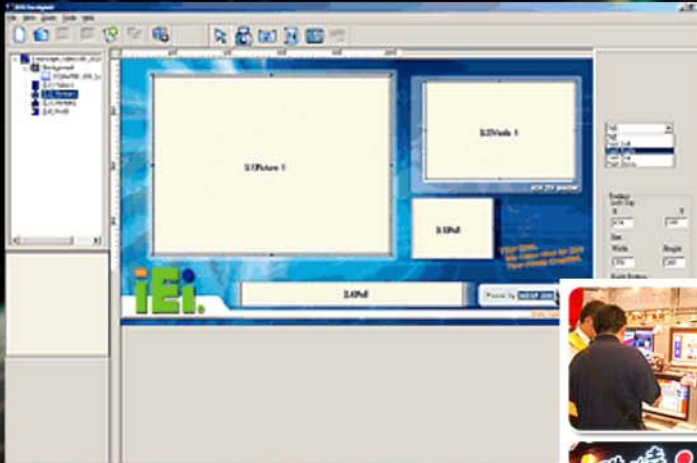




IEI Technology Corp .



iSignager AdMinistrator

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

User Manual

Rev. 1.05 30 June, 2009



Revision

Date	Version	Changes
30 June, 2009	1.05	Modified image and audio supported format.
19 January, 2009	1.04	Added "Preview" function description in Section 3.2.8
11 December, 2008	1.03	Modified the login password for the web interface on page 162.
August, 2008	1.02	Added .NET Framework 3.5 installation procedures Added registration information
April, 2008	1.01	Modified Appendix B.2 and Appendix C
March, 2008	1.00	Initial Release

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Manual Conventions



CAUTION!

Cautionary messages should also be heeded to help reduce the chance of losing data or damaging the iSignager AdMinistrator. Cautions are easy to recognize. The word “caution” is written as “**CAUTION**,” both capitalized and bold and is followed. The italicized text is the cautionary message.



NOTE:

These messages inform the reader of essential but non-critical information. These messages should be read carefully as any directions or instructions contained therein can help avoid making mistakes. Notes are easy to recognize. The word “note” is written as “**NOTE**,” both capitalized and bold and is followed by text. The text is the cautionary message.

Table of Contents

1 INTRODUCTION.....	10
1.1 iSIGNAGER ADMINISTRATOR INTRODUCTION	11
1.2 CONCEPT OVERVIEW	11
1.2.1 <i>The Concept of the iSignager AdDesignPro</i>	12
1.2.2 <i>The Concept of the iSignager AdMinistrator</i>	12
1.3 BEFORE START	13
1.3.1 <i>Choose Mass Storage Device - CF Card or HDD</i>	13
1.3.2 <i>Understand the Initial Setup Procedure</i>	14
1.4 SUPPORTED FORMATS.....	15
2 INSTALLATION	16
2.1 IMPORTANT NOTICE.....	17
2.2 SYSTEM REQUIREMENTS	17
2.3 SOFTWARE INSTALLATION	18
2.3.1 <i>.NET Framework Installation</i>	18
2.3.2 <i>iSignager AdMinistrator Installation</i>	20
2.4 iSIGNAGER ADMINISTRATOR REGISTRATION	23
2.4.1 <i>Online Registration Procedures</i>	24
2.4.2 <i>Online Inactivation Procedures</i>	26
2.4.3 <i>Online Upsizing Procedures</i>	28
3 ISIGNAGER ADDESIGNPRO	30
3.1 iSIGNAGER ADDESIGNPRO OVERVIEW.....	31
3.1.1 <i>iSignager AdDesignPro Interface Overview</i>	31
3.1.2 <i>Content Design Process</i>	32
3.2 CREATE LAYOUT	33
3.2.1 <i>Create a New Layout</i>	33
3.2.2 <i>Add Background</i>	35
3.2.3 <i>Add Display Items on a Layout</i>	37
3.2.3.1 <i>Add Pictures</i>	37

3.2.3.2 Add a Video Clip.....	39
3.2.3.3 Add Crawling/Rolling banners	41
3.2.3.4 Add a Clock.....	42
3.2.4 <i>Resize the Display Item</i>	43
3.2.5 <i>Add Files to Display Items</i>	44
3.2.5.1 Modify Picture Display Settings.....	47
3.2.5.2 Real Time Picture Setting	48
3.2.5.3 Modify Picture Duration by Video Duration	49
3.2.5.4 Modify Crawling/Rolling Display	55
3.2.5.5 Define Clock Settings	60
3.2.6 <i>Delete Display Items on a Layout</i>	61
3.2.7 <i>Add Audio</i>	62
3.2.7.1 Add Video-In Source.....	65
3.2.8 <i>Preview a Layout</i>	67
3.2.9 <i>Open or Delete Layout</i>	69
3.3 CREATE SEQUENCE	70
3.3.1 <i>Add Layout to a Sequence</i>	71
3.3.2 <i>Define Display Settings</i>	73
3.3.2.1 Picture Display Duration Settings.....	73
3.3.2.2 Video Display Duration and Volume Settings	75
3.3.3 <i>Schedule the Sequence</i>	78
3.3.3.1 By Layout Schedule.....	78
3.3.3.2 By Layout Looping.....	80
3.3.4 <i>Open or Delete Sequence</i>	82
3.4 EXPORT/IMPORT	83
3.4.1 <i>Export Layout/ Sequence</i>	83
3.4.2 <i>Import Layout/ Sequence</i>	85
3.4.3 <i>Import Database</i>	88
4 ISIGNAGER ADMINISTRATOR	91
4.1 ISIGNAGER ADMINISTRATOR INTRODUCTION	92
4.2 PLAYER	93
4.2.1 <i>Add a New Player</i>	93
4.2.2 <i>Scan for Players</i>	97
4.2.3 <i>Player Settings</i>	99

4.2.3.1 Device Configuration.....	99
4.2.3.2 LAN Configuration.....	100
4.2.3.3 Wifi Configuration	102
4.2.3.4 Server setting	105
4.2.3.5 Log setting	106
4.2.3.6 FTP settings.....	107
4.2.3.7 Disk Space	108
4.2.3.8 Operation.....	110
4.2.3.9 Time Settings	111
4.2.3.10 Automatic Time Sync.....	113
4.2.3.11 Software updating	115
4.2.3.12 Security Setting.....	117
4.2.4 <i>Multiple Player Settings</i>	118
4.2.5 <i>Copy Player Settings to Mass Storage</i>	120
4.3 GROUP	122
4.3.1 <i>Create a Group of Players</i>	122
4.3.2 <i>Remove Players from a Group</i>	125
4.4 SCHEDULING MANAGEMENT.....	126
4.4.1 <i>Schedule Sequence to Players</i>	126
4.4.2 <i>Copy Scheduled Sequence</i>	128
4.5 TRANSFER MANAGEMENT.....	131
4.5.1 <i>Transfer Sequence to Players by Network</i>	131
4.5.2 <i>Real Time Task Transfer</i>	134
4.6 TOOLS	138
4.6.1 <i>Server Settings</i>	138
4.6.2 <i>FTP Server Settings</i>	142
4.6.2.1 <i>Internal FTP Server Settings</i>	142
4.6.2.2 <i>FTP Server Settings for Media Content Transfer</i>	144
4.6.3 <i>Import</i>	147
4.7 LOG.....	148
4.7.1 <i>Player Log</i>	148
4.7.2 <i>FTP Log</i>	153
4.8 NETWORK CONFIGURATIONS.....	156
4.8.1 <i>Understand the Network Environment</i>	156
4.8.1.1 <i>Definition of Local Network</i>	156

4.8.1.2 Definition of Global Network.....	156
4.8.1.3 Network Concept Diagram.....	156
4.8.2 <i>IP Configuration: DHCP vs. Static IP</i>	157
4.8.2.1 DHCP.....	157
4.8.2.2 Static IP.....	157
4.8.2.3 Where to Configure.....	157
5 USE WEB INTERFACE TO UPDATE PLAYER SETTINGS	160
5.1 INTRODUCTION.....	161
5.2 ACCESS TO THE WEB INTERFACE.....	161
5.3 UPDATING THE PLAYER SETTINGS.....	163
5.3.1 <i>Device Settings</i>	163
5.3.2 <i>Lan Configurations</i>	164
5.3.3 <i>Wifi Configurations</i>	165
5.3.4 <i>Time Settings</i>	167
5.3.5 <i>Server Settings</i>	168
5.3.6 <i>Operations</i>	169
5.3.7 <i>DDNS</i>	170
6 BEST PRACTICE.....	172
6.1 BASIC PRACTICE.....	173
6.2 ADVANCED PRACTICE – REAL TIME TASK.....	176
6.2.1 <i>Real Time Task Content</i>	181
6.2.1.1 Using Text.....	181
6.2.1.2 Using Text File.....	182
6.2.1.3 Using RSS Feeds.....	183
6.2.1.4 Using Pictures.....	185
6.3 ADVANCED PRACTICE – FTP SERVER.....	188
6.3.1 <i>Using Default Internal FTP Server</i>	188
6.3.2 <i>UsingDefault External FTP Server</i>	192
6.3.3 <i>Using Other FTP Server</i>	194
6.4 ADVANCED PRACTICE - PLAYER LOG MANAGEMENT.....	198
6.4.1 <i>Setup FTP Server for Storing Logs</i>	198
6.4.2 <i>Enable Log Function for Player</i>	200
6.4.3 <i>Manage Logs</i>	201

A USE USB FLASH DRIVE TO UPDATE SETTINGS AND SEQUENCE.....	208
A.1 USE USB 2.0 FLASH DRIVE TO UPDATE PLAYER SETTINGS.....	209
A.2 USE USB 2.0 FLASH DRIVE TO UPDATE SEQUENCE	211
B NETWORK CONFIGURATION: INTRANET ENVIRONMENT DIFFERENT SUBNET.....	214
B.1 OVERVIEW	215
B.2 UNDERSTAND THE PRECONDITION.....	216
B.3 NETWORK CONFIGURATION: DIFFERENT SUBNET.....	220
C GLOBAL NETWORK CONFIGURATION.....	221
C.1 GLOBAL NETWORK SETTING	222
C.1.1 <i>iSignager Player Located in Local Network Environment</i>	222
C.1.2 <i>The Server Located in Local Network Environment</i>	226
D INDEX.....	230



Chapter

1

Introduction

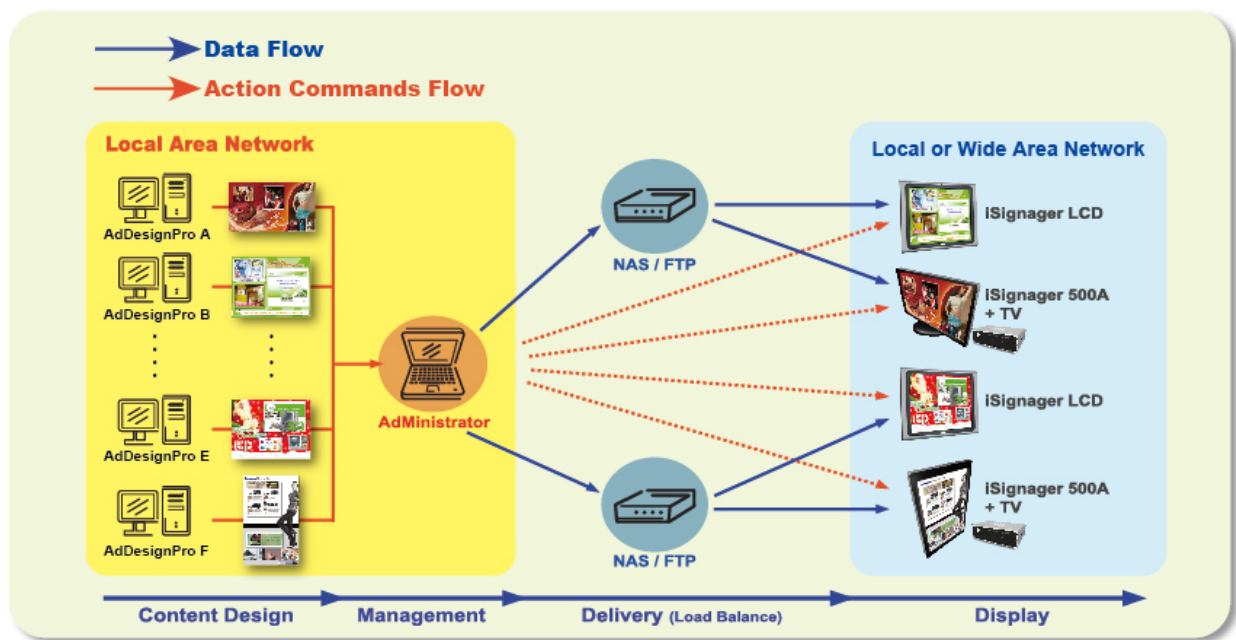
iSignager AdMinistrator

1.1 iSignager AdMinistrator Introduction

The iSignager AdMinistrator is a professional management kit suitable for large quantity player installation. The iSignager AdMinistrator consists of two separate applications – iSignager AdDesignPro and iSignager AdMinistrator. The iSignager AdDesignPro is a complete content design application for personalizing the visual and audio layout freely. The iSignager AdMinistrator is an application to schedule and deliver display contents (designed in the iSignager 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 and the iSignager players. The iSignager AdMinistrator manages the content designed in the iSignager 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 iSignager 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 iSignager AdDesignPro

The iSignager 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 iSignager AdDesignPro.

Layout

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

- Pictures
- Crawling banners
- Rolling banners
- A video
- A digital clock

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 iSignager AdAdministrator

The iSignager AdAdministrator 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 iSignager AdAdministrator.

iSignager AdMinistrator

Player

A player is an iSignager player including iSignager 500A and iSignager LCD Series. Before transferring the sequence to the iSignager player for broadcast, a new player must be added and configured correctly in the iSignager AdMinistrator. More than one player can be added in the iSignager AdMinistrator.

Schedule

A schedule is a timetable planned in the iSignager 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 iSignager AdMinistrator is the computer installed with the iSignager AdMinistrator.

FTP Server

The default FTP server is the computer with the iSignager 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

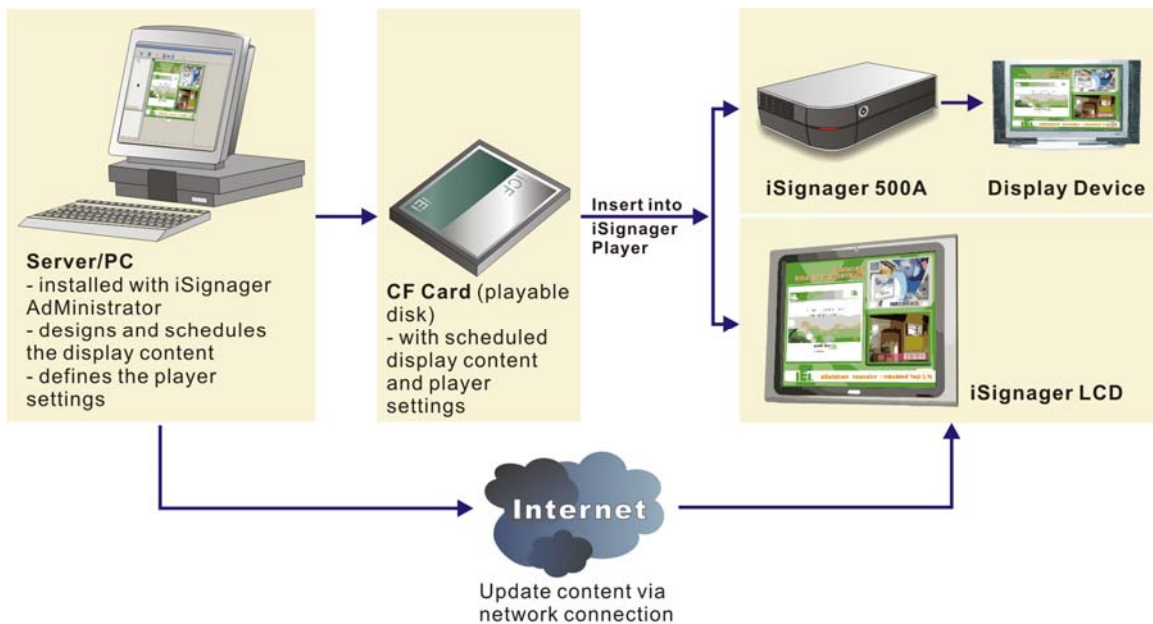
1.3.1 Choose Mass Storage Device - CF Card or HDD

Before using the iSignager AdMinistrator, choose either a CF card or a HDD as the 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 (CF card or HDD) has to be formatted as **FAT 32** format for initial use.

