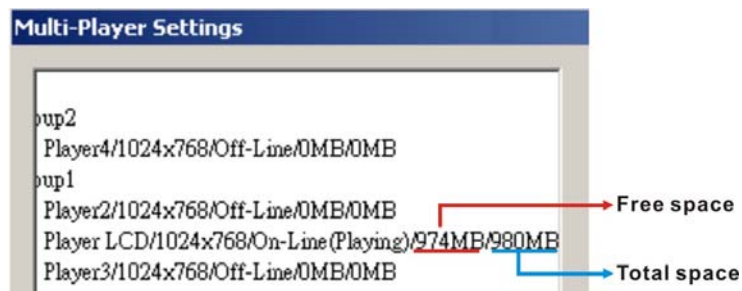
NOTE:

If the selected players include standard player and advanced player, the user can only modify the settings that both kinds of players have. Take the FTP setting for an example. The Internal FTP Server settings can not be modified for the standard player in this situation.



NOTE:

When the **Disk** tab is selected, the disk space of each player is listed in the player list.



4.2.5 Copy Player Settings to Mass Storage

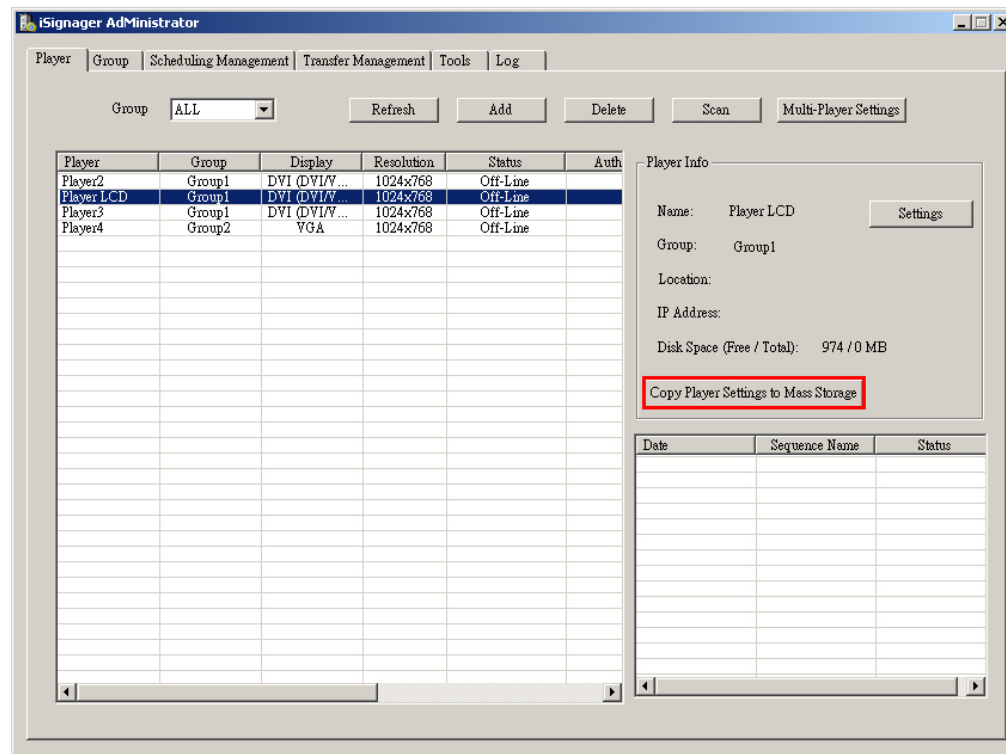
When player settings are modified, the new player settings can be copied to the CF card without changing the sequence settings. To copy player settings to a CF card, follow the steps below.

Step 1: Insert the CF card to the computer installed with the Player Administrator.

Step 2: Launch the Player Administrator.

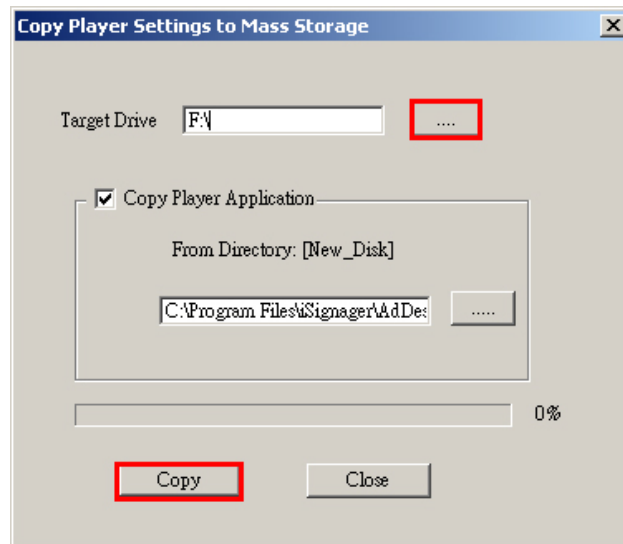
Step 3: Select the correct player and perform necessary modification in the player settings.

Step 4: Click **Copy Player Settings to Mass Storage**.



Step 5: Select the target drive to copy configuration to. To copy player's applications to the CF card, check the box **Copy Player Application** and select the directory location. Then click **Copy**.

iSignager AdMinistrator V4



Step 6: A popup window prompts when the Player Administrator successfully copies the player settings to the CF card. Click **OK**.



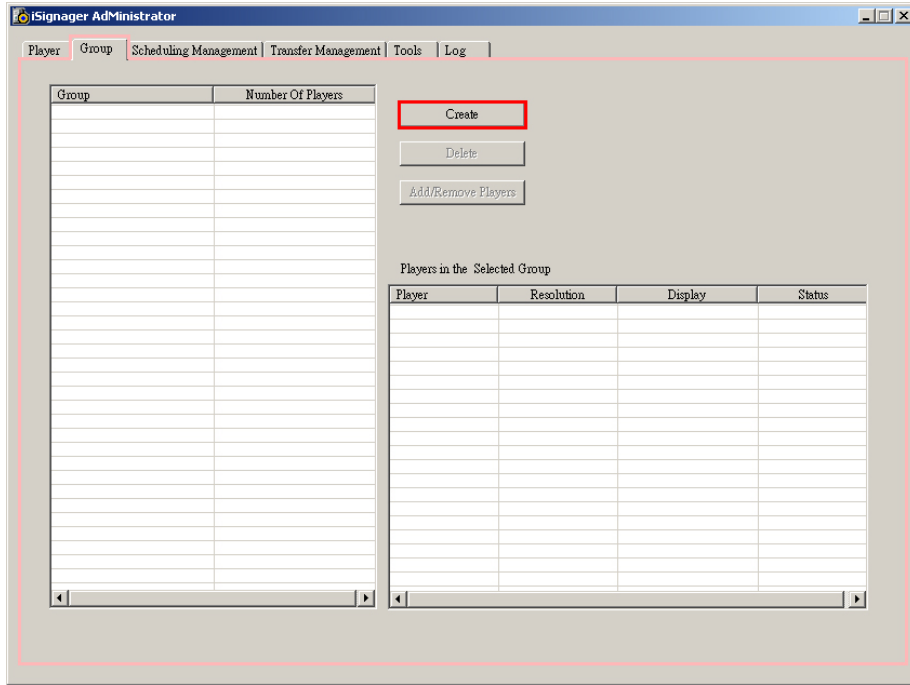
4.3 Group

4.3.1 Create a Group of Players

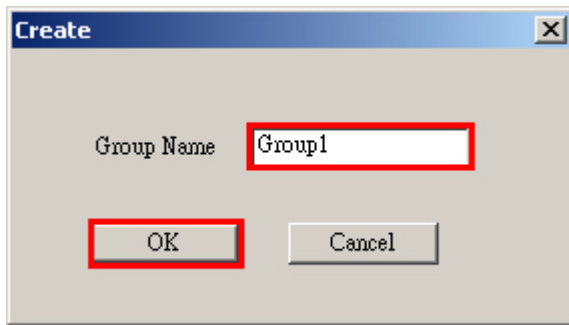
The Player Administrator can manage multiple players at the same time. To manage multiple players efficiently, it is important to group the players. By doing this, the modified player settings can easily be transferred to multiple players through the Player Administrator. To create a group of players, follow the steps below.

Step 1: Click the **Group** tab in the Player Administrator.

Step 2: Click **Create** button.

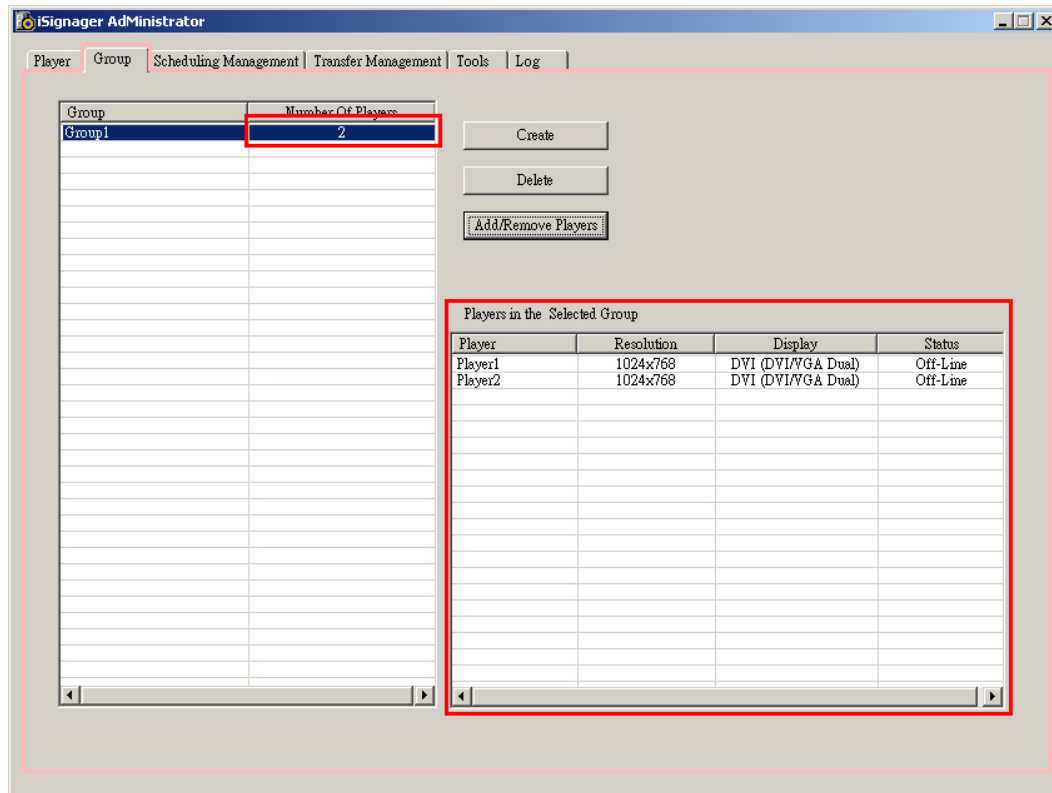


Step 3: Enter a name for the new group. Click **OK**.



Step 4: Click the group name in the list and click **Add/Remove Players** button to add players in the new group.

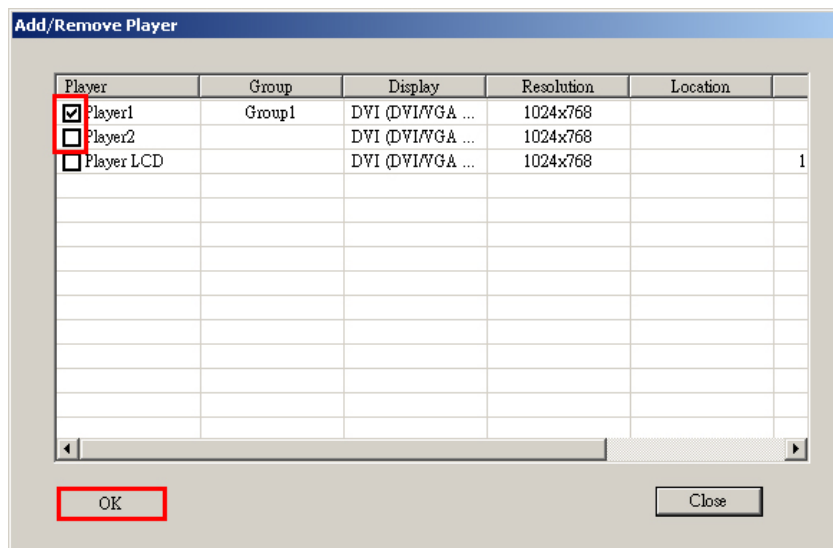
Step 6: The players are added in the group and shown in the player list on the right side.



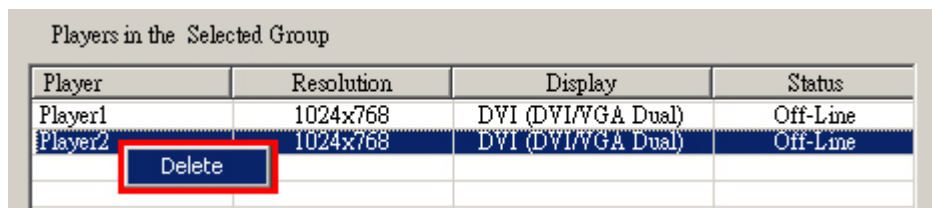
4.3.2 Remove Players from a Group

There are two ways to remove players from a group. Choose either way listed below to remove players.

Step 1: Click the **Add/Remove Players** button in the **Group** tab in the Player Administrator. Uncheck the player(s) and click OK.



Step 2: Simply right click a player in the player list in the Group tab and click **Delete**.



NOTE:

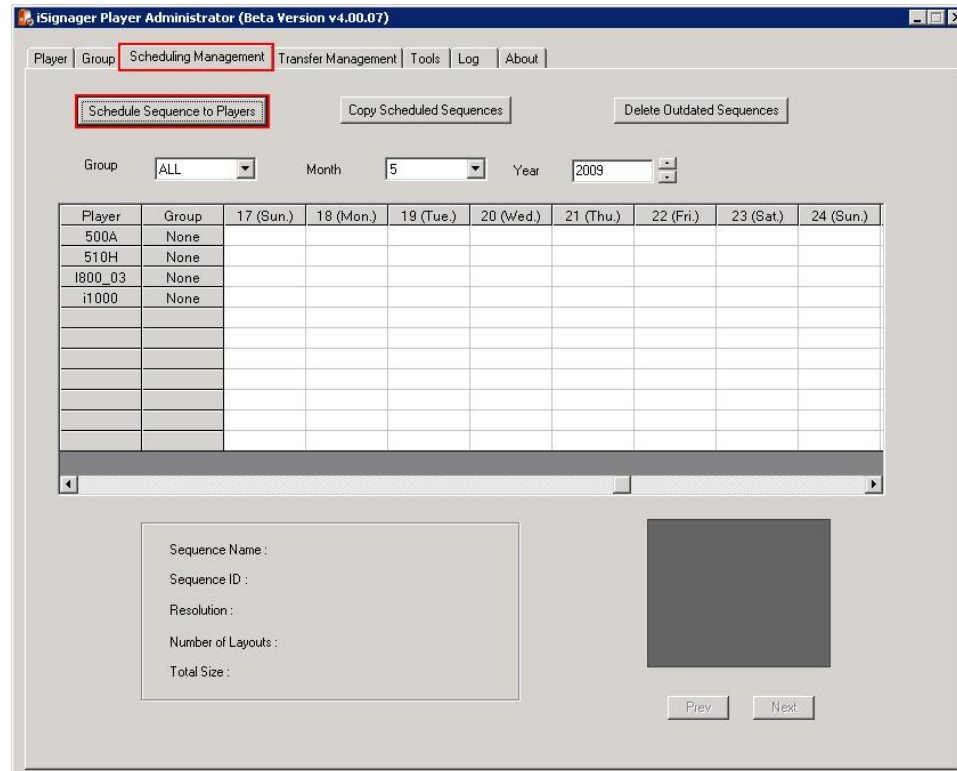
To move players to another group, please remove the players in the old group first. Then add the players to the new group.

4.4 Scheduling Management

4.4.1 Schedule Sequence to Players

After designing the media content and setting a player, a schedule has to be made for the player. With the schedule, the player knows what sequence to play during a specific time or date. To schedule sequence to players, follow the steps below.

Step 3: In the Player Administrator, select the **Scheduling Management** tab. Click **Schedule Sequence to Players**.

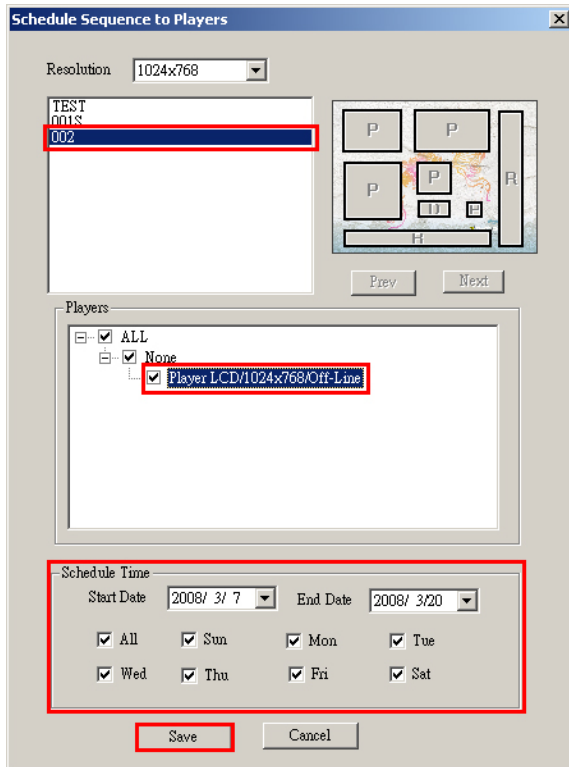


Step 4: Select the sequence resolution and choose an available sequence.

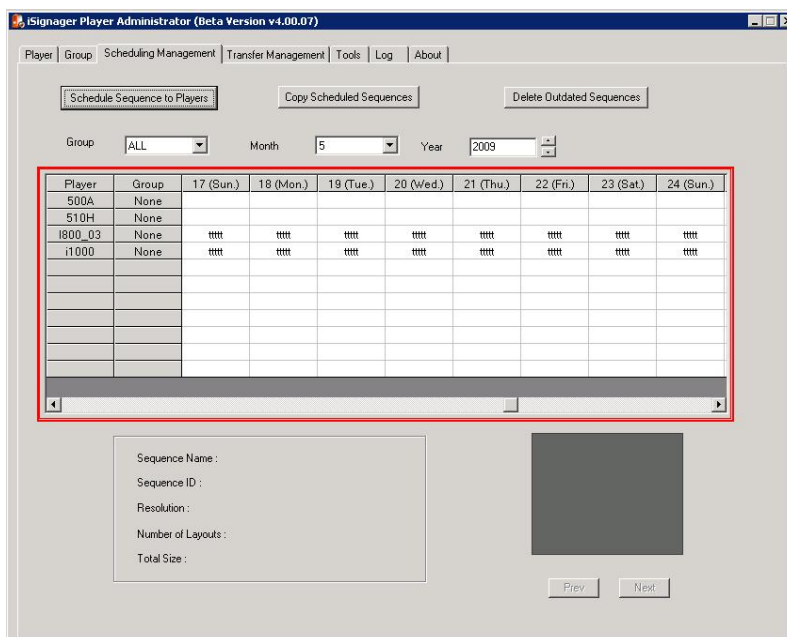
Step 5: Select a player.

Step 6: Make a schedule for the selected sequence by modify the Schedule Time section. Then click **Save** button to save the settings.

iSignager AdAdministrator V4



Step 7: The Player Administrator shows the schedule calendar for the player by date on a monthly base. Right click a sequence in the calendar to modify or delete the sequence if necessary.



4.4.2 Copy Scheduled Sequence

The Copy Scheduled Sequence function provides a convenient interface to quickly export player settings and sequence to a CF card or HDD, which can be inserted to the iSignager player and display the contents. To copy scheduled sequence to a CF card or a HDD, follow the steps below.

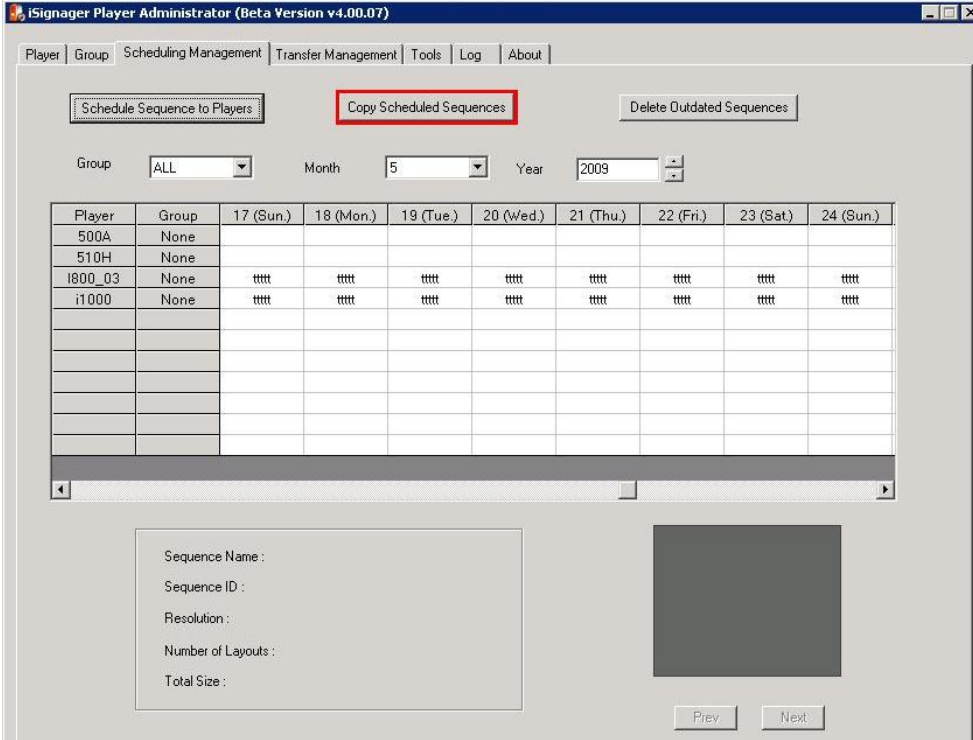


NOTE:

Please format the CF card or the HDD as **FAT 32** format before exporting the sequence and player settings to it.

Step 1: Connect the CF card or the HDD to the computer installed with Player Administrator.

Step 2: In the Player Administrator, select the **Scheduling Management** tab. Click **Copy Scheduled Sequence**.



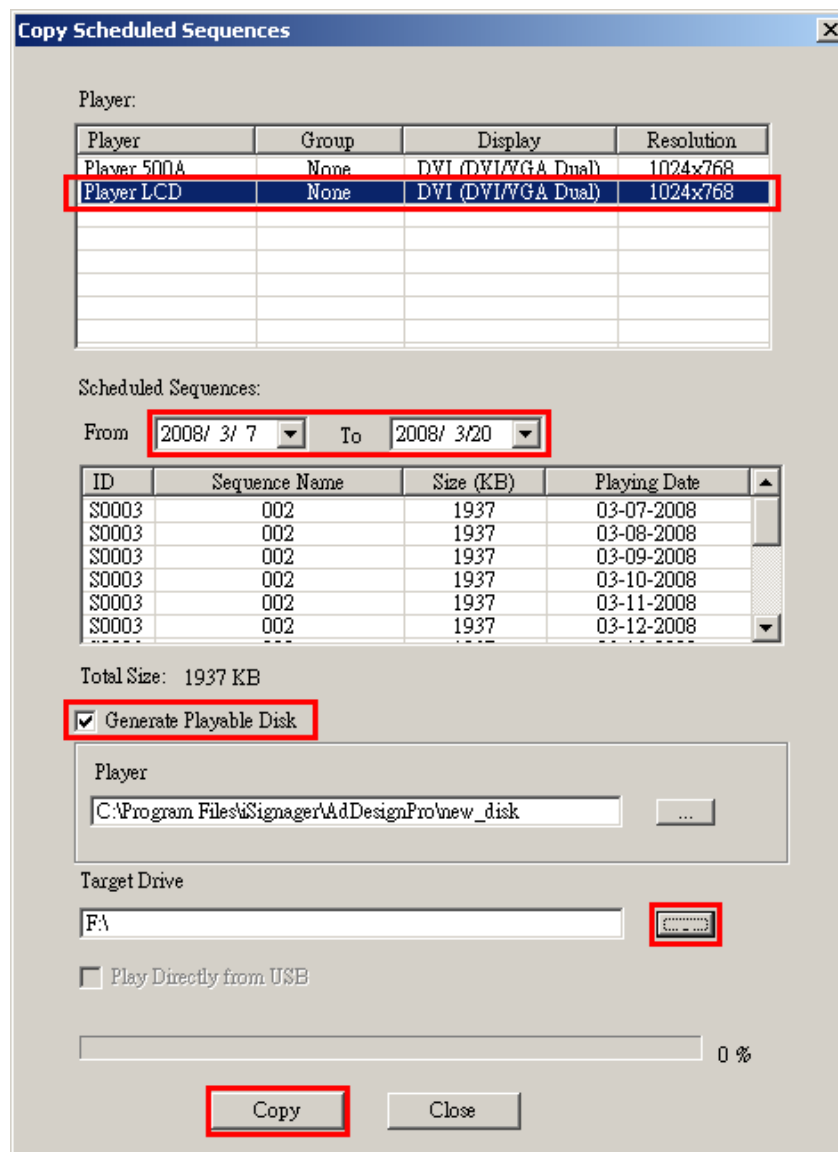
The screenshot shows the iSignager Player Administrator interface. The 'Scheduling Management' tab is active. Three buttons are visible: 'Schedule Sequence to Players', 'Copy Scheduled Sequences' (highlighted with a red box), and 'Delete Outdated Sequences'. Below the buttons are filters for Group (ALL), Month (5), and Year (2009). A table displays scheduling data for various players across a week from Sunday to Sunday. The table has columns for Player, Group, and days of the week. The rows show players 500A, 510H, 1800_03, and i1000 with their respective scheduling patterns (represented by 't' for time slots).

Player	Group	17 (Sun.)	18 (Mon.)	19 (Tue.)	20 (Wed.)	21 (Thu.)	22 (Fri.)	23 (Sat.)	24 (Sun.)
500A	None								
510H	None								
1800_03	None	tttt	tttt	tttt	tttt	tttt	tttt	tttt	tttt
i1000	None	tttt	tttt	tttt	tttt	tttt	tttt	tttt	tttt

Below the table, there are fields for Sequence Name, Sequence ID, Resolution, Number of Layouts, and Total Size. At the bottom right, there are 'Prev' and 'Next' buttons.

iSignager AdMinistrator V4

- Step 3:** Select one of the players that the CF card or the HDD will insert to.
- Step 4:** Confirm the schedule. Modify the date if necessary.
- Step 5:** Specify the location of the Target Drive (the CF card or the HDD).
- Step 6:** Make sure to check **Generate Playable Disk** function when it is the first time to copy the scheduled sequence to the mass storage device.
- Step 7:** Click **Copy** to begin exporting the settings to the CF card or the HDD.



Copy Scheduled Sequences

Player:

Player	Group	Display	Resolution
Player 500A	None	DVI (DVI/VGA Dual)	1024x768
Player LCD	None	DVI (DVI/VGA Dual)	1024x768

Scheduled Sequences:

From: 2008/ 3/ 7 To: 2008/ 3/20

ID	Sequence Name	Size (KB)	Playing Date
S0003	002	1937	03-07-2008
S0003	002	1937	03-08-2008
S0003	002	1937	03-09-2008
S0003	002	1937	03-10-2008
S0003	002	1937	03-11-2008
S0003	002	1937	03-12-2008

Total Size: 1937 KB

Generate Playable Disk

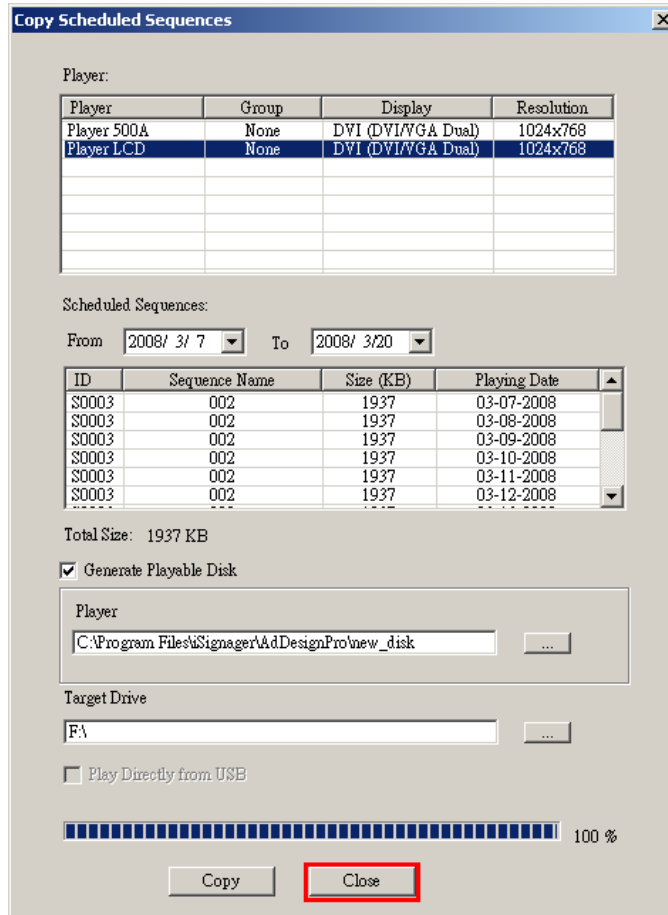
Player
 ...

Target Drive
 ...

Play Directly from USB

0 %

Step 8: The Player Administrator starts to generate a playable disk. When the Player Administrator successfully exports the settings to the disk, click **Close**.

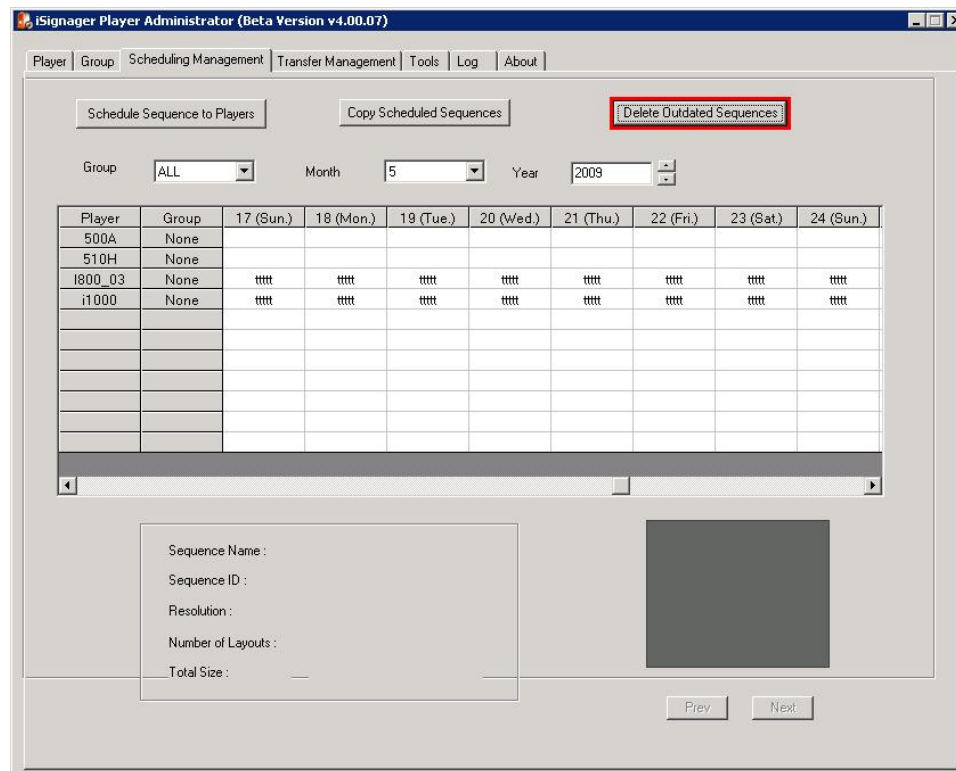


Step 9: After the settings are exported successfully, insert the CF card or install the HDD to the iSignager player.

Step 10: Turn on the iSignager player. The contents play on the display device automatically.

4.4.3 Delete Outdated Sequence

To delete the outdated sequence, click **Delete Outdated Sequence** in the Scheduling Management tab of the Player Administrator. The Player Administrator will delete the outdated sequence in the schedule.

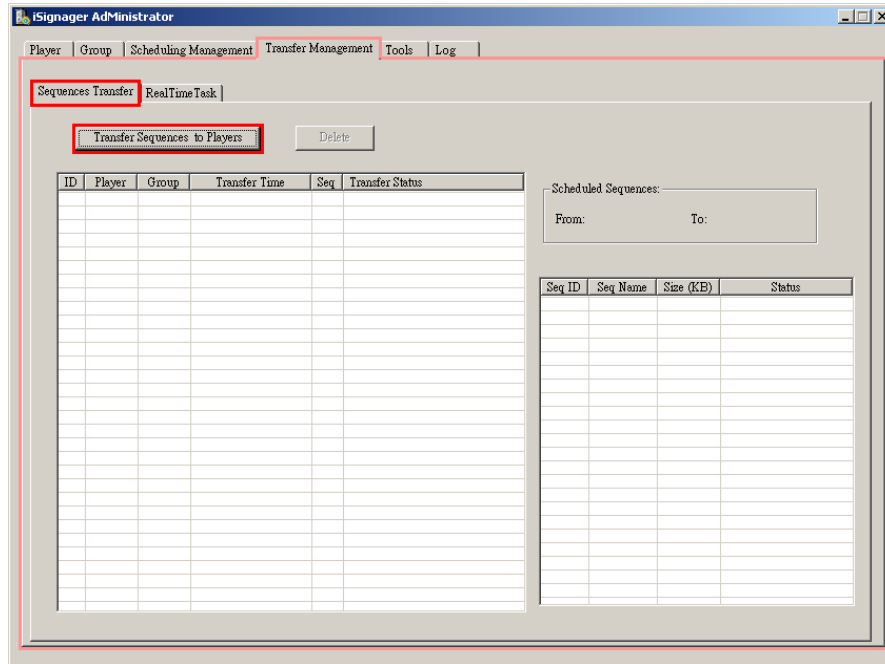


4.5 Transfer Management

4.5.1 Transfer Sequence to Players by Network

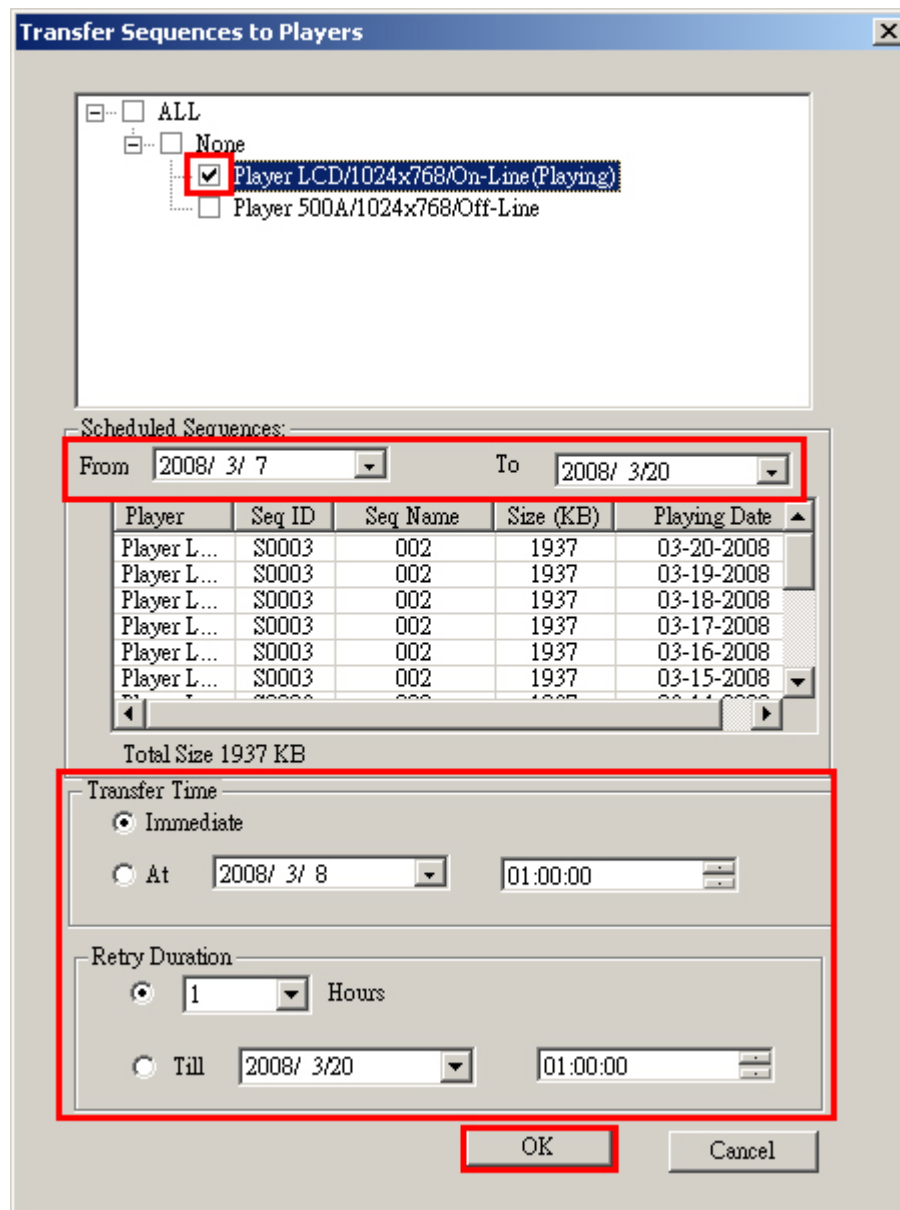
After a sequence is modified, the user can transfer the new sequence to one or multiple player by LAN or wireless LAN without changing the player settings. To transfer a sequence to the player by LAN or wireless LAN, make sure the player must be on and running during network transmitting process. The player(s) and the computer with Player Administrator installed should be in the same LAN and connect to the network.