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 iSignager AdDesignPro and schedule the content in the iSignager AdMinistrator first. Then save the scheduled content and player settings in a CF card (or a HDD) by generating the CF card to a playable disk. To display the content, insert the CF card to an iSignager player.

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



1.4 Supported Formats

The iSignager AdDesignPro supports many kinds of video, audio and graphic formats. The supported formats are listed in **Table 1-1**.



NOTE:

The video in .mpe format can be run by iSignager player, but the video length information will not be available.

iSignager AdDesignPro Supported Formats	
Video	MPEG-1 VCD format (1.15 Mbps CBR) [.mpg, .mpe, .mpeg, .dat, .m1v] SD and HD MPEG-2 up to 15 Mbps [.mpg, .mpe, .mpeg, .m2v, .vob, .vro] SD and HD MPEG-4 (OpenDivX, XviD, RMP4) [.avi, .divx, .mp4] AVI audio codec: MP3, AC3, PCM, WMA
Audio	MPEG-1 Layer 1 (MP1) [.mp1, .mpa] MPEG-1 Layer 2 (MP2) [.mp2] MPEG-1 Layer 3 (MP3) [.mp3] Microsoft® PCM Wave (WAV) [.wav] Advanced Audio Coding (AAC, ADIF, ADTS) [.aac] Apple MPEG-4 AAC Audio (M4A) [.m4a] Microsoft® Windows® Media Audio version 1 and version 2 (WMA*) [.wma, .asf] Microsoft® Windows® Media Audio Professional (WMA Pro) [.asf] <i>*Note: A WMA audio clip is not supported in the layout with a video display item in it.</i>
Graphic	16/24/32-bit color BMP, PNG, JPEG

Table 1-1: iSignager AdDesignPro Supported Formats



Chapter

2

Installation

2.1 Important Notice



NOTE:

The iSignager AdDesignPro and AdMinistrator support Windows® 2000 and XP. 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>

2.2 System Requirements

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

OS	Windows® 2000/XP/Vista
PC	IBM compatible computer
CPU	Intel® Pentium® M or above
Memory	256MB or above
Direct-X	Direct-X 9.0c
.NET Framework	.NET Framework 3.5
CompactFlash® Card	100x CF Type I or Type II with 15MB/sec read, 13MB/sec write speed or above (must support Master Boot Record (MBR))

Table 2-1: System Requirements

2.3 Software Installation

2.3.1 .NET Framework Installation

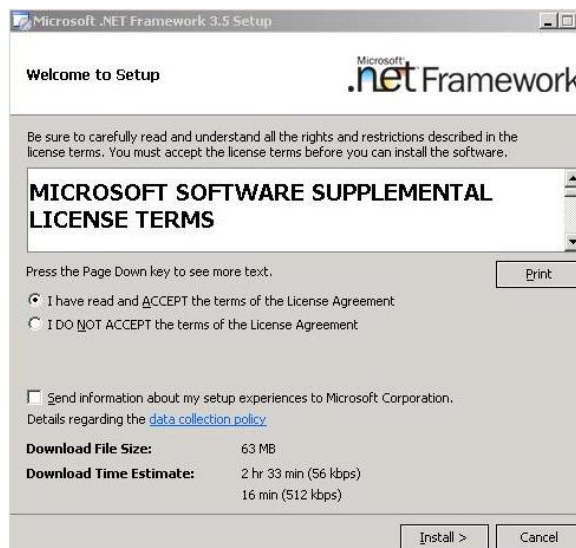
Before installing the iSignager AdAdministrator, the .NET Framework 3.5 must be installed first. Follow the steps below to install .NET Framework 3.5 from the utility CD in the package:

Step 1: Run dotnetfx3setup.exe from the iSignager Ad Administrator utility CD.

Step 2: Setup is loading for .NET Framework 3.5 installation.

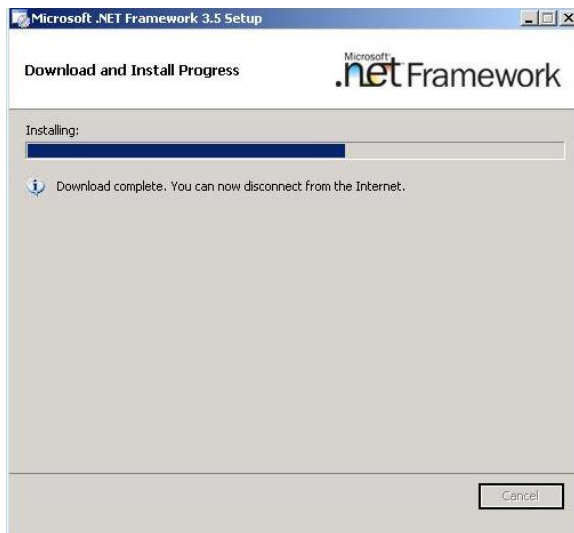


Step 3: .NET Framework 3.5 setup window appears. Agree the license terms by selecting the “ I have read and ACCEPT the terms of the License Agreement” option. Click **Install** button.

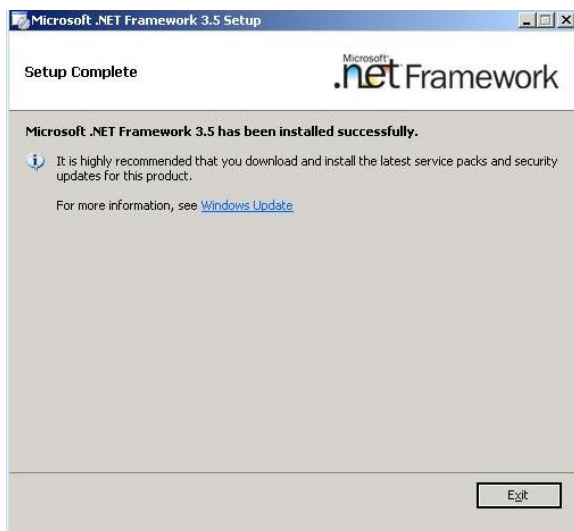


iSignager AdMinistrator

Step 4: Start downloading and installing .NET Framework 3.5.



Step 5: Setup for .NET Framework 3.5 is completed. Click **Exit** button to close the setup window.



2.3.2 iSignager AdMinistrator Installation

The iSignager AdMinistrator is a utility accompanying with the iSignager AdDesignPro and iSignager AdMinistrator to manage the visual and audio layout on a display device. After installing .NET Framework 3.5, install the iSignager AdMinistrator from the utility CD in the package and run the iSignager AdMinistrator. The following example is based on the Windows® 2000 environment.

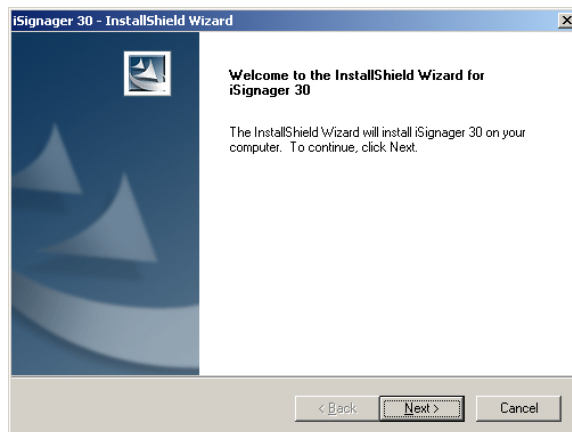


NOTE:

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

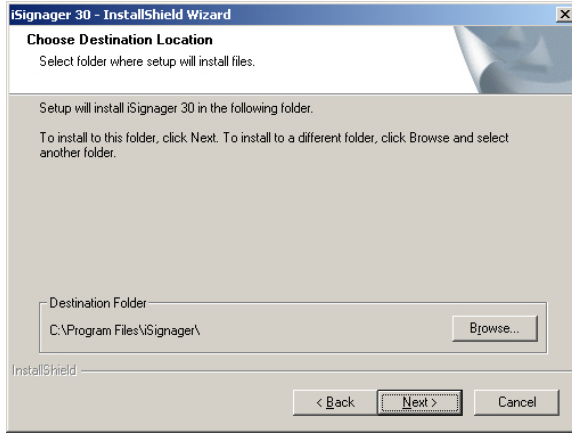
Step 1: Run setup.exe from the iSignager Ad AdMinistrator utility CD.

Step 2: Click **NEXT** to continue when the Install Shield Wizard shows up.

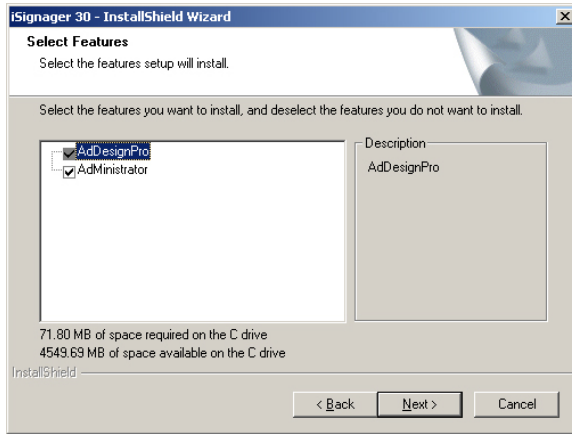


Step 3: Click **NEXT** to install the iSignager AdMinistrator to the default destination or click **Change** to select a different location.

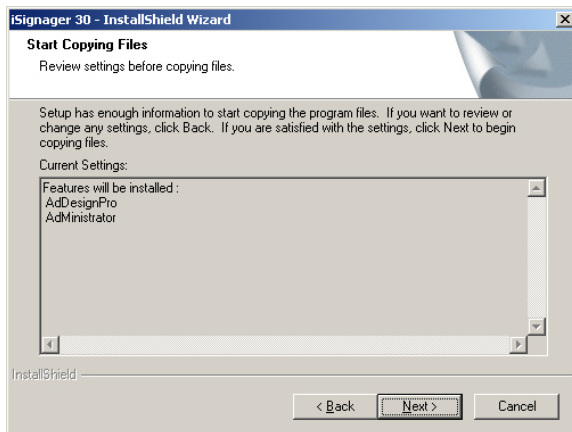
iSignager AdMinistrator



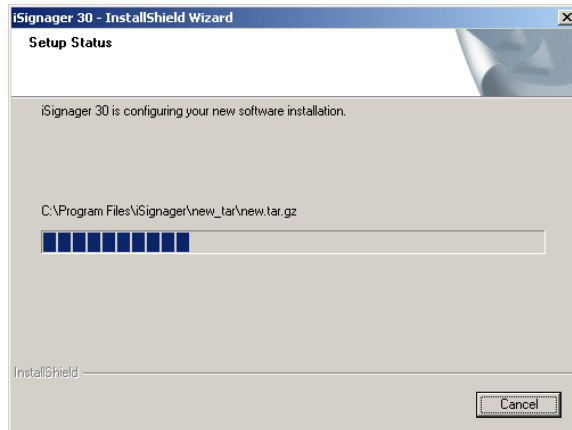
Step 4: Select the software to install. Click **Next** to continue.



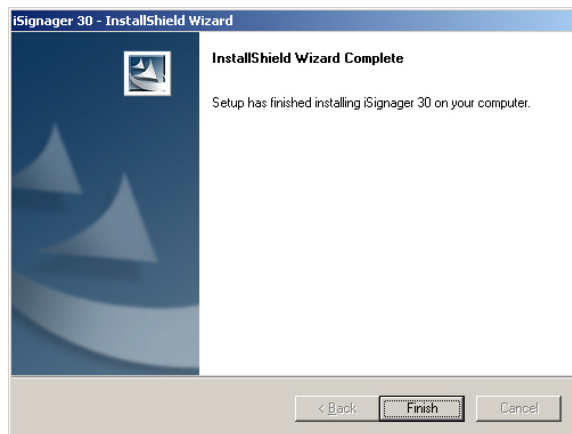
Step 5: Check the installation settings. Click **Next** to continue.



Step 6: The install wizard starts to install the iSignager AdMinistrator.



Step 7: When finished, click **Finish**.



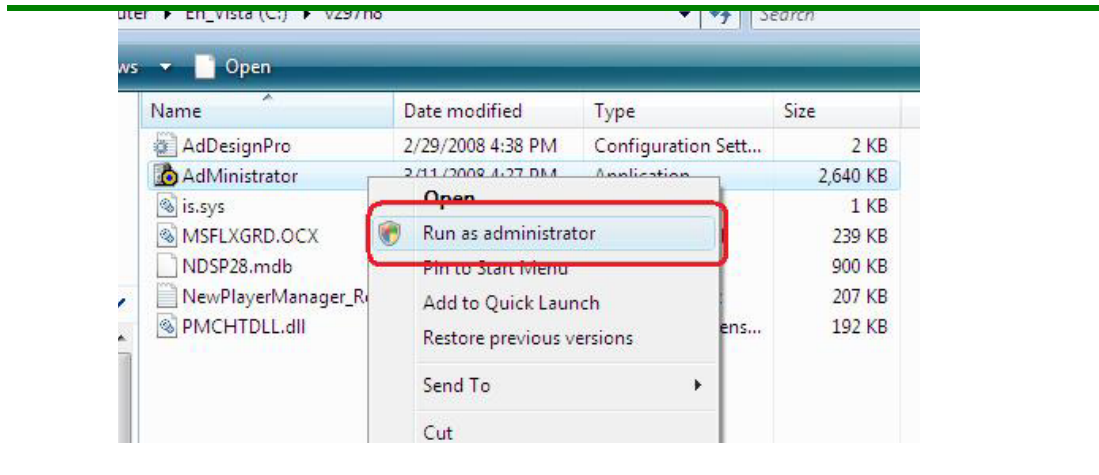
Step 8: The iSignager AdMinistrator is installed in the following directory: **C:\Program Files\iSignager**



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**.

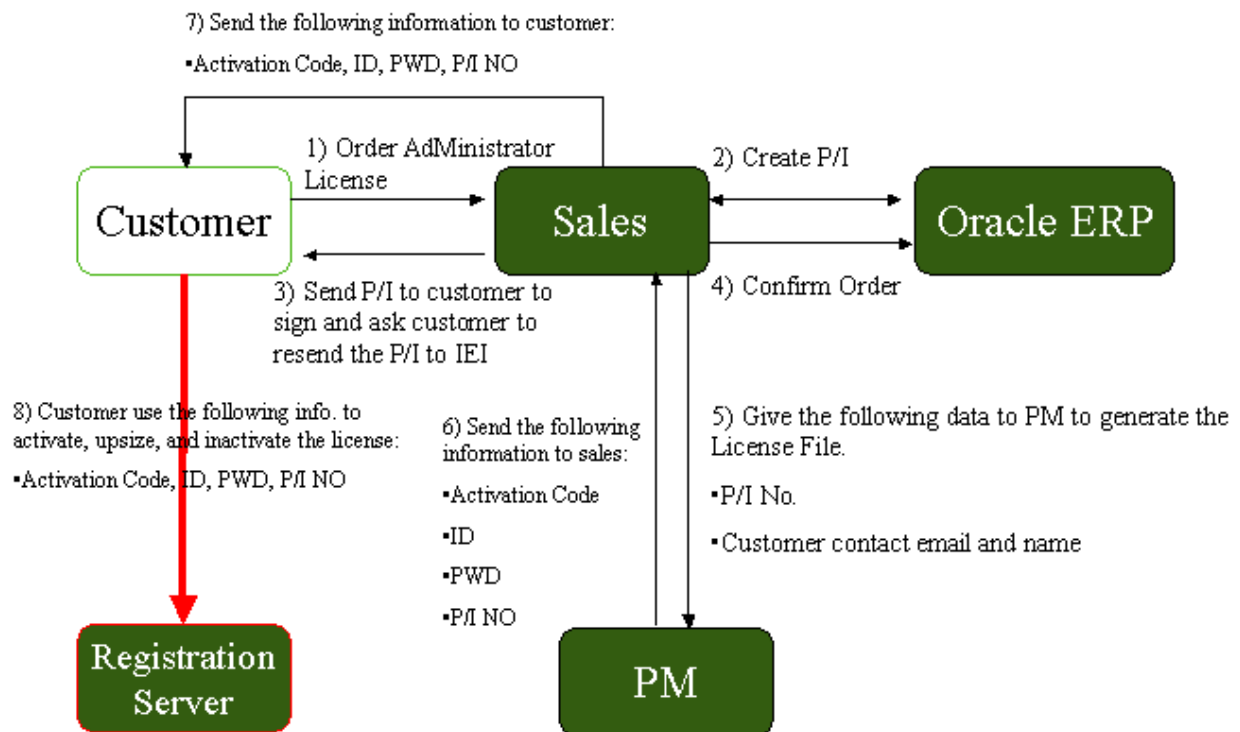
iSignager AdMinistrator



2.4 iSignager AdMinistrator Registration

After the iSignager AdMinistrator is installed, the user must register online to be able to use the iSignager AdMinistrator. 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.

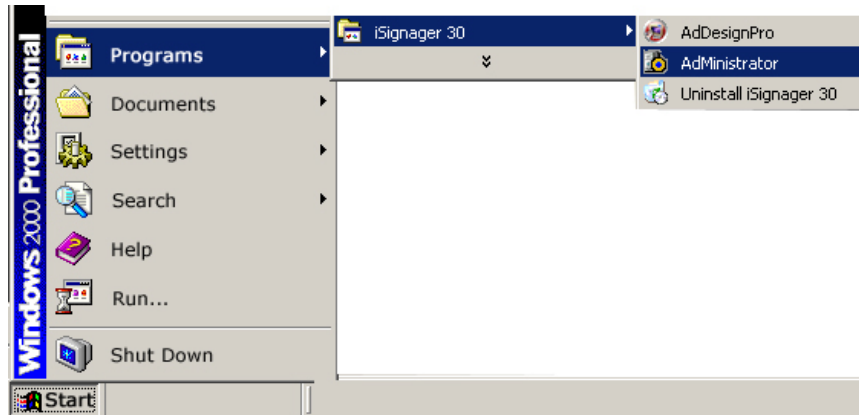
Online Activation Process



2.4.1 Online Registration Procedures

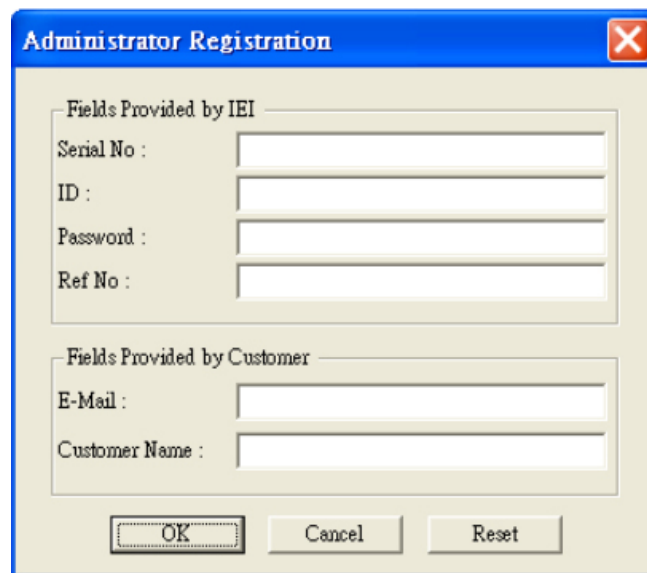
Follow the steps below to register the iSignager AdMinistrator through Internet.

Step 1: Launch the iSignager AdMinistrator.



Step 2: Select a language to use.

Step 3: The registration window appears. Enter the serial number, ID, password and ref. number provided by IEI.

A screenshot of the 'Administrator Registration' dialog box. The dialog has a blue title bar with a close button. It contains two sections: 'Fields Provided by IEI' and 'Fields Provided by Customer'. The 'Fields Provided by IEI' section has four text input fields labeled 'Serial No:', 'ID:', 'Password:', and 'Ref No:'. The 'Fields Provided by Customer' section has two text input fields labeled 'E-Mail:' and 'Customer Name:'. At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Reset'.

Step 4: Enter an email account and a name for the registration. Click **OK**.

Step 5: A confirmation window appears. Click **OK** to activate the iSignager AdMinistrator online.

iSignager AdMinistrator



Step 6: A window appears. Click **OK** after confirming the PC is connected to the Network.



Step 7: The iSignager AdMinistrator connects to registration server and enable the online activation through Internet.

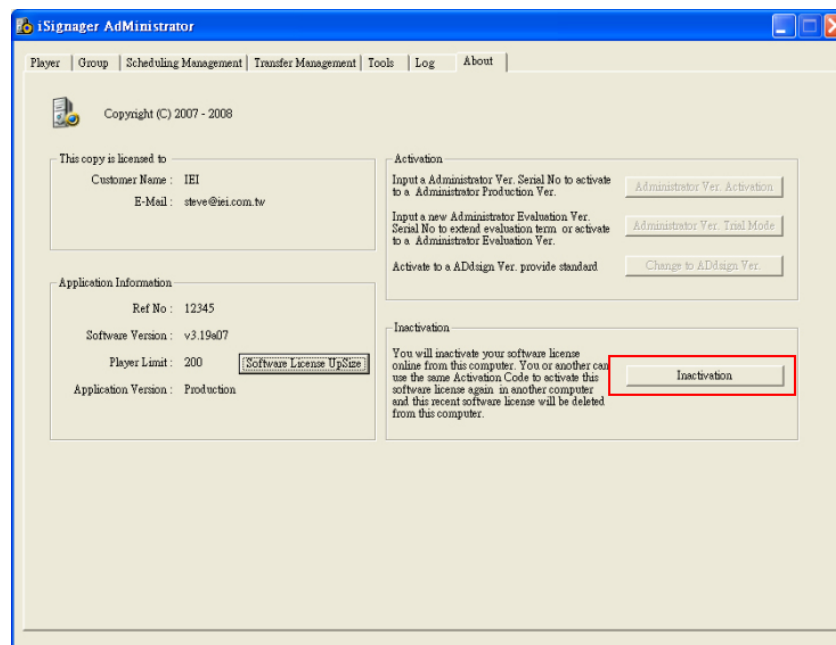
Step 8: An activation successful window appears. Click **OK** to exit and start using iSignager AdMinistrator.



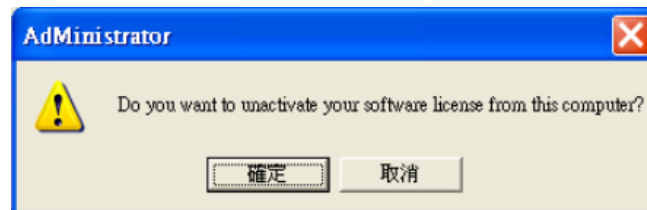
2.4.2 Online Inactivation Procedures

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.

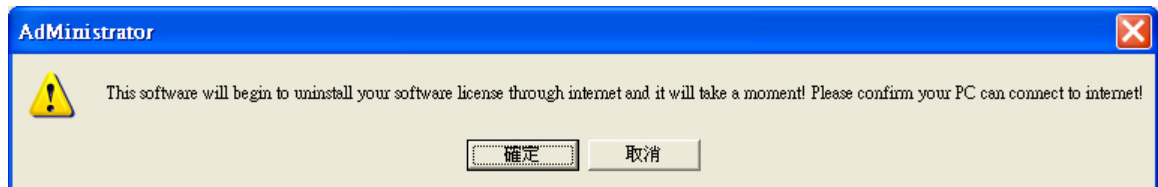


Step 3: A window appears to notify users regarding the inactivation function. Click **OK** to continue.

iSignager AdMinistrator



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.

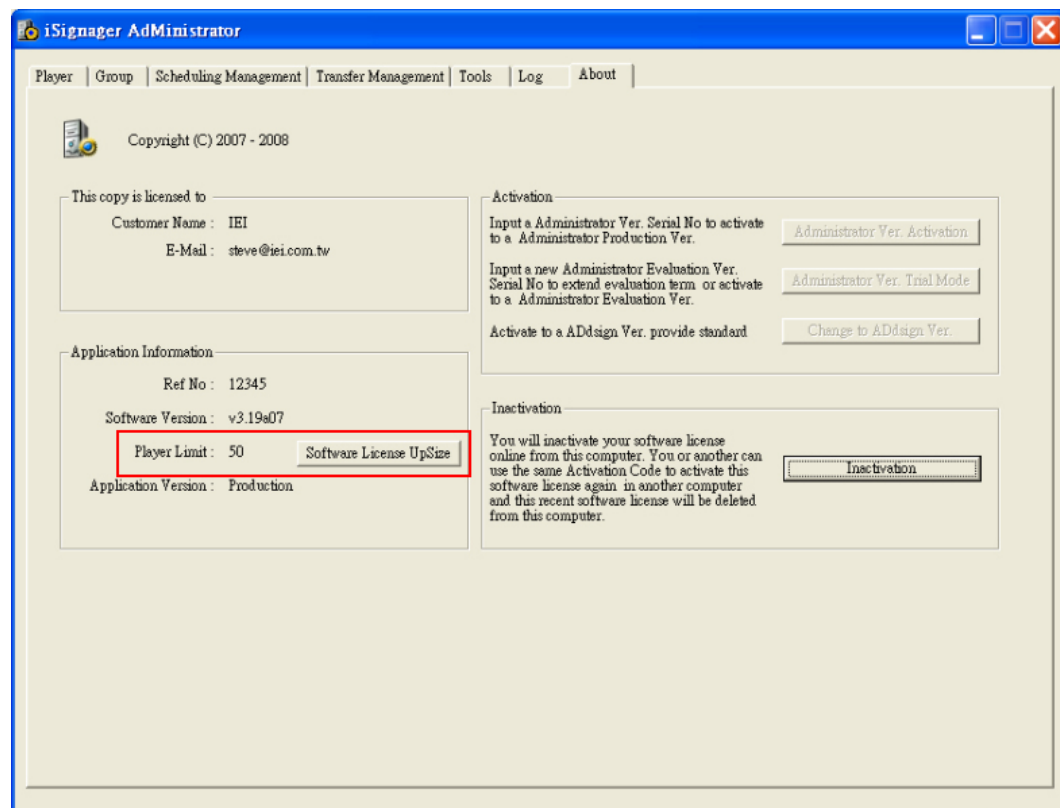
Step 6: An inactivation successful window appears. Click **OK** to exit.



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

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

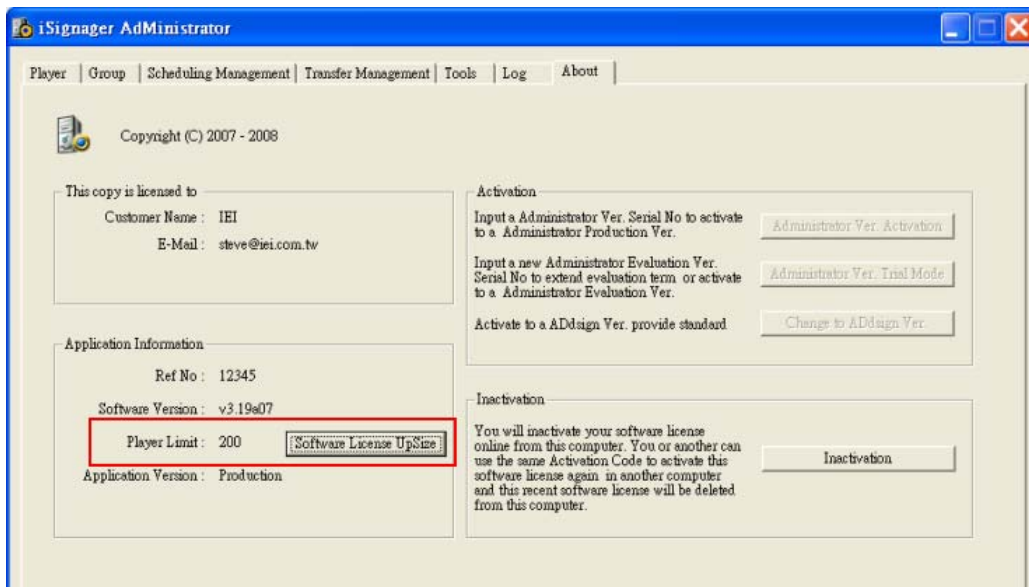


Step 4: The iSignager AdMinistrator connects to registration server and upsize the software license through Internet.

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



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





Chapter

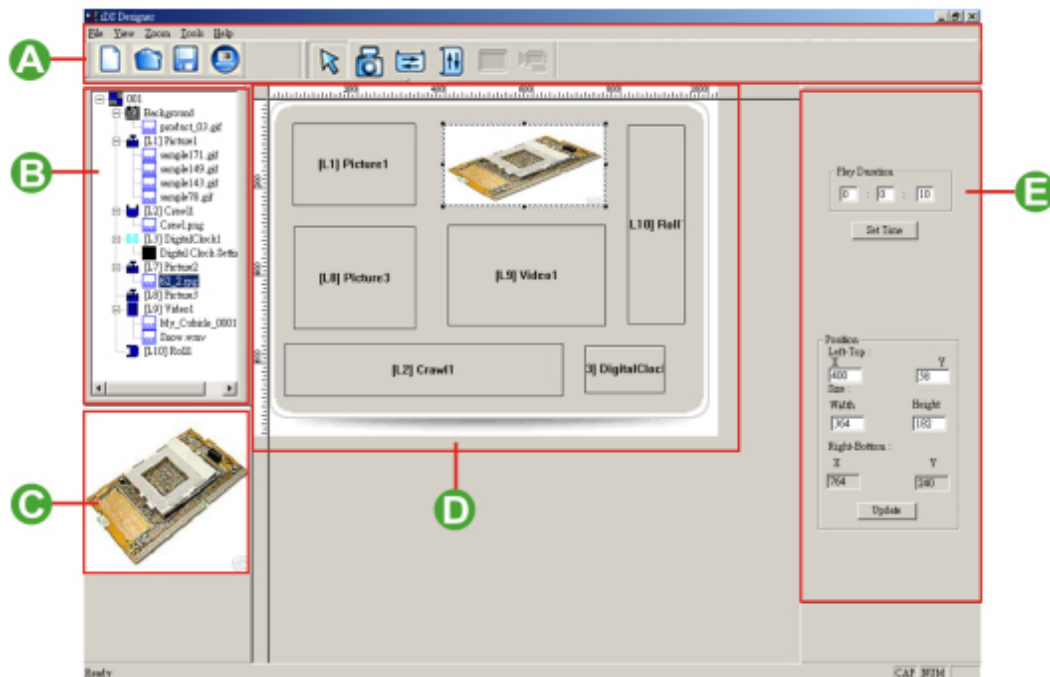
3

iSignager AdDesignPro

3.1 iSignager AdDesignPro Overview

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

3.1.1 iSignager 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 iSignager AdDesignPro.

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

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

Create a Layout
- add display items

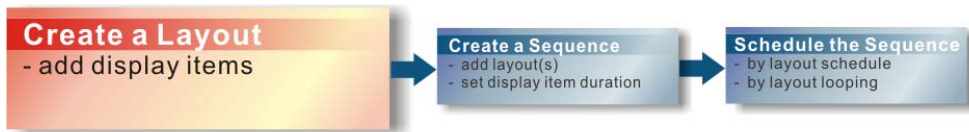


Create a Sequence
- add layout(s)
- set display item duration



Schedule the Sequence
- by layout schedule
- by layout looping

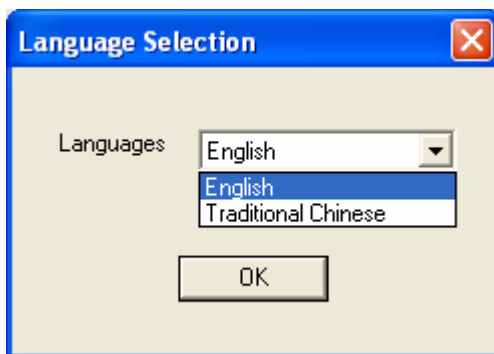
3.2 Create Layout



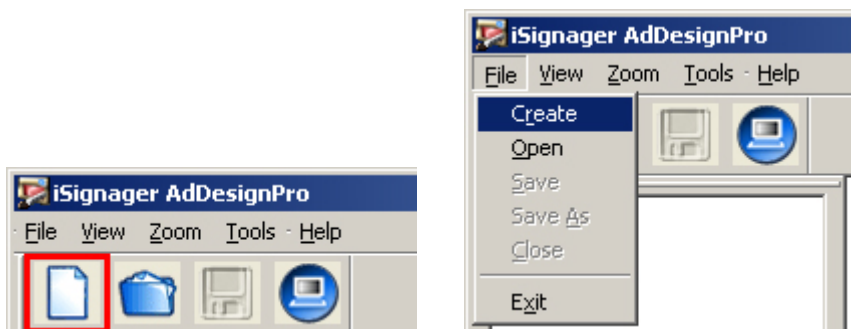
3.2.1 Create a New Layout

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

Step 1: Run the iSignager AdDesignPro from the Start Menu. Select the language for display. The iSignager AdDesignPro supports English and Traditional Chinese user-interface.