Step 1: Select the **Sequences Transfer** tab in the **Transfer Management** tab and click **Transfer Sequence to Players**.

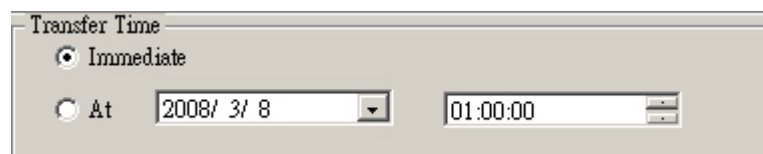


Step 2: Select the player(s) that is/are on and running.

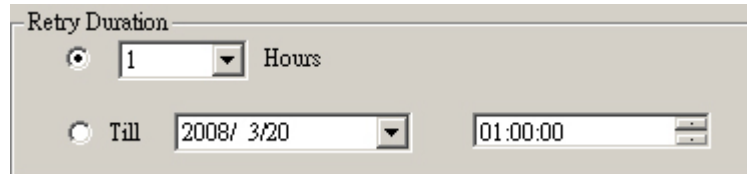
Step 3: Confirm the schedule. Modify the date if necessary.



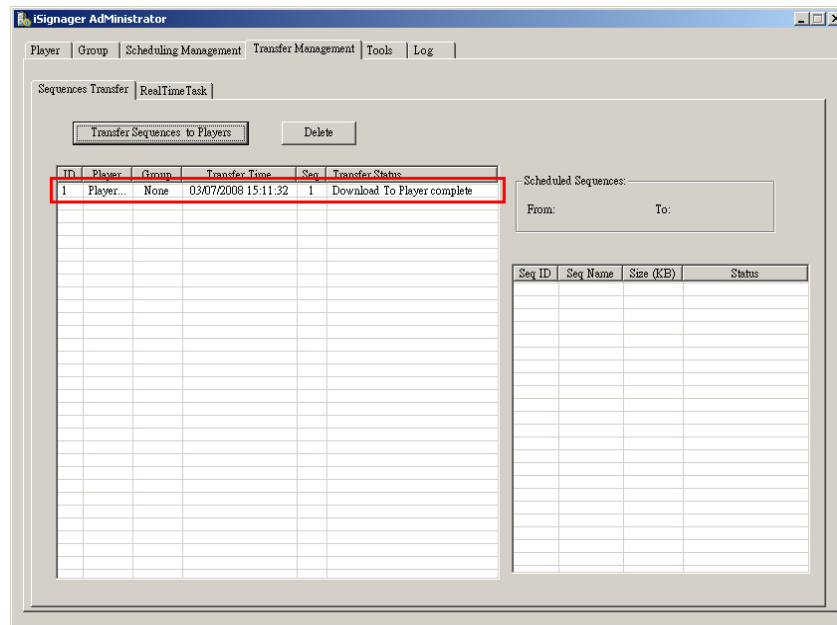
Step 4: To immediately transfer the sequence, select the “Immediate”. To specify a certain time to transfer the scheduled sequence, select “At” and modify the time.



Step 5: Select the retry duration. Select to specify the duration for the Player Administrator to re-transfer the sequence to the player(s) until it is successfully transferred. The user can choose in a number of hours (up to 23 hours) or till a specific date and time.



Step 6: Click **OK** to transfer the sequence to the player(s). The Player Administrator starts to transfer the sequence to the player(s). If multiple players are selected, the sequence is not transferred to next player until the transmission is done for the previous player.



ID	Player	Group	Transfer Time	Seq	Transfer Status
1	Player...	None	03/07/2008 15:11:32	1	Download To Player complete

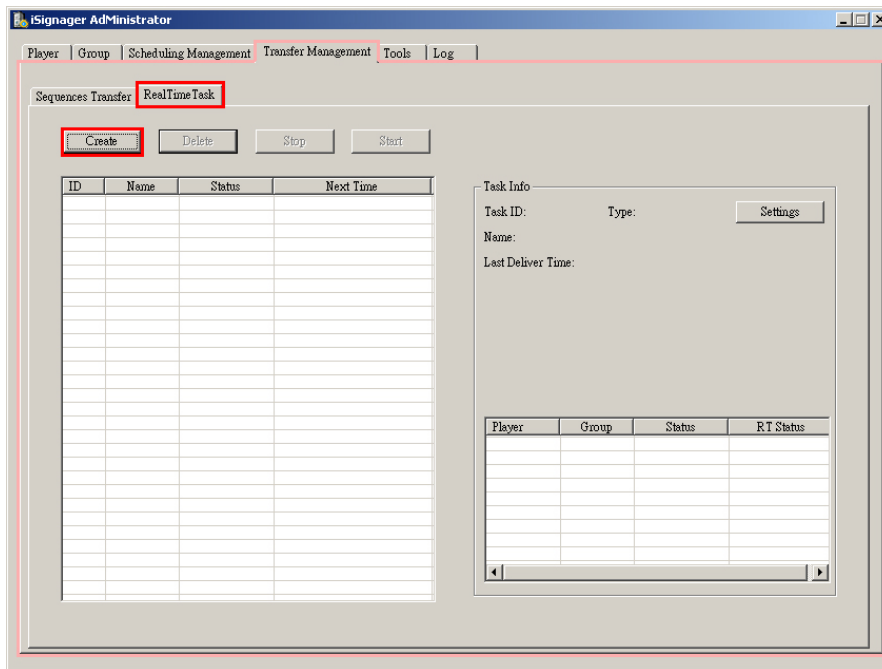
Step 7: When the iSignager Player Administrator successfully transfers the sequence to the player(s), the transfer status will show “ Download To Player Complete”.

iSignager AdMinistrator V4

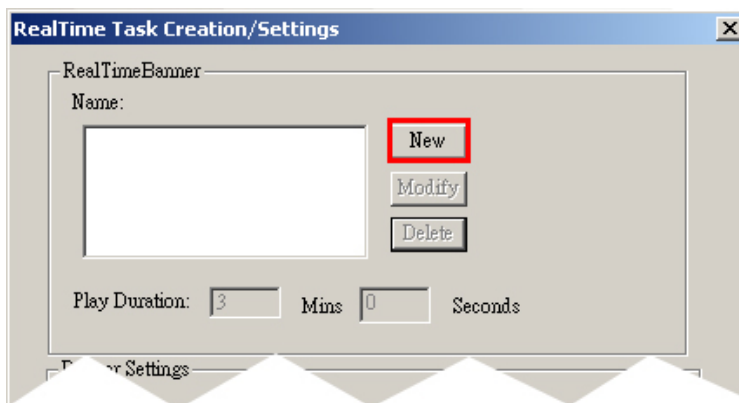
4.5.2 Real Time Task Transfer

To use network to transfer the real time text or pictures to the real time banner/picture block set in the layout (**Section 3.2.7.2** and **Section 3.2.7.4**), please follow the steps below.

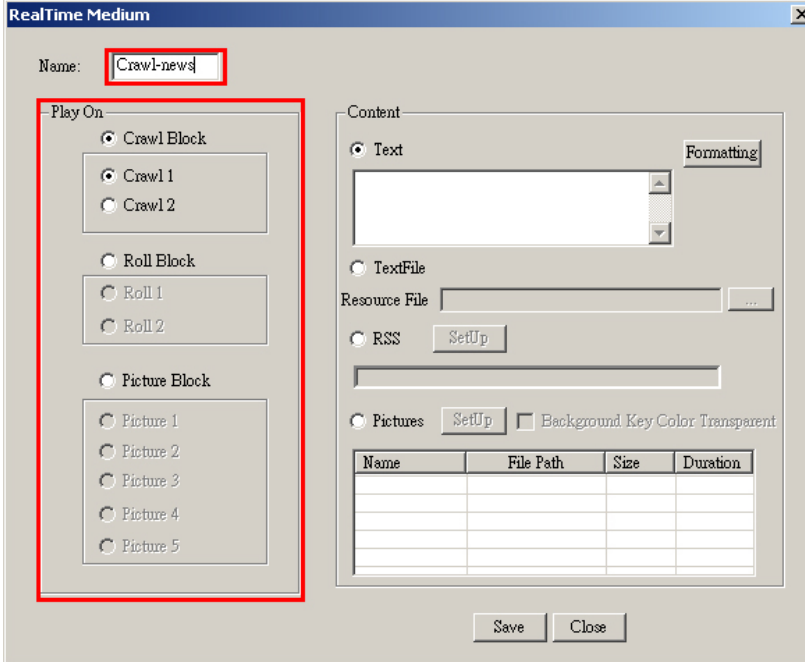
Step 1: Select the **RealTime Task** tab in the **Transfer Management** tab and click **Create**.



Step 2: Select **New** in the real time task creation/settings window.



Step 3: The Real Time Medium window appears. Enter a name for this new real time task. Select the block type and specify a real time block set on the layout (**Section 3.2.7.2** and **Section 3.2.7.4**) to play the real time task.



RealTime Medium

Name:

Play On

- Crawl Block
 - Crawl 1
 - Crawl 2
- Roll Block
 - Roll 1
 - Roll 2
- Picture Block
 - Picture 1
 - Picture 2
 - Picture 3
 - Picture 4
 - Picture 5

Content

Text Formatting

TextFile

Resource File

RSS

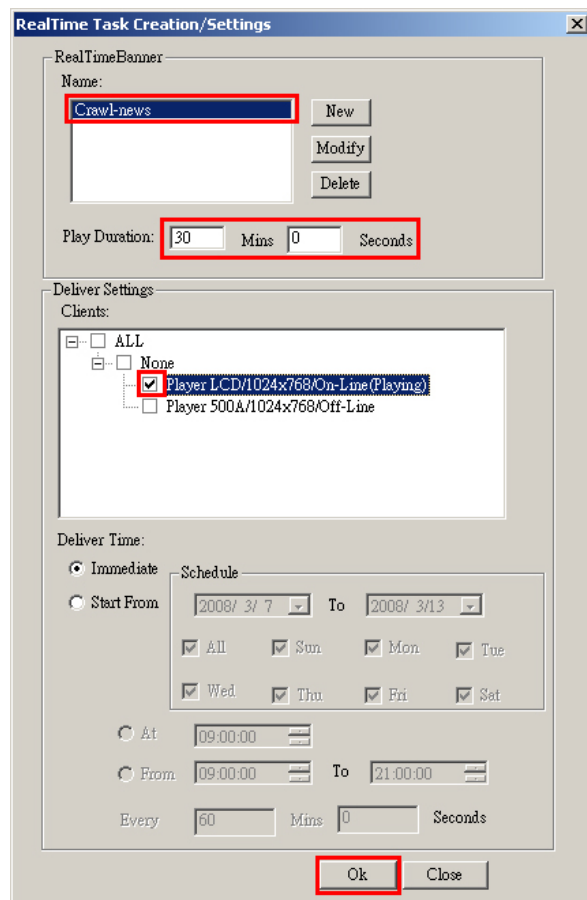
Pictures Background Key Color Transparent

Name	File Path	Size	Duration

Step 4: Modify the real time content. Please refer to **Section 6.1.1** for the detailed description of content setup.

Step 5: Click **Save** to close the window.

Step 6: Select a real time task. Enter the play duration. Select a player.



- Step 7:** Modify the deliver time. Choose **Immediate** to deliver the real time task immediately.
- Step 8:** To have Player Administrator deliver the real time task at a certain date and time, choose **Start From** and **At** and specify the date and time to deliver the task.
- Step 9:** To deliver the task in a period of time in a day, choose **From** and modify the period of time. Set up the interval for delivering the next task. The interval must be greater than the value of the play duration time set in **Step 7**.

Deliver Time:

Immediate

Start From

Schedule

2008/ 3/ 7 To 2008/ 3/13

All Sun Mon Tue

Wed Thu Fri Sat

At 09:00:00

From 09:00:00 To 21:00:00

Every 60 Mins 0 Seconds

Step 10: Click **OK** and the real time task and status are shown in the Player Administrator task list. The task information shows on the right side.

Step 11: To modify the real time task, click the task and click **Settings** button in the task information area.

iSignager AdMinistrator

Player | Group | Scheduling Management | Transfer Management | Tools | Log

Sequences Transfer | RealTimeTask

Create Delete Stop Start

ID	Name	Status	Next Time
1	Crawl-news	Ready	07/03/2008 16:30:00

Task Info

Task ID: 1 Type: Crawl (rtc1) **Settings**

Name: Crawl-news

Last Deliver Time:

Start Date: 7/3/2008 End Date: 13/3/2008

Week Day: All

From: 16:30:00 To: 21:00:00

Every: 60 Mins 0 Seconds

Duration 180 Seconds

Player	Group	Status	RT Status
Player LCD	None	On-Line(Playi...	

4.6 Tools

4.6.1 Settings for Standard Players

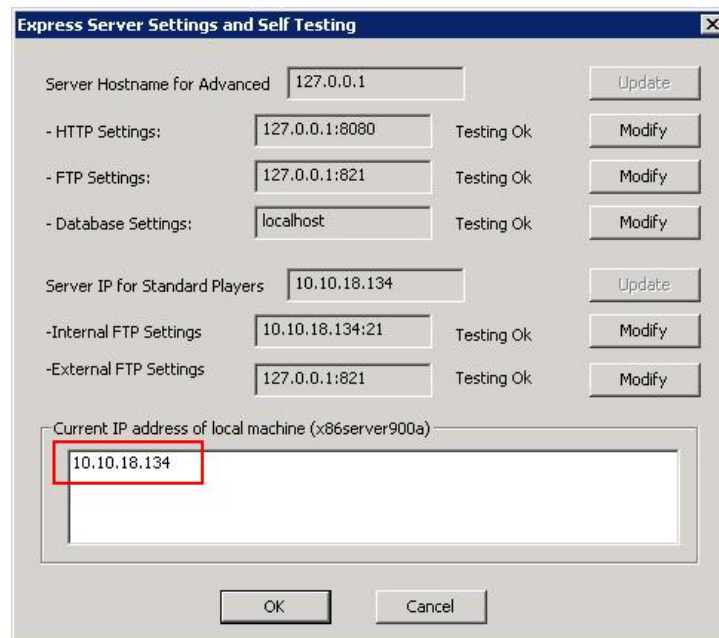
There are two tabs in the Settings for Standard Players tab to control the settings of the server or FTP server. These two tabs include:

- Server Settings
- FTP Server Settings

The detailed descriptions of these tabs are described below.

4.6.1.1 Server Settings

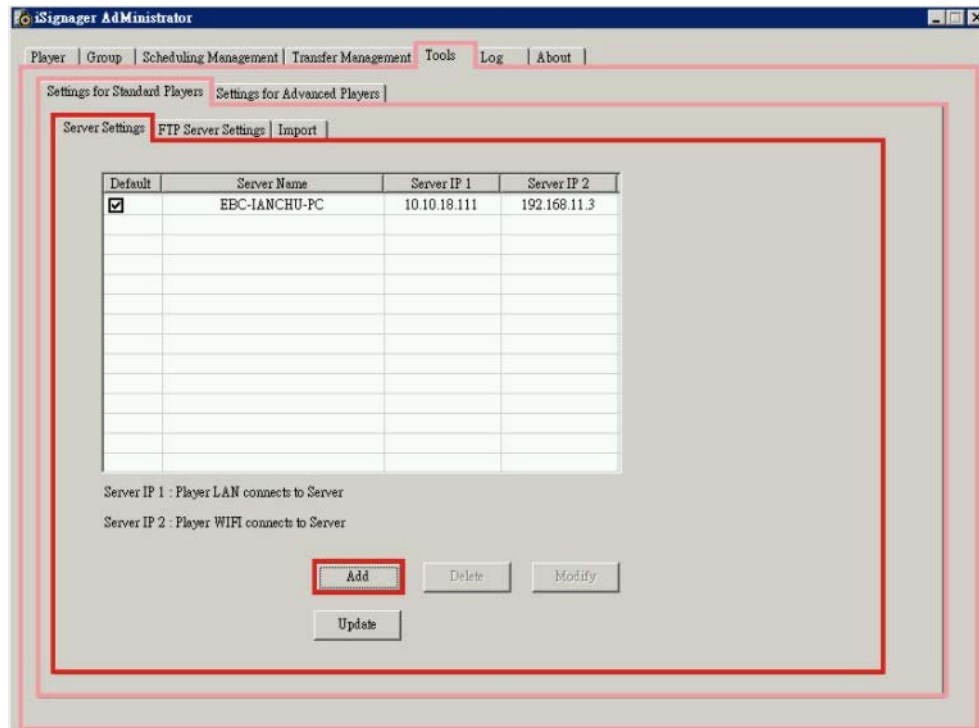
A server in the Player Administrator refers to the computer installed with the Player Administrator. Every time when the Player Administrator is launched, the Player Administrator detects the current IP address of the computer and confirms the IP address with the user (see the image below).



If the user, in some special circumstances, wants to setup a different IP address for the player in the Player Administrator, follow the steps below.

Step 1: In the Player Administrator, click **Tools** tab and then click **Settings for Standard Players**. Click **Server Settings** tab.

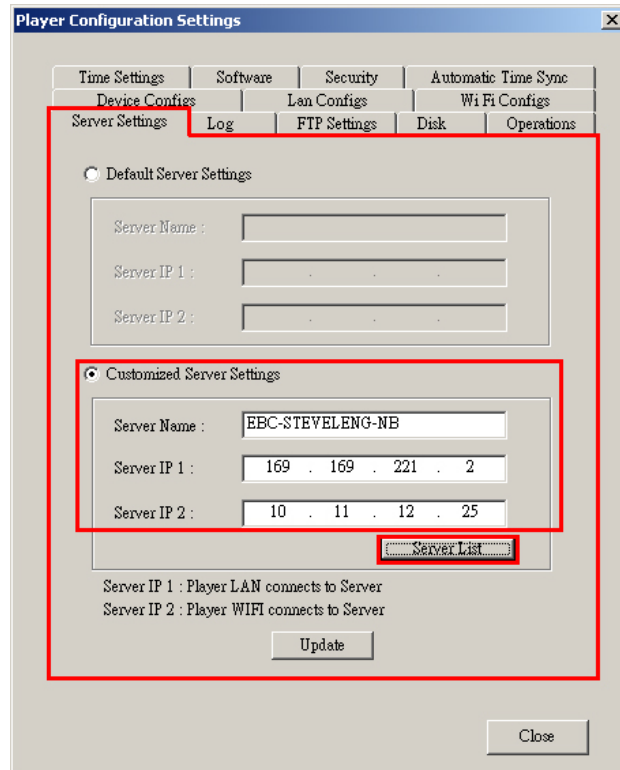
Step 2: Click **Add** button.



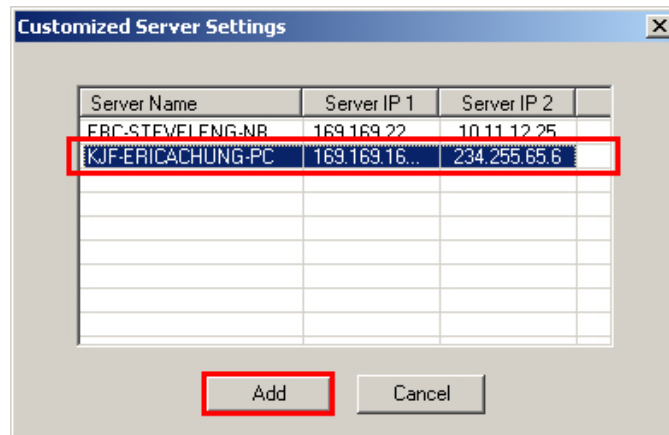
Step 3: Enter the host name. Enter an IP address for LAN connection in the Server IP 1. If the wireless than is available, enter an IP address for WiFi connection in the Server IP 2. Click **OK**.

Step 6: Click **Server Settings** tab. Select **Customized Server Settings** in the server settings tab.

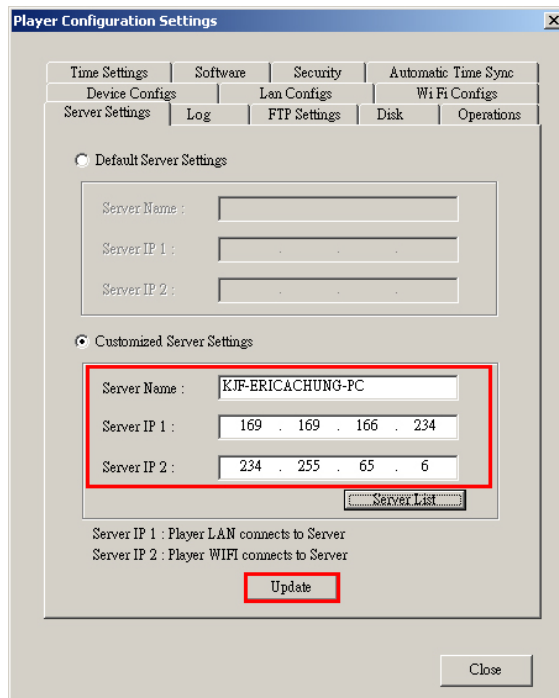
Step 7: If the listed server information is not correct, click **Server List** button.



Step 8: Select a server and click **Add**.



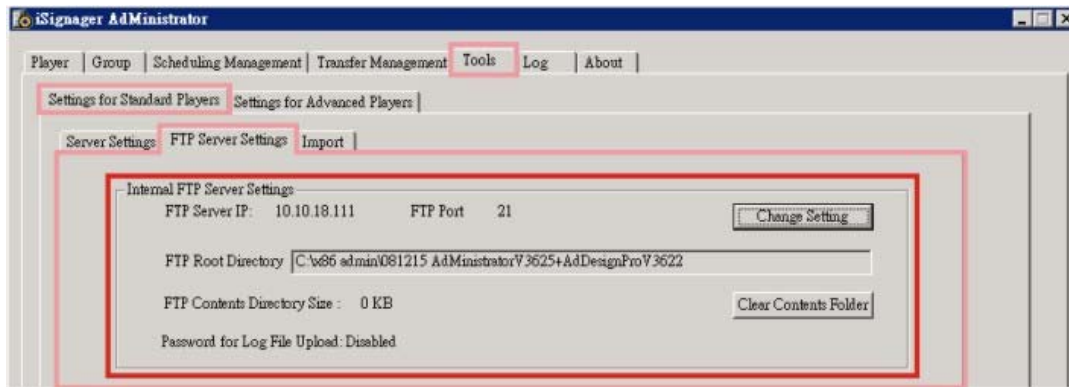
Step 9: The server information is changed. Click **Update** button to save the settings.



4.6.1.2 FTP Server Settings

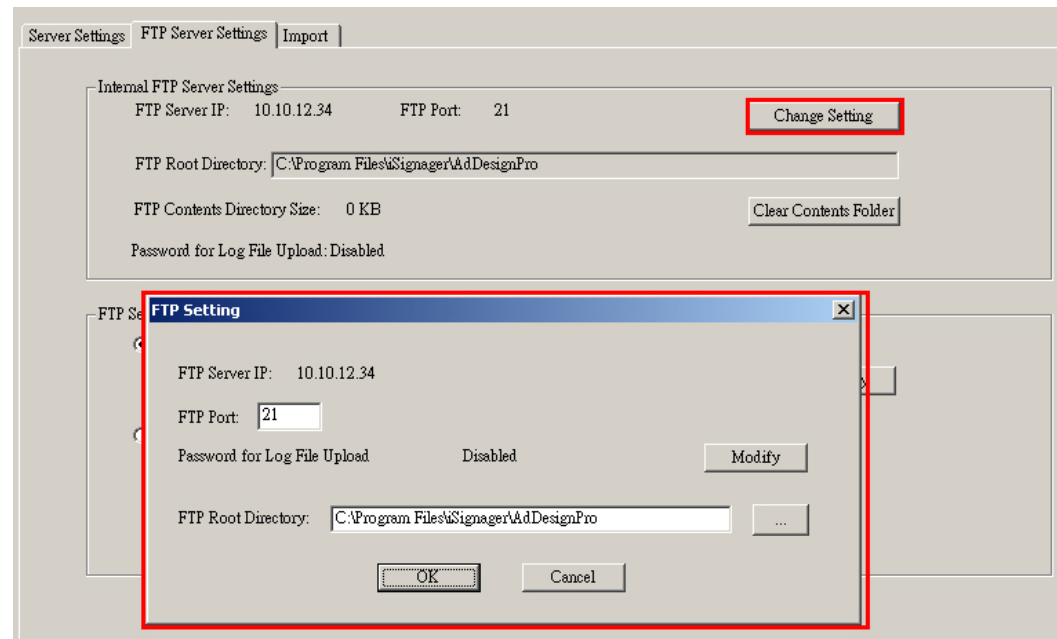
4.6.1.2.1 Internal FTP Server Settings

The Player Administrator supports advertising log management to keep a record of the content broadcasted by the iSignager player. The “Internal FTP Server Settings” section in the **FTP Server Settings** tab of the **Settings for Standard Players** tab of the **Tools** tab manages the FTP server where the log files will be stored for the standard player. The FTP server IP is set to the IP of the PC installed with the Player Administrator by default and can not be changed.



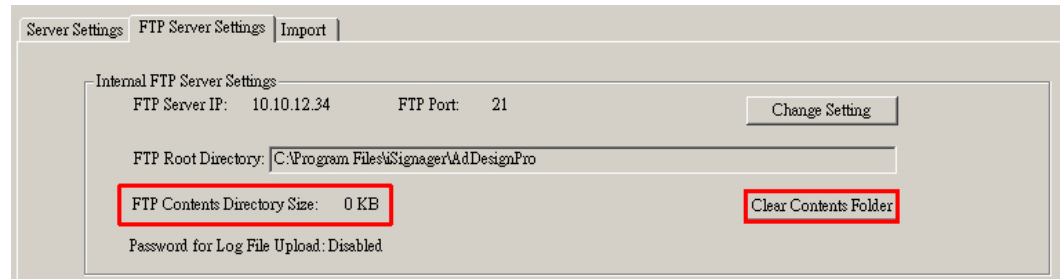
To change the port number, password or root directory of the internal FTP server, follow the steps below.

Step 1: Click **Change Setting** to modify the FTP port, password for uploading log files and FTP root directory. The FTP root directory is a directory of the PC for storing the log files.



iSignager AdAdministrator V4

Step 2: The total size of the log files in the root directory is shown in the Player Administrator. To delete all the logs in the directory, click **Clear Contents Folder**.



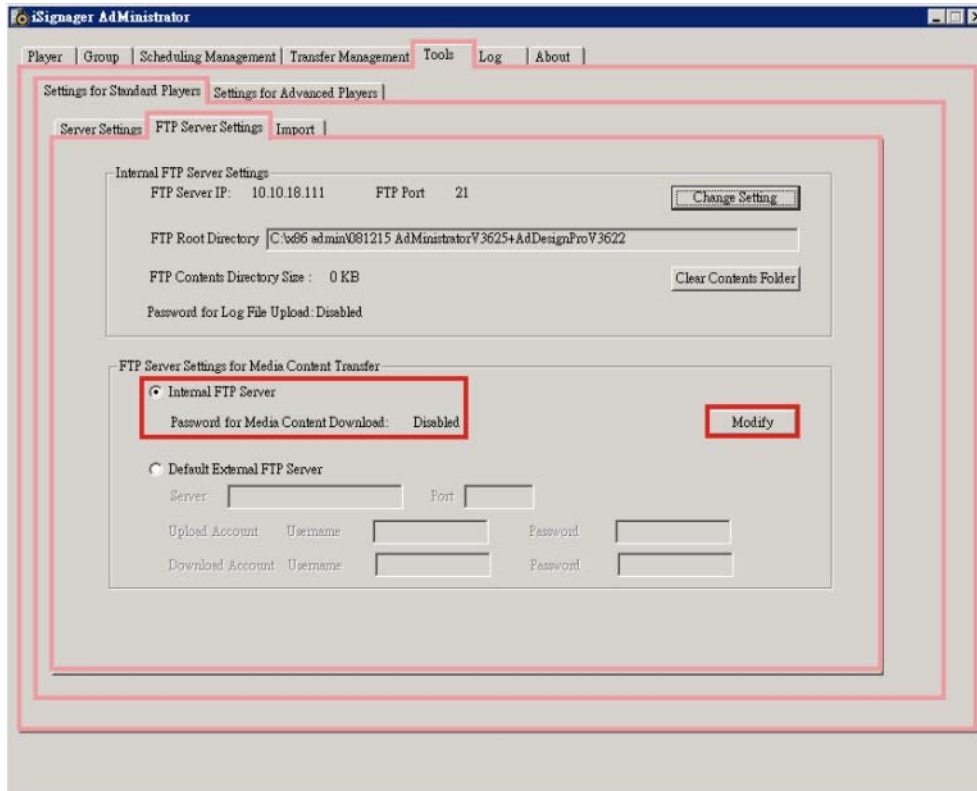
4.6.1.2.2 FTP Server Settings for Media Content Transfer

The below section describe the “FTP Server Settings for Media Content Transfer” section in the **FTP Server Settings** tab of the **Settings for the Standard Players** of the **Tools** tab in the Player Administrator. The FTP server settings here are specific for media content transfer. There are two different FTP server in this section:

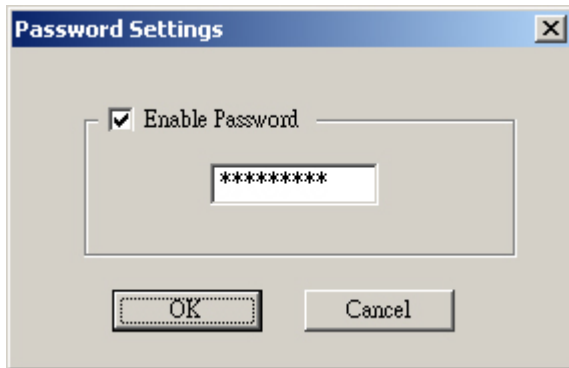
- **Internal FTP server:** a directory where the Player Administrator is installed. It is the default setting for the standard player and the IP address can not be changed.
- **Default external FTP server:** a FTP server or a NAS (Network Access Server) for storing media contents. The FTP server can be in the same PC (with Player Administrator installed) but different directory, or in other computer especially setup as a FTP server or a NAS. The default external FTP server configuration can only apply one FTP server for **all** the players.

To modify the FTP server for media content transfer, please follow the steps below.

Step 1: To setup a password of the internal FTP server for downloading the media content, select **Internal FTP Server** and click the **Modify** button.

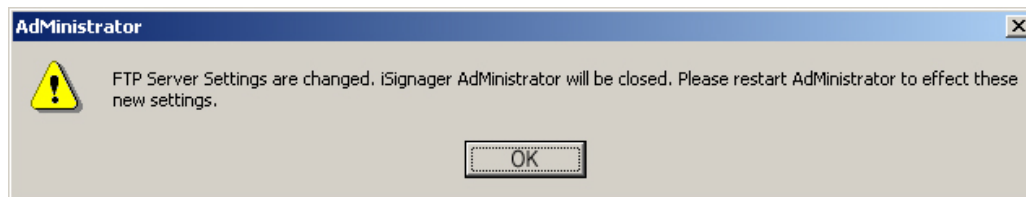


Step 2: A password setting window appears. Check **Enable Password** and enter a password. Click **OK**.

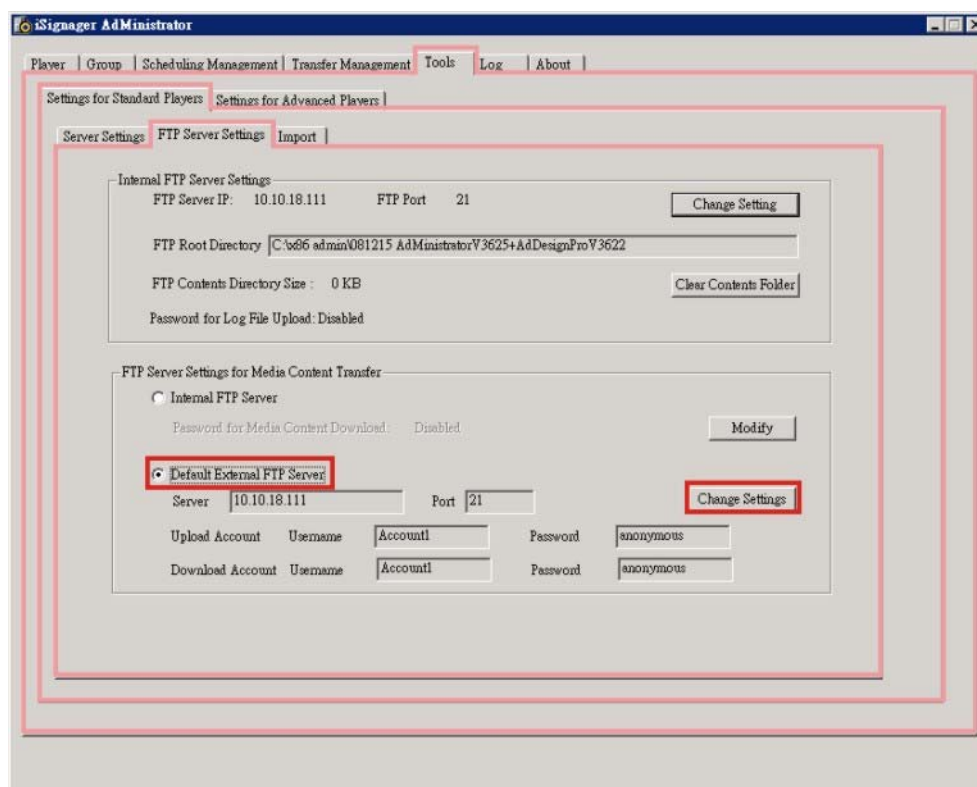


Step 3: A warning message pops up. Click **OK** and restart the Player Administrator.

iSignager AdMinistrator V4

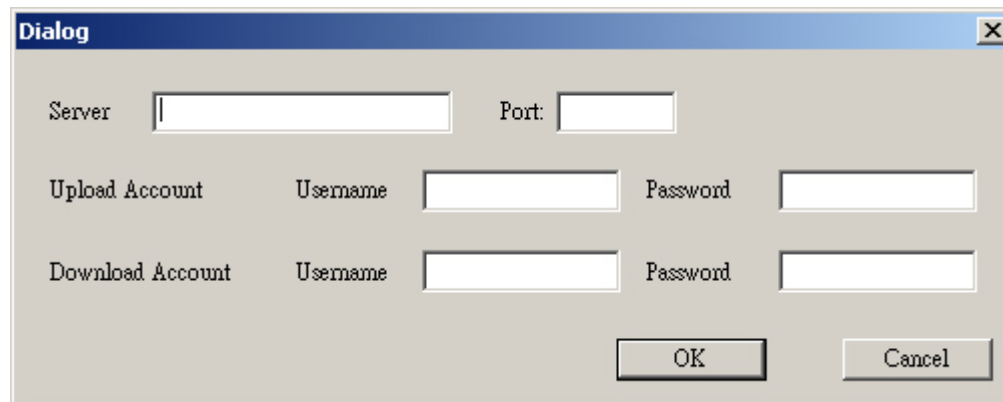


Step 4: To modify the settings of the external FTP server for content transfer, follow the steps below, select **Default External FTP Server** and click **Change Settings** button.