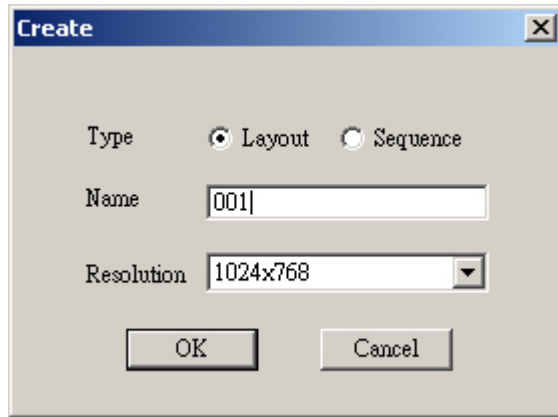
Step 2: Click  or **Create** on the “File” menu.



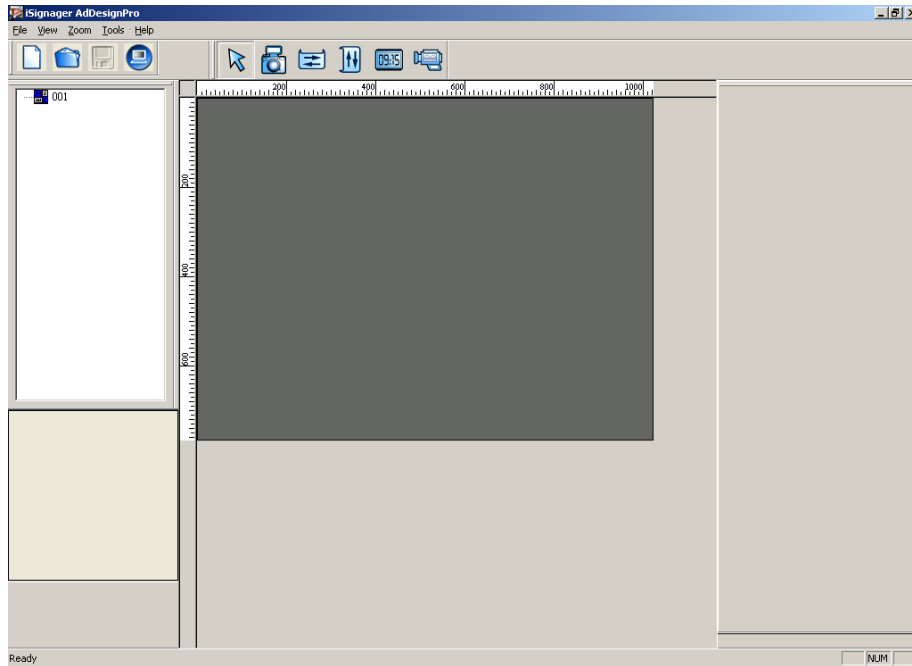
Step 3: Select **Layout**. Enter the layout name and select the resolution of the layout. Click **OK**. The iSignager AdDesignPro supports the following output

resolutions:

- 480p(720x480)
- 720p(1280x720)
- 1080i(1920x1080)
- 1080p(1920x1080)
- 640x480
- 800x600
- 848x480
- 1024x768
- 1152x864
- 1280x960
- 1280x1024
- 1280x768
- 852x480
- 1360x768
- 1366x768
- 1920x1200



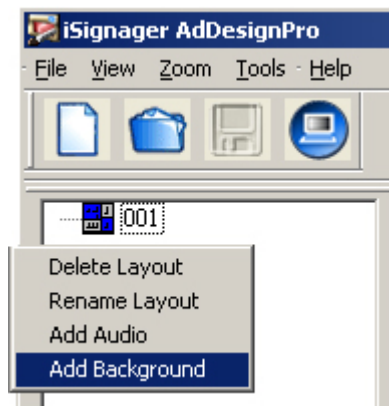
Step 4: A new layout appears.



3.2.2 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**.

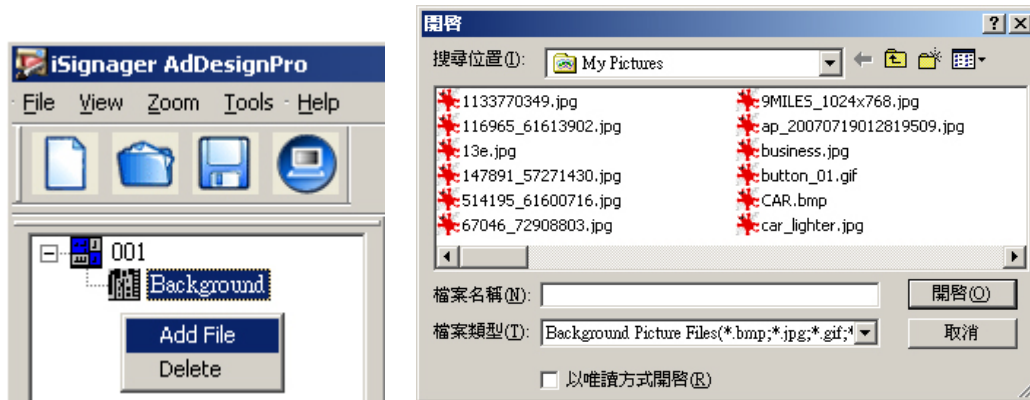


Step 2: A background icon appears in the item tree. Right click **Background** and select **Add File**. Then select a picture to display.

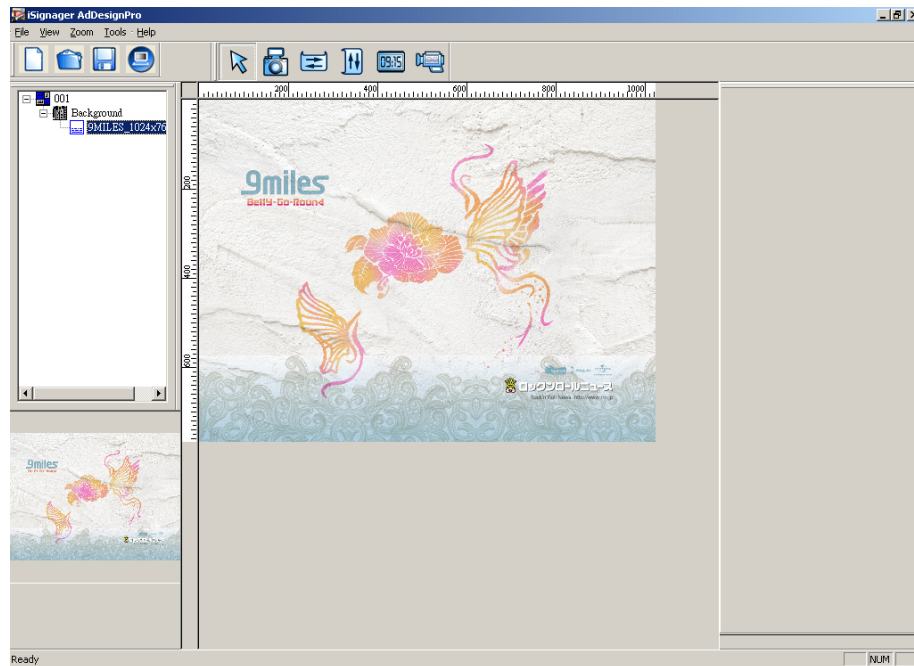


NOTE:

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.



iSignager AdMinistrator

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:

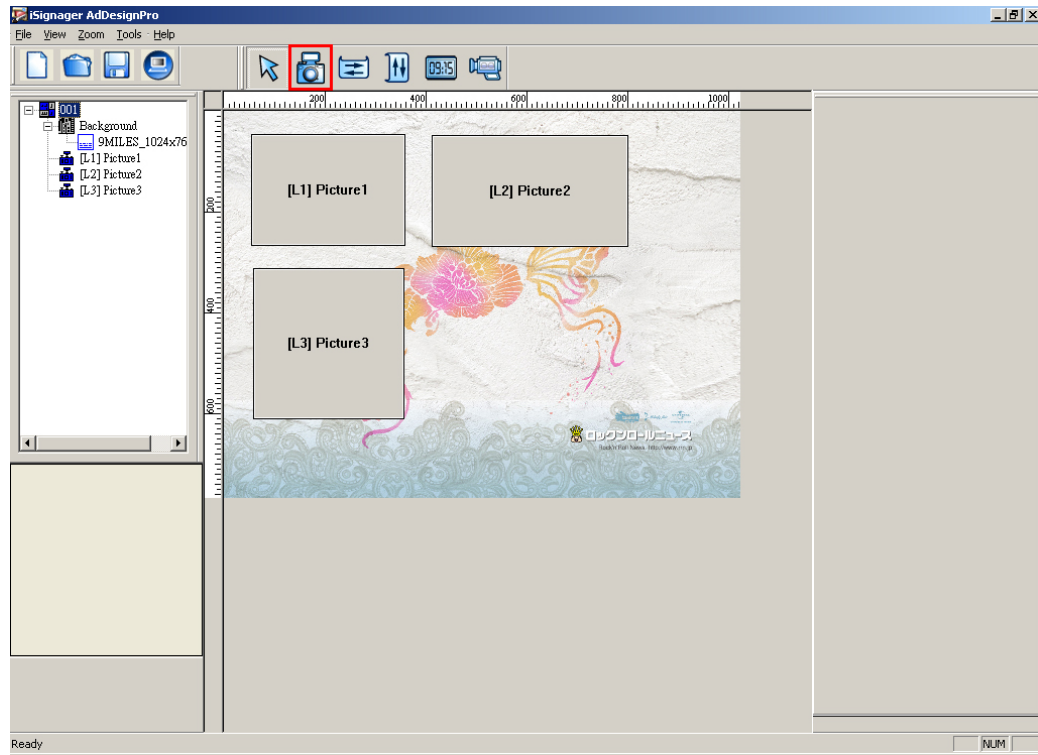
The iSignager AdDesignPro automatically resizes the uploaded background image to match the resolution of the background. It is recommended to upload an image has the same resolution with the background for best view.

3.2.3 Add Display Items on a Layout

3.2.3.1 Add Pictures




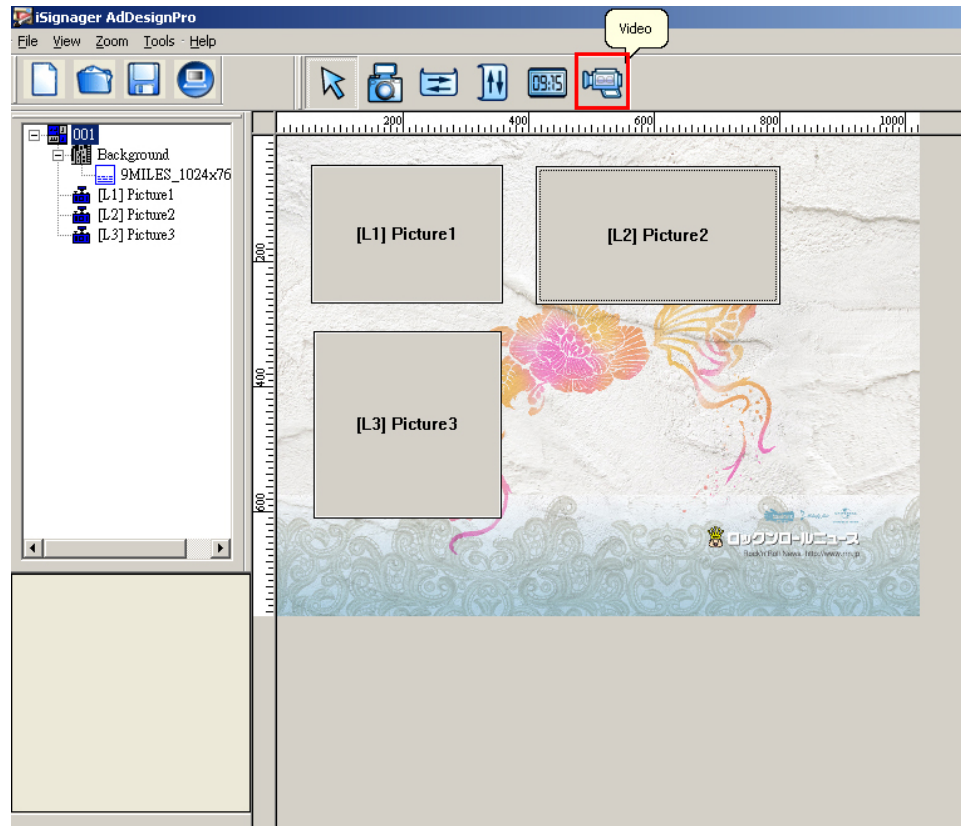
To add a picture in the layout, click . Use the mouse to draw the area of the picture. **Five** pictures can be created on a layout at maximum.

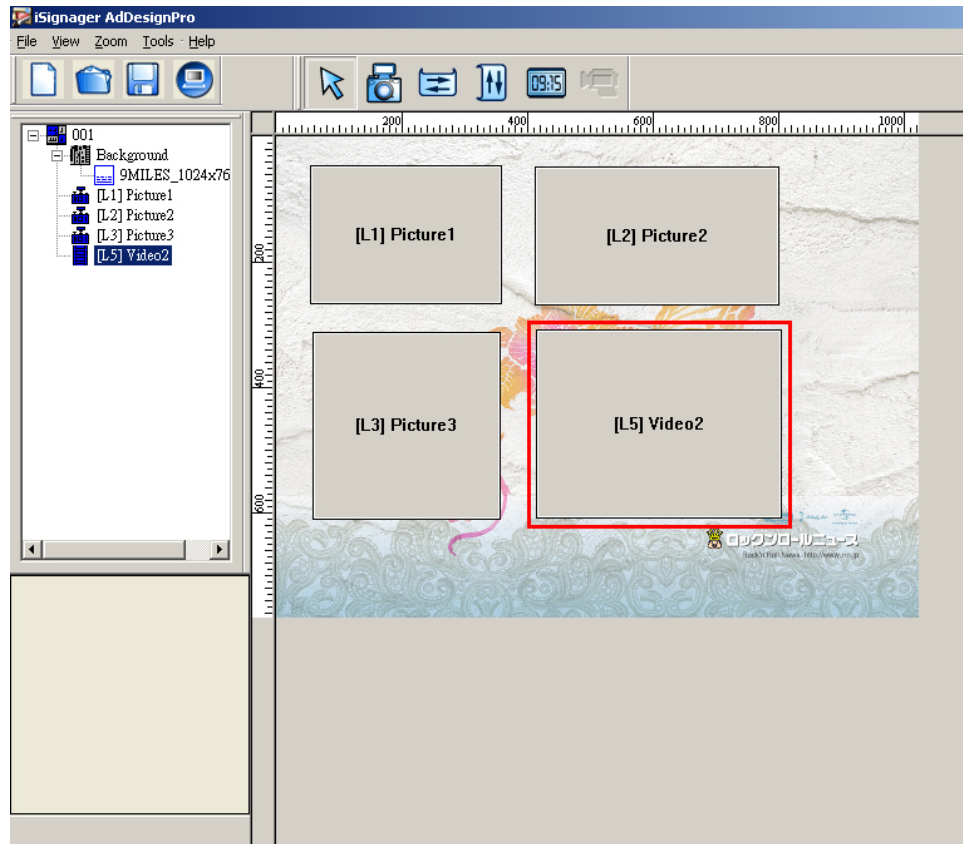


3.2.3.2 Add a Video Clip





Click  to add a video display on the layout. Use the mouse to draw the area of the video. The button is grayed out after creating a video display. **One** video display can be created.

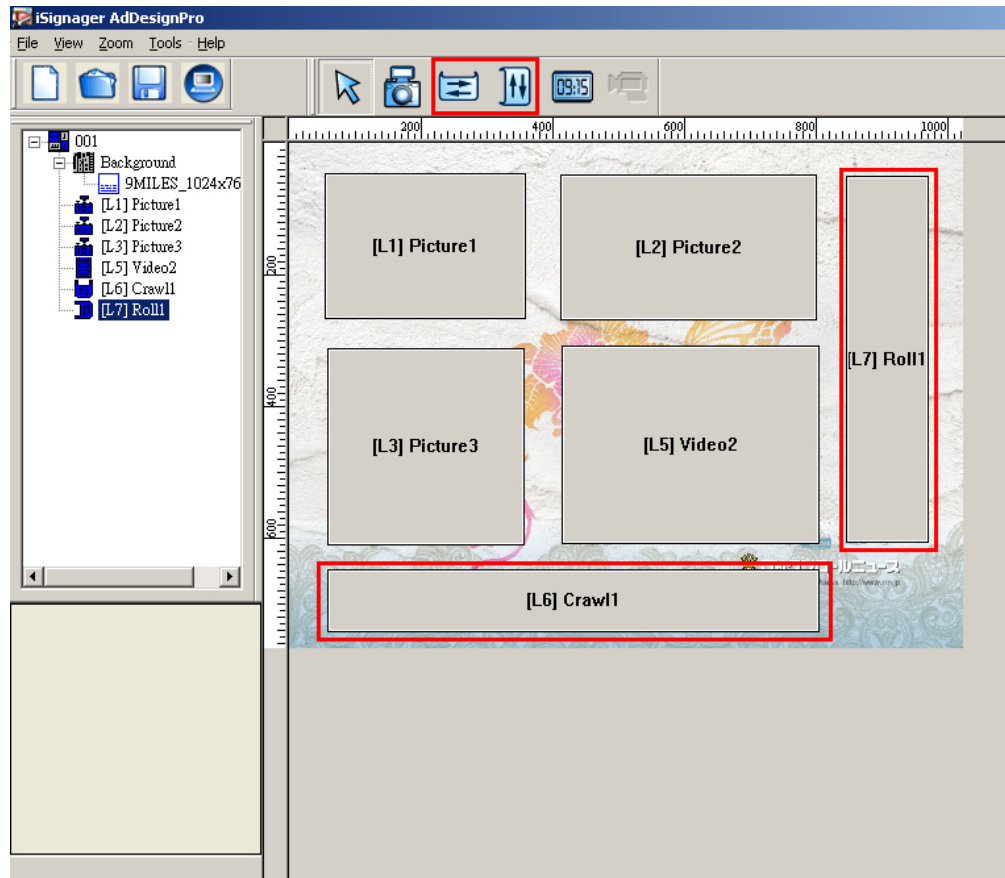




3.2.3.3 Add Crawling/Rolling banners




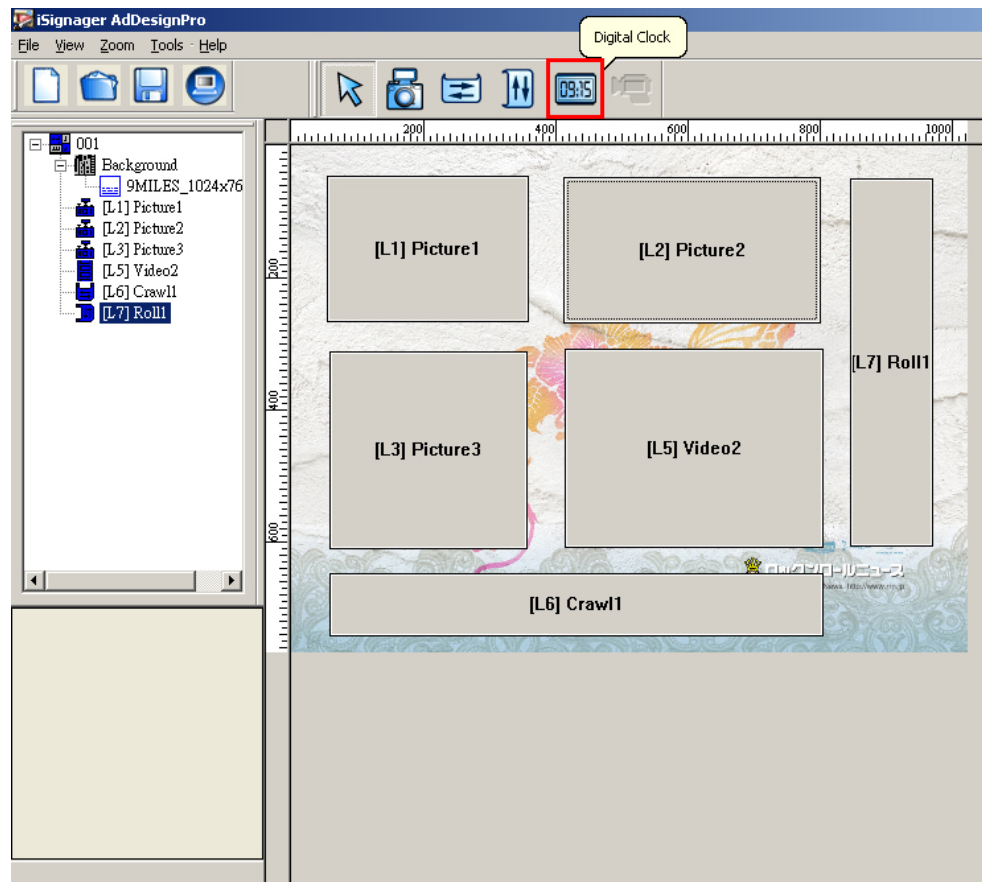
Click  to add a crawling banner or click  to add a rolling banner. **Two** banners can be created for each item at maximum.



3.2.3.4 Add a Clock



Click  to add a clock to the layout. The button is grayed out after adding a clock display.

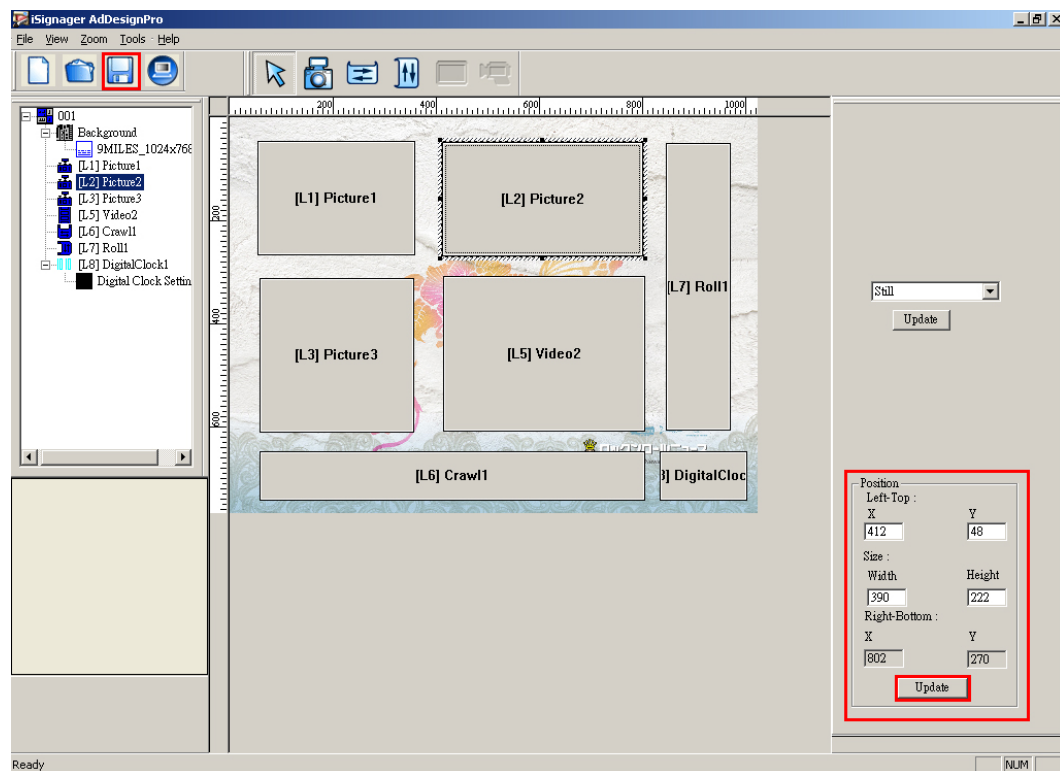


3.2.4 Resize the Display Item

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.

3.2.5 Add Files to Display Items

Multiple files can be added in each display item for display. The iSignager AdDesignPro supports following 16/24/32-bit color pictures format:

- BMP
- PNG
- JPEG

The iSignager AdDesignPro supports following video format:

- MPEG-1
- MPEG-2 MP@HL
- MPEG-4 ASP@L5 (up to 720p)

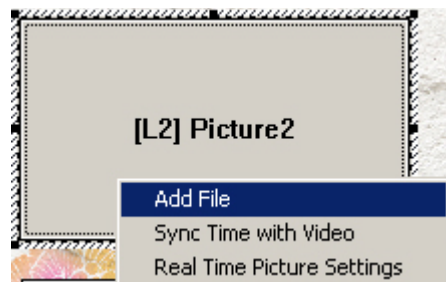


NOTE:

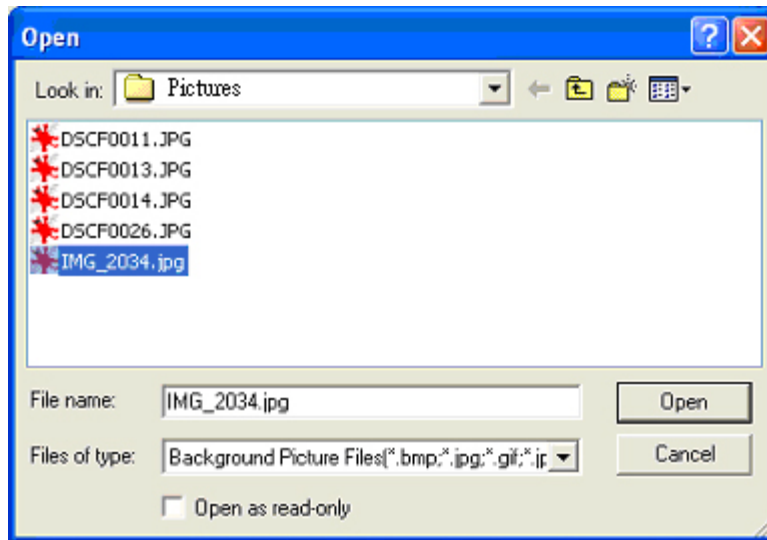
To display Macromedia Flash animation, please convert the file to MPEG2 or MPEG4 and add the item as a video object. If AVI format is preferred, please use software (such as WINAVI) to convert the file.

Follow the steps below to add files to the display item.

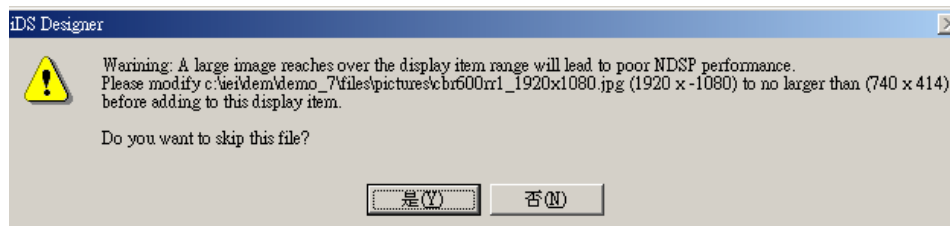
Step 1: To add files to each display item, right click the picture or video area, click **Add File**.



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:



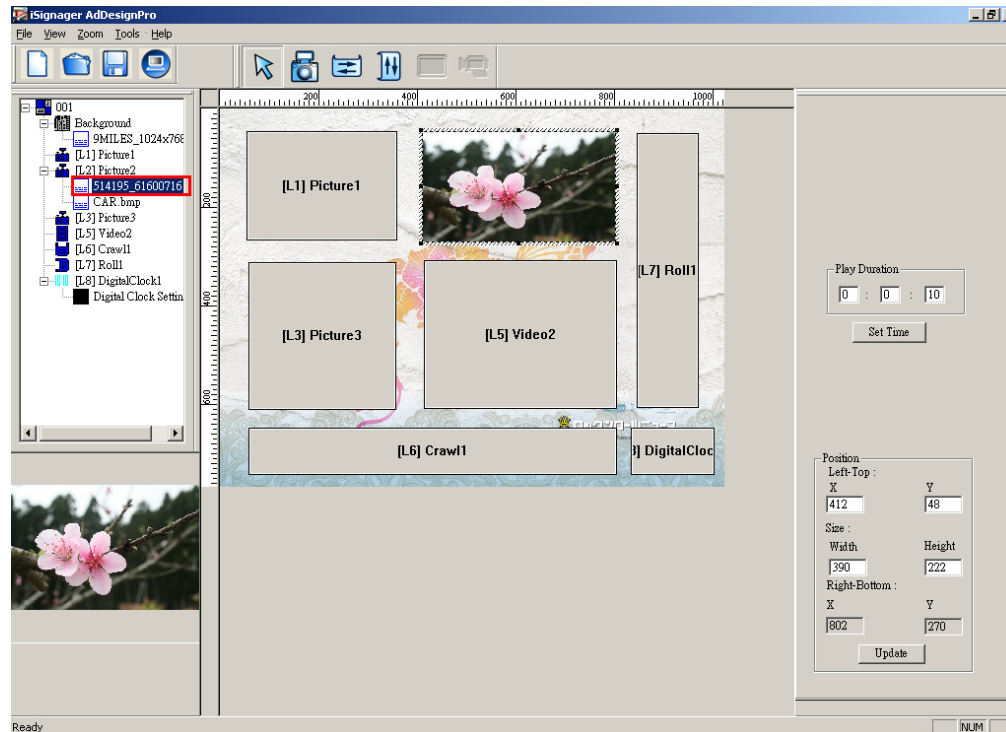
The iSignager AdDesignPro automatically resizes the uploaded image to match the size of the display item. For best view, it is recommended to upload an image with the same size as the display item. An image larger than 30% of the display item area leads to bad display performance.



NOTE:

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

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.

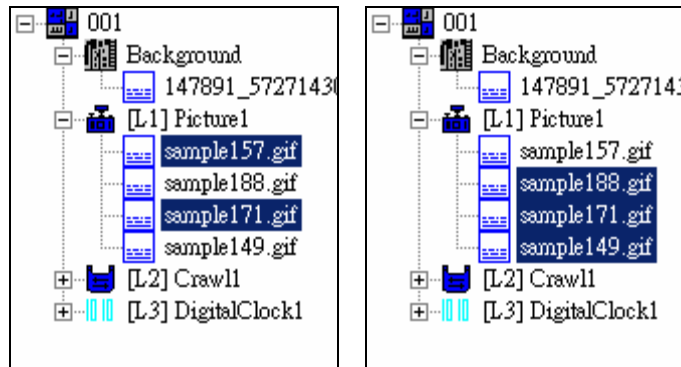


Step 4: The file order listed under the individual display item decides the display sequence. To rearrange the order, click the file and use the mouse to drag and drop to move the file.



NOTE:

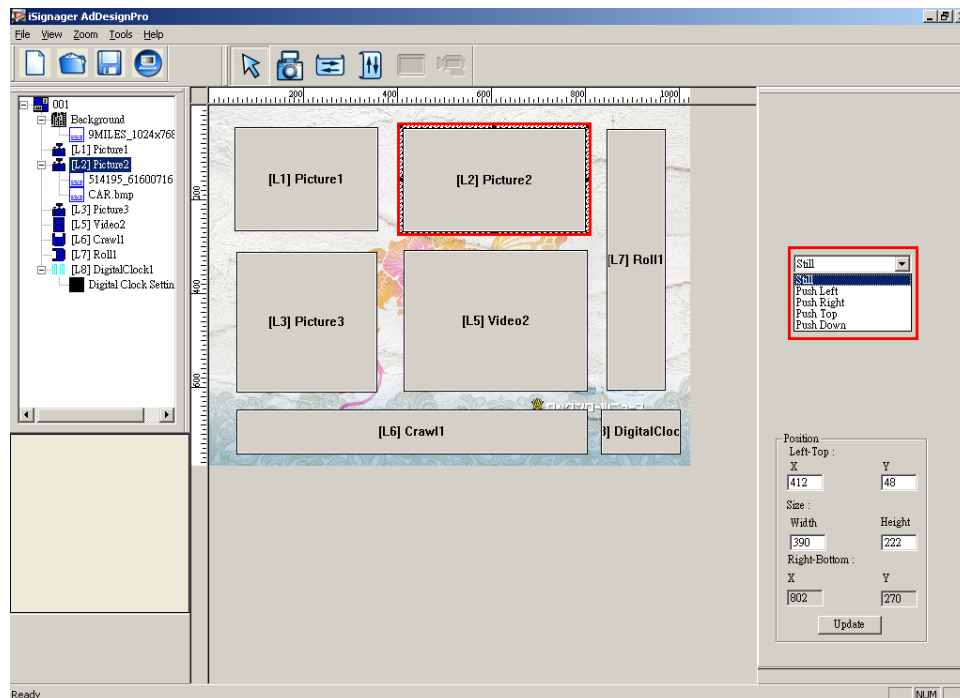
To select multiple files for moving, display time setting or deletion, Ctrl+click or Shift+click to select the files.