Step 5: Enter a server IP and port number. Enter user name and password for upload and download account.

Step 6: Click **OK** button to save the settings and exit the window.



The screenshot shows a 'Dialog' window with the following fields and buttons:

- Server:
- Port:
- Upload Account: Username Password
- Download Account: Username Password
- Buttons: OK, Cancel

4.6.2 Settings for Advanced Players

There are three tabs in the Settings for Advanced Players tab to control the settings of the HTTP, FTP server and database for the advanced player. These three tabs include:

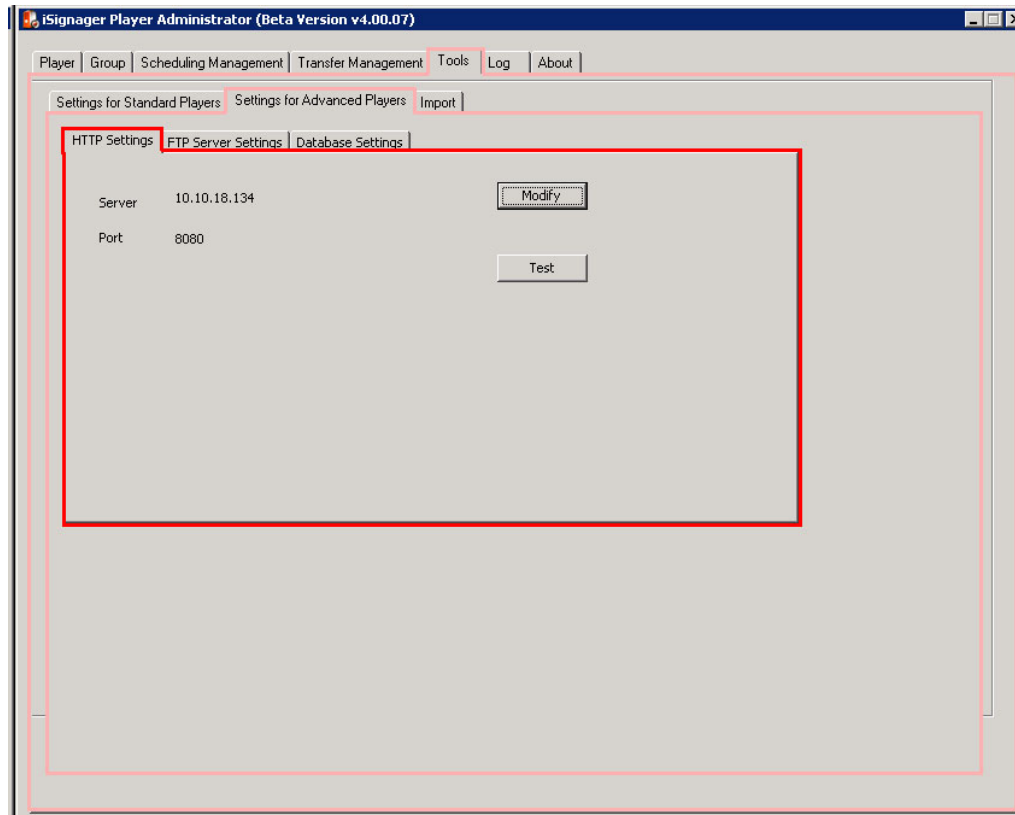
- HTTP Settings
- FTP Server Settings
- Database Settings

The detailed descriptions of these tabs are described below.

4.6.2.1 HTTP Settings

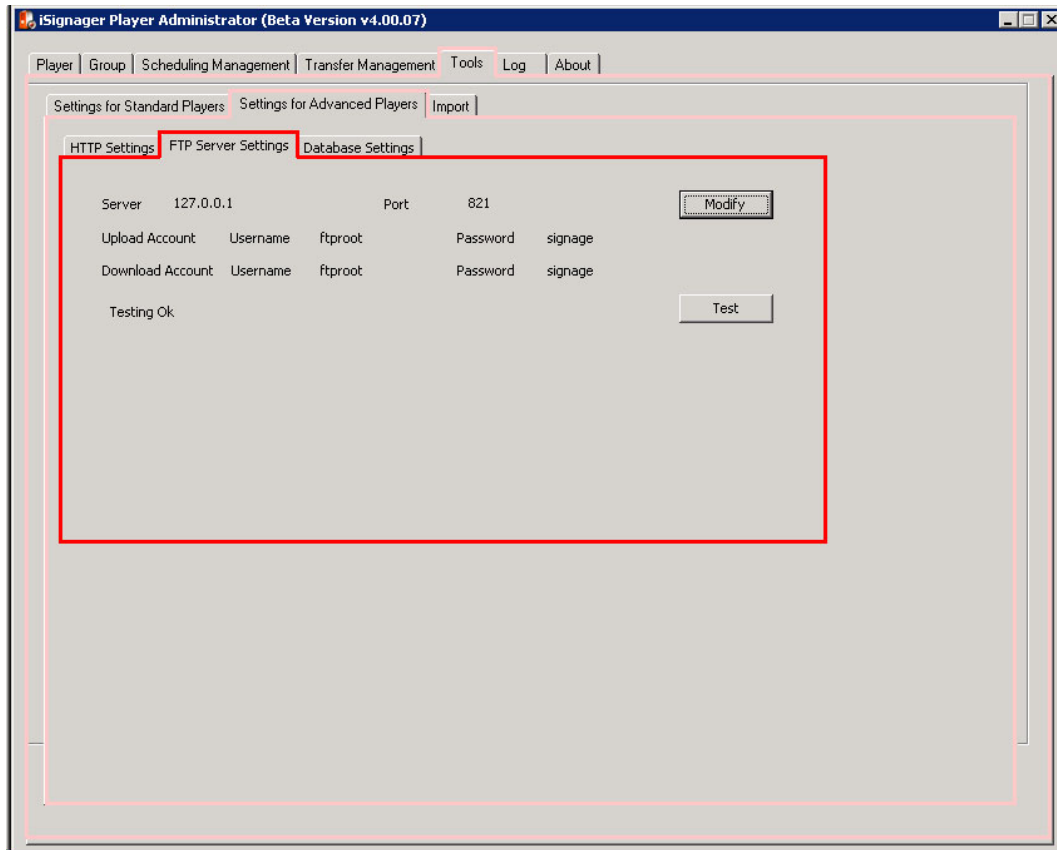
The HTTP Settings tab shows the HTTP server address and HTTP port number. To configure the HTTP server address and port number, click the **Modify** button to make a necessary modification. After modifying, click the **Test** button to test the connection.

iSignager AdMinistrator V4



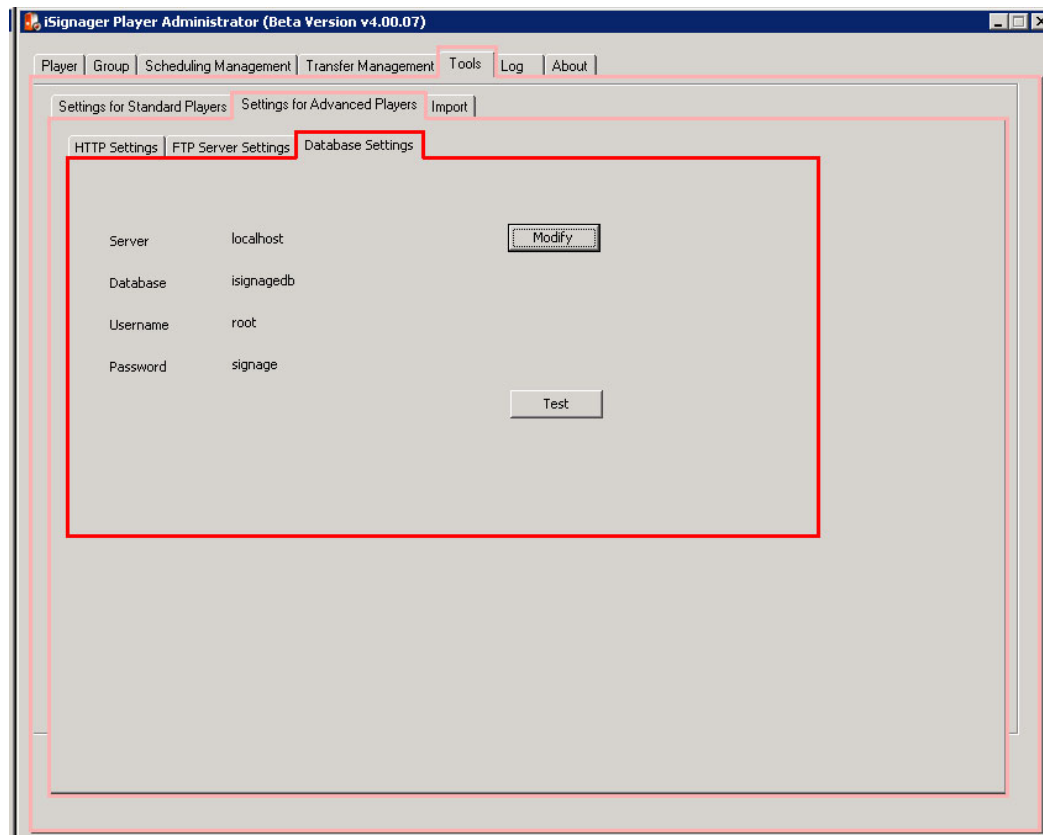
4.6.2.2 FTP Server Settings

The FTP Server Settings tab shows the FTP server settings for the advanced player. To modify the settings, click the **Change Settings** button and make the modification.



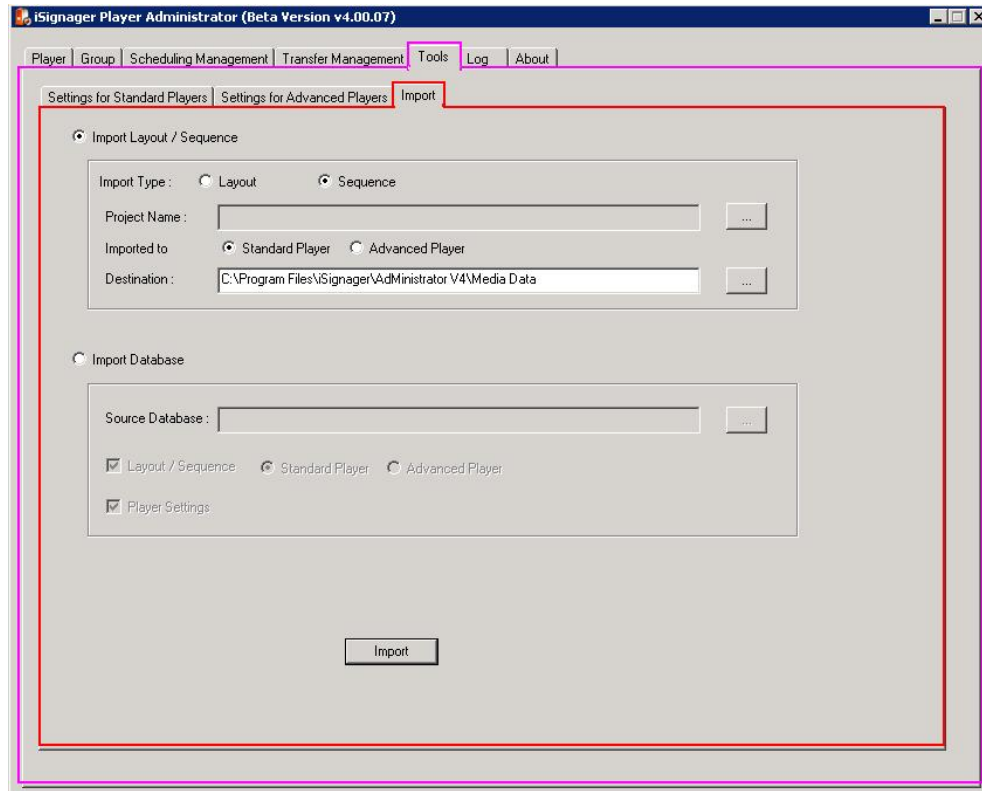
4.6.2.3 Database Settings

The Database Settings tab shows the settings of the database for the advanced player. To modify the settings, click **Modify** button and enter the new information. After modifying, click the **Test** button to test the connection.



4.6.3 Import

The user can import layout, sequence or database using Player Administrator. To import files, click on the **Import** tab in the **Tools** tab of the Player Administrator. The import function in the Player Administrator is similar with the import function in the AdDesignPro. Please refer to **Section 3.4.2** and **Section 3.4.3** for the detailed description.



iSignager AdMinistrator V4

4.7 Log

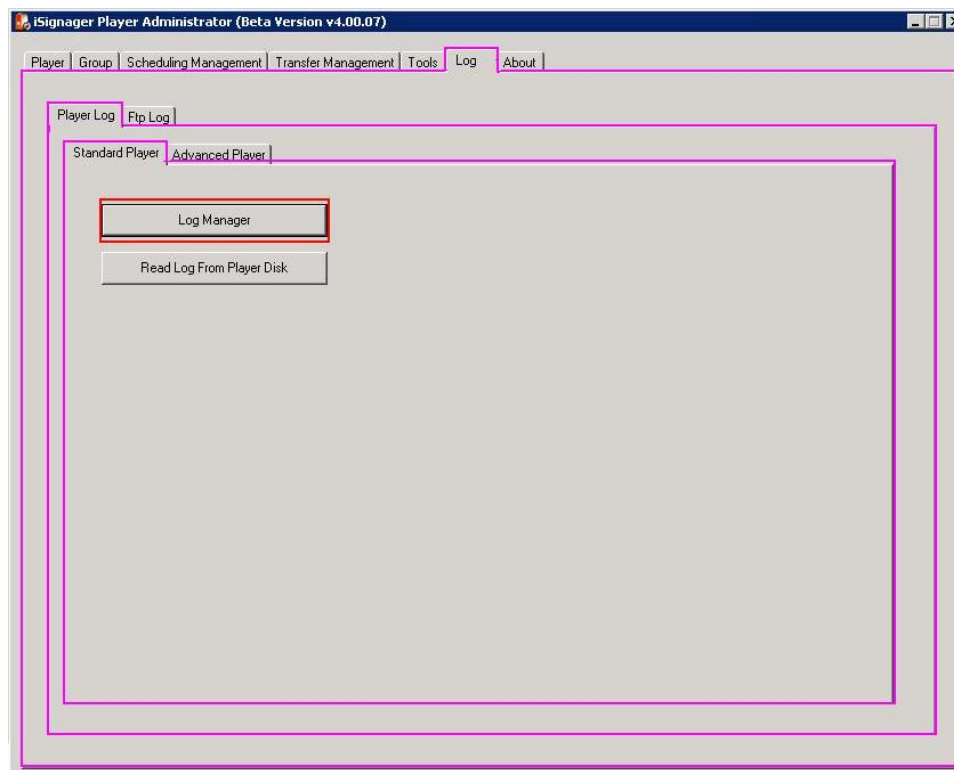
4.7.1 Player Log

The Player Administrator supports advertising log management to keep a record of the content broadcasted by the iSignager player. The player log has different query function and user interface for the standard player and the advanced player. The following sections describe the differences in detail.

4.7.1.1 Standard Player

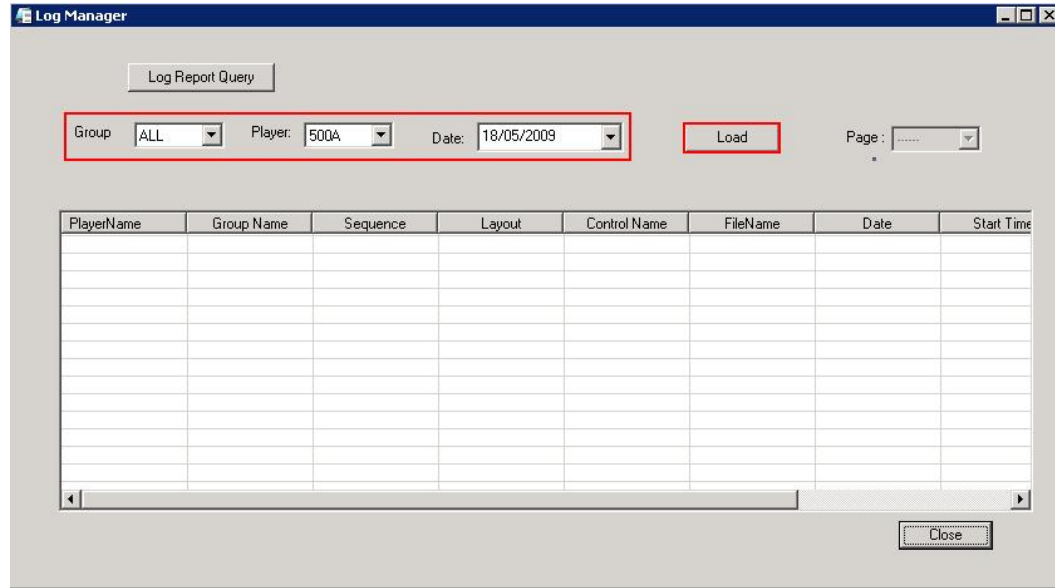
To manage log for a standard player, follow the steps below.

Step 1: Click the **Log** tab of the Player Administrator. In the **Player Log**, click **Standard Player** and then click **Log Manager**.

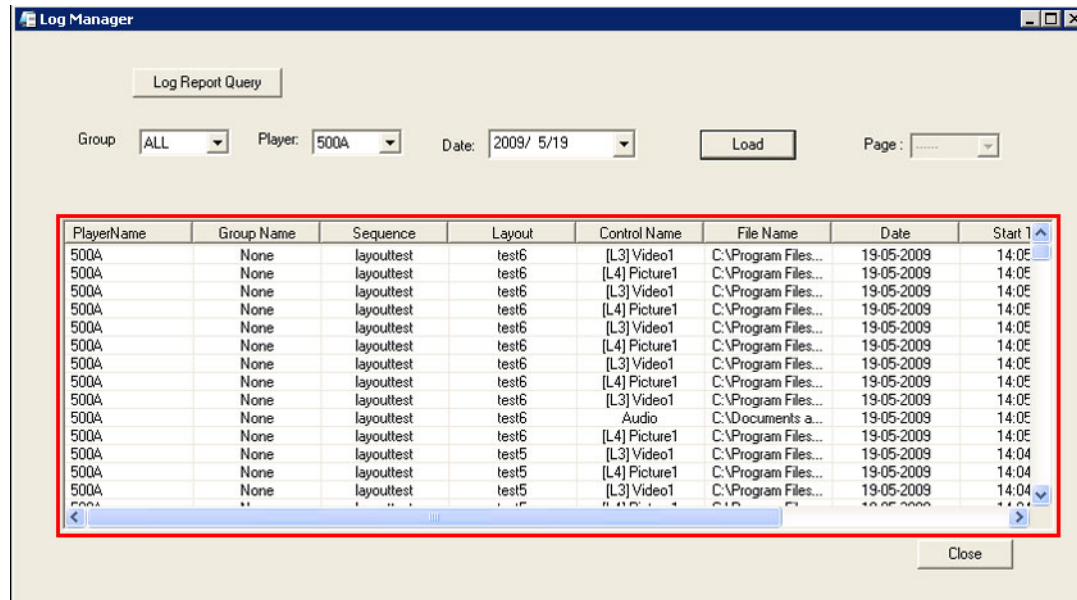


Step 2: The Log Manager window appears.

Step 3: To view the log of a specific player on a specific day, select the player and the date. Then click **Load** button.

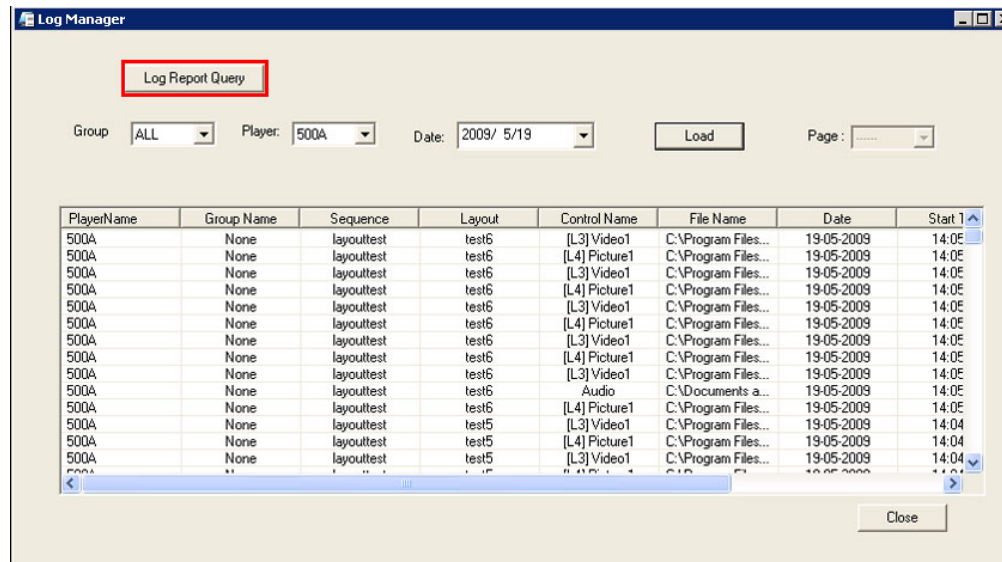


Step 4: The queried log is listed in the Log Manager window.

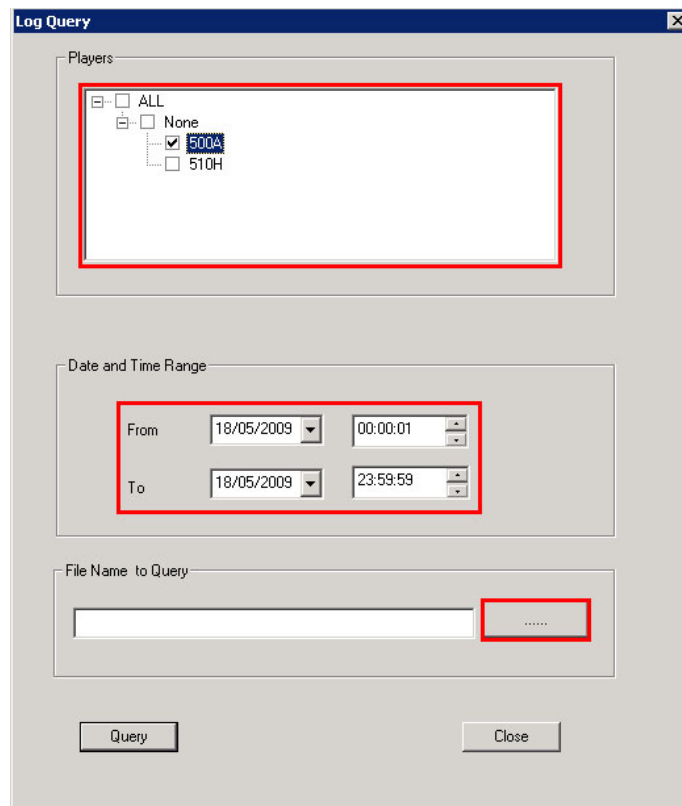


Step 5: To view the log of a specific file, click **Log Report Query** button.

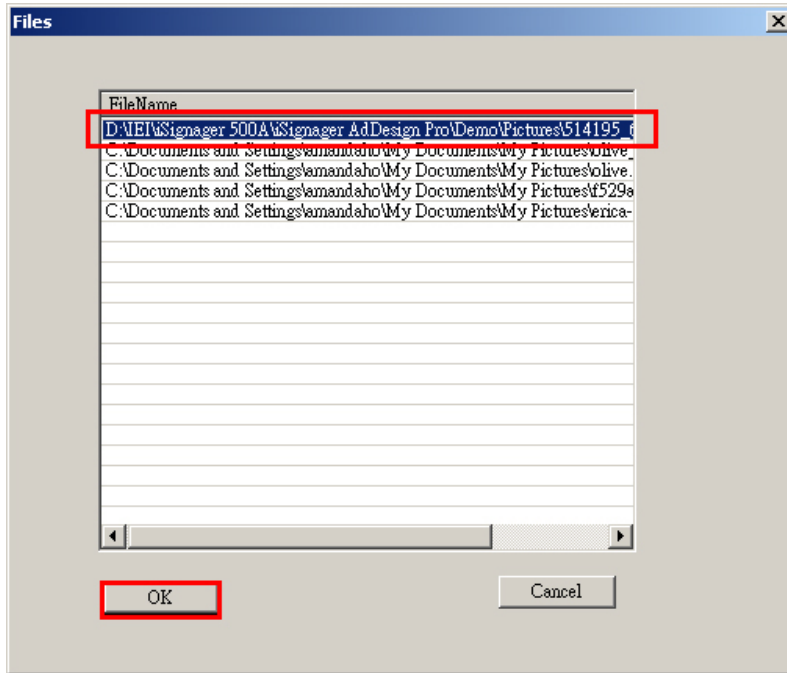
iSignager AdMinistrator V4



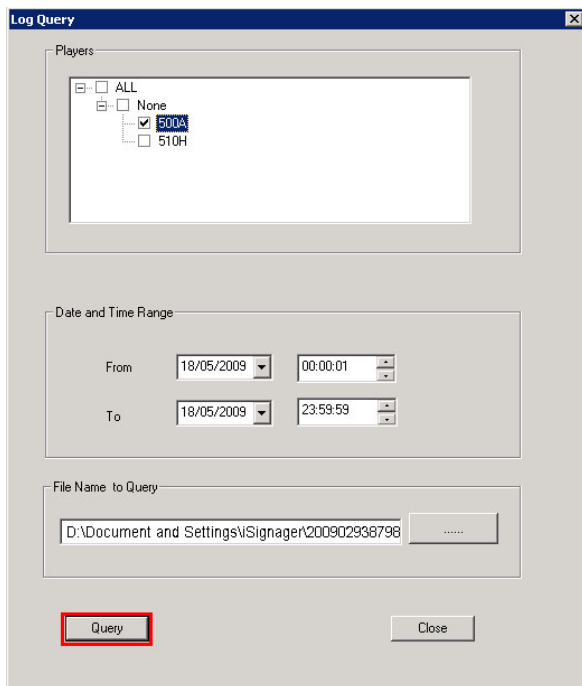
Step 6: The Log Query window appears. Select the player(s) for this query. Select a range of time that the player(s) have played the specific file. Click the button to locate a file for this query. Click **Load** button to load the file information.

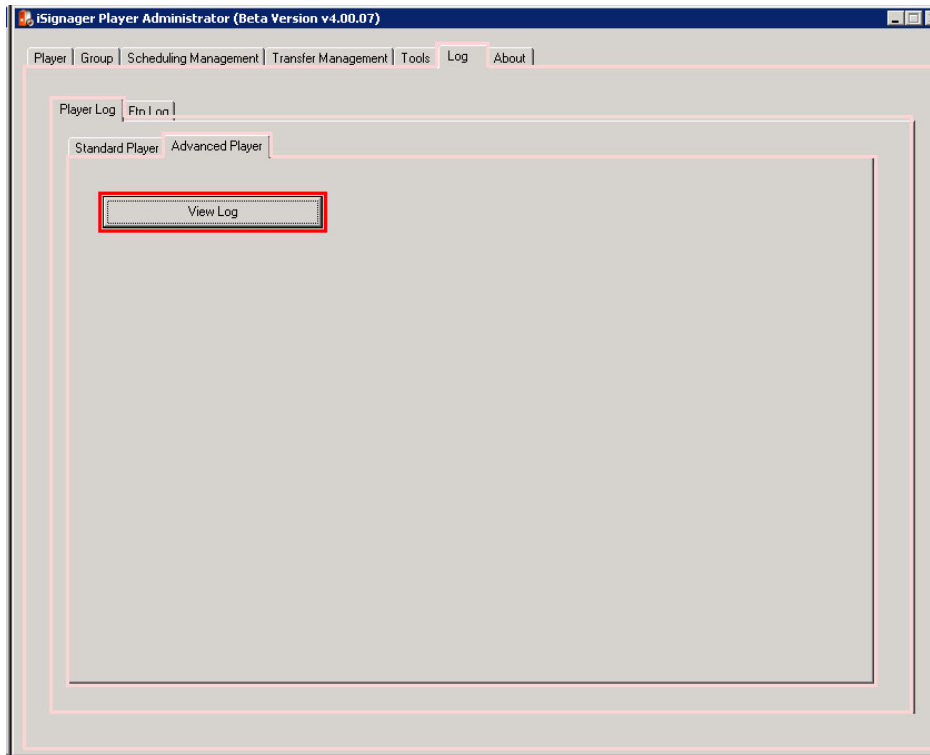


Step 7: A file list window appears. Select one file for this query in the list and click **OK**.

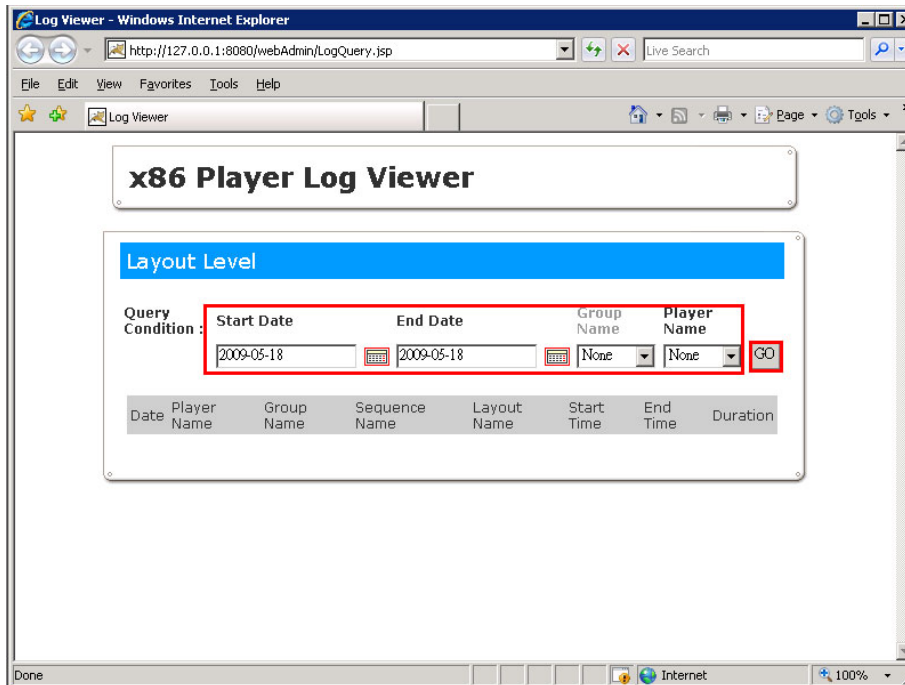


Step 8: The selected file is shown in the Log Query window. Then click **Query**.

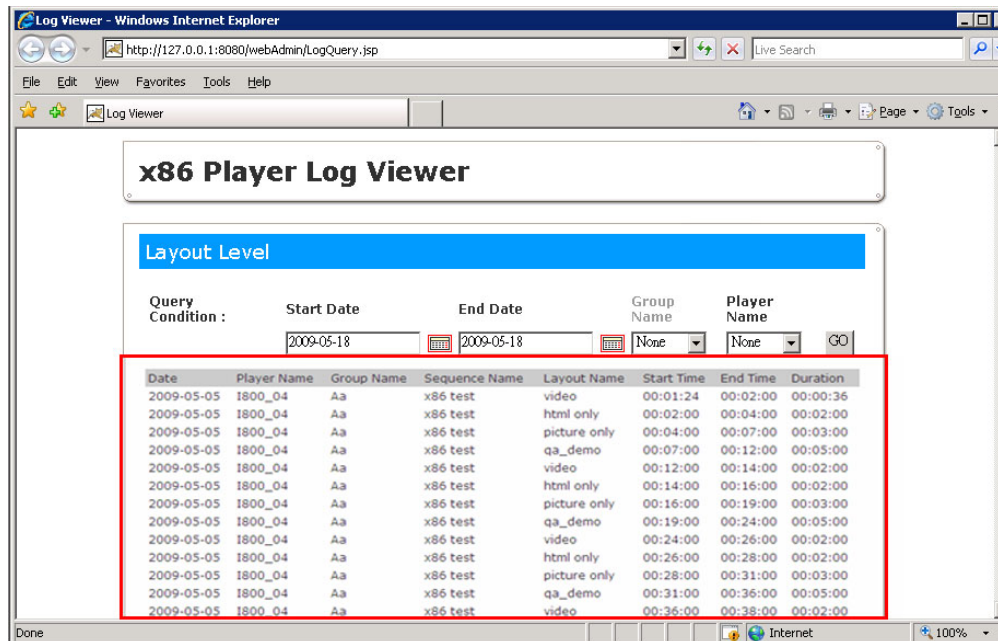




Step 2: A Log Viewer window appears in the web browser. Select a range of date and a player to view the log. Click **GO**.



Step 3: The player log is shown.

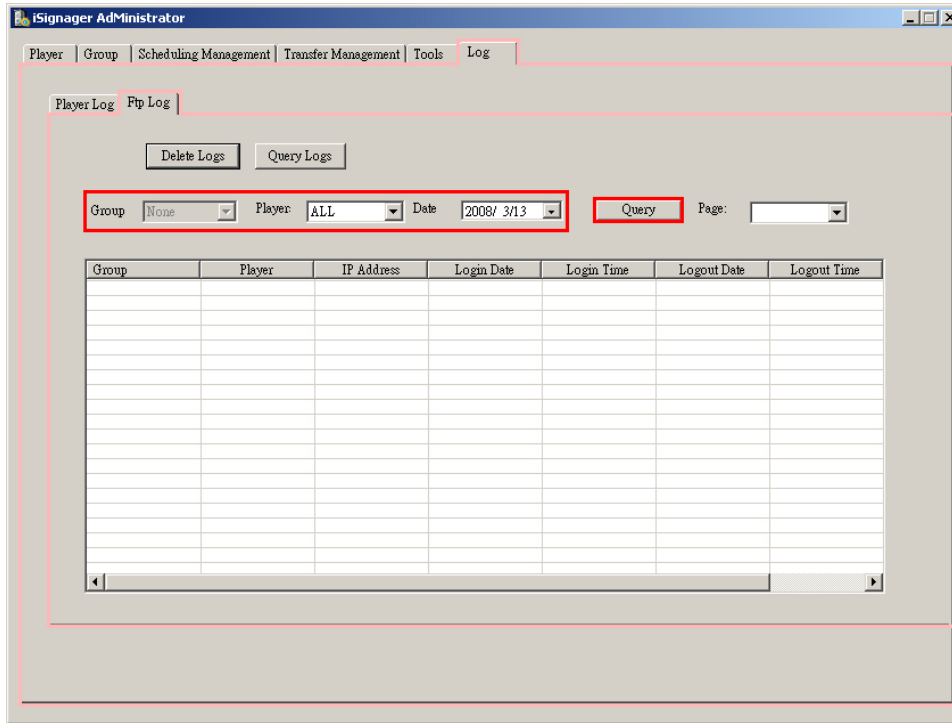


4.7.2 FTP Log

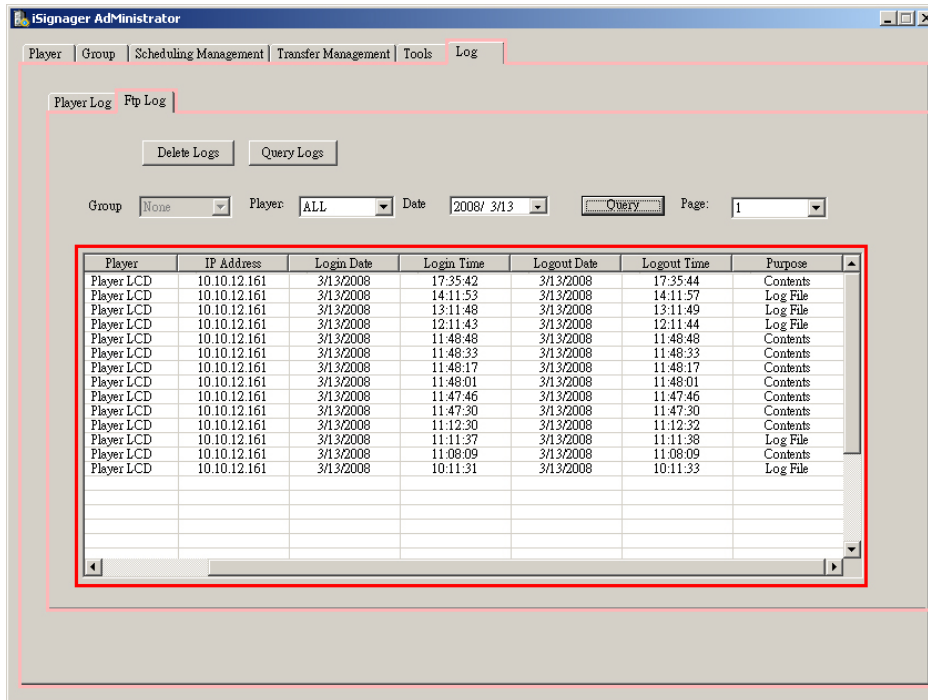
The Player Administrator keeps record of downloading/uploading content and log activities. It is called FTP log. The user can query the FTP log anytime and save the log as a text file. Follow the steps below to query FTP logs.

Step 1: Click the **Log** tab of the Player Administrator. Then click **FTP Log** tab.

Step 2: Select a player or a group of players. Select a date. Click the **Query** button.



Step 3: All the FTP logs of the date of the selected player(s) are listed below.



4.8 Network Configurations

One of the great features of the Player Administrator is that it allows users to update player settings, upload media content and download event log via network connection. The following section describes the network (LAN/wireless LAN) concepts and configuration when the player and the Player Administrator are **in local network environment** with same subnet. The network configuration of different subnet and global network are described in **Appendix B** and **Appendix C**.

4.8.1 Understand the Network Environment

Before starting to configure the network setting, the user must know what kind of network environment the PC (installed with the Player Administrator) and the iSignager player are in. There are two kinds of network environments: local network environment and global network environment.

4.8.1.1 Definition of Local Network

The iSignager player and the PC are in the same Intranet environment and there is no firewall between them. Being in the same Intranet environment, two possible situations are:

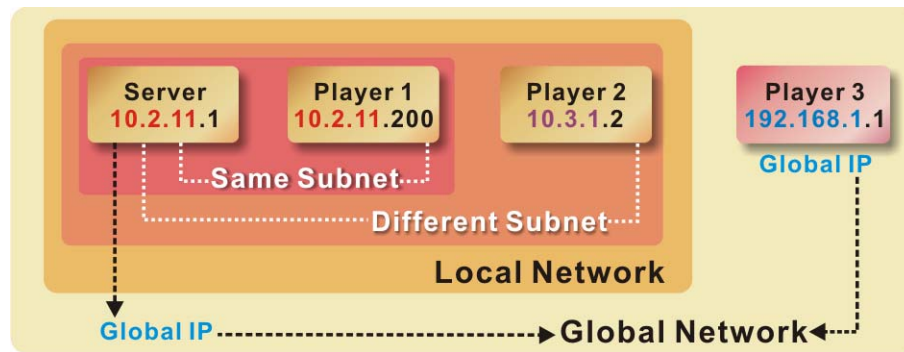
- The iSignager player and the PC are in the same subnet (e.g. **10.2.11.1** vs. **10.2.11.200**)
- The iSignager player and the PC are in different subnet (e.g. **10.2.11.1** vs. **10.3.1.2**)

4.8.1.2 Definition of Global Network

The iSignager player and the PC are in the different network environment (e.g. **192.168.1.x** vs. **10.2.11.x**) and there is a firewall between them.

4.8.1.3 Network Concept Diagram

The diagram below shows the concept of the network environments described above.



4.8.2 IP Configuration: DHCP vs. Static IP

IP Configuration bridges the host and client for local area network or global network. The IP configuration allows the user to assign the DHCP or Static IP setting for the communication protocol.

4.8.2.1 DHCP

The local DHCP server automatically assigns an IP address to the host or the client. This is the easiest method to obtain an IP address for the host or the client.

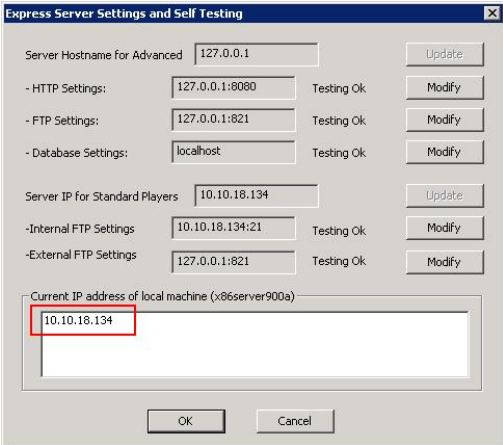
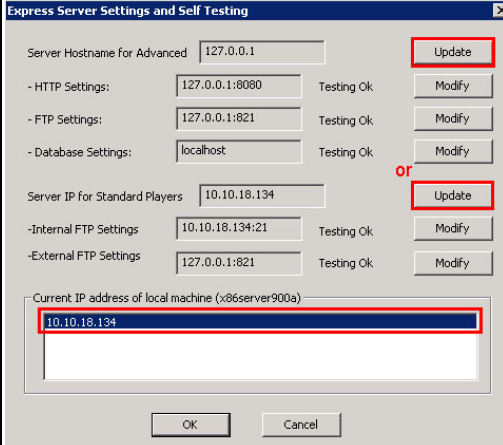
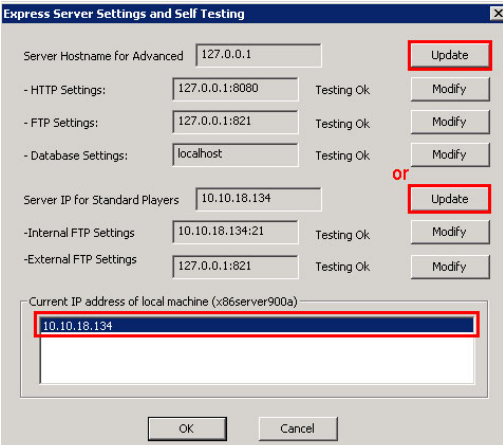
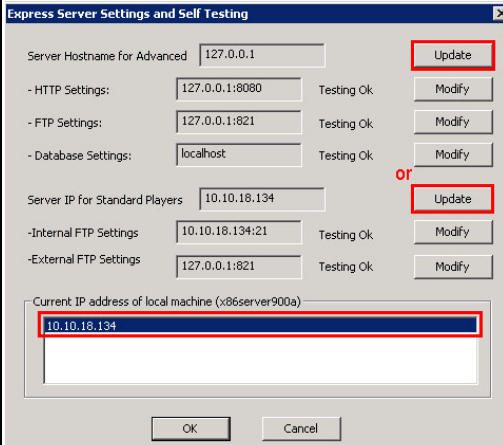
4.8.2.2 Static IP

A static IP address means the IP address stays the same every time the user log on to the Internet. The user needs to setup the static IP address manually for the host or the client. Using static IP address is useful when the user needs to monitor the player without changing new IP address.

4.8.2.3 Where to Configure

The following table shows the concepts of where to configure IP address of the PC or the Player Administrator.

	DHCP	Static IP
PC	<ol style="list-style-type: none"> In Network Protocol (TCP/IP) Properties window, select "Obtain an IP address automatically". Confirm with IT administrator that the (PC's) 	<ol style="list-style-type: none"> In Network Protocol (TCP/IP) Properties window, enter the static IP information. Restart the computer. <p>NOTE: Contact the IT administrator to get an</p>

	DHCP	Static IP
	<p>IP address shown in the Current Server Setting window when start the Player Administrator is correct and working. If two IP addresses are shown, that means the PC may use LAN and Wifi at the same time.</p> 	<p><i>static IP that is available in local IP subnet and exclude X.X.X.1 and X.X.X.255 IP subnet.</i></p> <p>2. In the Current Server Setting window when start the Player Administrator, click the IP and click Update to update the IP address.</p> 
	<p>3. If the network is interrupted and the PC gets a new IP, the new IP is shown in the Server IP settings. Click the new IP and click Update to update the IP address.</p> 	<p>3. If the Wifi connection is set to use static IP, click the other available IP or add a new IP in the Server IP Settings. Update the Server IP by clicking the Update button.</p> 
iSignager Player	<p>LAN</p> <p>In the player settings of the Player Administrator, click on the “Lan Configs.” tab and click update to enable DHCP.</p>	<p>LAN</p> <p>In the player settings of the Player Administrator, click on the “Lan Configs.” tab and disable DHCP. Enter the static IP information. Click</p>

	DHCP
	<p style="text-align: center;">Static IP</p> <p>Update to save the setting.</p>
<p>Wifi</p> <p>In the player settings of the Player Administrator, click on the “Wi Fi Configs.” tab and click “Update”.</p>	<p>Wifi</p> <p>In the player settings of the Player Administrator, click on the “Wi Fi Configs.” tab. Click “Network Protocol”. Disable DHCP and enter the static IP information.</p>
<p>NOTE: DHCP is the default setting of LAN and Wi Fi configuration.</p>	<p>NOTE: Contact the IT administrator to get an static IP that is available in local IP subnet and exclude X.X.X.1 and X.X.X.255 IP subnet.</p>



Chapter

5

Use Web Interface to Update Player Settings

5.1 Introduction

Using web interface to update the player settings is a feature of the Player Administrator that enhances the convenience of changing the player settings. If the computer and the player are in the same LAN environment, instead of using the Player Administrator software, the user can access to the web interface and update the player settings as well.

The web interface for the standard player and the advanced player is different and described below.

5.2 Standard Player Web Interface

5.2.1 Access to the Web Interface

Follow the steps below to access to the iSignager web interface where the user can change the iSignager player settings.



NOTE:

Make sure the iSignager standard player is on and running before accessing to the web interface.

Step 1: Get the IP address of the standard player. If the player is set to DHCP, the user can get the IP address when the iSignager player is booting up. The following figure shows the boot-up screen of the iSignager player. The IP address is shown on the bottom left corner.

```
HOSTNAME: Player LCD01
DEVICE: DVI 1024x768 60
Firmware Ver: 297j1
Loader Ver: 206
Apps Ver: 297j1
Server Name: TW-AMANDAHO-PC
Server IP(from Player LAN): 10.10.12.34
Server IP(from Player WIFI): 10.10.12.34
Player LAN IP (00:08:1b:84:2e:30): 0.0.0.0
Player WIFI IP (00:00:00:00:00:00): 0.0.0.0
ESSID:
```

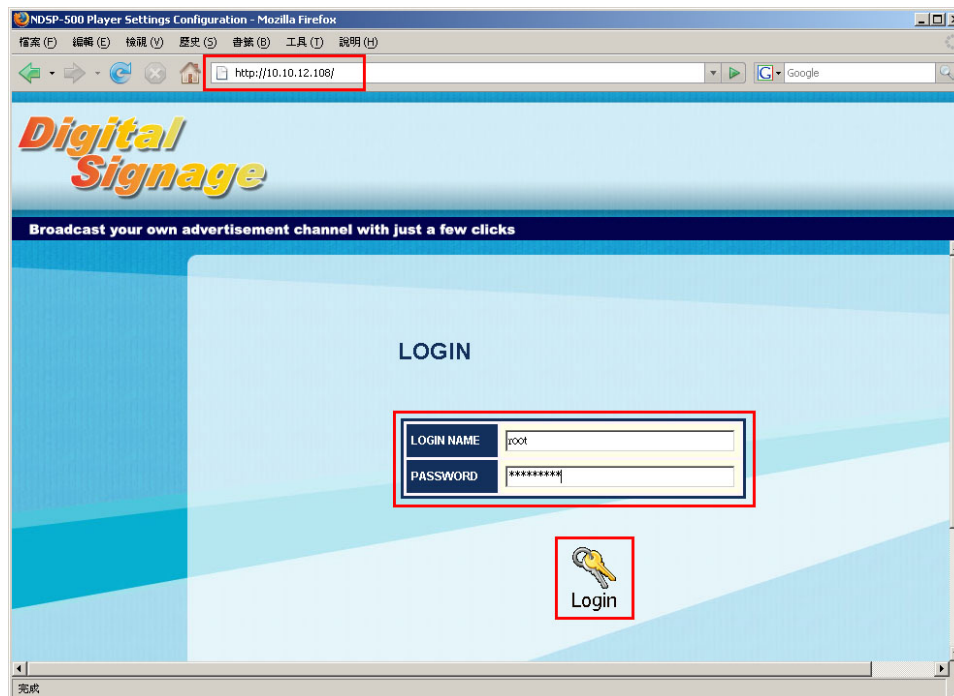
Step 2: Open a web browser. Type the IP address into the Address field. Click **Enter**.
The iSignager web interface appears.

Step 3: Enter the login name and password. Click **Login**. The default login name and password for initial use are as follow:

LOGIN NAME: **root**

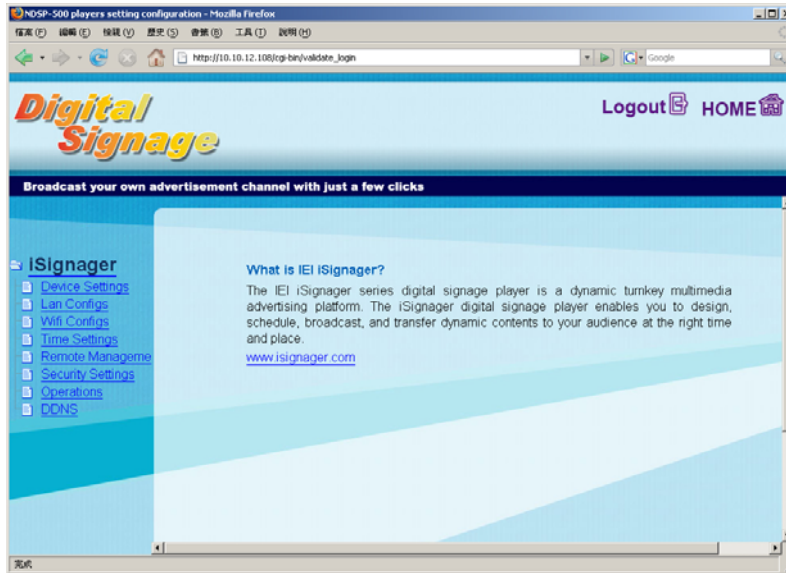
PASSWORD: **signage**

Users can change the password afterward (refer to **Step 5** below).

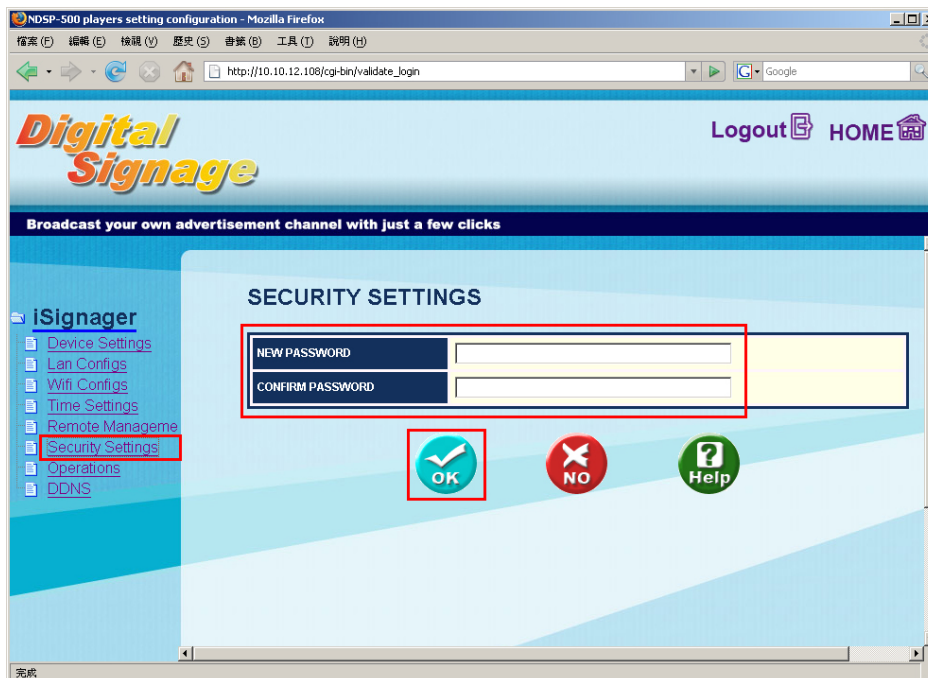


Step 4: The welcome page appears.

iSignager AdMinistrator V4



- Step 5:** To change the password, click the **Security Settings** on the navigation bar.
- Enter the new password and enter the same password again in the next row (CONFIRM PASSWORD). The user can use up to 32 characters as a password.
- Click **OK** to update the password.

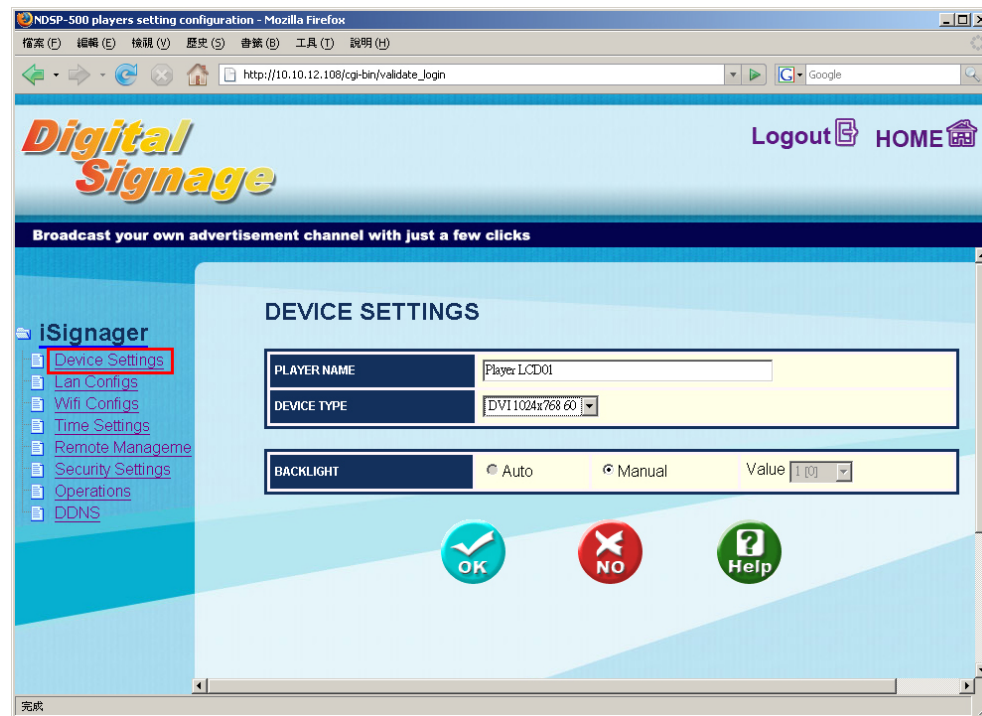


5.2.2 Device Settings

To update device settings through web interface, follow the steps below:

Step 1: Click the **Device Settings** button on the navigation bar.

Step 2: Change the player name if necessary.



5.2.3 Lan Configurations

To update LAN configuration through web interface, follow the steps below:

Step 1: Click the **Lan Configs** button on the navigation bar.

Step 2: Select to enable or disable DHCP. If DHCP is disabled, enter the value of IP Address, BROADCAST, SUBNET and GATEWAY. If having problem getting the proper information, please contact the network administrator. Click **Help** to get more information about the LAN configuration. After updating the settings, click **OK**.

iSignager AdMinistrator V4

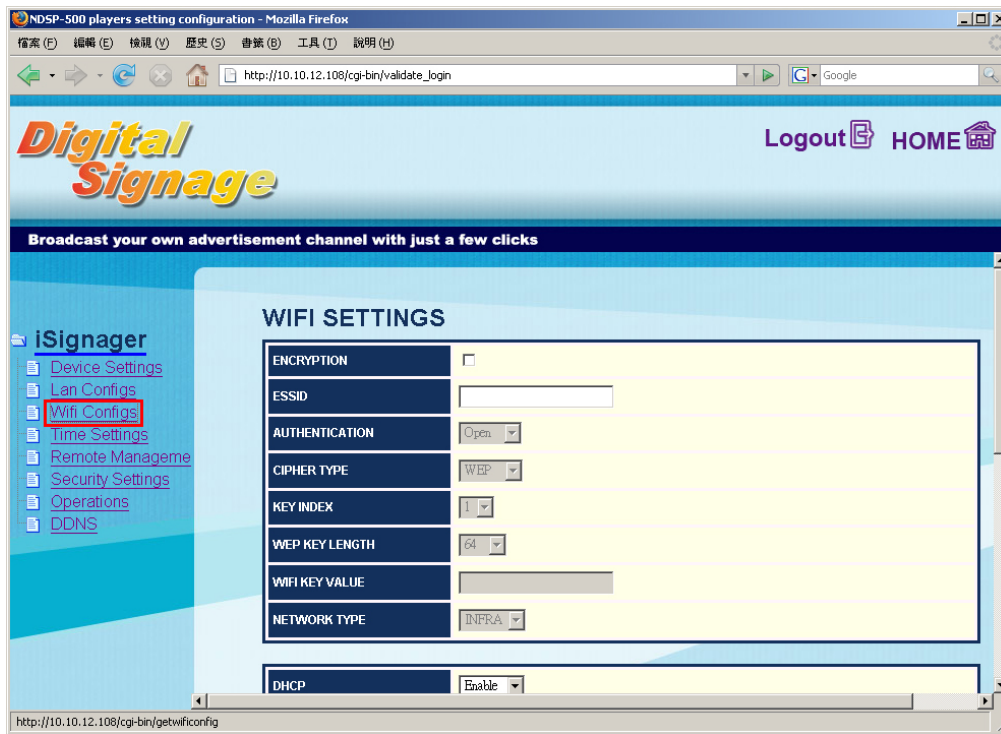


5.2.4 Wifi Configurations

To update Wifi configuration through web interface, follow the steps below:

Step 1: Click the **Wifi Configs** button on the navigation bar.

Step 2: Check ENCRYPTION if want to change Wifi settings. Click **Help** to get more information about the Wifi configuration.



Step 3: Select to enable or disable DHCP. If DHCP is disabled, enter the value of MAC, IP, SUBNET, GATEWAY and DNS. If having problem getting the proper information, please contact the network administrator. Click **Help** to get more information about the Wifi configuration.

iSignager AdMinistrator V4



Step 4: After updating the settings, click **OK**.

5.2.5 Time Settings

To update time settings of the player through web interface, follow the steps below:

Step 1: Click the **Time Settings** button on the navigation bar.

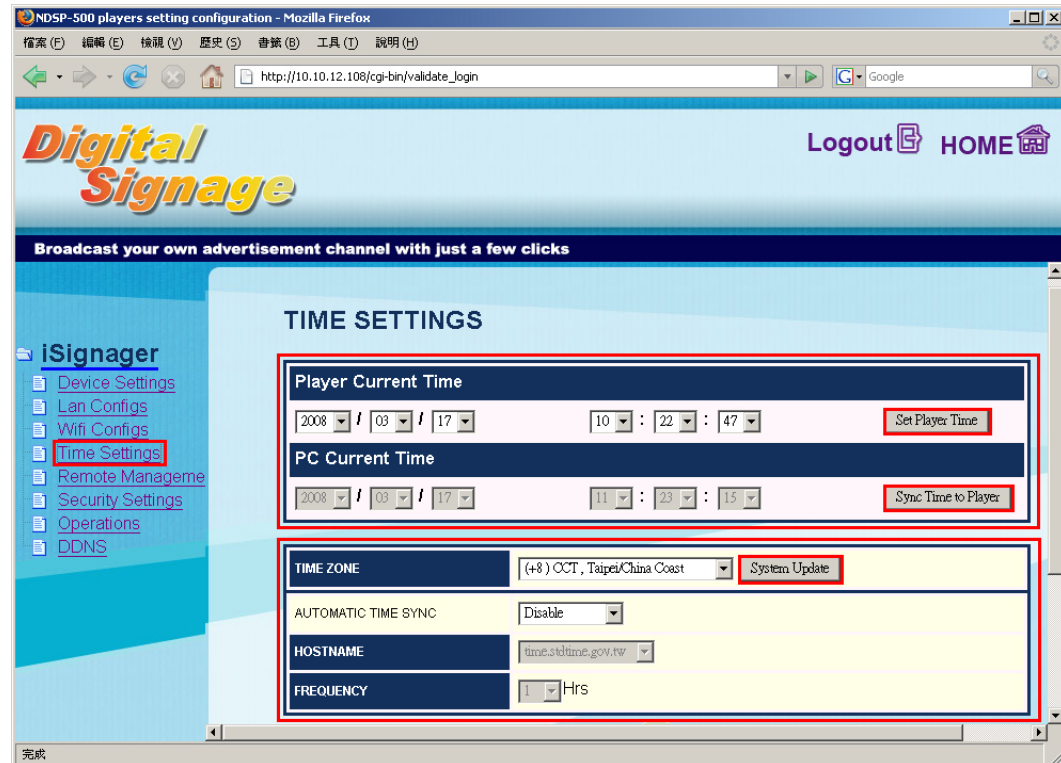
Step 2: To synchronize the time of the player with the time of the PC, click **Sync Time to Player**. Or change the player time manually and click **Set Player Time** to save the settings.

Step 3: To have player synchronize with the NTP (Network Time Protocol) server automatically, select **Enable** Automatic Time Sync. Select a NTP server to synchronize with.

Step 4: Select the frequency for the iSignager player to synchronize the time with the NTP server. The options are one, six, twelve or twenty-four hours.

Step 5: Select a time zone.

Step 6: Click **System Update** button to save the settings.



5.2.6 Server Settings

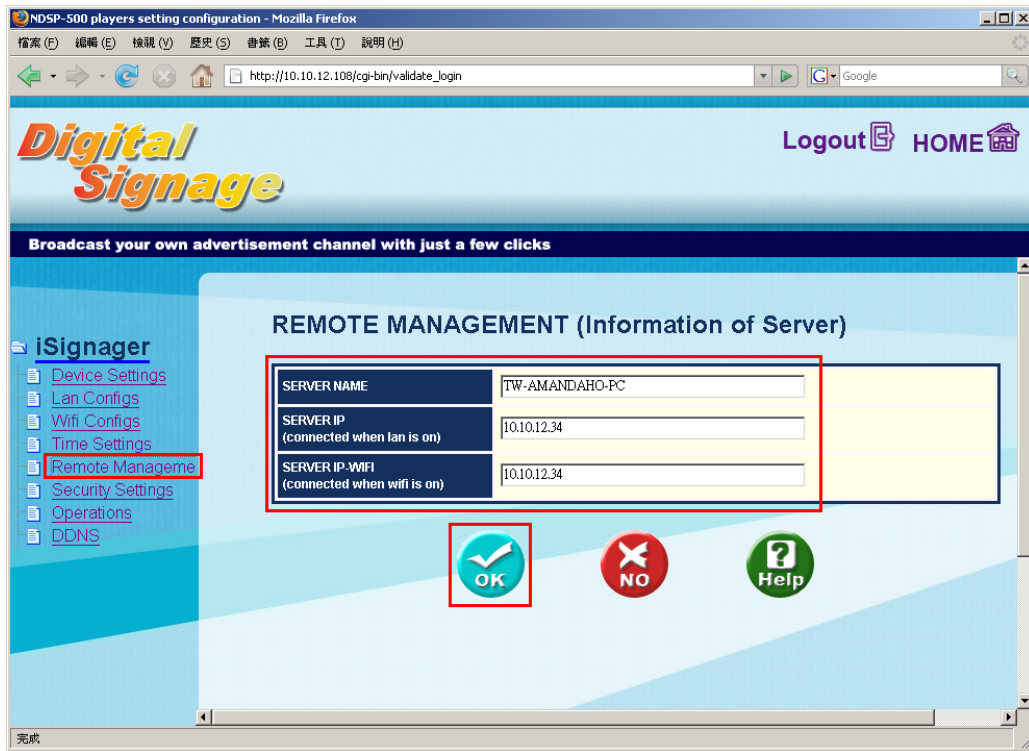
When there are more than one network interfaces installed in the server (the computer with the Player Administrator), the user can assign a specific IP address to the server for the iSignager player operation. To update server settings through web interface, follow the steps below:

Step 1: Click the **Remote Management** button on the navigation bar.

Step 2: Change the server name.

Step 3: Change the server IP.

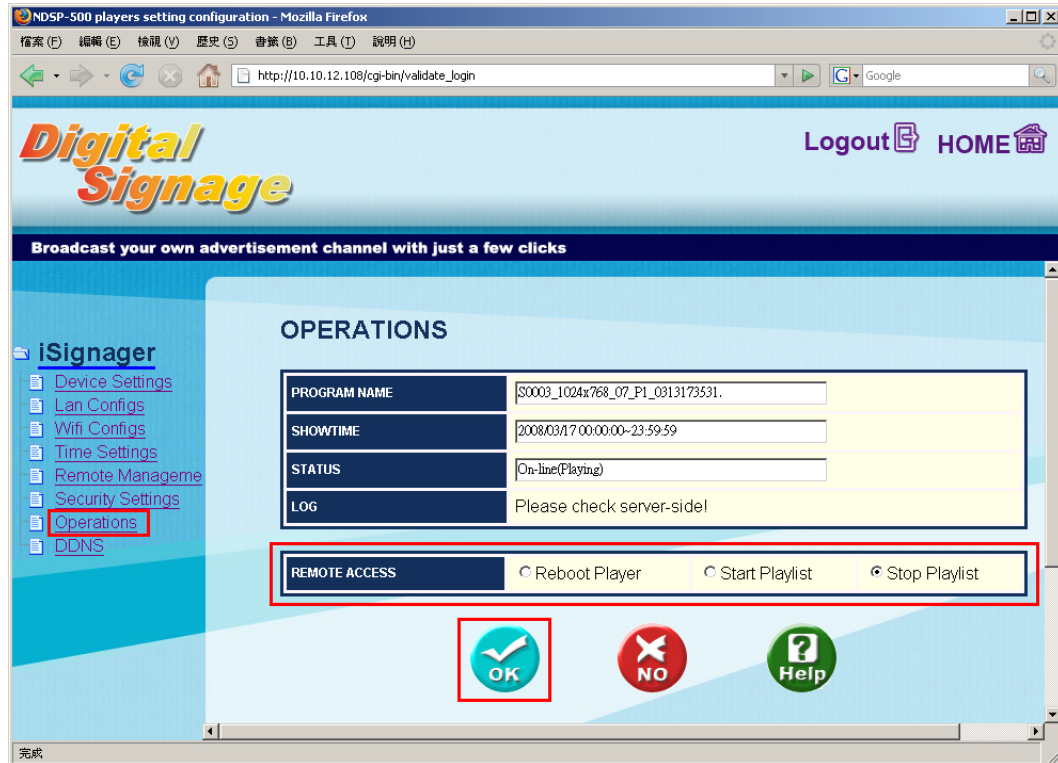
Step 4: Click **OK**.



5.2.7 Operations

The user can start/stop play list or reboot the player through web interface. Please follow the steps below:

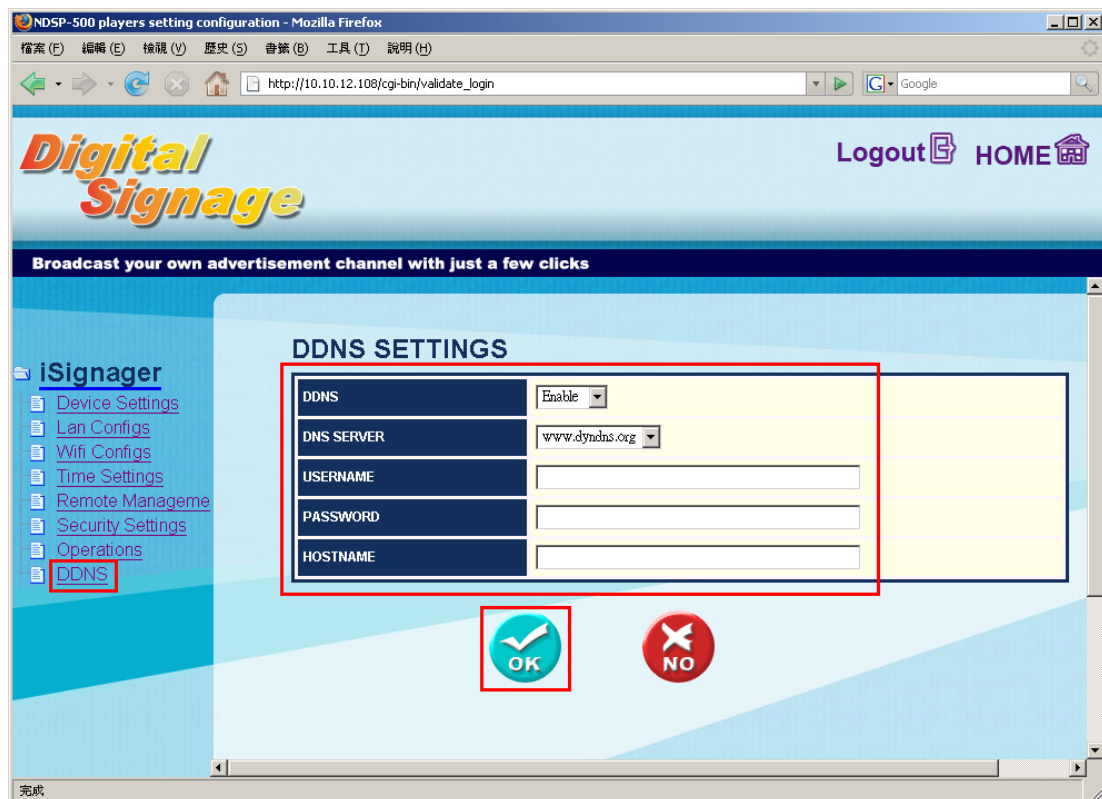
- Step 1:** Click the **Operations** button on the navigation bar.
- Step 2:** Select REBOOT, START PLAYLIST or STOP PLAYLIST.
- Step 3:** Click **OK**.



5.2.8 DDNS

The user can set the dynamic DNS for the player through web interface. Please follow the steps below:

- Step 1:** Click the **DDNS** button on the navigation bar.
- Step 2:** Select to enable DDNS. Select one of dynamic DNS services the user has registered.
- Step 3:** Enter the user name and password of the dynamic DNS service account.
- Step 4:** Enter the Host Name.
- Step 5:** Click **OK**.



5.3 Advanced Player Web Interface

5.3.1 Access to the Web Interface

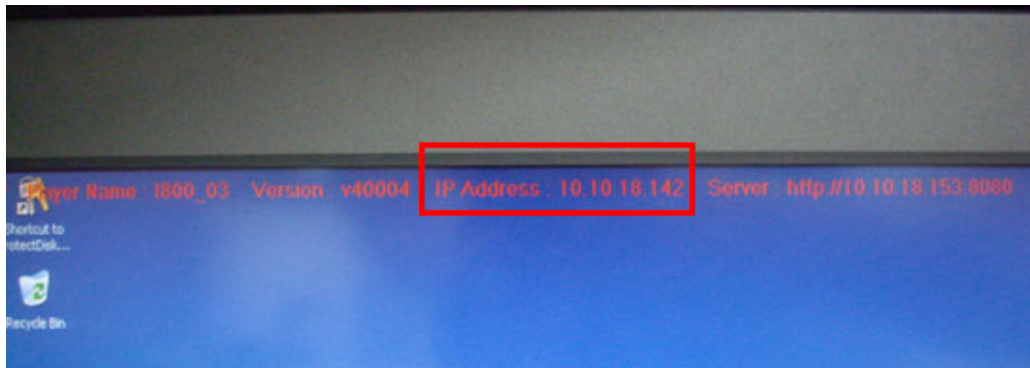
Follow the steps below to access to the iSignager web interface where the user can change the settings of the advanced player.



NOTE:

Make sure the iSignager advanced player is on and running before accessing to the web interface.

- Step 1:** Get the IP address of the standard player. If the player is set to DHCP, the user can get the IP address when the iSignager player is booting up. The following figure shows the boot-up screen of the iSignager player. The IP address is shown on the top of the screen.