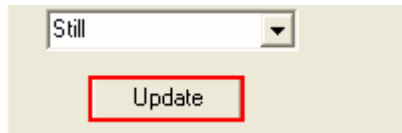
3.2.5.1 Modify Picture Display Settings

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.



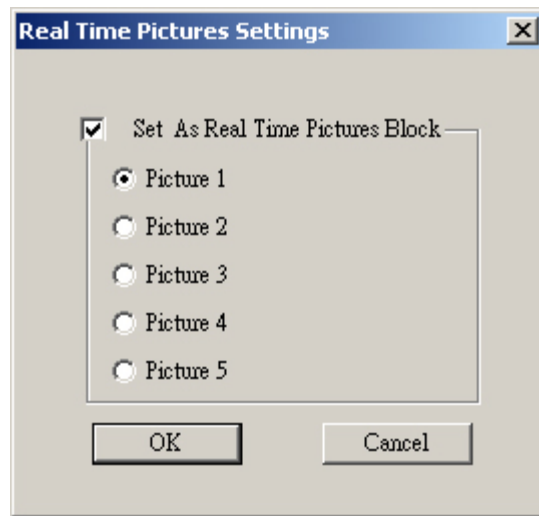
3.2.5.2 Real Time Picture Setting

The user can set the picture block as a real time picture block for iSignager 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 Banner Settings**.



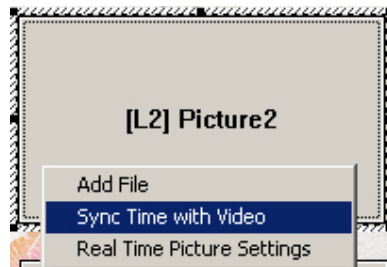
Step 2: Check **Set As Real Time Picture Block** and select a name for the picture block. The name for the picture block is used for iSignager AdMinistrator to identify the picture block for the real time pictures. Please refer to **Section 4.5.2** to setup and transfer the real time content.



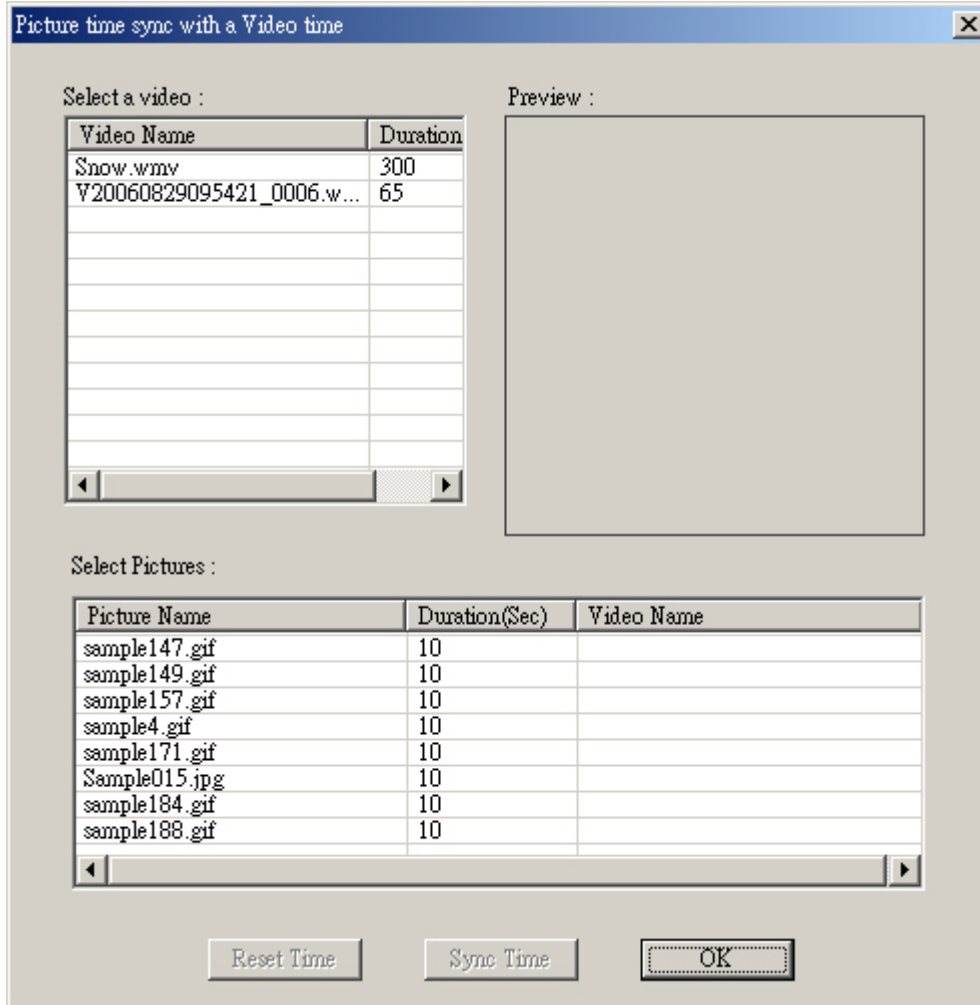
3.2.5.3 Modify Picture Duration by Video Duration

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 iSignager AdDesignPro provides a function to make the setting process easier and quicker. The iSignager 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.



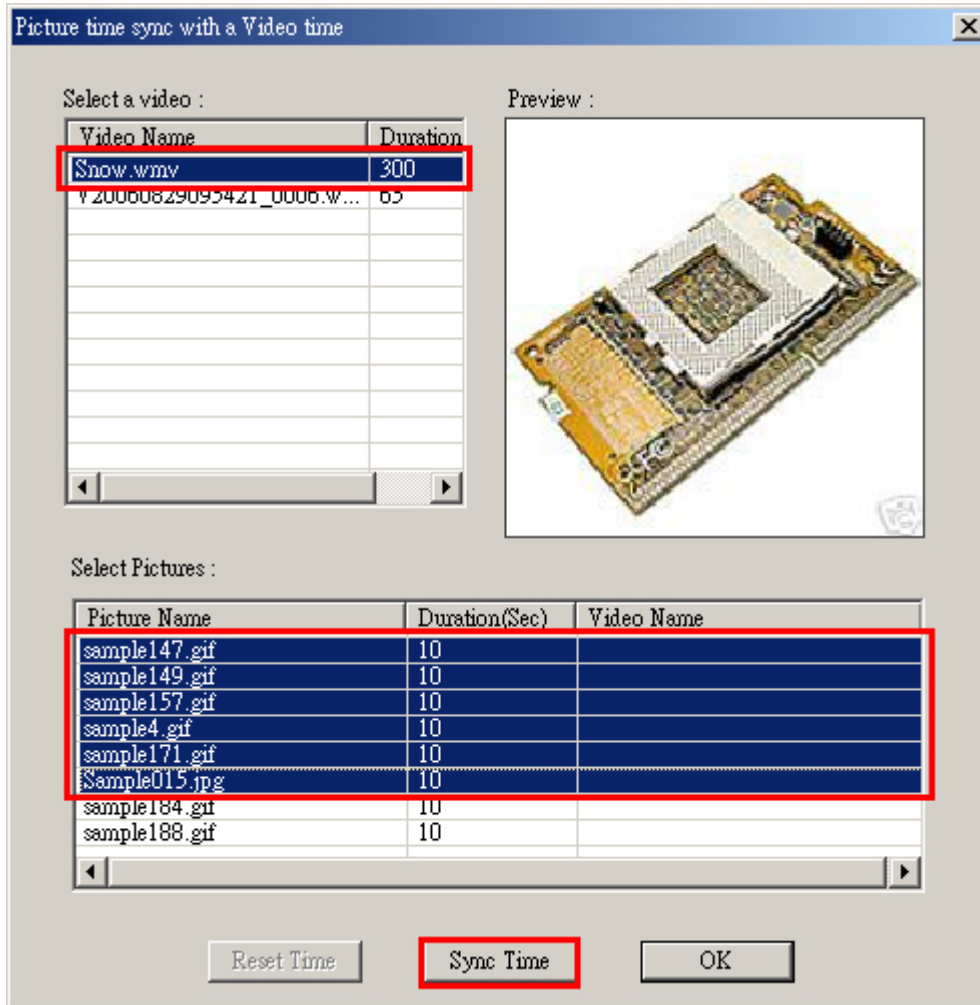
Step 5: Select a video first. Then, use Ctrl+Click or Shift+Click to select multiple pictures.
Click **Sync Time**.



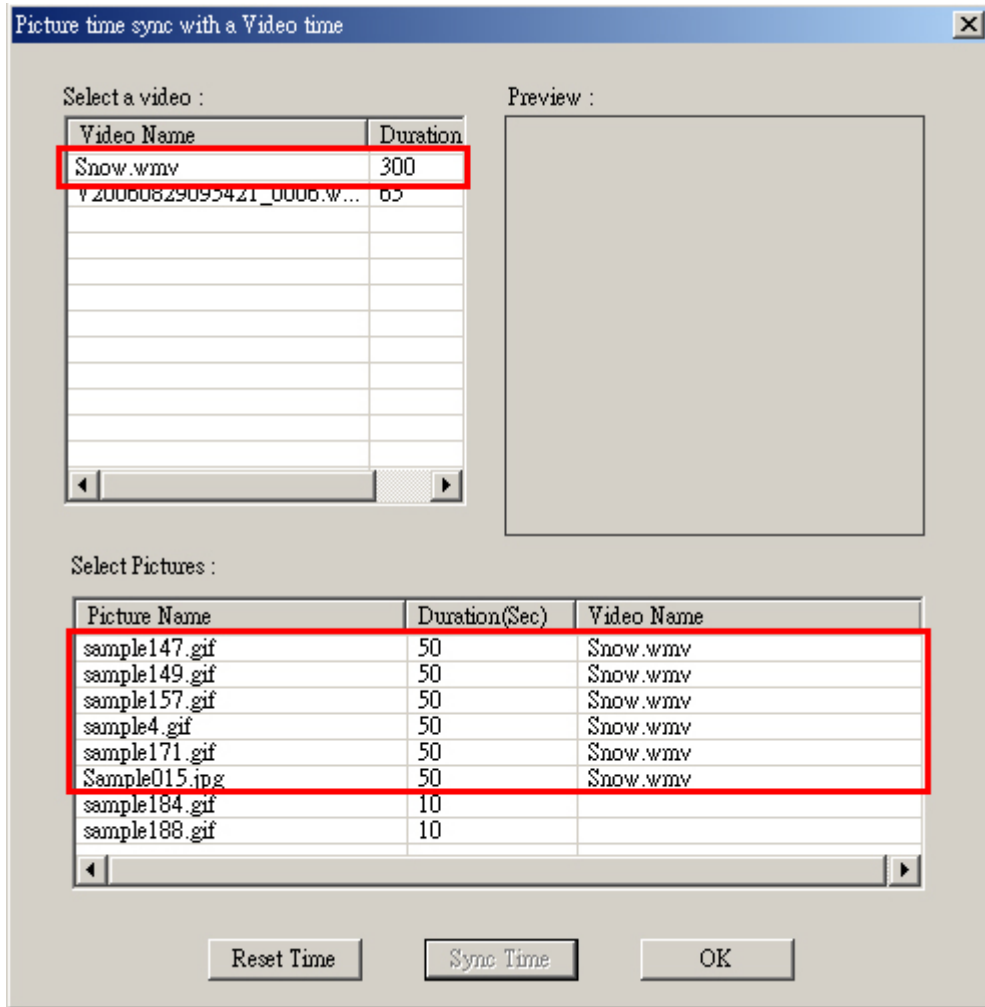
NOTE:

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 AdMinistrator

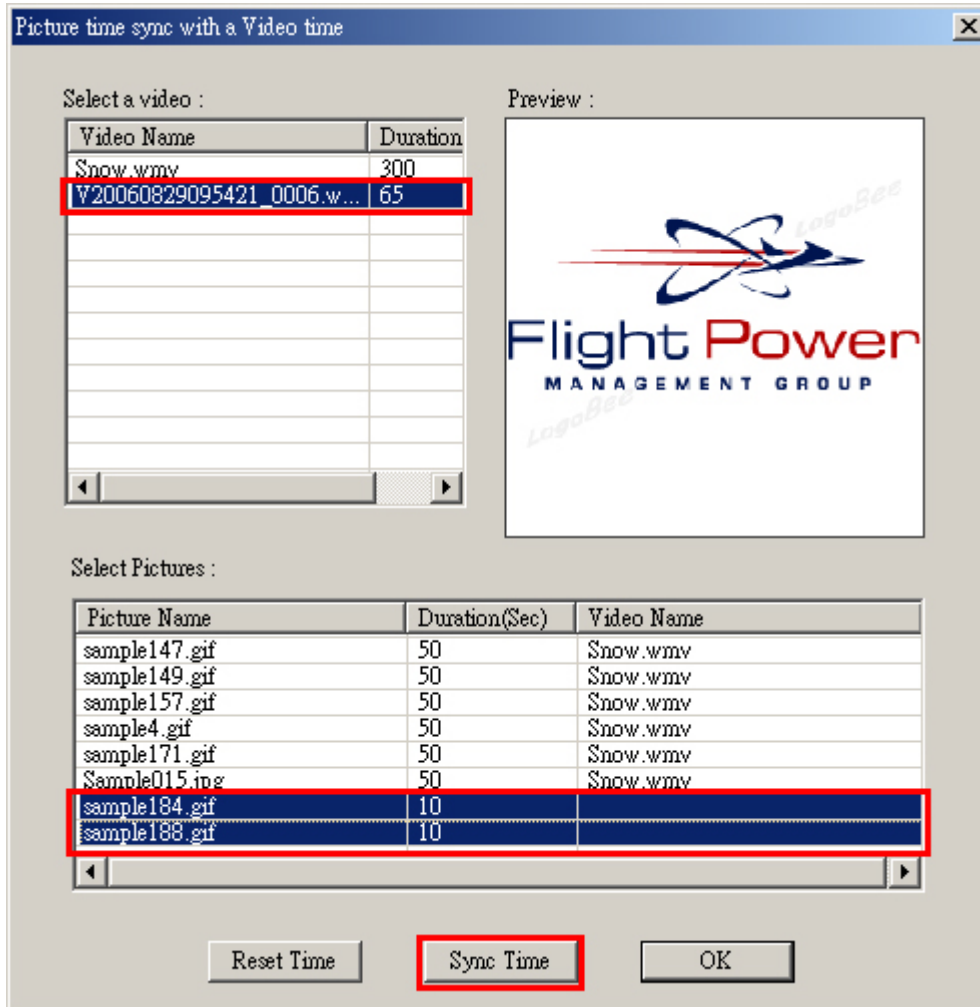


Step 6: The durations of the selected pictures are changed based on the duration of the selected video. Take following figure as an example: 300 seconds (the video duration) are divided evenly by 6 (pictures), so each picture gets 50 seconds.

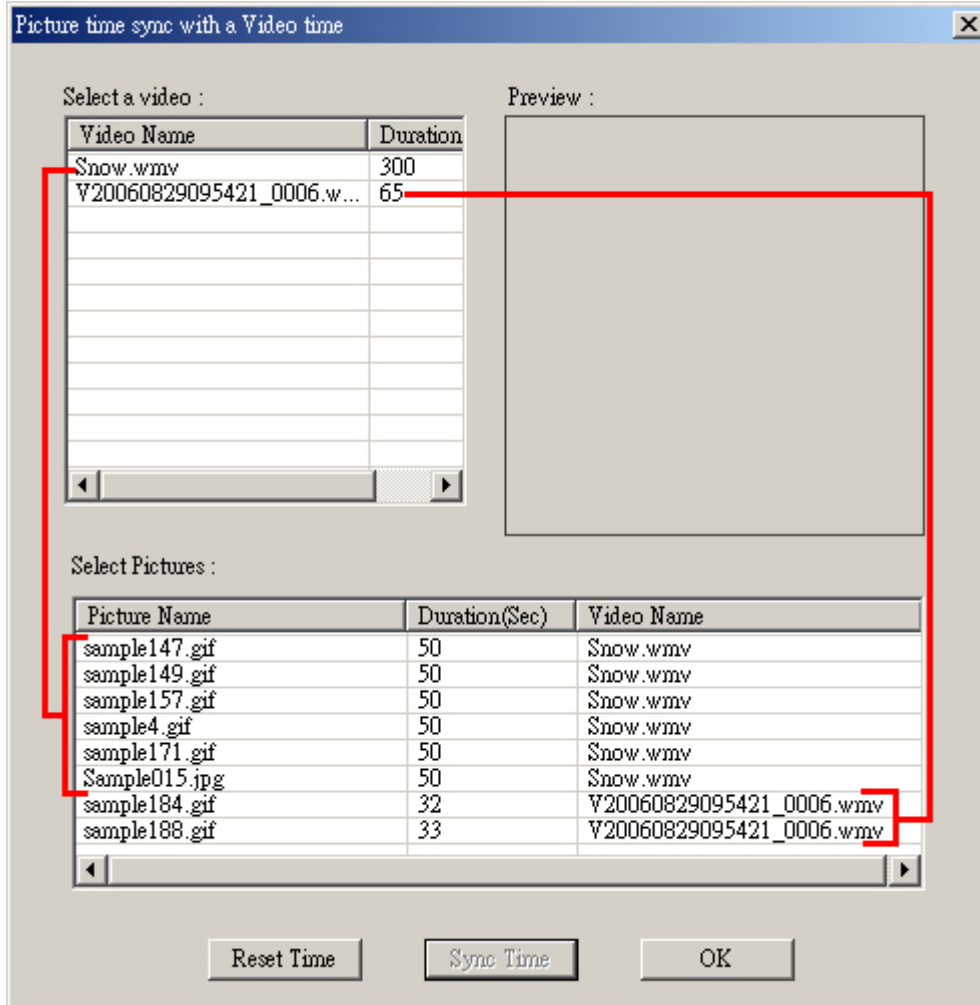


Step 7: Select the other video and the rest two pictures. Click **Sync Time**.

iSignager AdMinistrator



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**.