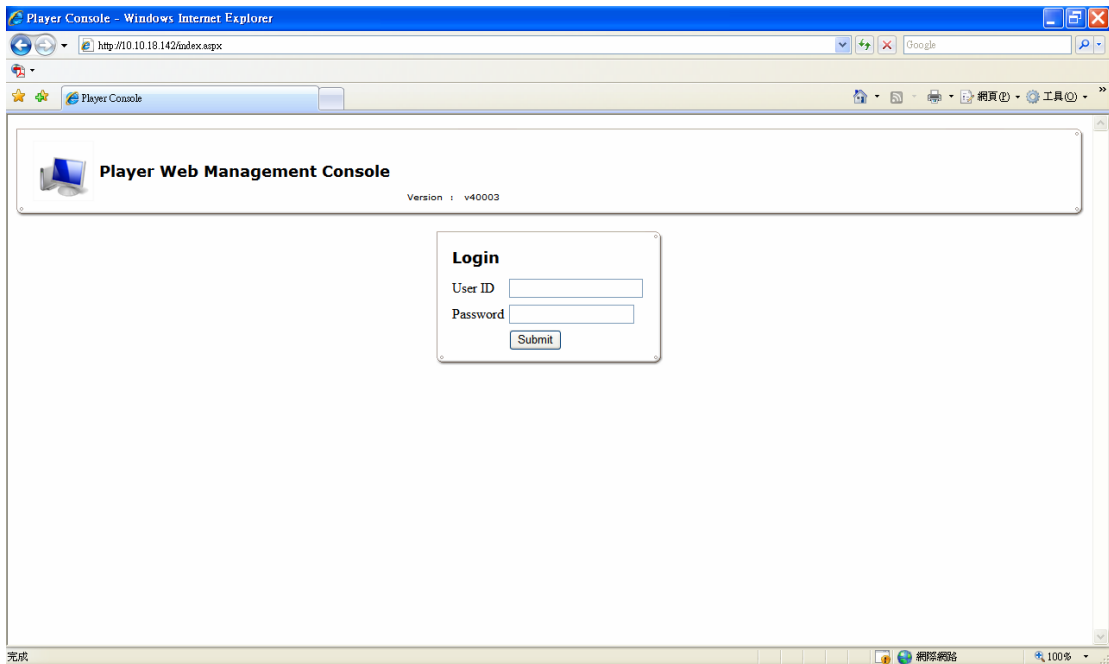


Step 2: Open a web browser. Type the IP address into the Address field. Click **Enter**.
The iSignager web interface appears.

Step 3: Enter the login name and password. Click **Login**. The default login name and password for initial use are as follow:

LOGIN NAME: **root**

PASSWORD: **signage**



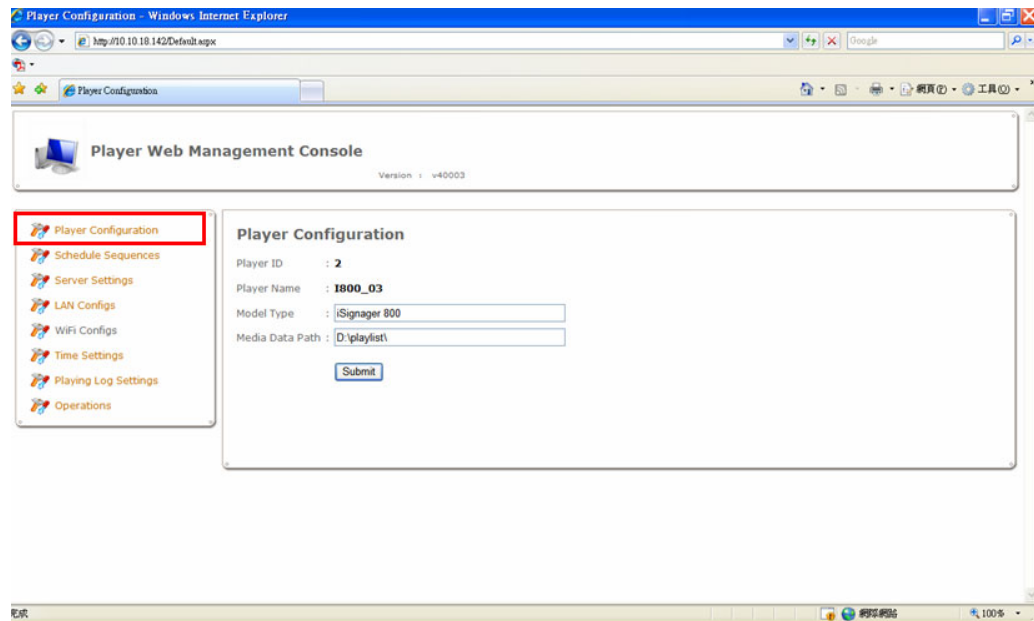
iSignager AdMinistrator V4

5.3.2 Player Configuration

To update player configuration through web interface, follow the steps below:

Step 1: Click the **Player Configuration** button on the navigation bar.

Step 2: Change the model type and media data path if necessary. Click **Submit** to send the modified settings.



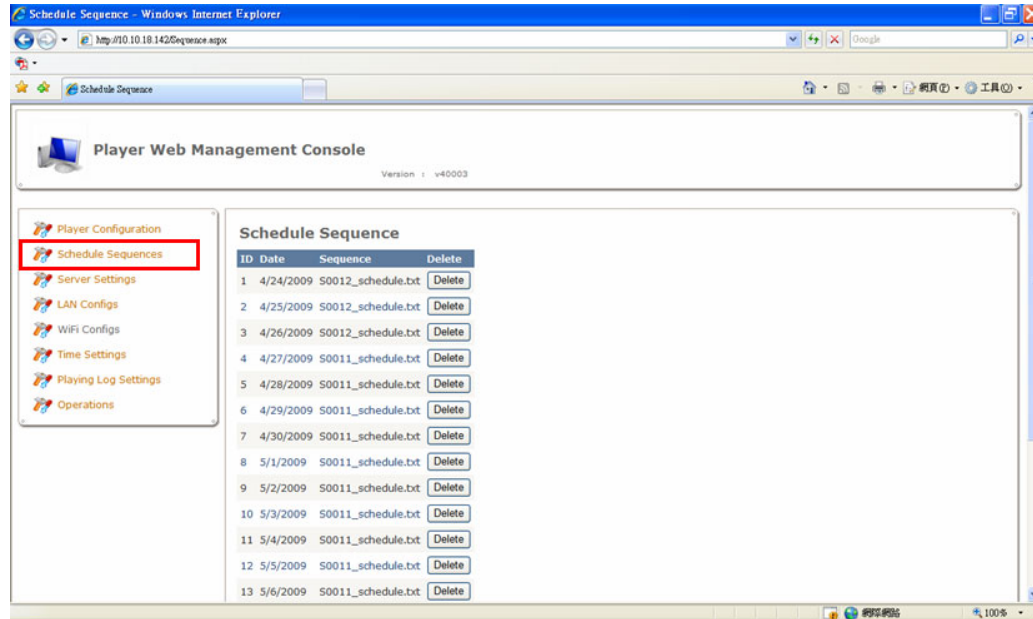
5.3.3 Schedule Sequences

The user can view and delete the scheduled sequences through web interface. Please follow the steps below:

Step 1: Click the **Schedule Sequences** button on the navigation bar.

Step 2: The scheduled sequences are shown in the web page

Step 3: Click **Delete** button on the side of a sequence to delete the sequence.



5.3.4 Server Settings

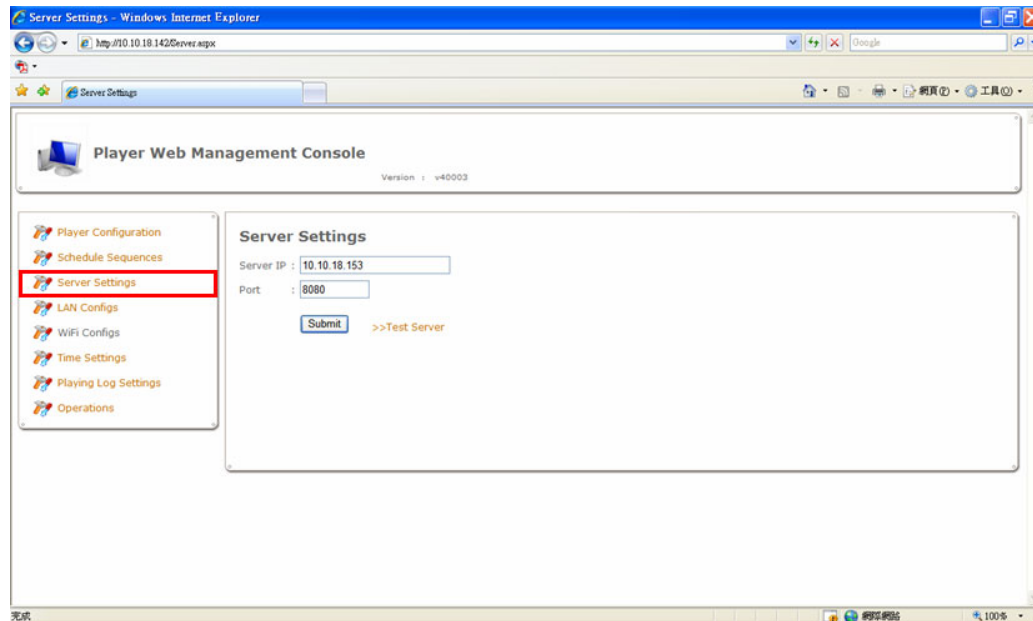
When there are more than one network interfaces installed in the server (the computer with the Player Administrator), the user can assign a specific IP address to the server for the iSignager player operation. To update server settings through web interface, follow the steps below:

Step 1: Click the **Server Settings** button on the navigation bar.

Step 2: Change the server IP.

Step 3: Change the port number.

Step 4: Click **Submit**.

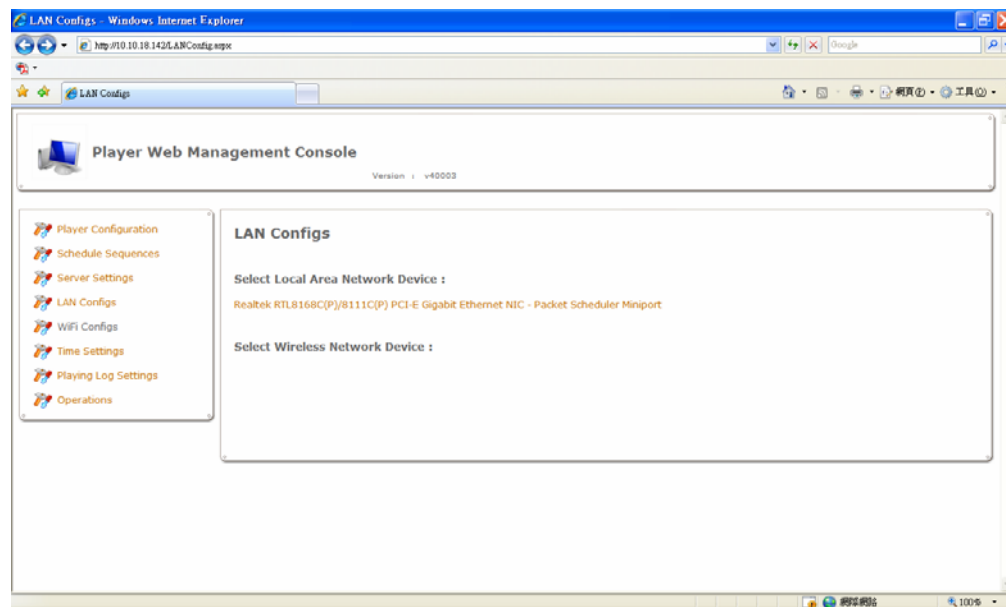


5.3.5 LAN Configurations

To update LAN configuration through web interface, follow the steps below:

Step 1: Click the **LAN Configs** button on the navigation bar.

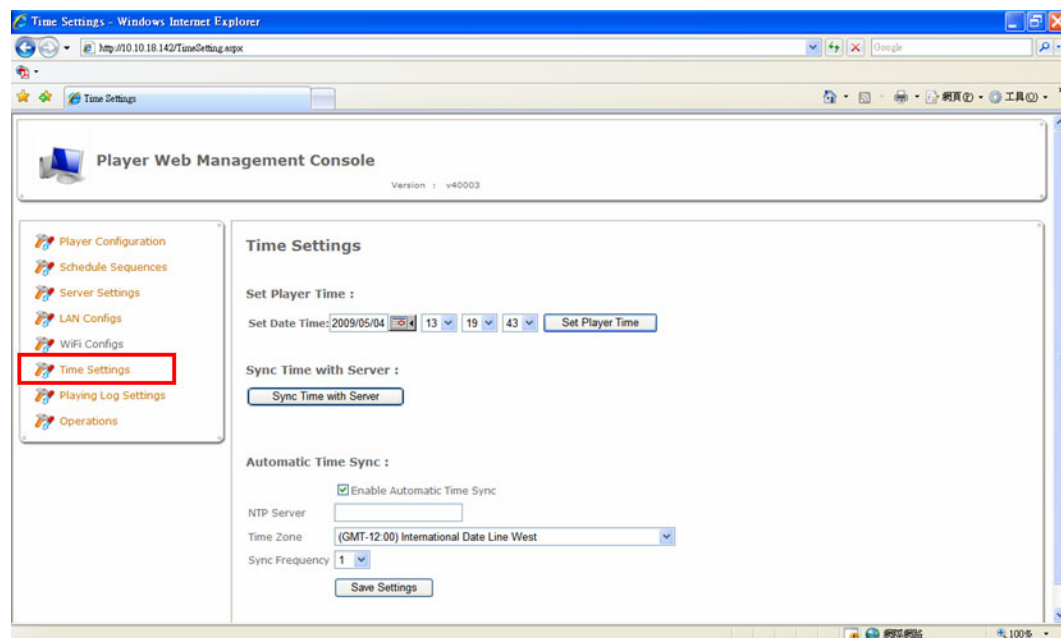
Step 2: The LAN device shows in the page.



5.3.6 Time Settings

To update time settings of the player through web interface, follow the steps below:

- Step 1:** Click the **Time Settings** button on the navigation bar.
- Step 2:** To synchronize the time of the player with the time of the server, click **Sync Time with Server**. Or change the player time manually and click **Set Player Time** to save the settings.
- Step 3:** To have player synchronize with the NTP (Network Time Protocol) server automatically, select **Enable Automatic Time Sync**. Input a NTP server to synchronize with. Select a Time Zone. Select the frequency for the iSignager player to synchronize the time with the NTP server. The options are one, six, twelve or twenty-four hours. Click **Save Settings** button to save the settings.



iSignager AdMinistrator V4

5.3.7 Playing Log Settings

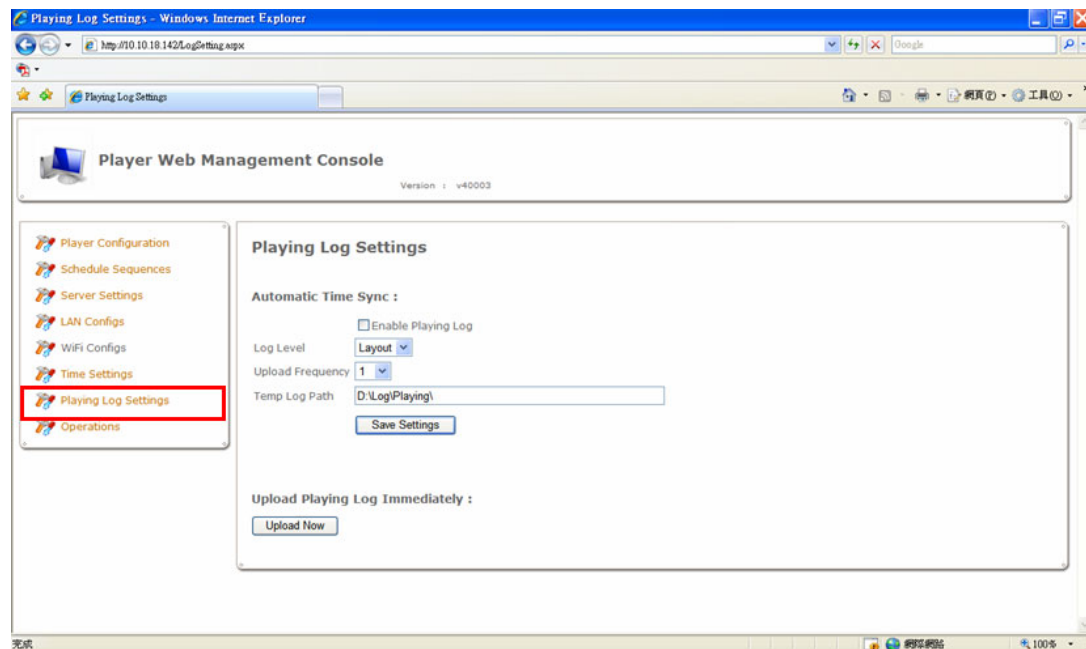
To update player log settings through web interface, follow the steps below:

Step 1: Click the **Playing Log Settings** button on the navigation bar.

Step 2: Check “Enable Playing Log” to enable the playing log.

Step 3: Modify the settings of log level, upload frequency or temporary log path. Click **Save Settings** button to save the modified settings.

Step 4: Click **Upload Now** button to upload the playing log immediately.

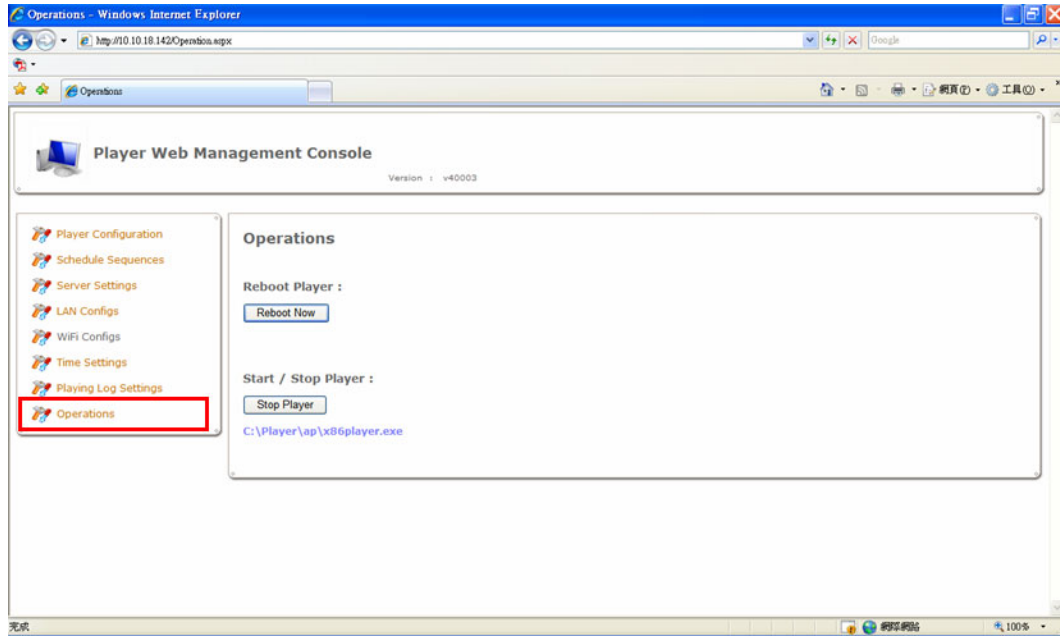


5.3.8 Operations

The user can start/stop play list or reboot the player through web interface. Please follow the steps below:

Step 1: Click the **Operations** button on the navigation bar.

Step 2: Click Reboot Now button to reboot the player. Click Stop Player/Start Player button to stop/start play list.



Chapter

6

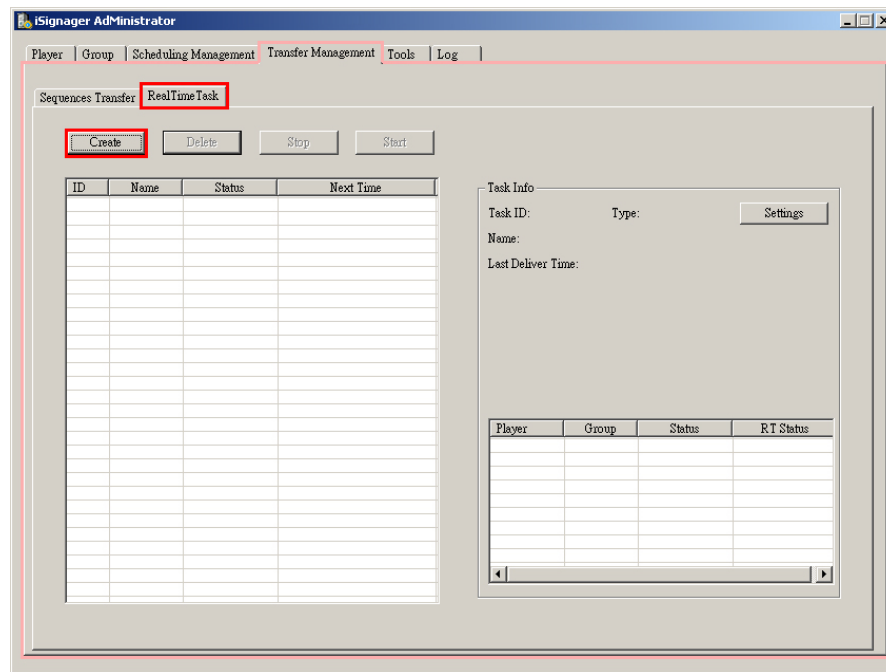
Best Practice

6.1 Real Time Task

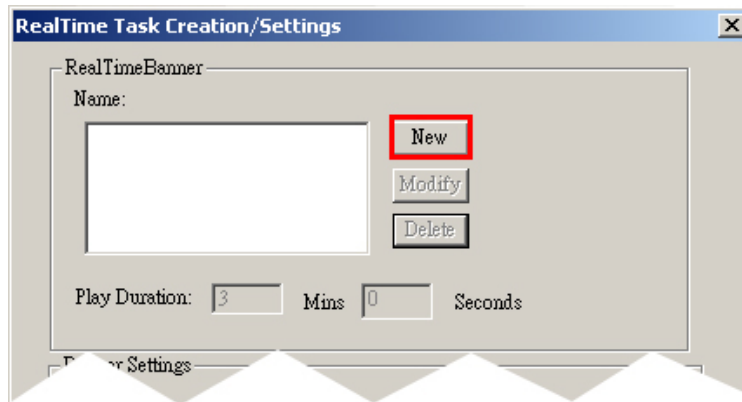
This section describes how to setup a real time task for the iSignager player to display. To use network to transfer the real time text or pictures to the real time banner/picture block set in the layout (and), please follow the steps below.

Step 1: In the AdDesignPro, create a layout with banner or picture block. Set a banner/picture block to a real time banner/picture block. To set a real time banner please refer to **Section 3.2.7.4**; to set a real time picture block please refer to **Section 3.2.7.2**.

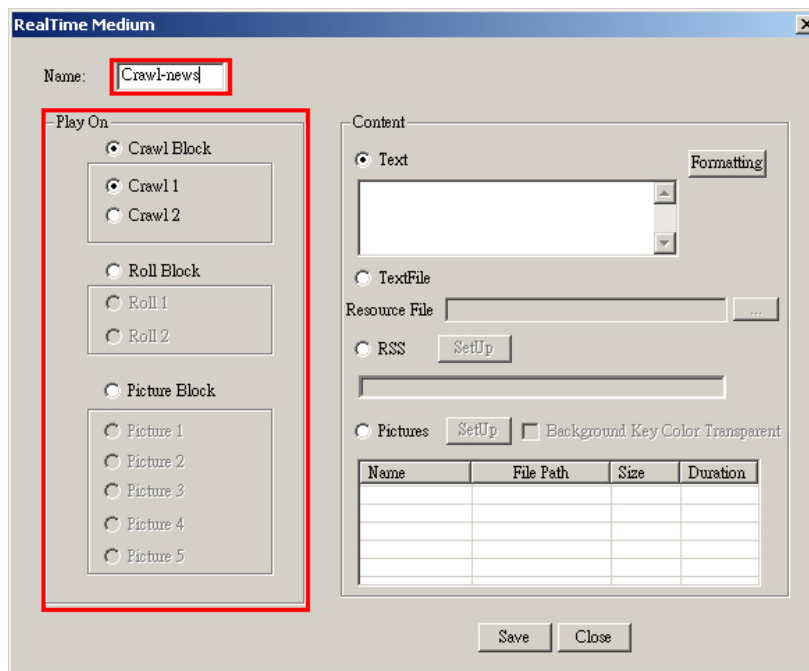
Step 2: Select the **RealTime Task** tab in the **Transfer Management** tab and click **Create**.



Step 3: Select **New** in the real time task creation/settings window.



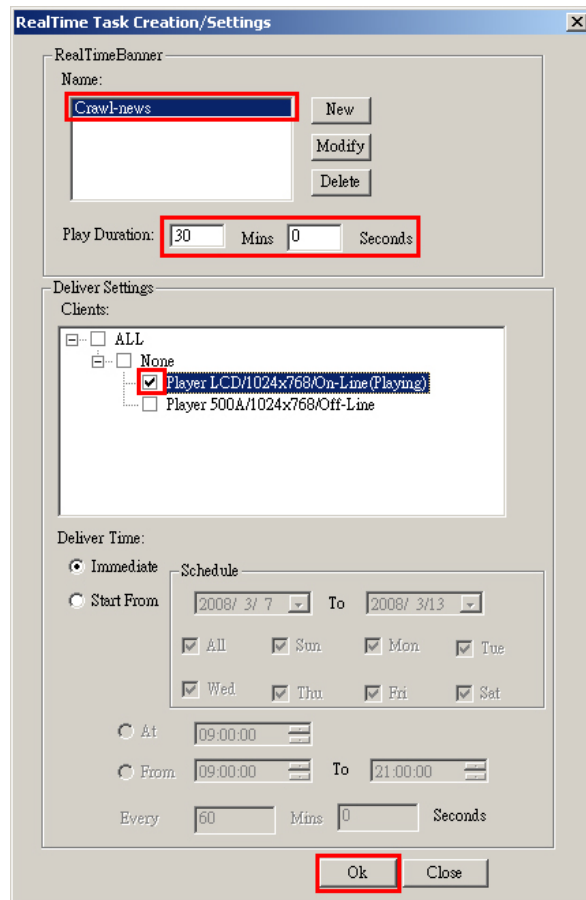
Step 4: The Real Time Medium window appears. Enter a name for this new real time task. Select the block type and specify a real time block set in **Step 1** to play the real time task.



Step 5: Modify the real time content. Please refer to **Section 6.1.1** for the detailed description of content setup.

Step 6: Click **Save** to close the window.

Step 7: Select a real time task. Enter the play duration. Select a player.



Step 8: Modify the deliver time. Choose **Immediate** to deliver the real time task immediately.

Step 9: To have Player Administrator deliver the real time task at a certain date and time, choose **Start From** and **At** and specify the date and time to deliver the task.

Step 10: To deliver the task in a period of time in a day, choose **From** and modify the period of time. Set up the interval for delivering the next task. The interval must be greater than the value of the play duration time set in **Step 7**.

iSignager AdMinistrator V4

Deliver Time:

Immediate

Start From

Schedule

2008/ 3/ 7 To 2008/ 3/13

All Sun Mon Tue

Wed Thu Fri Sat

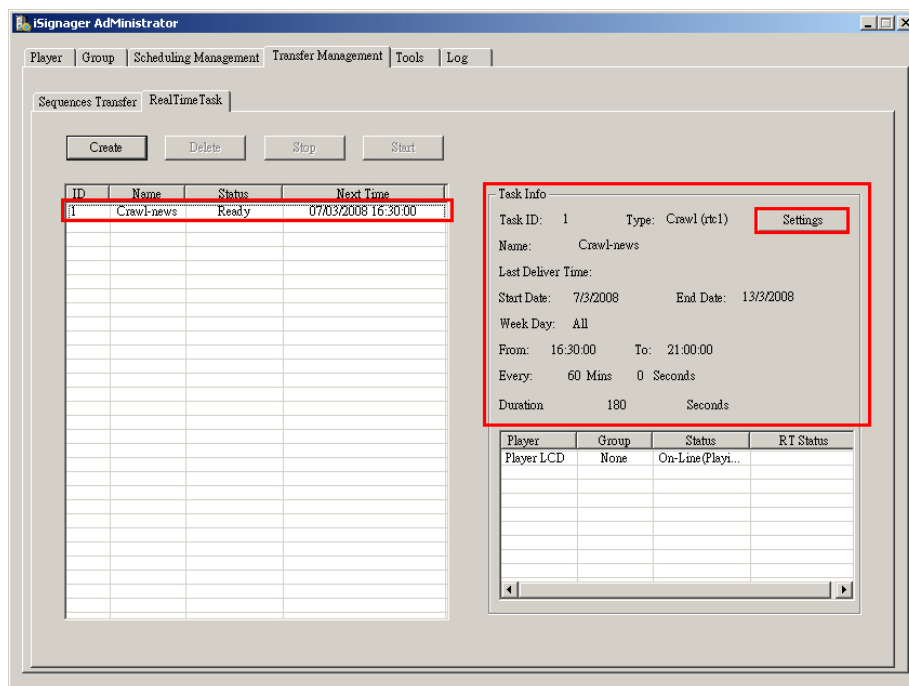
At 09:00:00

From 09:00:00 To 21:00:00

Every 60 Mins 0 Seconds

Step 11: Click **OK** and the real time task and status are shown in the Player Administrator task list. The task information shows on the right side.

Step 12: To modify the real time task, click the task and click **Settings** button in the task information area.



The screenshot shows the iSignager Administrator window with the 'RealTimeTask' tab selected. A table lists tasks, with the first row highlighted. The 'Task Info' panel on the right shows details for the selected task, including a 'Settings' button.

ID	Name	Status	Next Time
1	Crawl-news	Ready	07/03/2008 16:30:00

Task Info

Task ID: 1 Type: Crawl (rt1) **Settings**

Name: Crawl-news

Last Deliver Time:

Start Date: 7/3/2008 End Date: 13/3/2008

Week Day: All

From: 16:30:00 To: 21:00:00

Every: 60 Mins 0 Seconds

Duration 180 Seconds

Player	Group	Status	RT Status
Player LCD	None	On-Line(Playi...	

6.1.1 Real Time Task Content

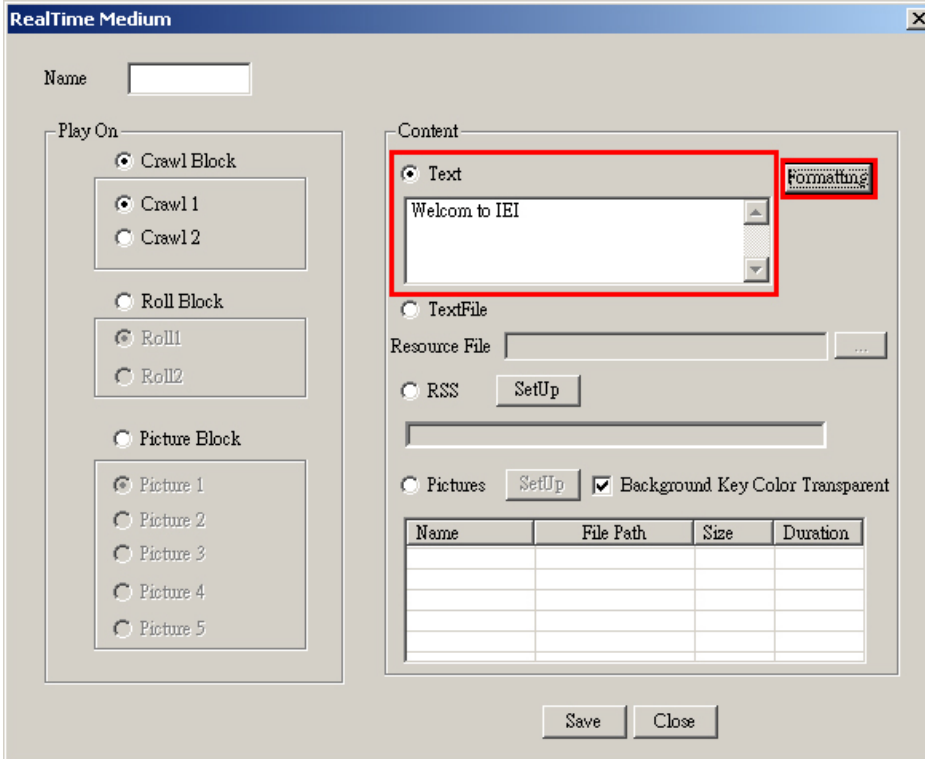
There are four kinds of real time task source to use for a real time task, including:

- **Text** (direct input): the real time content comes from the text typed directly in the Player Administrator.
- **Text file**: the real time content a text file selected in the Player Administrator.
- **RSS**: the real time content comes from RSS feeds from the selected web site.
- **Pictures**: the real time content comes from multiple image files selected in the Player Administrator.

The following sections describe how to setup these four kinds of source as the real time content.

6.1.1.1 Using Text

Step 1: Select **Text** option and type the content in the text box.



RealTime Medium

Name:

Play On:

- Crawl Block
- Crawl 1
- Crawl 2
- Roll Block
- Roll1
- Roll2
- Picture Block
- Picture 1
- Picture 2
- Picture 3
- Picture 4
- Picture 5

Content:

- Text
- TextFile
- Resource File: ...
- RSS
- Pictures Background Key Color Transparent

Formatting

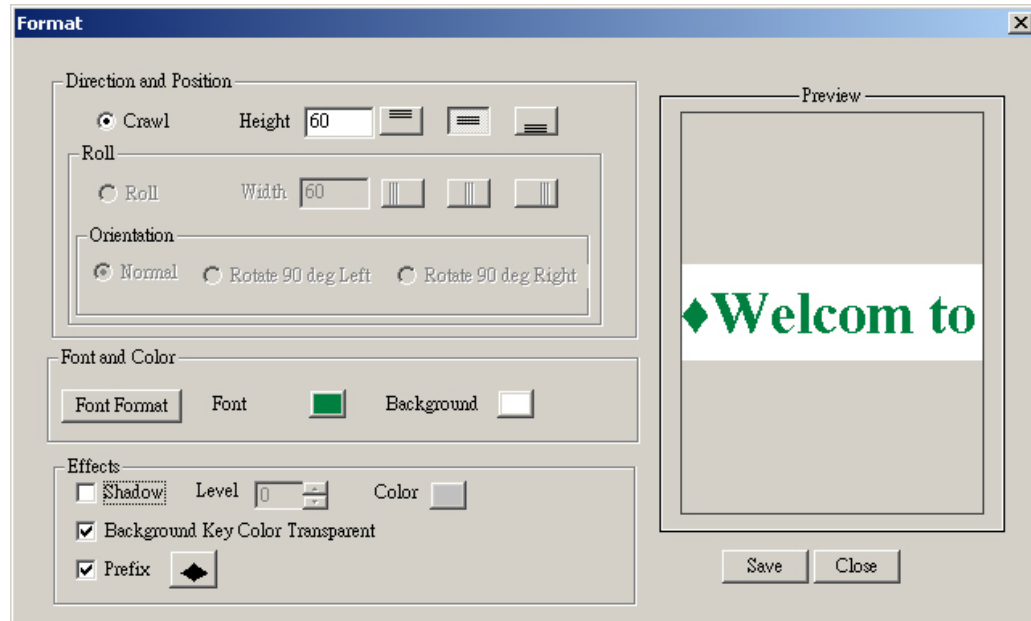
Welcom to IEI

Name	File Path	Size	Duration


Step 2: To format the text, click **Formatting** button.

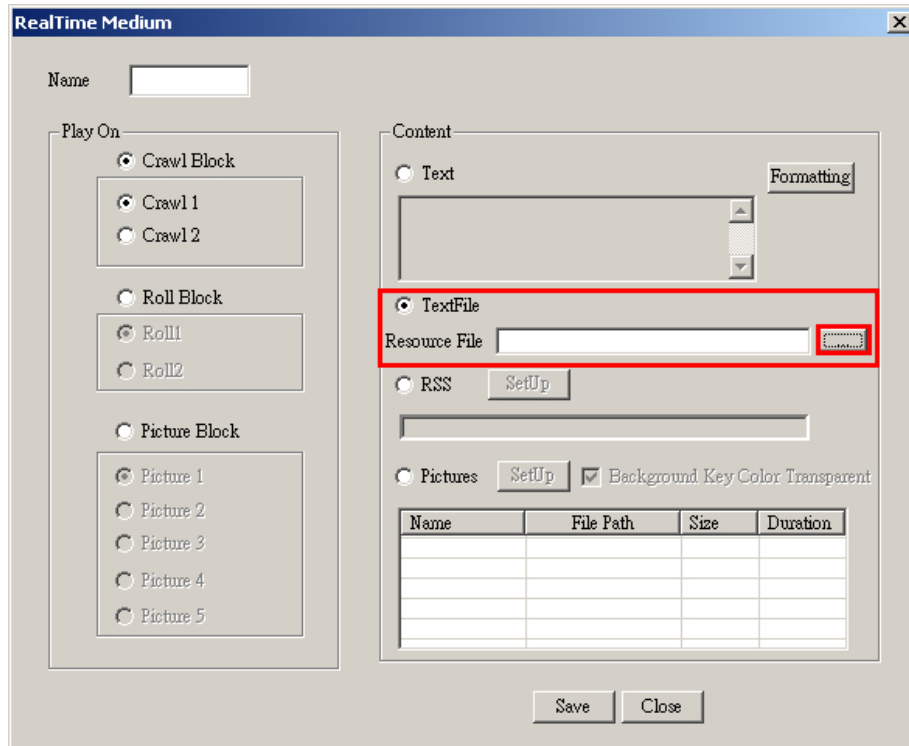
iSignager AdAdministrator V4

Step 3: Modify the text format including alignment, orientation, font type, font color, background color, and effects. A preview window on the right shows the display content of the banner. Click **Save** to save the settings.



6.1.1.2 Using Text File

Step 1: Select **TextFile** option and click the  button to select the source file.



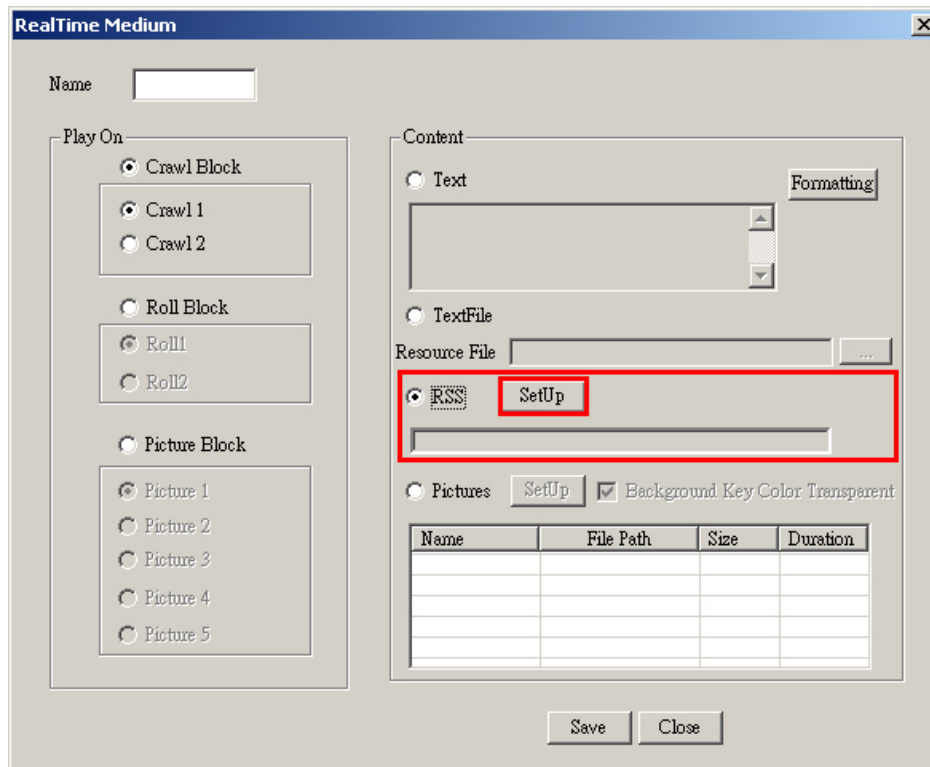
Step 2: To format the text, click **Formatting** button.

Step 3: Modify the text format including alignment, orientation, font type, font color, background color, and effects. A preview window on the right shows the display content of the banner. Click **Save** to save the settings.

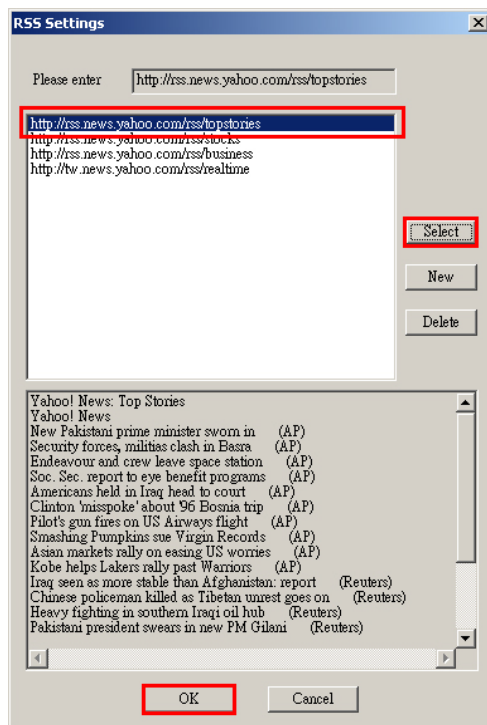
6.1.1.3 Using RSS Feeds

Step 1: Select **RSS** option and click **SetUp** button to setup the RSS source.

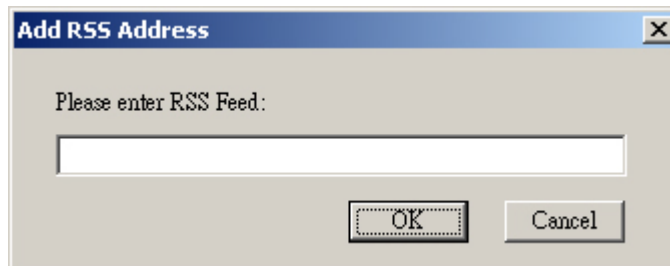
iSignager AdMinistrator V4



Step 2: The RSS Settings window appears. Click one RSS source and click **Select** button. Click **OK** to save the setting.



Step 3: To create a new RSS source, click **New** button and enter the associated web site address. Click **OK** to exit.

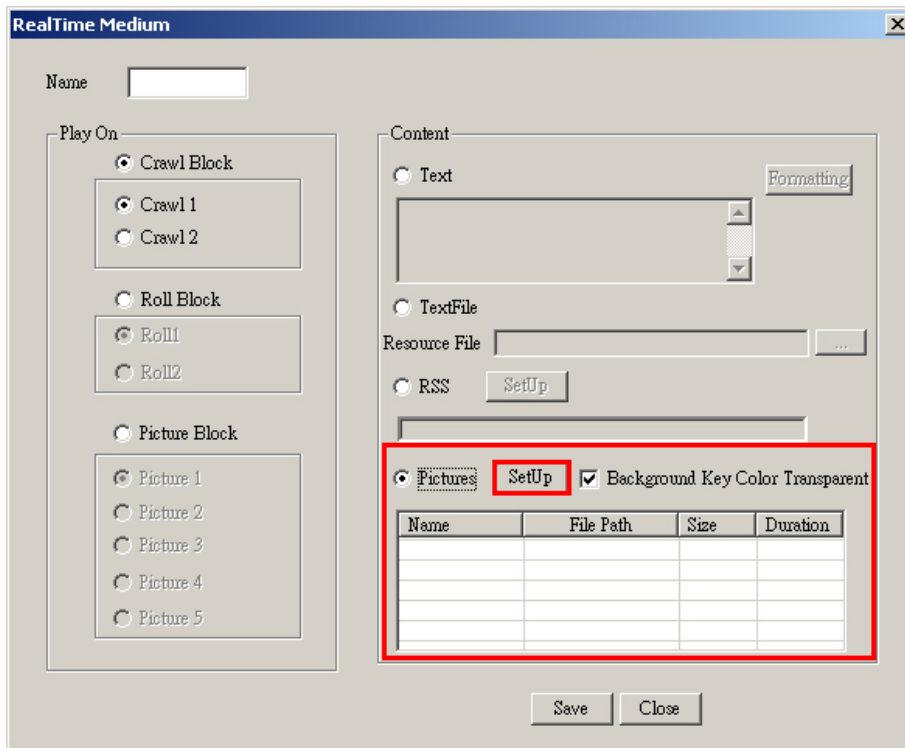


Step 4: To format the RSS text, click **Formatting** button.

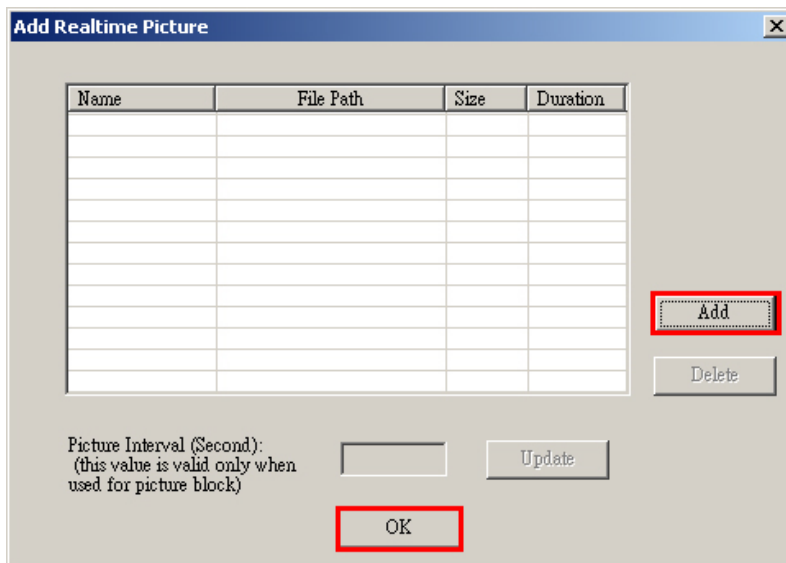
Step 5: Modify the text format including alignment, orientation, font type, font color, background color, and effects. A preview window on the right shows the display content of the banner. Click **Save** to save the settings.

6.1.1.4 Using Pictures

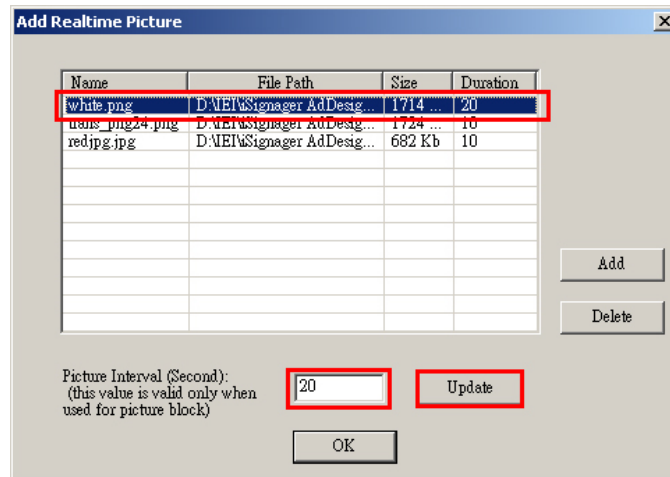
Step 1: Select **Pictures** option and click **SetUp** button to choose the image files for the real time task.



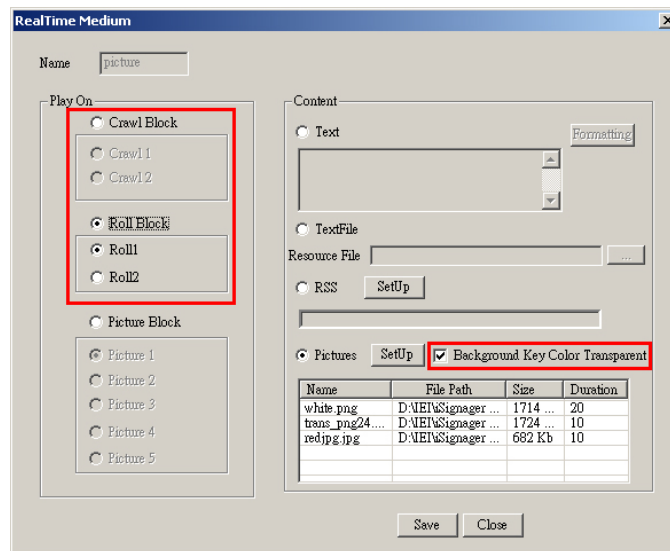
Step 2: The Add Realtime Picture window appears. Click **Add** button to add image files. The Player Administrator only supports BMP, JPG and PNG image file format for real time pictures.



Step 3: To modify the duration of each image, select the image and modify the duration. Click **Update** button to change the duration. The value changed here is valid only when the images are shown in a picture block. Click **OK** to save the settings.



Step 4: Check “Background Key Color Transparent” to make the images with transparent or white background to display without showing the background color. This function is valid only when the real time images play on a rolling or crawling banner.



Step 5: Click **Save** to save the settings.

6.2 FTP Server for Standard Player



NOTE:

This section describes the FTP server setting specific for media content transfer for the **standard player**. For the FTP server settings of the advanced player, please refer to **Section 4.6.2.2**.

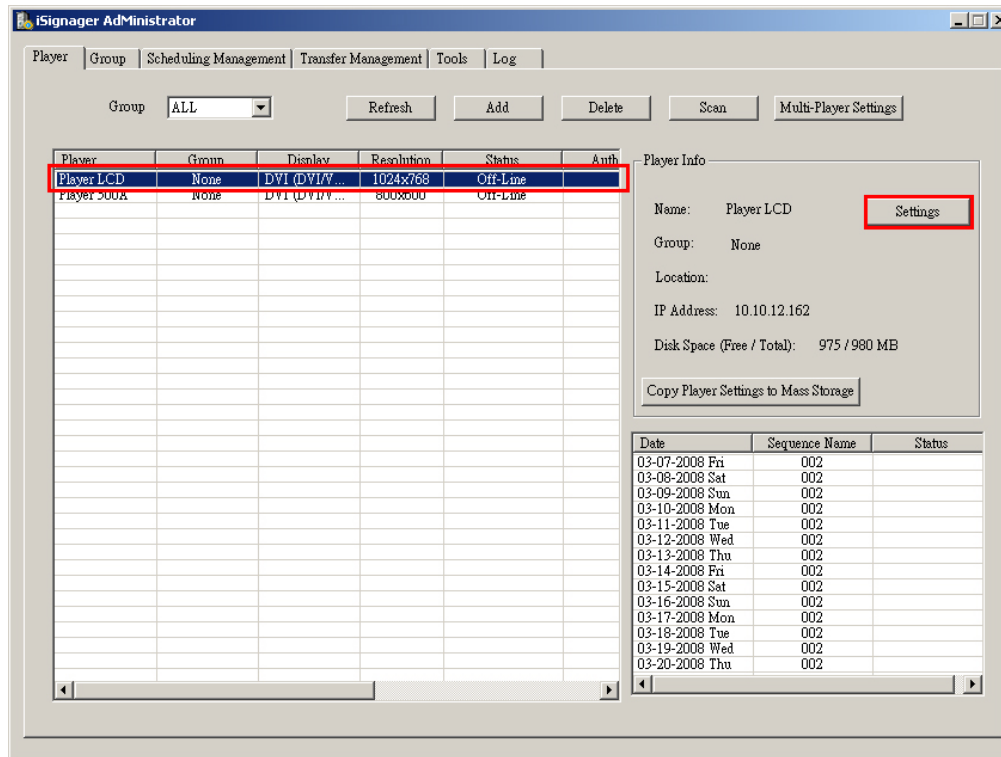
The below section describe the FTP server setting specific for media content transfer for the standard player. There are three different way to indicate a specific server for content transfer, including:

- **Use default settings:**
 - **Internal FTP server:** a directory where the Player Administrator is installed. It is the default setting for the standard player and the IP address can not be changed.
 - **Default external FTP server:** a FTP server or a NAS (Network Access Server) for storing media contents. The FTP server can be in the same PC (with Player Administrator installed) but different directory, or in other computer especially setup as a FTP server or a NAS. The default external FTP server configuration can only apply one FTP server for **all** the players.
- **Use other FTP server:** use “use other FTP server” settings when it is necessary to use different server for individual player or a group of players.

6.2.1 Using Default Internal FTP Server

To use Player Administrator as the FTP server for content transfer for the standard player, follow the steps below.

- Step 1:** Select **Player** tab in the Player Administrator, select one player in the player list and click the **Settings** button.



- Step 2:** Click on **FTP Settings** tab.
- Step 3:** Select **Internal FTP Server**.
- Step 4:** Click **Update** button to save the setting.

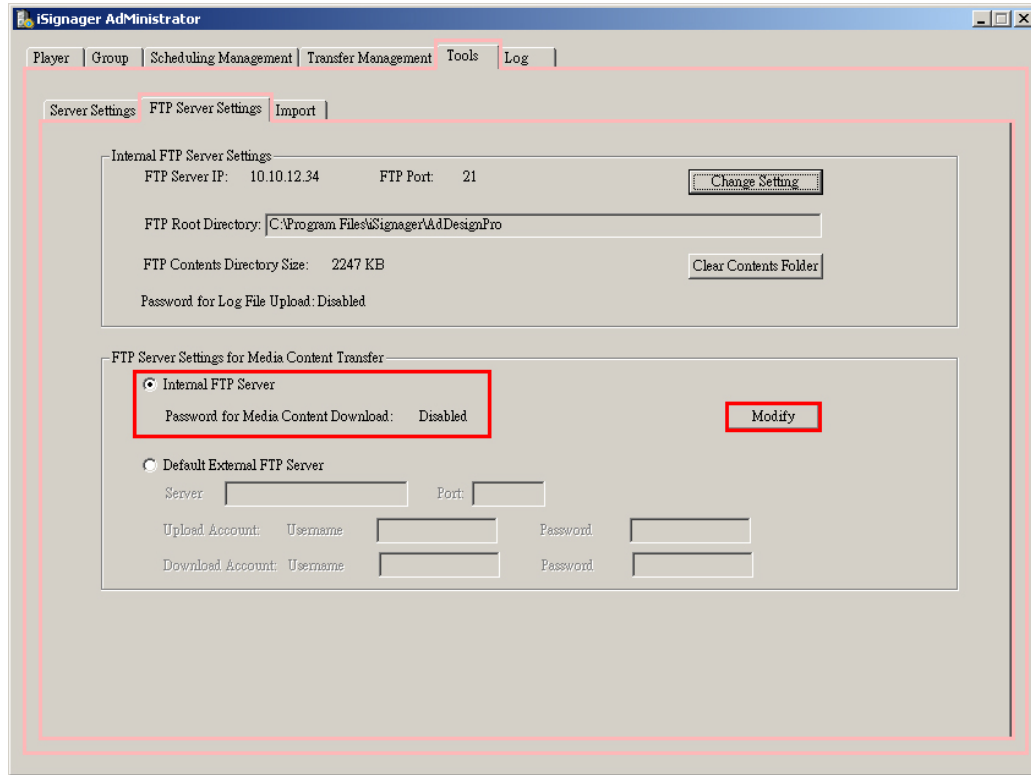
iSignager AdMinistrator V4

Time Settings	Software	Security	Automatic Time Sync
Device Configs	Lan Configs	Wi Fi Configs	
Server Settings	Log	FTP Settings	Disk
		Operations	

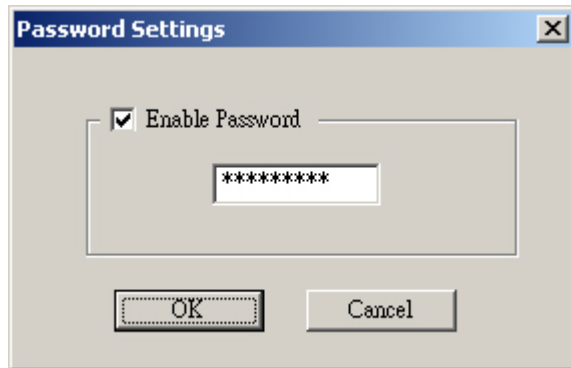
<input checked="" type="radio"/> Use Default Settings	
<input checked="" type="radio"/> Internal FTP Server:	
Hostname:	<input type="text" value="10.10.12.34"/>
FTP Port:	<input type="text" value="21"/>
<input type="radio"/> Default External FTP Server	
Hostname:	<input type="text"/>
FTP Port:	<input type="text"/>
<input type="radio"/> Use Other FTP Server	
Hostname:	<input type="text"/>
Port:	<input type="text"/>
Upload Account	Username: <input type="text"/>
	Password: <input type="text"/>
Download Account	Username: <input type="text"/>
	Password: <input type="text"/>

Step 5: To setup a password of this FTP server for downloading the media content, click **Tools** tab, then go to **FTP Server Settings** section.

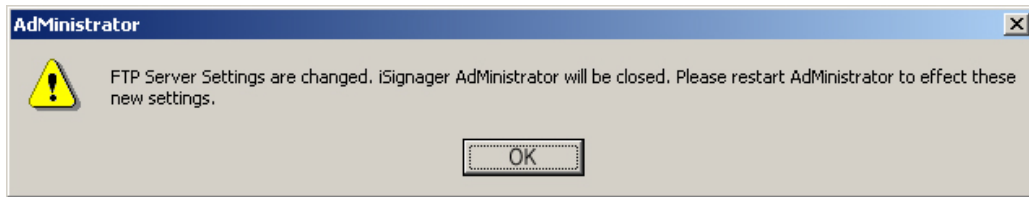
Step 6: Select **Internal FTP Server** and click the **Modify** button.



Step 7: A password setting window appears. Check **Enable Password** and enter a password. Click **OK**.



Step 8: A warning message pops up. Click **OK** and restart the Player Administrator.

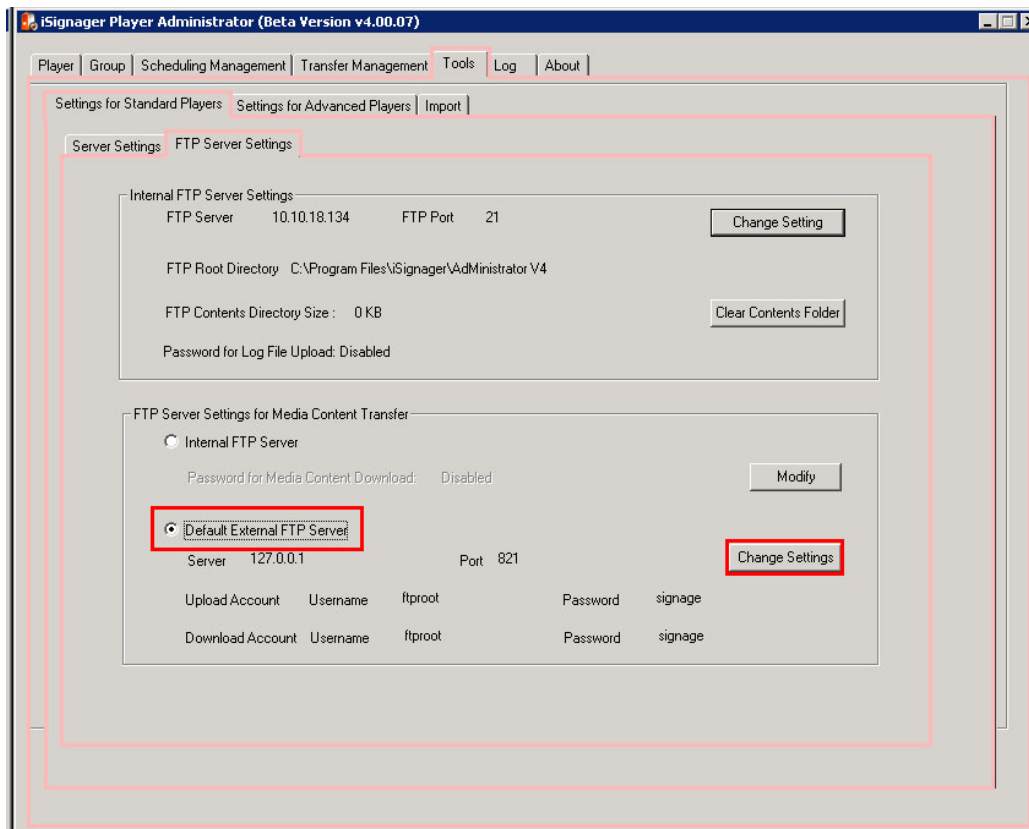


6.2.2 Using Default External FTP Server

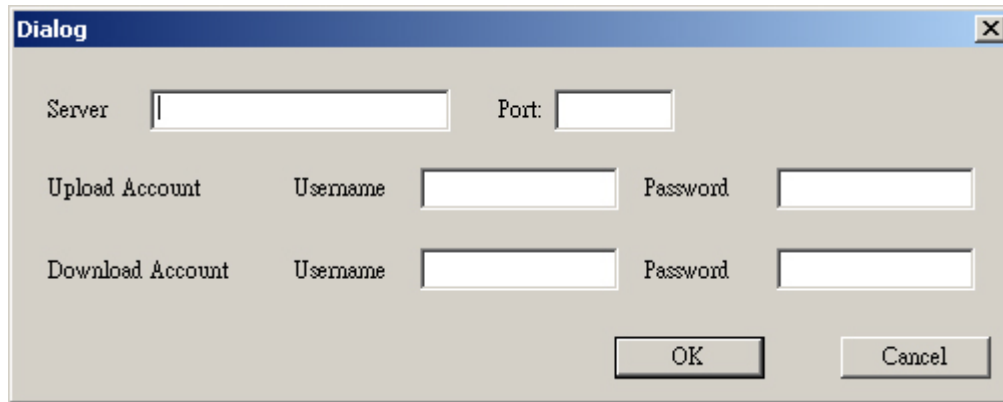
To use an external FTP server for content transfer, follow the steps below.

Step 1: Click **Tools** tab, then go to **FTP Server Settings** section.

Step 2: Select **Default External FTP Server** and click **Change Settings** button.



Step 3: Enter a server IP and port number. Enter user name and password for upload and download account.



Dialog

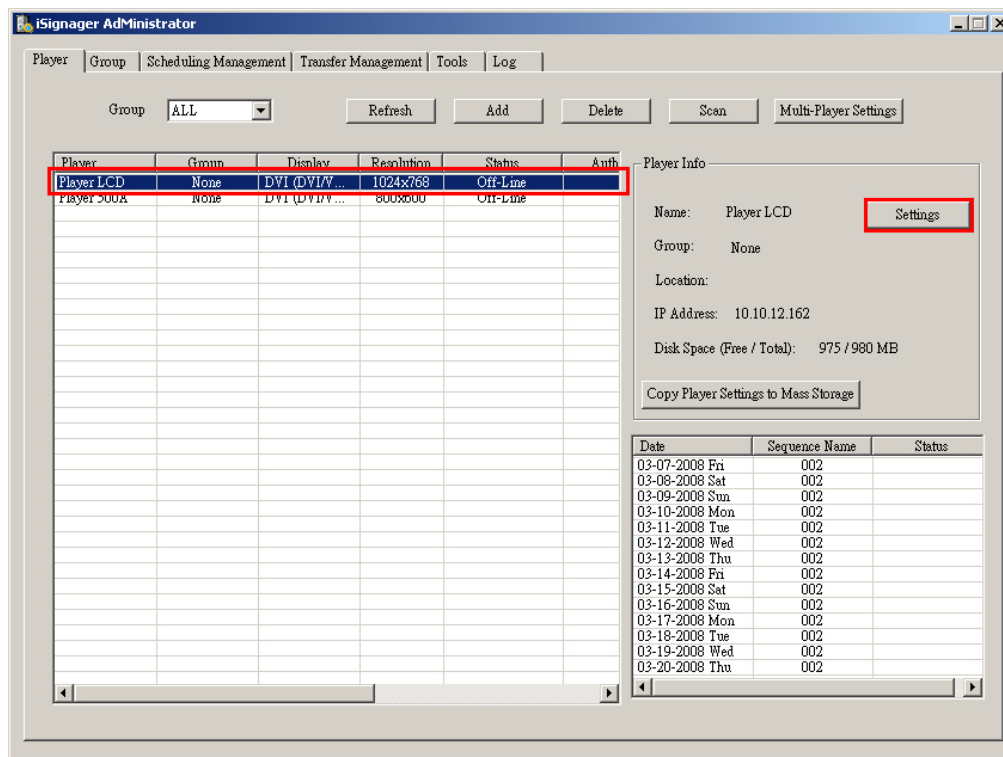
Server: Port:

Upload Account Username: Password:

Download Account Username: Password:

OK Cancel

Step 4: Select **Player** tab in the Player Administrator, select one player in the player list and click the **Settings** button.



iSignager AdMinistrator

Player | Group | Scheduling Management | Transfer Management | Tools | Log

Group: ALL Refresh Add Delete Scan Multi-Player Settings

Player	Group	Display	Resolution	Status	Auth
Player LCD	None	DVI (DVI/V...	1024x768	Off-Line	
Player 200A	None	DVI (DVI/V...	800x600	On-Line	

Player Info

Name: Player LCD **Settings**

Group: None

Location:

IP Address: 10.10.12.162

Disk Space (Free / Total): 975 / 980 MB

Copy Player Settings to Mass Storage

Date	Sequence Name	Status
03-07-2008 Fri	002	
03-08-2008 Sat	002	
03-09-2008 Sun	002	
03-10-2008 Mon	002	
03-11-2008 Tue	002	
03-12-2008 Wed	002	
03-13-2008 Thu	002	
03-14-2008 Fri	002	
03-15-2008 Sat	002	
03-16-2008 Sun	002	
03-17-2008 Mon	002	
03-18-2008 Tue	002	
03-19-2008 Wed	002	
03-20-2008 Thu	002	

Step 5: Click on **FTP Settings** tab.

Step 6: Select **Default External FTP Server**.

Step 7: Click **Update** button to save the setting.

Time Settings	Software	Security	Automatic Time Sync
Device Configs	Lan Configs	Wi Fi Configs	
Server Settings	Log	FTP Settings	Disk
			Operations

Use Default Settings

Internal FTP Server:

 Hostname:

 FTP Port:

Default External FTP Server

 Hostname:

 FTP Port:

Use Other FTP Server

 Hostname:

 Port:

 Upload Account Username:

 Password:

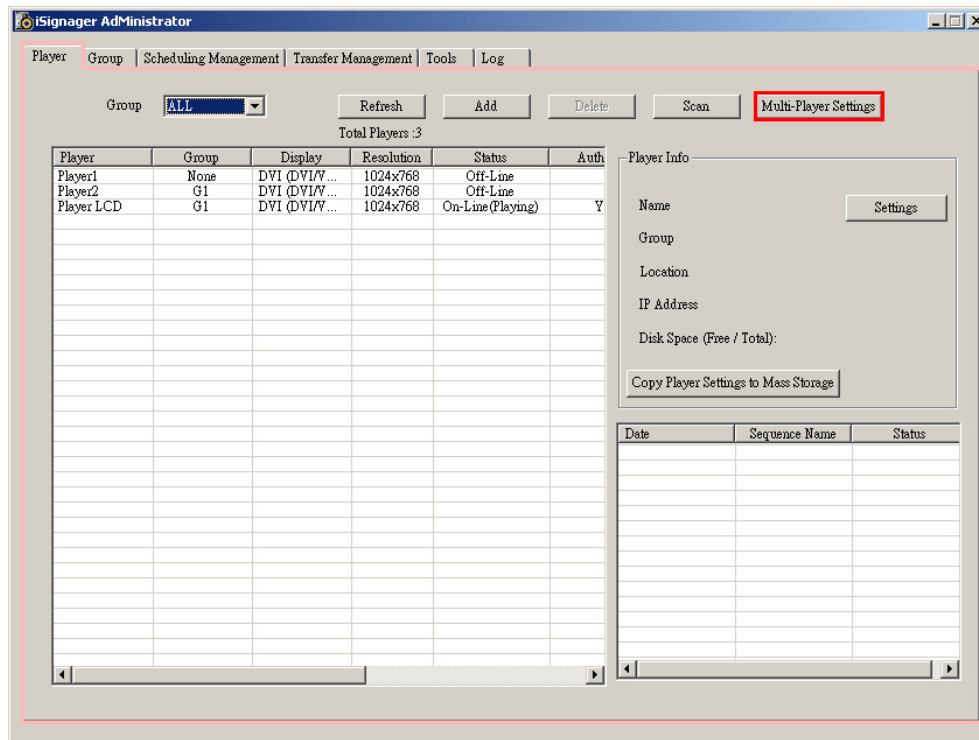
 Download Account Username:

 Password:

6.2.3 Using Other FTP Server

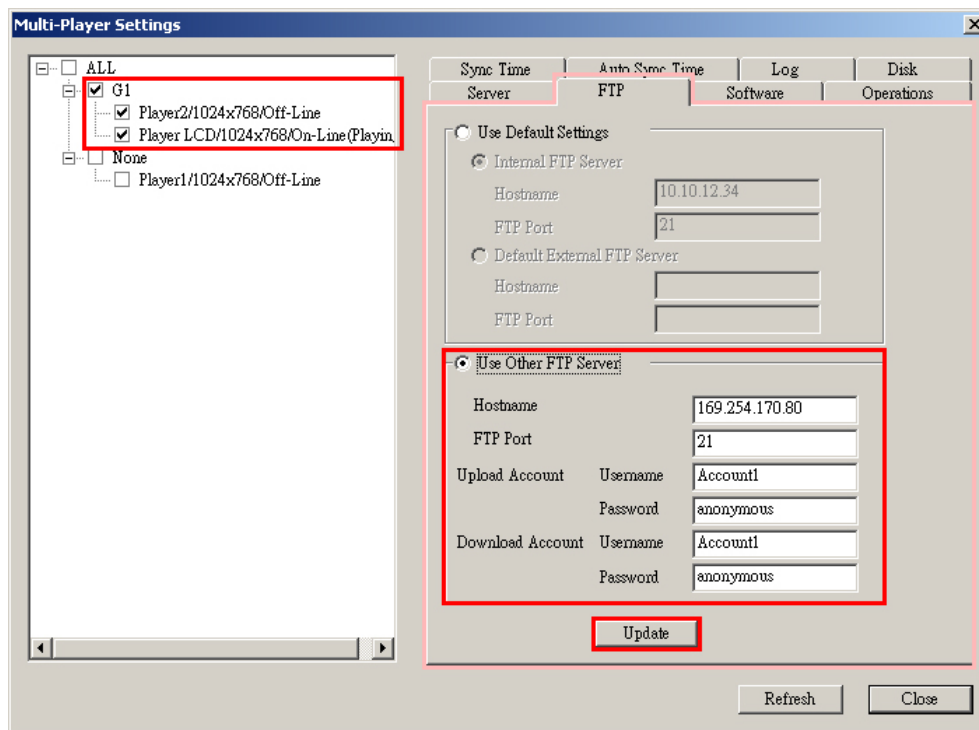
To setup different FTP server for individual player or a group of players to transfer content, follow the steps below.

Step 1: Select **Player** tab in the Player Administrator and click the **Multi-Player Settings** button.

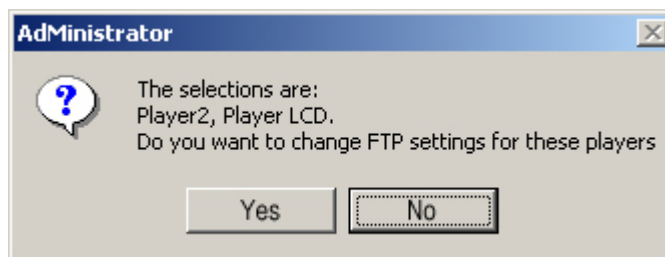


Step 2: The Multi-Player Settings appears. Click a player or a group on the tree list.

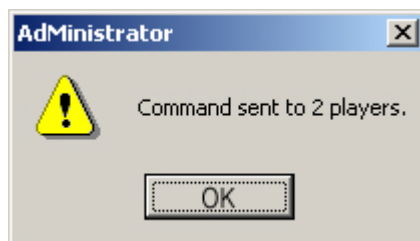
Step 3: Select the **FTP** tab on the right side. Click **Use Other FTP Server**. Enter hostname, port number, user name and password of the FTP server. Then click **Update** button to save the settings.



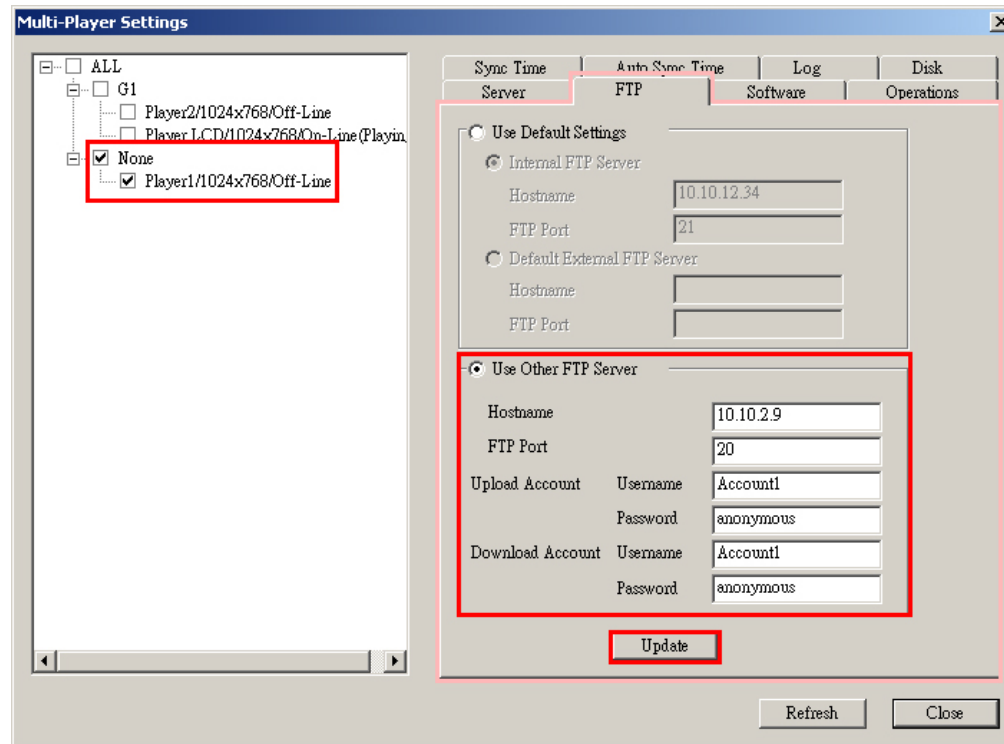
Step 4: A confirmation window pops up. Click **Yes** to confirm.