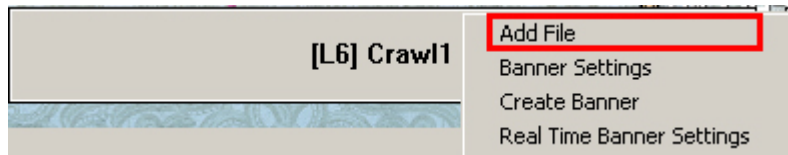


NOTE:

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

3.2.5.4 Modify Crawling/Rolling Display

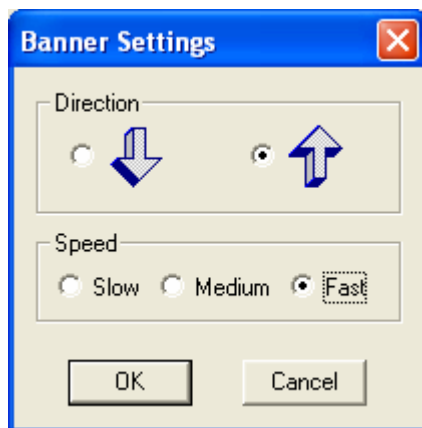
Step 1: To add a crawling or a rolling display banner, right click the frame of the banner on the layout, click **Add File**, and select a file (16/24/32-bit color with transparency BMP, PNG, JPEG).



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



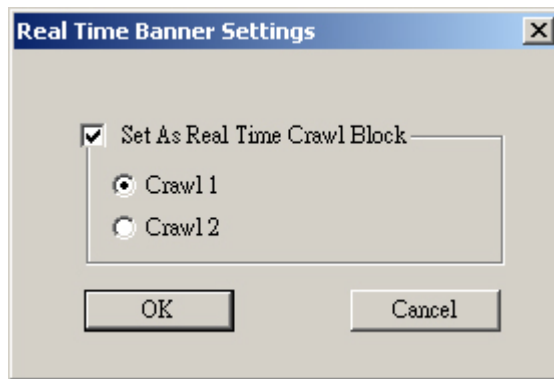
Step 3: Select the direction and the speed of the moving banner.



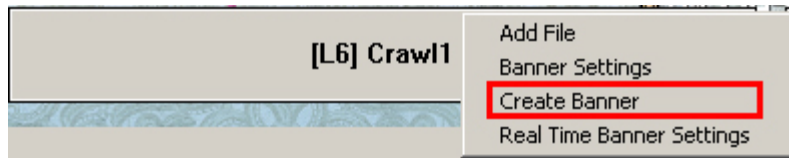
Step 4: To set the banner as a real time banner, right click the rolling or crawling banner and click **Real Time Banner Settings**.



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 iSignager AdAdministrator to identify the banner for the real time text. Please refer to **Section 4.5.2** to setup and transfer the real time content.



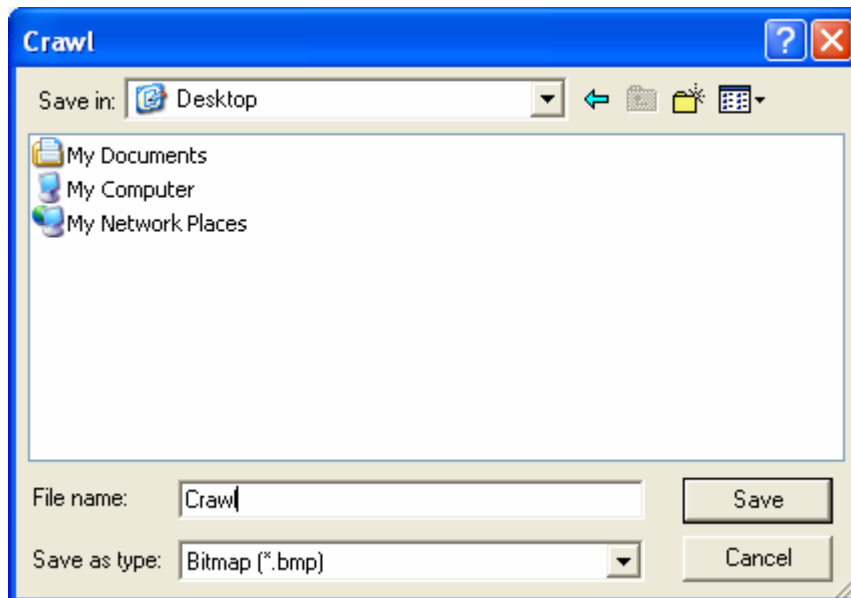
Step 6: To create a picture for the banner, right click the item and select **Create Banner**.



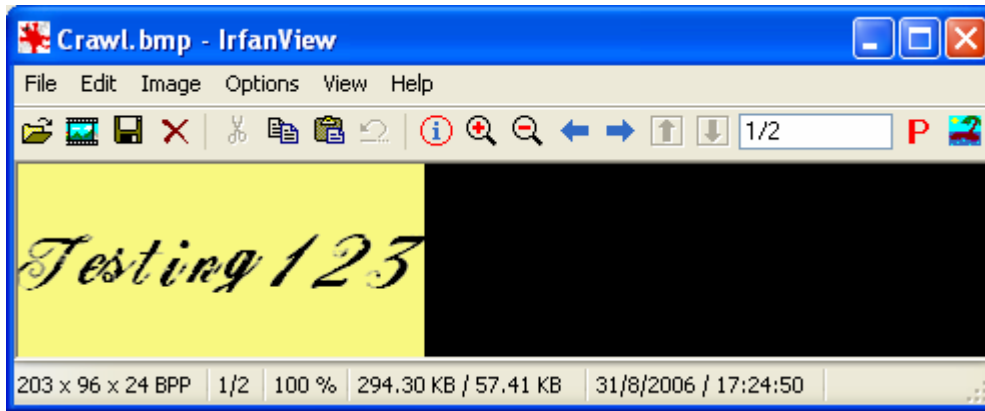
Step 7: Enter the text and modify the settings including alignment, orientation, font type, font color, background color, and shadow effect. A preview window on the right shows the display content of the banner. Click **Save** to save the settings.



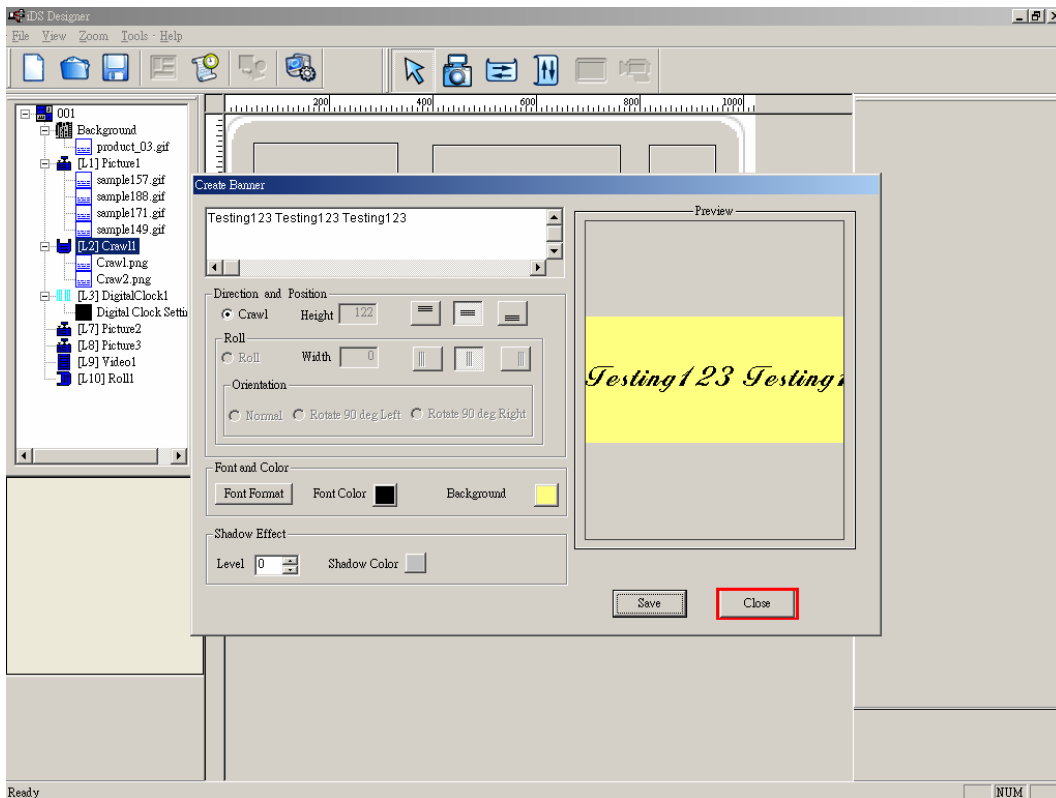
Step 8: Enter the banner name and save the picture to the computer.



Step 9: A preview window is shown.



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

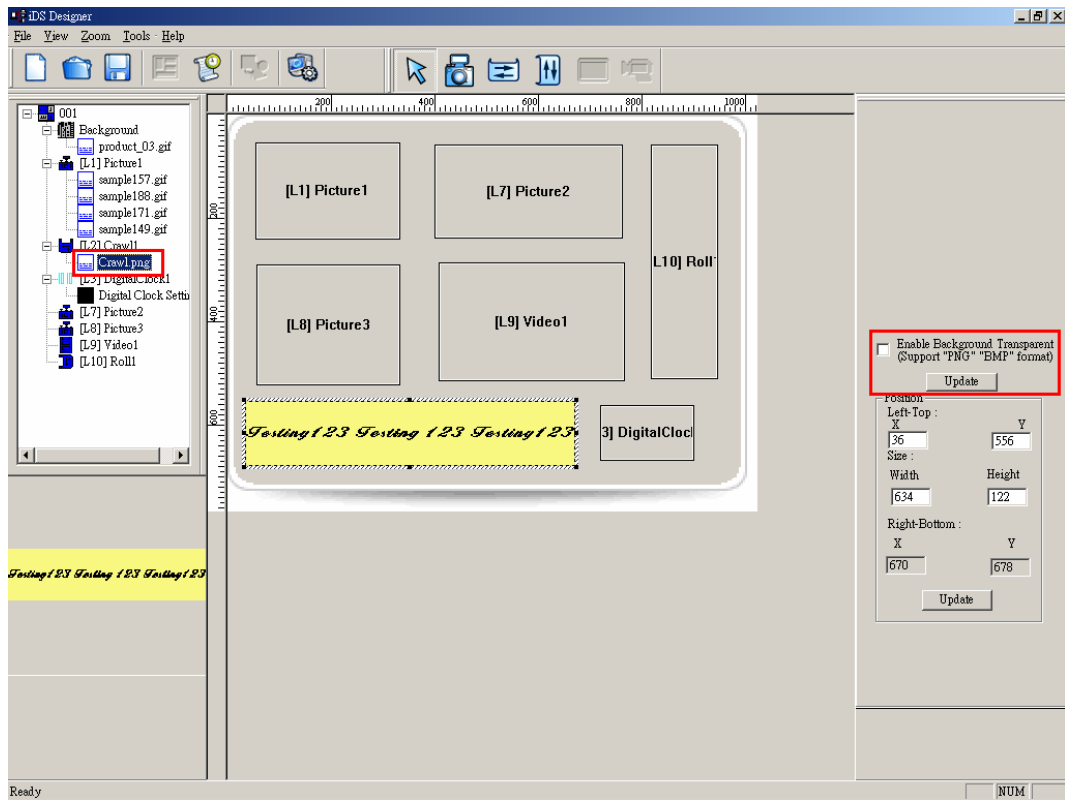


Step 11: To make the background of a banner transparent, click on the file name of a banner and the setting is shown in the settings area. Check the **Enable Background Transparent (Support “PNG” “BMP” format)** setting and click **Update**.



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.

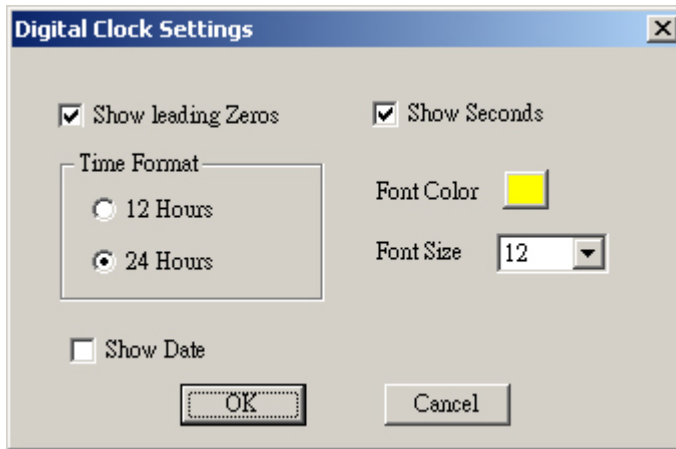



3.2.5.5 Define Clock Settings

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



Step 2: Modify the settings and click **OK**.

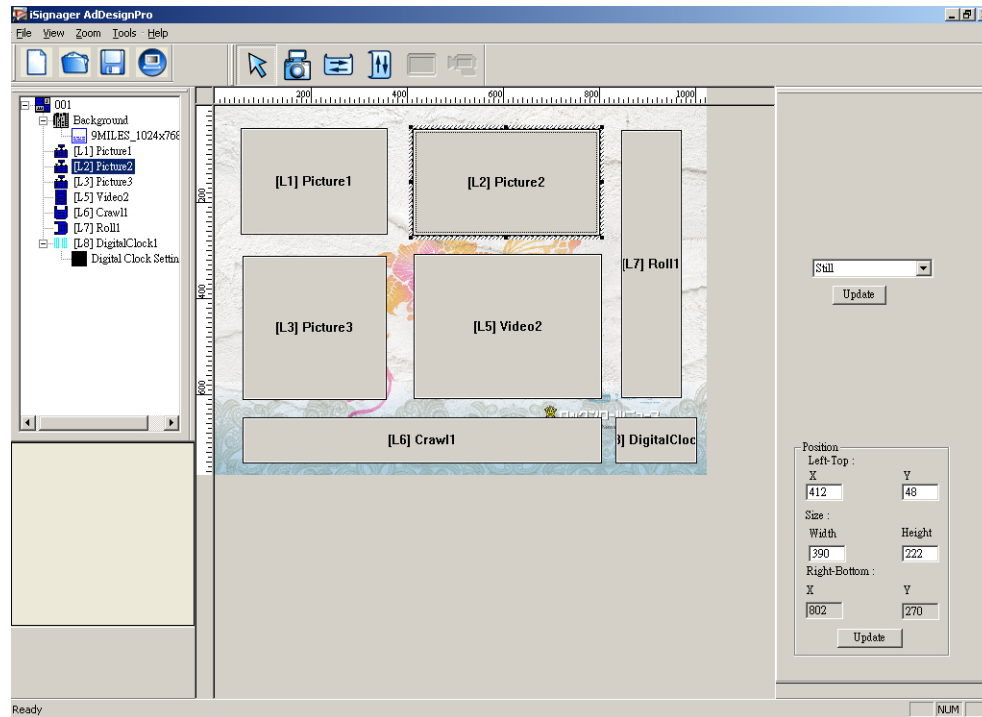


To save all changes to the layout, click .