Step 5: A message window prompts to inform the command has been sent. Click **OK**.



Step 6: Select another individual player or another group of players. Repeat **Step 2 ~ Step 5** to change the FTP server settings.



Step 7: To confirm the FTP setting of a player, select the player in the player list and click **Settings** button in the Player tab. Check the information in the User Other FTP Server section in the FTP Settings tab.

iSignager AdMinistrator V4

Time Settings	Software	Security	Automatic Time Sync
Device Configs	Lan Configs	Wi Fi Configs	
Server Settings	Log	FTP Settings	Disk
			Operations

Use Default Settings

Internal FTP Server

 Hostname

 FTP Port

Default External FTP Server

 Hostname

 FTP Port

Use Other FTP Server

 Hostname

 Port

 Upload Account Username

 Password

 Download Account Username

 Password

6.3 Player Log (Standard Player)

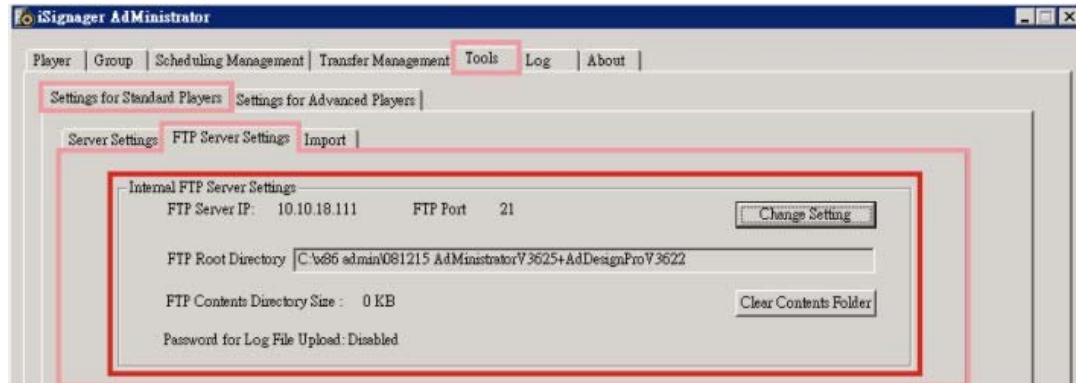
The Player Administrator supports advertising log management to keep a record of the content broadcasted by the iSignager player. To enable or manage log for a standard player, follow the steps below.

- Step 1:** Setup the internal FTP server to store log files. The internal FTP server is the PC installed with the Player Administrator
- Step 2:** Enable the player log for the player(s) in the player settings.
- Step 3:** Manage log reports.

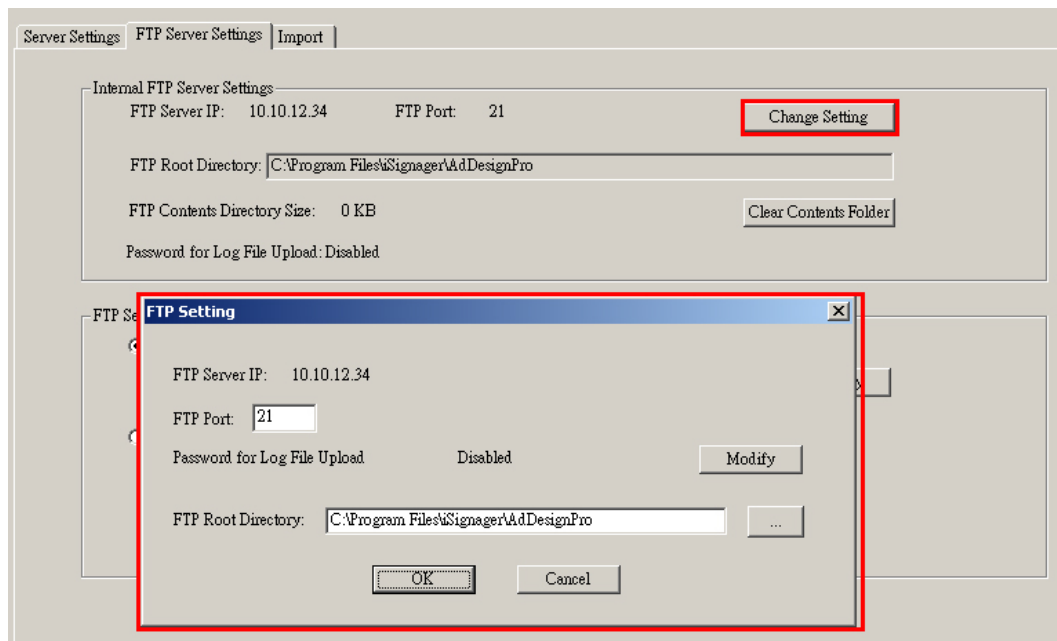
6.3.1 Setup FTP Server for Storing Logs

- Step 1:** Select **Tools** tab in the Player Administrator and click **FTP Server Settings** tab in the **Settings for Standard Players** tab.
- Step 2:** Check the information in the “Internal FTP Server Settings” section. The “internal FTP server” is where the log files will be stored. The FTP server IP is set to the

IP of the PC installed with the Player Administrator by default and can not be changed.

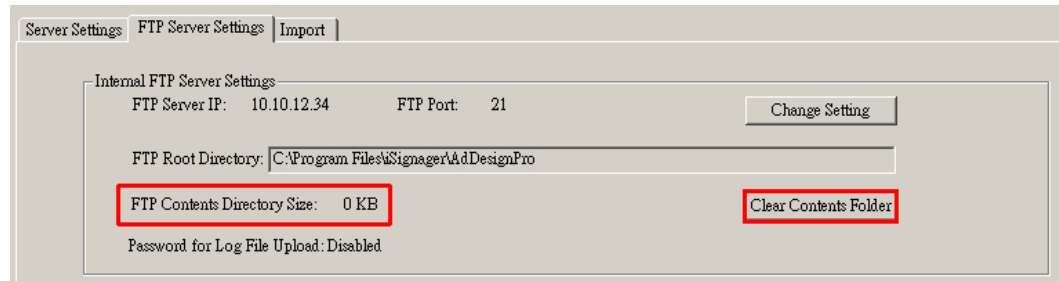


Step 3: Click **Change Setting** to modify the FTP port, password for uploading log files and FTP root directory. The FTP root directory is a directory of the PC for storing the log files.



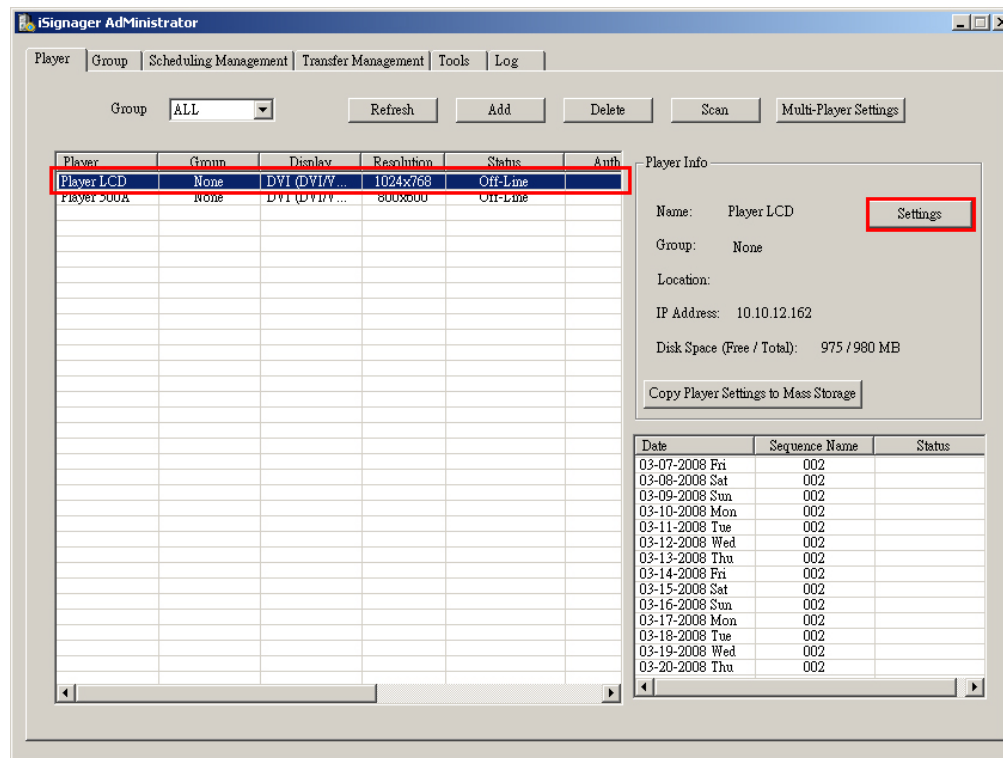
iSignager AdMinistrator V4

Step 4: The total size of the log files in the root directory is shown in the Player Administrator. To delete all the logs in the directory, click **Clear Contents Folder**.



6.3.2 Enable Log Function for Player

Step 1: Select **Player** tab in the Player Administrator, select one player in the player list and click the **Settings** button.

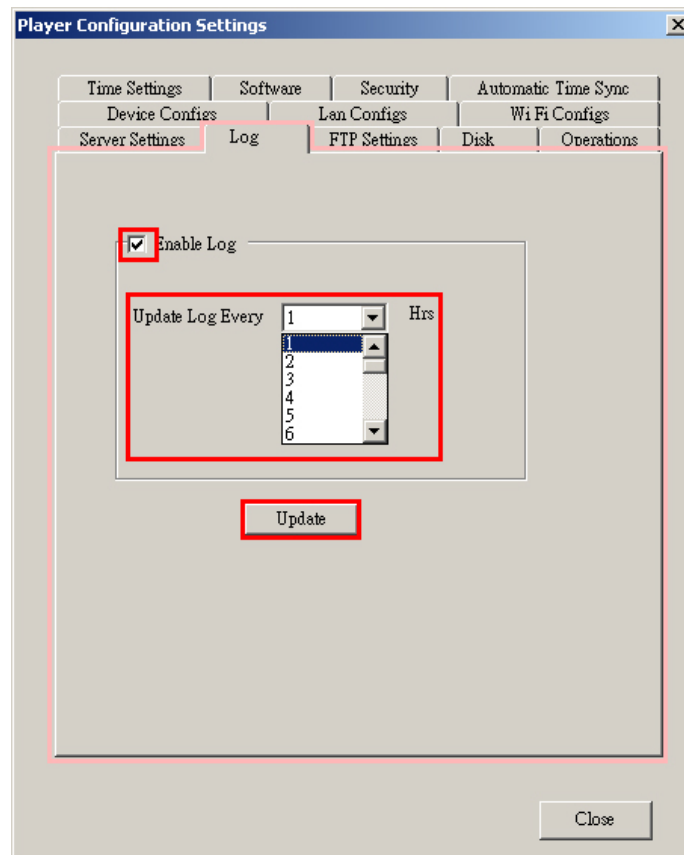


Step 2: Click on **Log** tab.

Step 3: Check **Enable Log**.

Step 4: Choose the interval for updating log. The options are hourly base from 1 hour to 24 hours.

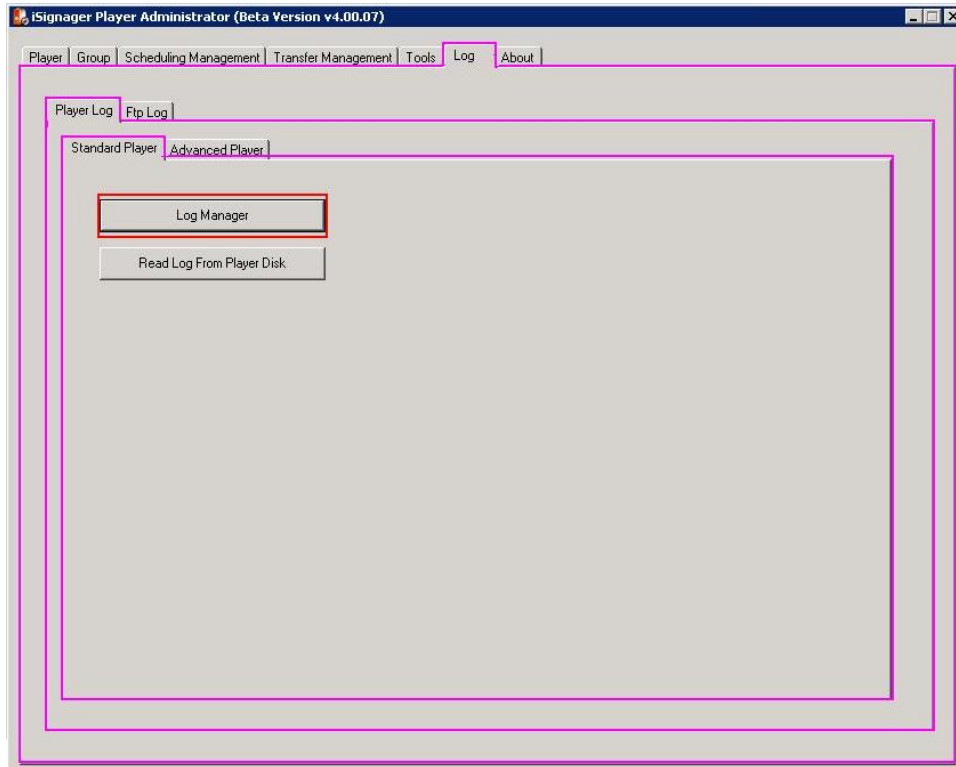
Step 5: Click **Update** button to save the settings.



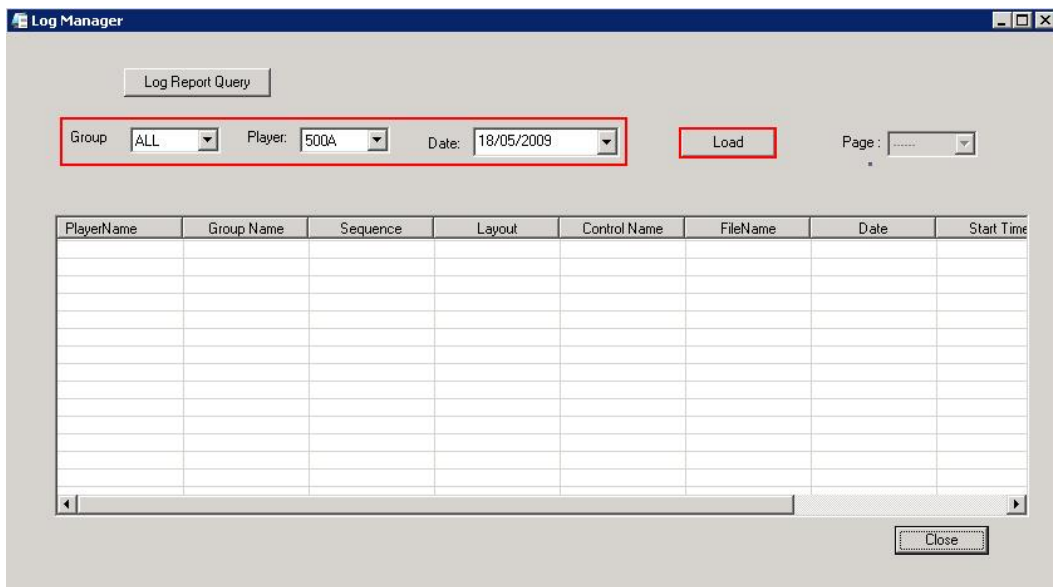
6.3.3 Manage Logs

Step 1: Click the **Log** tab of the Player Administrator. In the **Player Log**, click **Standard Player** and then click **Log Manager**.

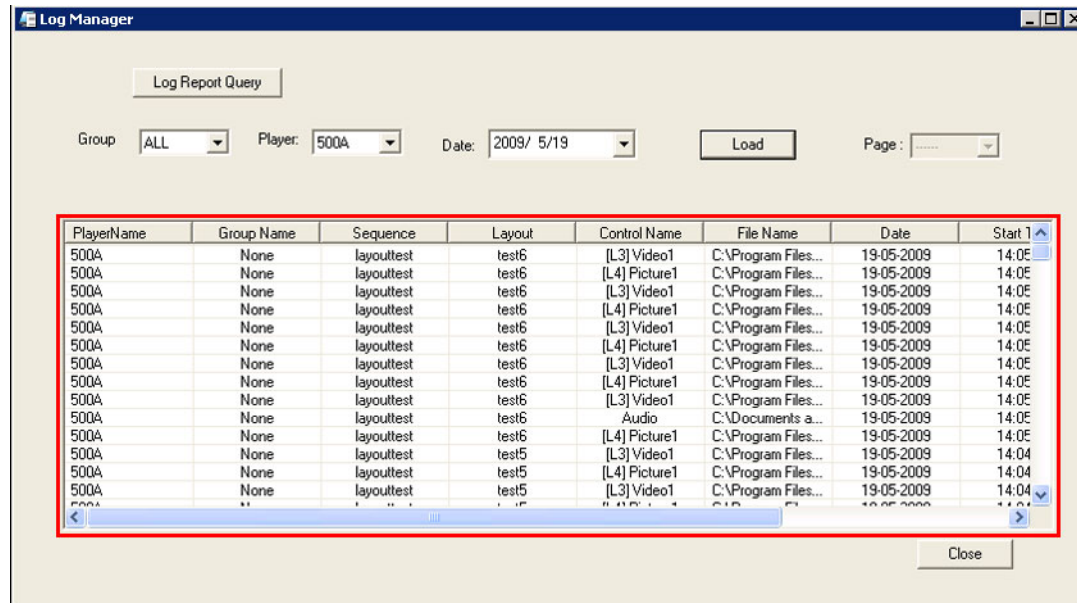
iSignager AdAdministrator V4



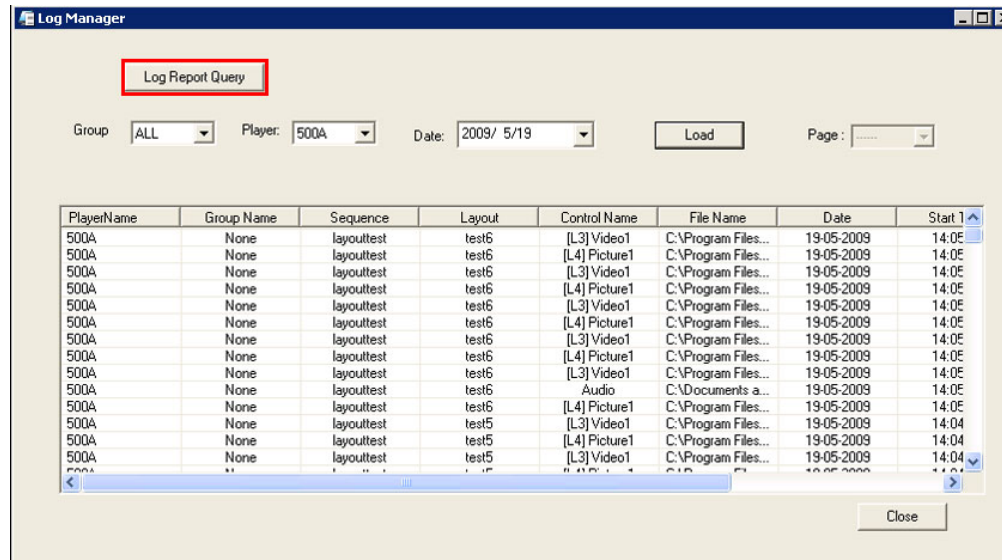
Step 2: To view the log of a specific player on a specific day, select the player and the date. Then click **Load** button.



Step 3: The queried log is listed in the Log Manager window.

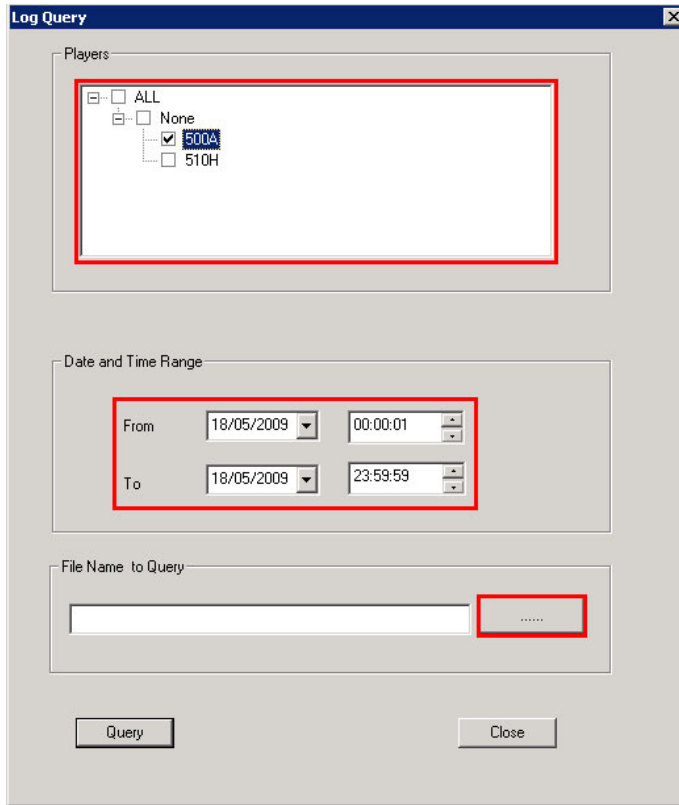


Step 4: To view the log of a specific file, click **Log Report Query** button.

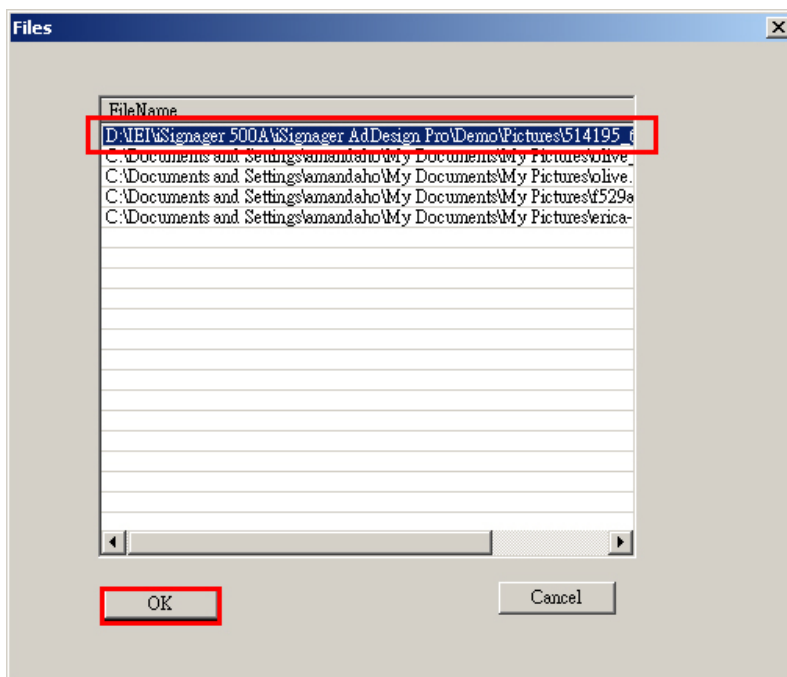


Step 5: The Log Query window appears. Select the player(s) for this query. Select a range of time that the player(s) have played the specific file. Click the button to locate a file for this query. Click **Load** button to load the file information.

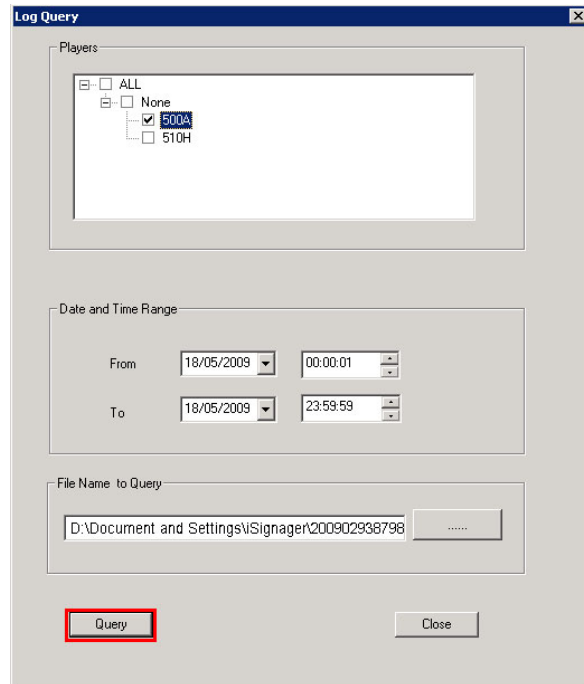
iSignager AdMinistrator V4



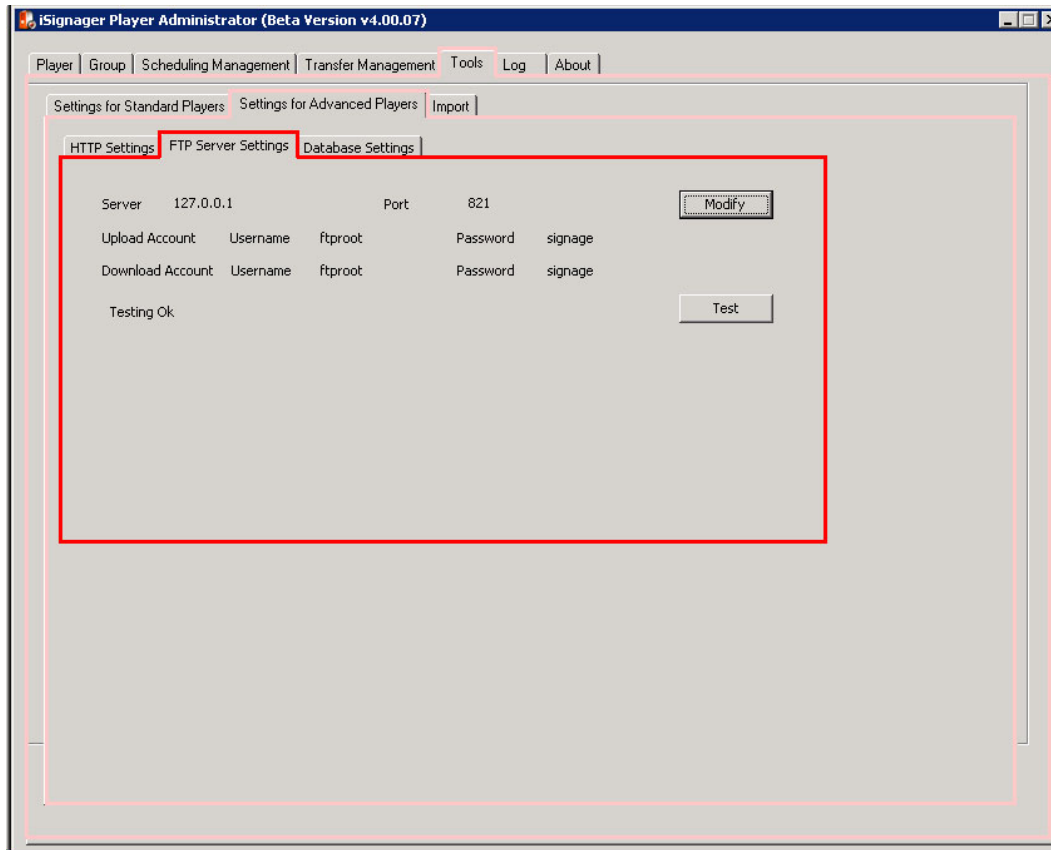
Step 6: A file list window appears. Select one file for this query in the list and click **OK**.



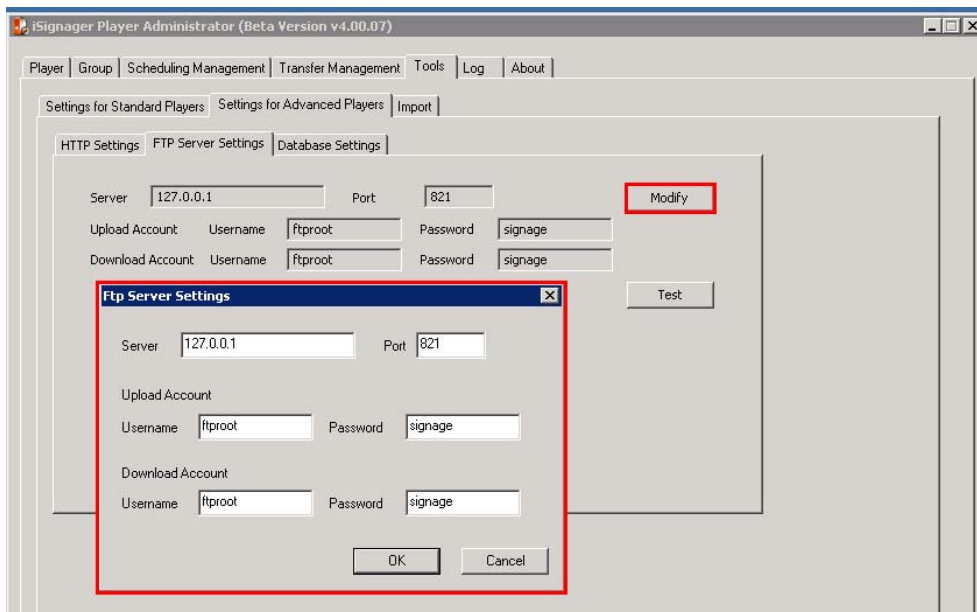
Step 7: The selected file is shown in the Log Query window. Then click **Query**.



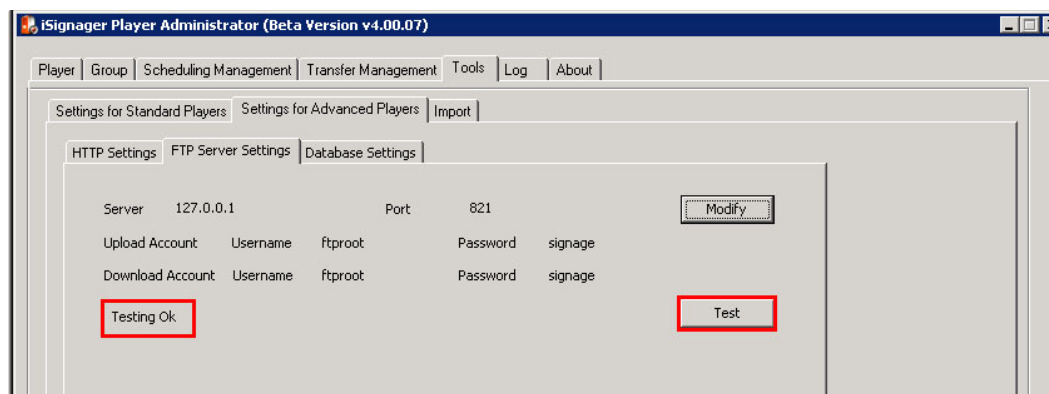
Step 8: A Query Details window appears and shows the detail information of the select file. To save the query details as a text file, click the **Save As** button. To print the query details, click the **Print** button.



Step 3: Click **Modify** to modify the FTP port information, including account and password for uploading and downloading.

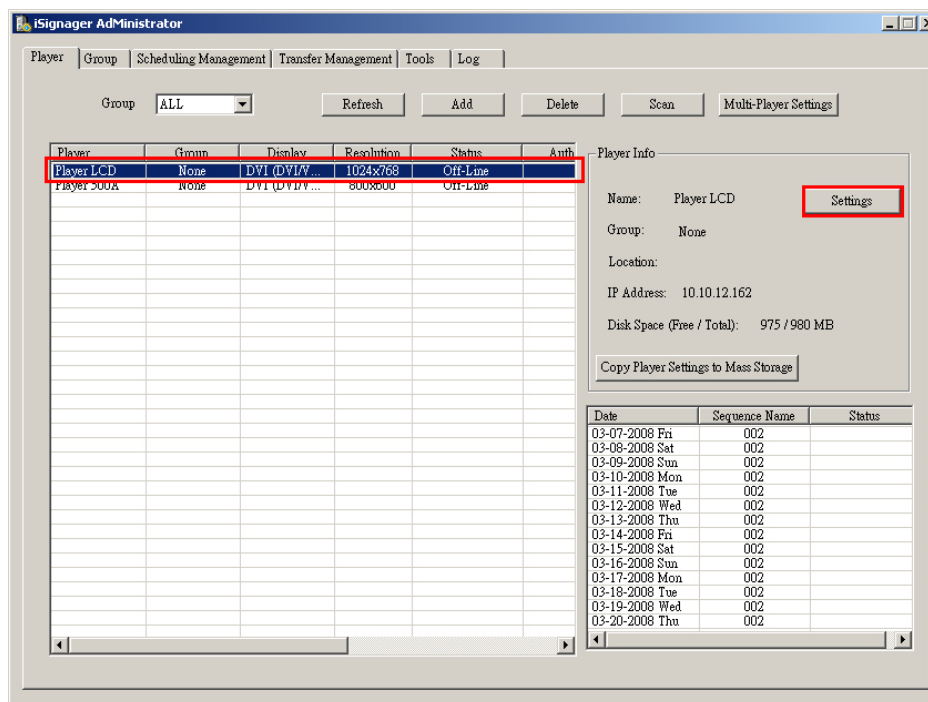


Step 4: Click **Test** to test the connection to the FTP server. If the Player Administrator is connected to the FTP server, “**Testing OK**” will be shown as in the following figure.



6.4.2 Enable Log Function for Player

Step 1: Select **Player** tab in the Player Administrator, select one player in the player list and click the **Settings** button.

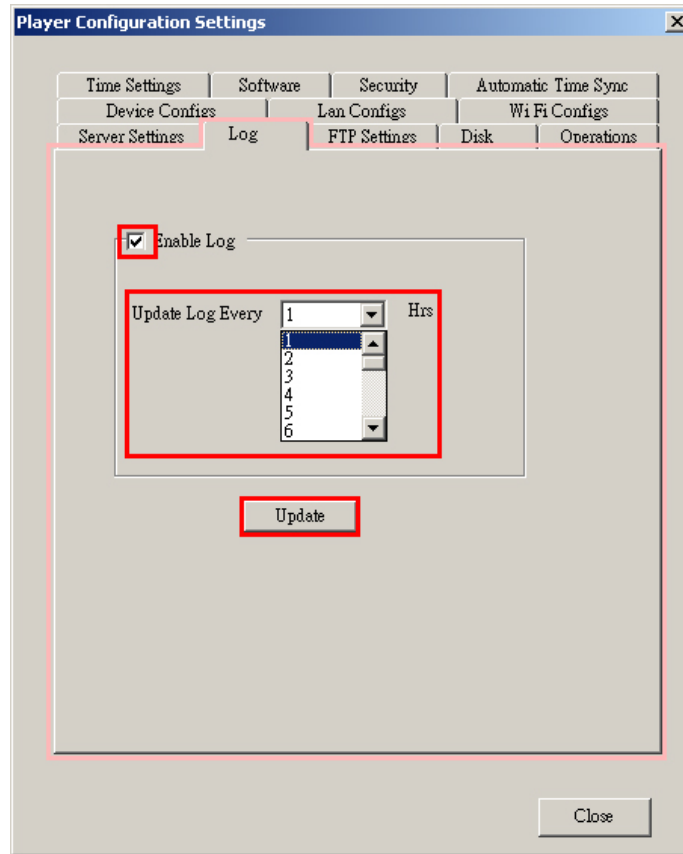


Step 2: Click on **Log** tab.

Step 3: Check **Enable Log**.

Step 4: Choose the interval for updating log. The options are hourly base from 1 hour to 24 hours.

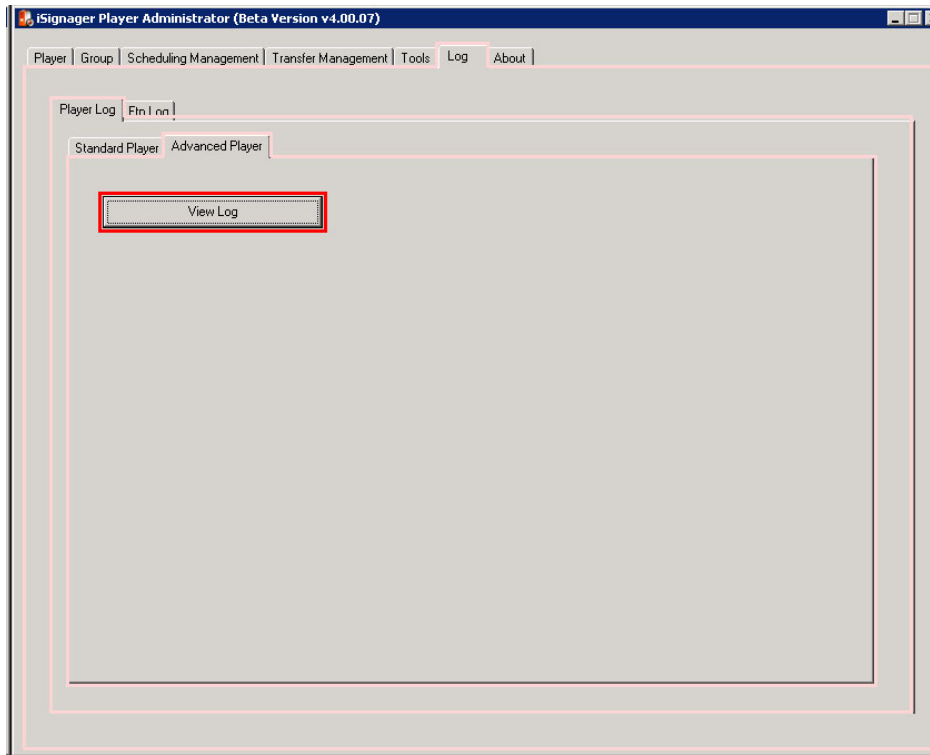
Step 5: Click **Update** button to save the settings.



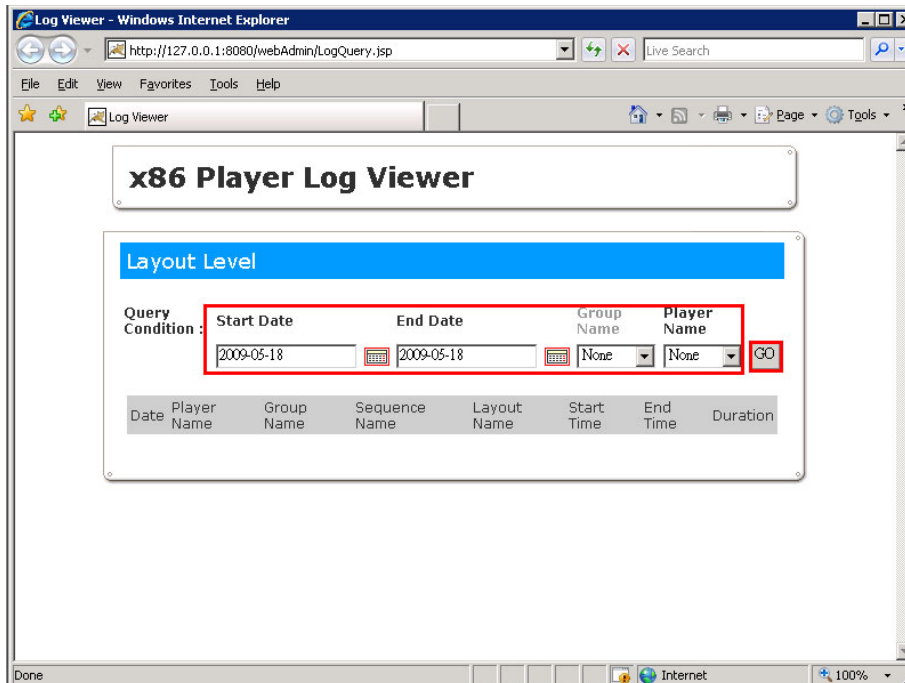
6.4.3 Manage Logs

Step 1: Click the **Log** tab of the Player Administrator. In the **Player Log**, click **Advanced Player** and then click **View Log**.

iSignager AdMinistrator V4



Step 2: A Log Viewer window appears in the web browser. Select a range of date and a player to view the log. Click **GO**.



Step 3: The player log is shown.

The screenshot shows a web browser window titled "Log Viewer - Windows Internet Explorer" displaying the "x86 Player Log Viewer" application. The application has a search filter for "Layout Level" and a query condition set to "2009-05-18" to "2009-05-18". Below the search filters is a table of log entries. The table has the following columns: Date, Player Name, Group Name, Sequence Name, Layout Name, Start Time, End Time, and Duration. The data rows are as follows:

Date	Player Name	Group Name	Sequence Name	Layout Name	Start Time	End Time	Duration
2009-05-05	1800_04	Aa	x86 test	video	00:01:24	00:02:00	00:00:36
2009-05-05	1800_04	Aa	x86 test	html only	00:02:00	00:04:00	00:02:00
2009-05-05	1800_04	Aa	x86 test	picture only	00:04:00	00:07:00	00:03:00
2009-05-05	1800_04	Aa	x86 test	qa_demo	00:07:00	00:12:00	00:05:00
2009-05-05	1800_04	Aa	x86 test	video	00:12:00	00:14:00	00:02:00
2009-05-05	1800_04	Aa	x86 test	html only	00:14:00	00:16:00	00:02:00
2009-05-05	1800_04	Aa	x86 test	picture only	00:16:00	00:19:00	00:03:00
2009-05-05	1800_04	Aa	x86 test	qa_demo	00:19:00	00:24:00	00:05:00
2009-05-05	1800_04	Aa	x86 test	video	00:24:00	00:26:00	00:02:00
2009-05-05	1800_04	Aa	x86 test	html only	00:26:00	00:28:00	00:02:00
2009-05-05	1800_04	Aa	x86 test	picture only	00:28:00	00:31:00	00:03:00
2009-05-05	1800_04	Aa	x86 test	qa_demo	00:31:00	00:36:00	00:05:00
2009-05-05	1800_04	Aa	x86 test	video	00:36:00	00:38:00	00:02:00

Appendix

A

Use USB Flash Drive to Update Settings and Sequence

A.1 Use USB 2.0 Flash Drive to Update Player Settings

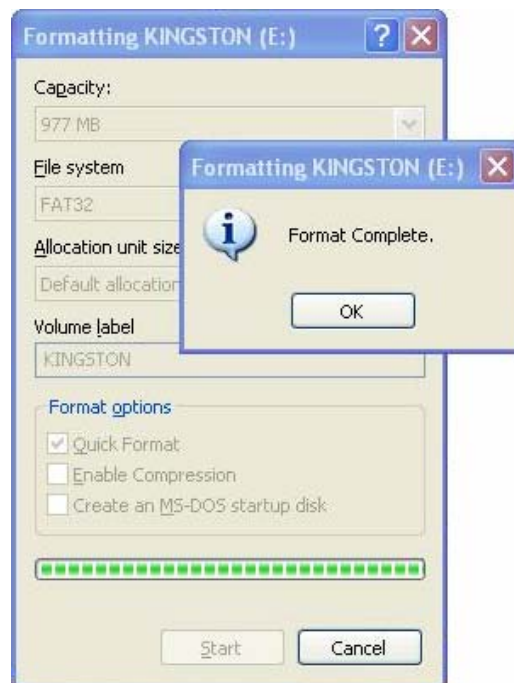
This section describes how to use USB 2.0 flash drive to update the iSignager player setting. The iSignager player should have a CF card/HDD installed and is on and running to be able to use USB flash drive to update the player settings. This is applied when contents to be broadcasted remain unchanged, but some modifications need to be done regarding device settings, such as time, device type, etc.

Step 1: Format an USB 2.0 flash drive as **FAT 32** by Windows® XP.



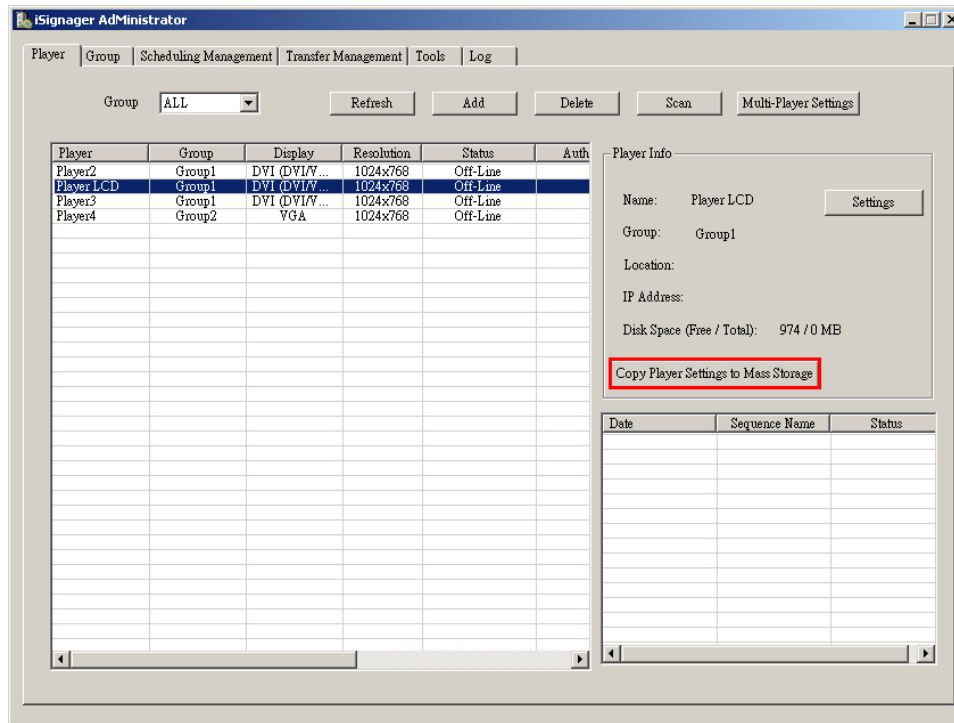
NOTE:

The USB 1.1 flash drive is not supported.



Step 2: Launch the Player Administrator. Select the correct player and perform necessary modification in the player settings.

Step 3: Click **Copy Player Settings to Mass Storage** to copy the modified player settings to the USB 2.0 flash drive.



Step 4: Insert the USB 2.0 flash drive to the iSignager player, which is on and running with a playable CF card.

Step 5: The player settings are updated to the iSignager player from the USB 2.0 flash drive automatically.

Step 6: A message is shown to indicate that USB 2.0 flash drive can be unplugged.

Step 7: Remove the USB 2.0 flash drive.



NOTE:

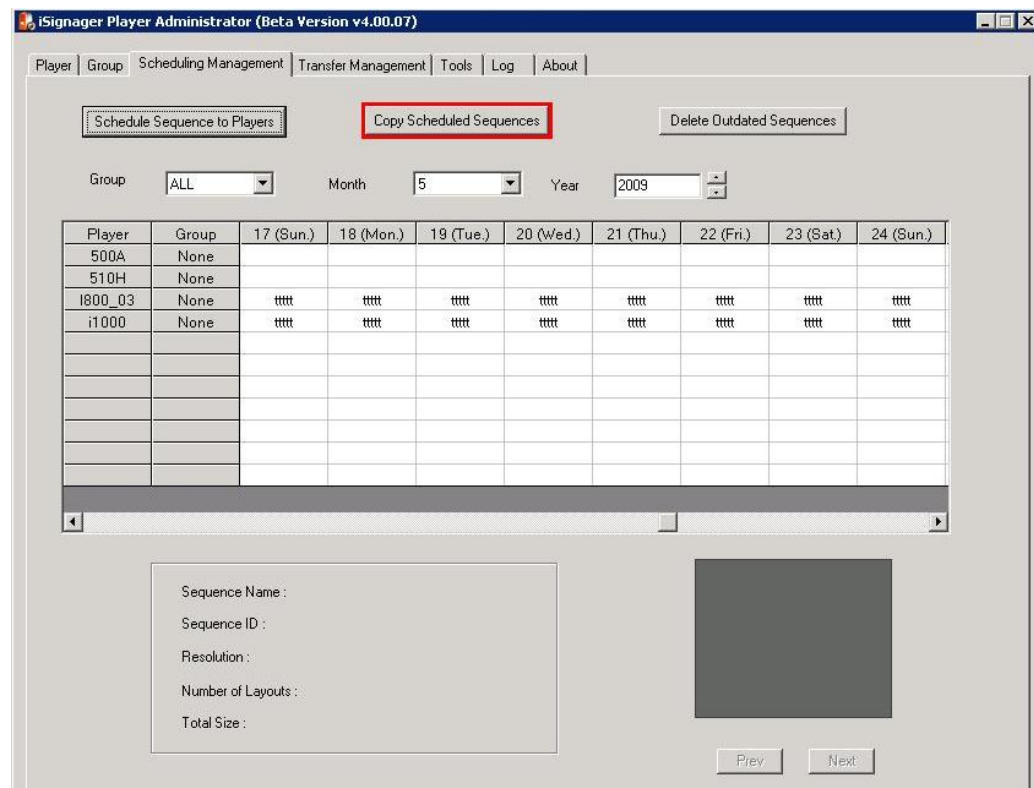
The iSignager player should be restarted for some settings to be effective, e.g. display type and network.

A.2 Use USB 2.0 Flash Drive to Update Sequence

This section describes how to use USB 2.0 flash drive to modify contents (layout/sequence) for a specific player. By doing this, the user is able to update new contents to the player without changing the player setting/configuration. The iSignager player should have a CF card/HDD installed and is on and running to be able to use USB flash drive to update the broadcast contents.

Step 1: Connect the USB flash drive to the computer installed with the Player Administrator. Make sure the USB flash drive is formatted as **FAT 32**, and contains the player settings (see **Section A.2**) before copying sequence to it.

Step 2: After the computer has successfully detected the USB flash drive, click **Copy Scheduled Sequence** on the “Scheduling Management” tab.



Step 3: Select one of the players that the USB flash drive will insert to.

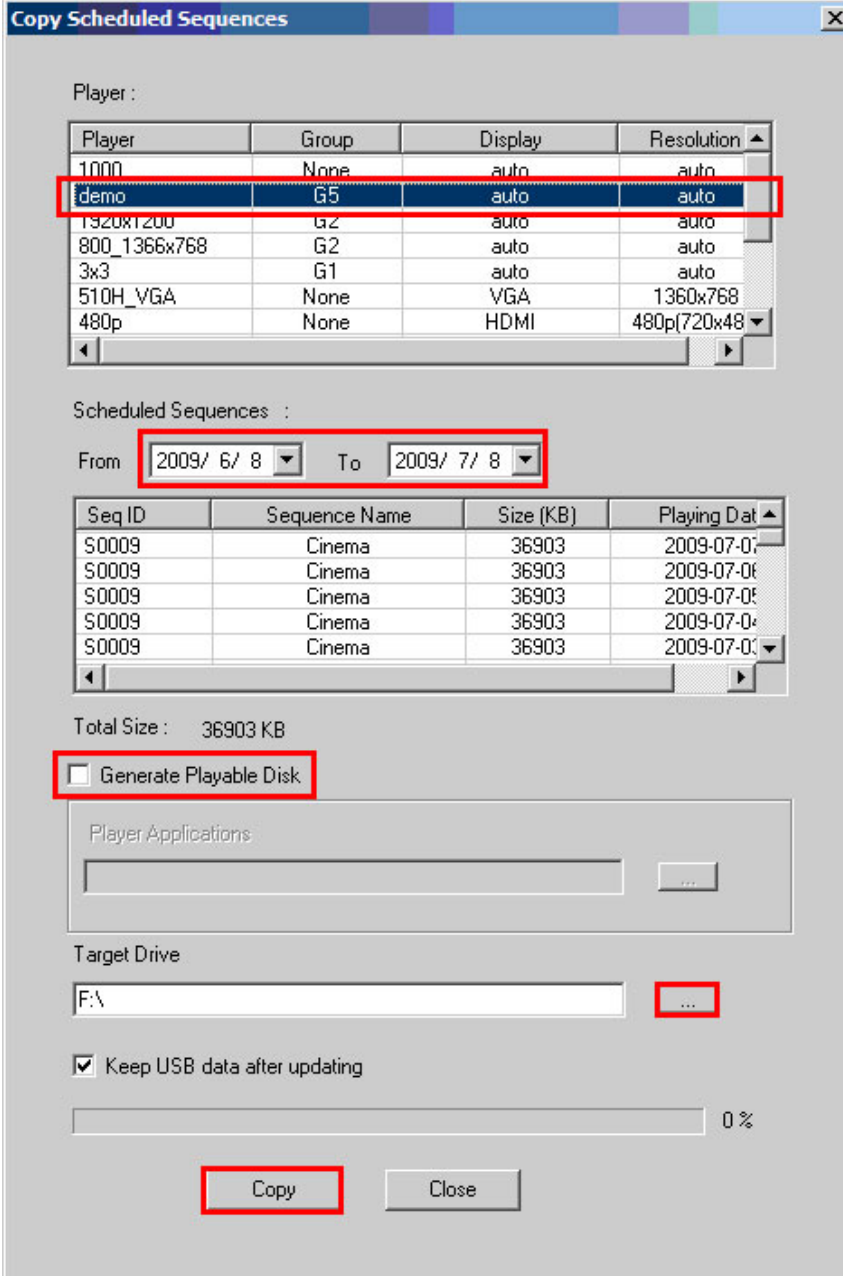
Step 4: Confirm the schedule. Modify the date if necessary.

iSignager AdMinistrator V4

Step 5: Uncheck **Generate Playable Disk**.

Step 6: Specify the location of the USB flash Drive.

Step 7: Click **Copy** to begin exporting the settings to the USB flash Drive.



Copy Scheduled Sequences

Player :

Player	Group	Display	Resolution
1000	None	auto	auto
demo	G5	auto	auto
1920x1200	G2	auto	auto
800_1366x768	G2	auto	auto
3x3	G1	auto	auto
510H_VGA	None	VGA	1360x768
480p	None	HDMI	480p(720x48

Scheduled Sequences :

From: 2009/ 6/ 8 To: 2009/ 7/ 8

Seq ID	Sequence Name	Size (KB)	Playing Dat
S0009	Cinema	36903	2009-07-07
S0009	Cinema	36903	2009-07-06
S0009	Cinema	36903	2009-07-05
S0009	Cinema	36903	2009-07-04
S0009	Cinema	36903	2009-07-03

Total Size : 36903 KB

Generate Playable Disk

Player Applications

Target Drive

F:\

Keep USB data after updating

0%

Copy Close

**NOTE:**

If **Play directly from USB** is enabled (checked), the player plays the sequence directly from USB flash drive once the USB flash drive is inserted into the player. If disabled, the player just copies the sequence from USB flash drive to CF card and plays the sequence from CF card after updating the sequence from USB flash drive.

-
- Step 8:** When the Player Administrator successfully exports the settings to the disk, click **Close**.
- Step 9:** When the sequence is copied to the USB flash drive, safely remove the card from the computer.
- Step 10:** Insert the USB flash drive to the iSignager player. The sequence is played on the display device.

Appendix

B

Network Configuration: Intranet Environment Different Subnet

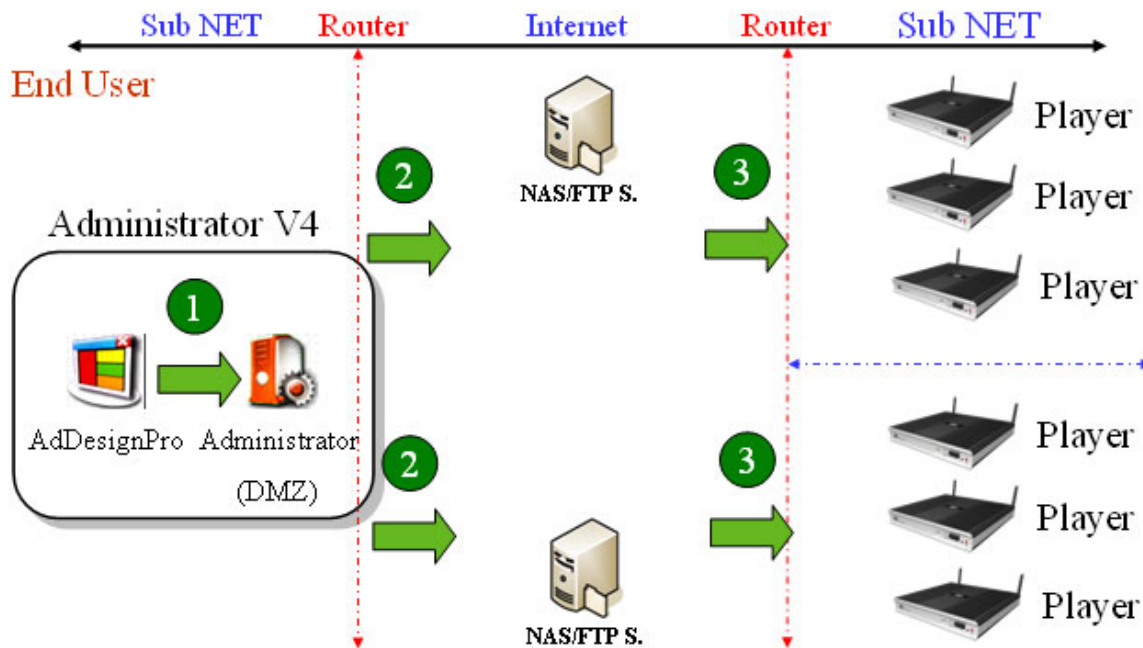
B.1 Overview

This Appendix introduces network configurations when the IP address of the PC and the iSignager player are in different subnet and under a same Intranet environment. If the second node or the third node of the IP address of the PC and the player are dissimilar, these two dissimilar IP addresses are interpreted as “in different IP subnet”.



To successfully connect the PC and the player in different subnet of a local network, the data must be capable to transfer across different IP subnet in an Intranet environment. **This may requires the IT administrator to setup the routing function from main switch.** The below diagram shows the data transfer from PC to Player through the main switch routing function.

iSignager AdMinistrator V4



B.2 Understand the Precondition

Before starting to configure the IP address of the player, the user must understand the precondition of the Intranet environment and open specific ports of Windows firewall protection.

Is the PC able to transfer the data via main switch across different IP subnet?

To ensure the data is able to transfer across **different IP (under a main switch)** within an Intranet environment, please follow the steps below:

Step 1: Please contact the IT administrator to confirm the possibility of routing the data from one IP subnet to different IP subnet of an Intranet environment.

Step 2: (For IT administrators only) Ensure the following ports are opened in the Infrastructure main switch:

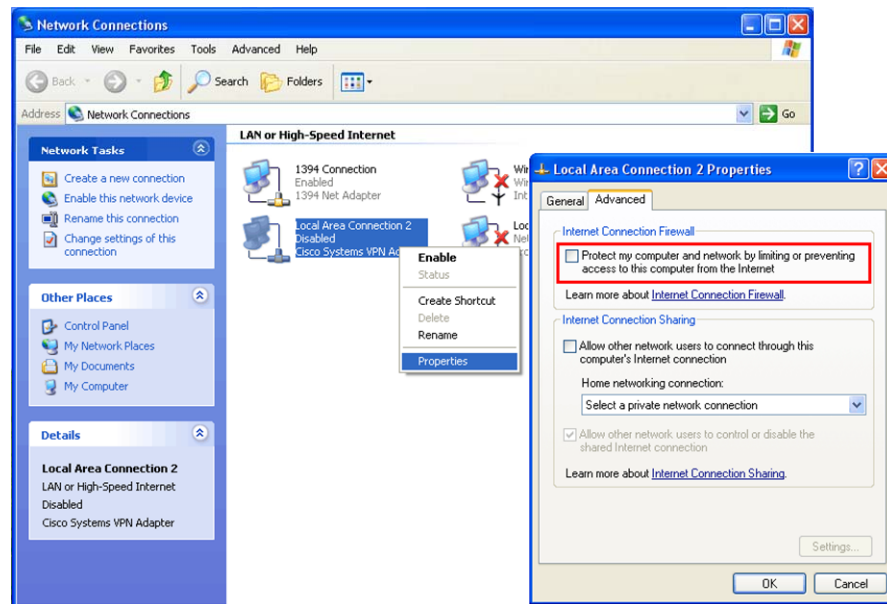
For Standard Player:

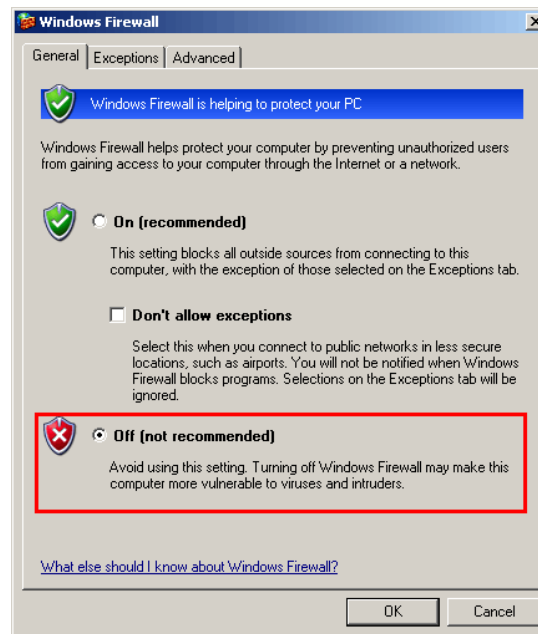
6500, 6501, 6502, 6503, 6504, 6505, 6506, 6507, 6508, http, and ftp ports.

For Advanced Player:

Server Side		
Protocol	Port	Purpose
TCP	80	Get Status and view the web console (not necessary)
TCP	21	FTP server command port
TCP	Random	FTP Server data port for transferring content to player in passive or active ftp mode (necessary)
Player Side		
Protocol	Port	Purpose
TCP	80	Web Interface for control the player
TCP	Random	FTP Server data port for transferring content to player in active ftp mode if passive (default) mode not working

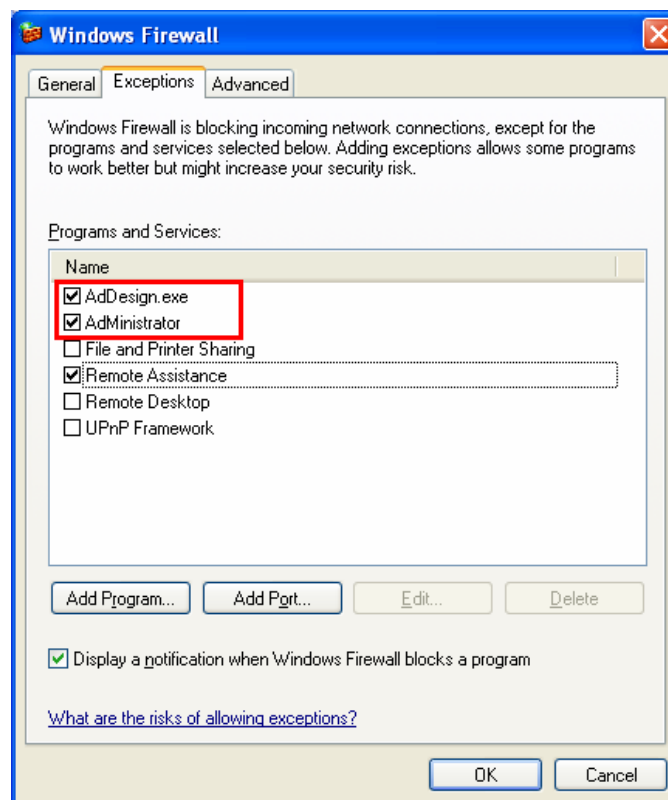
Step 3A: Disable the Windows XP Firewall in the PC (where Player Administrator is installed).

Windows XP Service Pack 1

Windows XP Service Pack 2



Step 3B: If the Windows XP Firewall in the PC has to be enabled, make sure “AdDesign”

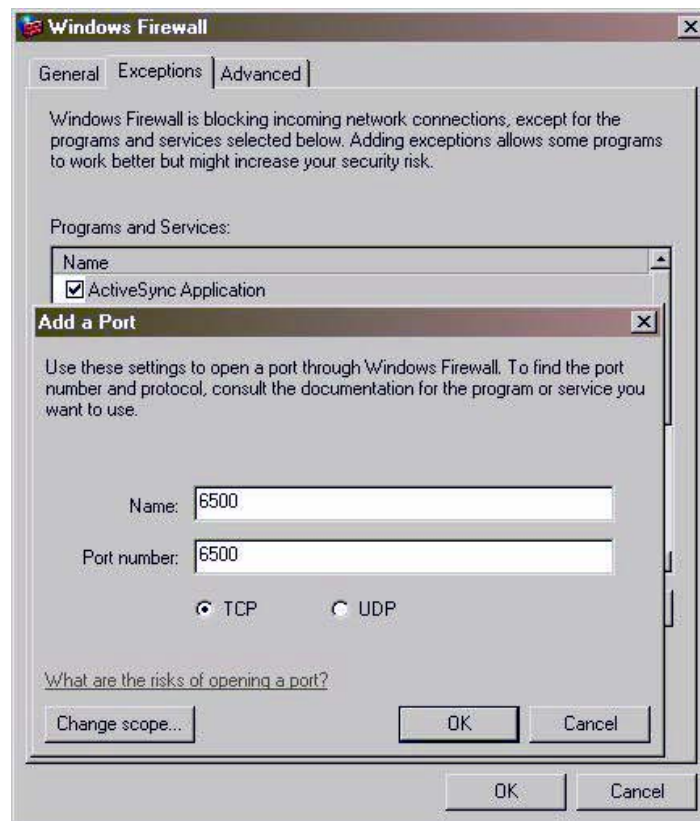
or “AdMinistrator” is in the list of the Exceptions tab.



Or add the following ports as the exceptional ports.

- TCP 21
- TCP 6500
- TCP 6501
- TCP 6502
- TCP 6503
- TCP 6504
- TCP 6505
- TCP 6506
- TCP 6507
- TCP 6508
- UDP 6500

To know the purpose of each port, please refer to **Section Error! Reference source not found.**



B.3 Network Configuration: Different Subnet

Step 1: In the Player Administrator, launch player settings and click the **Server Setting** tab to ensure the PC IP address set correctly for each player.

Time Settings	Software	Security	Automatic Time Sync
Device Configs	Lan Configs		Wi Fi Configs
Server Settings	Log	FTP Settings	Disk Operations

Default Server Settings

Server Name:

Server IP 1:

Server IP 2:

Customized Server Settings

Server Name:

Server IP 1: . . .

Server IP 2: . . .

Server IP 1: Player LAN connects to Server
 Server IP 2: Player WIFI connects to Server

Step 2: Follow the procedure described in **Section 4.2.3.2** and **Section 4.2.3.3** to configure the IP address of the iSignager player.

Appendix

C

Global Network Configuration

C.1 Global Network Setting

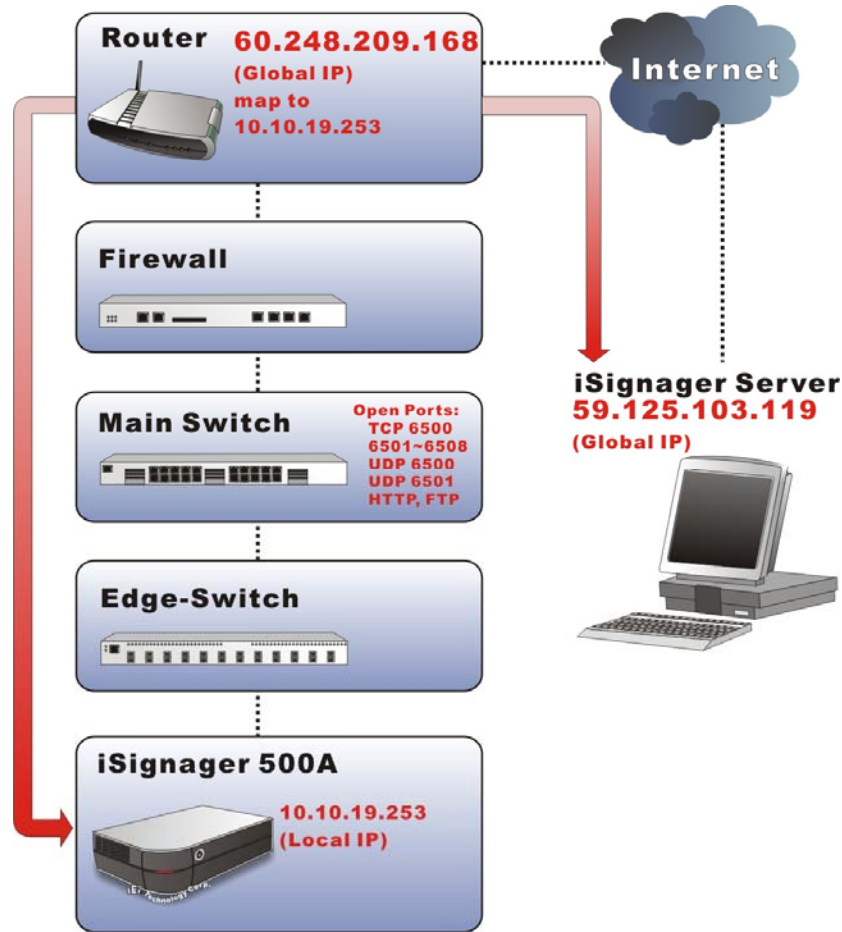
When the iSignager player and the PC are in the different network environment and there is a firewall between them, they are in a global network environment. The real IP address (Global IP) establishes the connection across the global network environment. The iSignager player and the PC using virtual IP need to map to the real IP to enable the connection. Thus, obtaining a real IP address for a PC or the iSignager player is important for successful global network connection.

Please contact the IT administrator or ISP provider for the real IP address. Or the user can get the real IP address directly from the cable modem or ADSL modem and make sure to disable the IP sharing function.

The following sections show two examples and configuration steps for the global network settings in the NAT firewall environment.

C.1.1 Example

The following diagram take iSignager 500A as an example to show the connectivity of a public PC host (installed with iSignager AdAdministrator) and the iSignager player. The iSignager 500A is protected by the NAT firewall.



The following procedures take above diagram as an example to show how to configure the network and establish the connection between the PC and the iSignager 500A. In this example, 60.248.209.168 is a real IP address to connect to the PC server. 10.10.19.253 is a virtual IP address and is required to map with a real IP.

Step 1: Open the following server listening ports in the firewall of the **iSignager AdMinistrator side**. The player will use its random available local port to connect to these server listening ports. These ports are necessary for the communication between the player and the server.

Protocol	Port Number	Purpose
TCP	21	FTP server
TCP	6500	To get client setting
TCP	6501	Allow player to send FTP status to server

TCP	6502	Allow player to log events
TCP	6503	Allow player to send log to server
TCP	6504	Allow player to send status and password to server
TCP	6505	The player connects to this port to update player status (playing or idle) to server, and then closes.
TCP	6506	Allow client to send player authorization to server
TCP	6507	The server waits on this port for players to synchronize time. The accepted sockets are closed after synchronized.
TCP	6508	Waits for client to connect. The accepted sockets receive player data from this port and stay connected for sending most of the commands via this connection.
UDP	6500	Allow player to send hostname to server.
TCP	Random	FTP Server data port for transferring content to player in passive FTP mode


NOTE:

1. Please close the personal firewall if the firewall locks the above ports.
2. If a external FTP server uses port 21 in the server PC, please change it to other port. It is because the default internal FTP port of the iSignager AdMinistrator uses port 21. The internal FTP will not work if there are two FTP servers use the same port (21) in the same time.

Step 2: Open the following player listening ports in the firewall of the **iSignager player side (standard player)**. The server will use its random available local port to connect to these player listening ports. These ports are not necessary for the communication between the player and the server.

Service	Port Number	Purpose
UDP	6501	Broadcast server IP for scanning player function (not necessary)
HTTP	80	Get player status and access the web console (not necessary)

iSignager AdMinistrator V4

TCP	Random	FTP Server data port for transferring content to player in active ftp mode (necessary)
-----	--------	--



NOTE:

It is because the player uses active FTP mode and random TCP port (listening port) to download content from FTP server. Therefore the router of the player side between the player and FTP server should not lock any incoming port, otherwise the FTP will fail to download content.

Step 3: Confirm with the IT administrator or ISP provider that the PC host is using a real IP address. If not, configure the IP address of the PC as static IP in the Internet Protocol [TCP/IP] Properties.