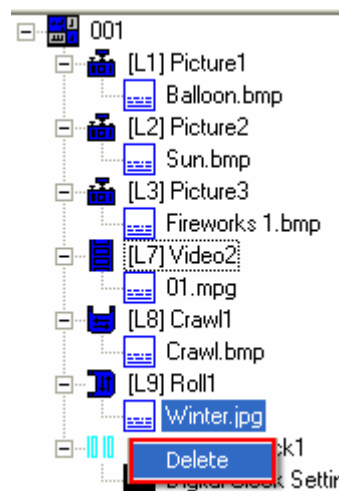
iSignager AdAdministrator

3.2.6 Delete Display Items on a Layout

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



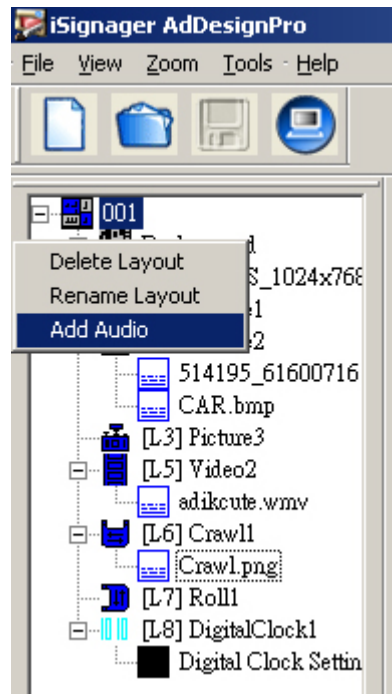
To delete a particular file of a display item, right click the file name in the tree list and select **Delete**.



3.2.7 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**.



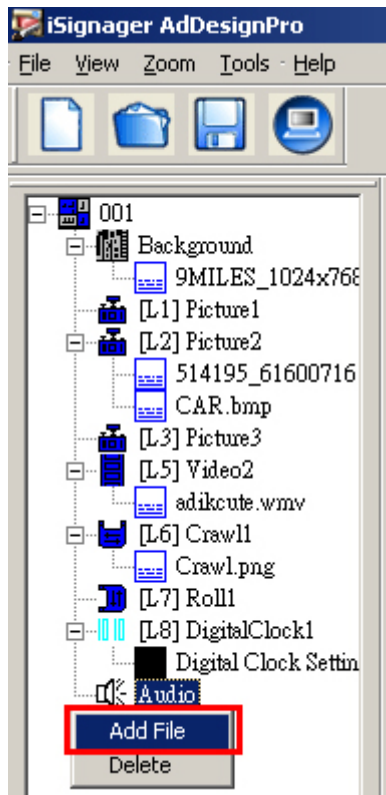
Step 2: An audio icon appears in the tree list. Right click **Audio** and select **Add File**.
Then select an audio file.



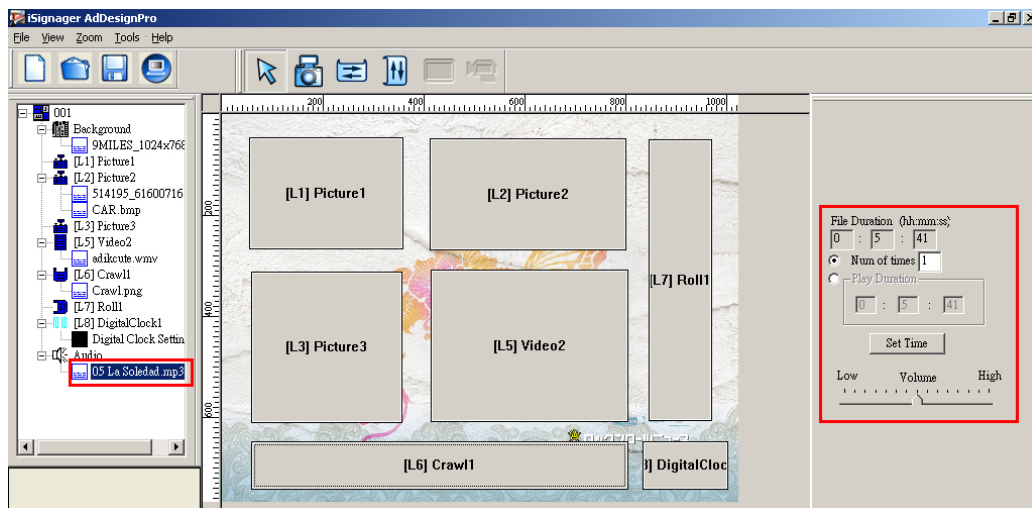
NOTE:

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

iSignager AdMinistrator



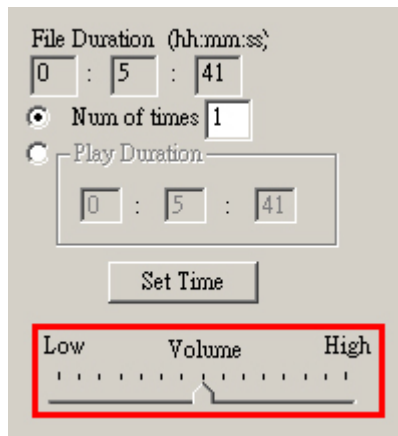
Step 3: After adding an audio file, click on the file name in the item tree. The playing setting appears in the settings area.



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

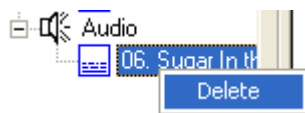


Step 5: Adjust the volume by dragging the volume bar.



Step 6: Click  to save the settings.

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



NOTE:

The iSignager 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

iSignager AdMinistrator

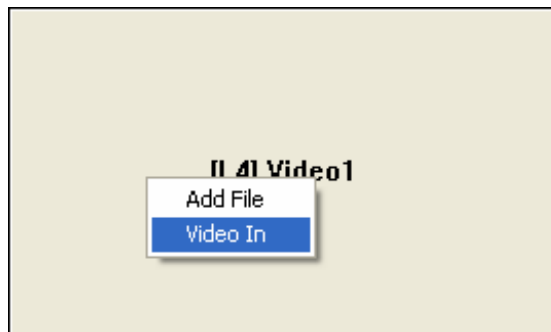
sequence mutes the video/video-in (the video/video-in volume gray out and can not be changed).

3.2.7.1 Add Video-In Source

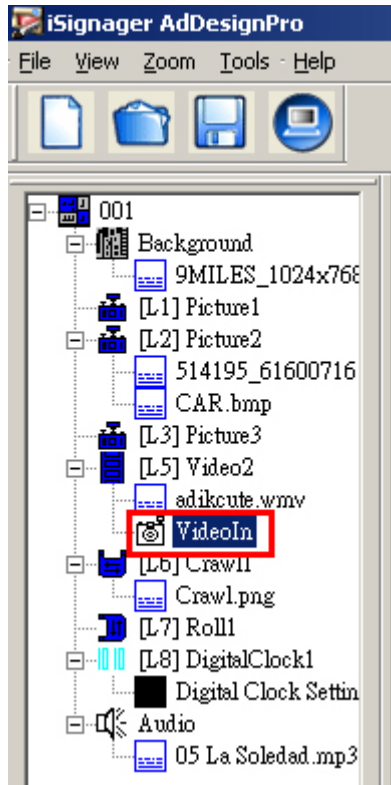
When a TV box or a video player is connected with the iSignager player, the video from the TV box or the video player can be broadcasted through iSignager player using Video-In function. To broadcast the video-in source, follow the steps described below.

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

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

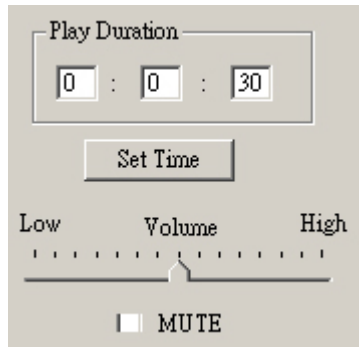


Step 3: A video-in icon (📺 Videoln) is shown in the item tree. Click the video-in icon to modify the setting.



Step 4: Choose 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 iSignager 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).

3.2.8 Preview a Layout

**NOTE:**

The .NET Framework 3.0 (or later version) must be installed before using the preview layout function. To install the .NET Framework, please refer to **Section 2.3.1**.

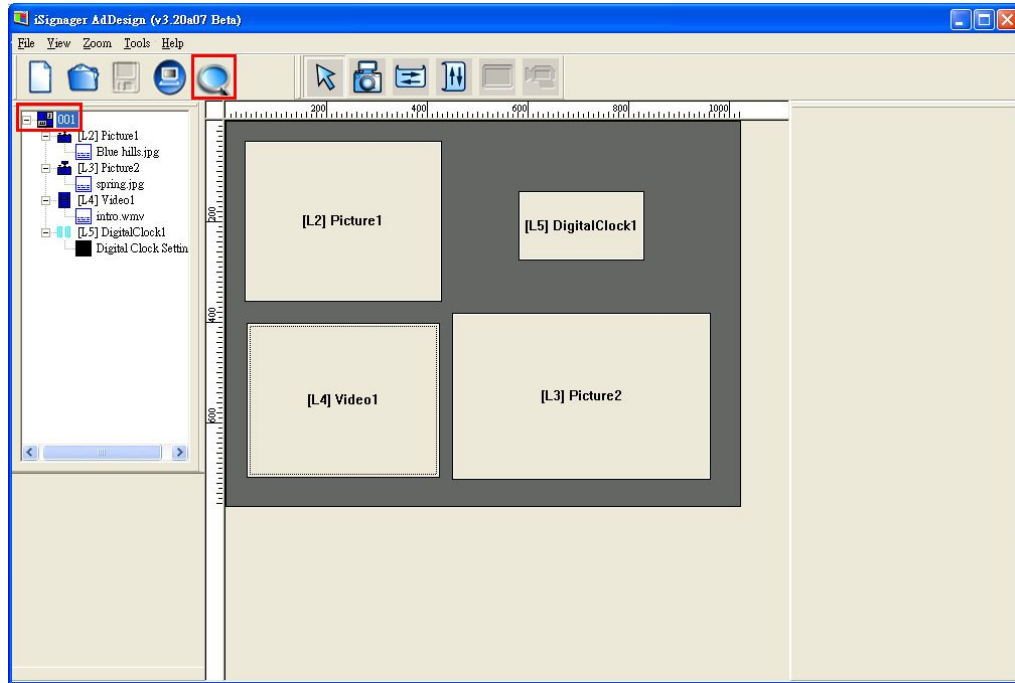
A layout can be previewed through the iSignager AdDesignPro. To preview a layout, follow the steps below.

Step 1: Save the layout first before preview it.

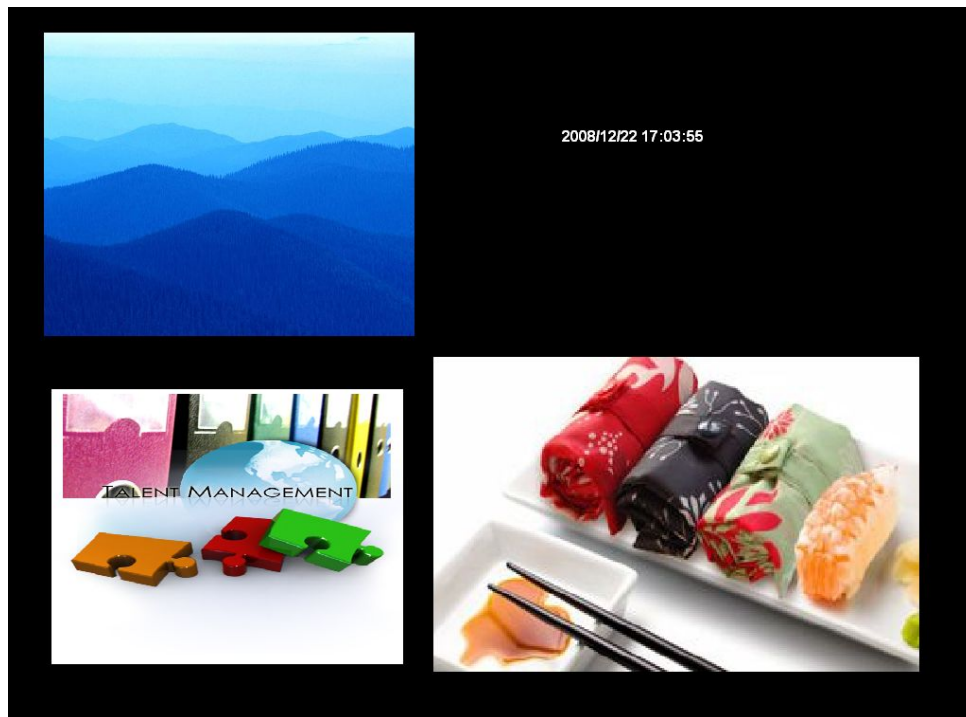
Step 2: Click the layout icon in the item tree. The user also can preview the layout in a sequence by clicking a layout icon in the sequence item tree. The preview function only support layout preview, sequence preview is not included.



Step 3: Click  (preview) on the toolbar.



Step 4: The preview window shows.




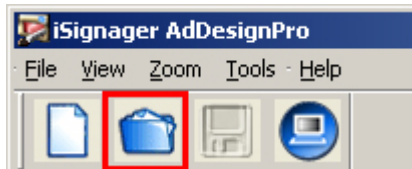
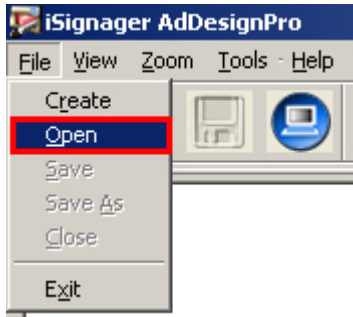
Step 5: To exit the preview window, press "Esc" key on the keyboard.

iSignager AdMinistrator

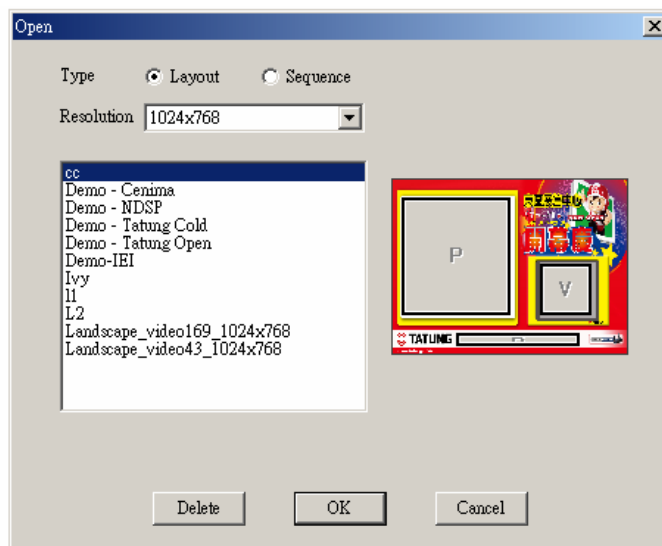
3.2.9 Open or Delete Layout

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

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



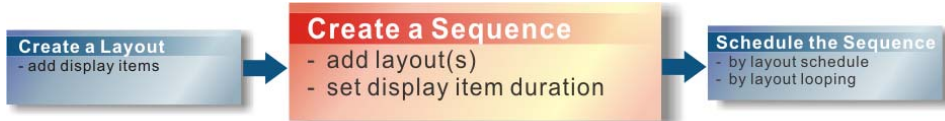
Step 2: Click the Layout radio button and select the resolution of the layout. All layouts created in the selected resolution show in a list. Click a layout to preview.



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

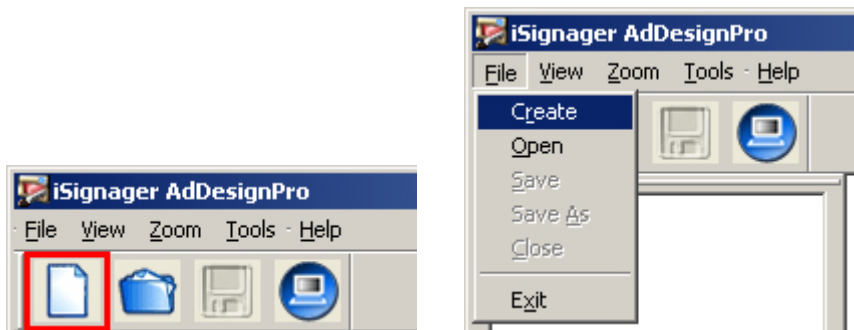
Step 4: To delete a layout, select the layout and click **Delete**.

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.

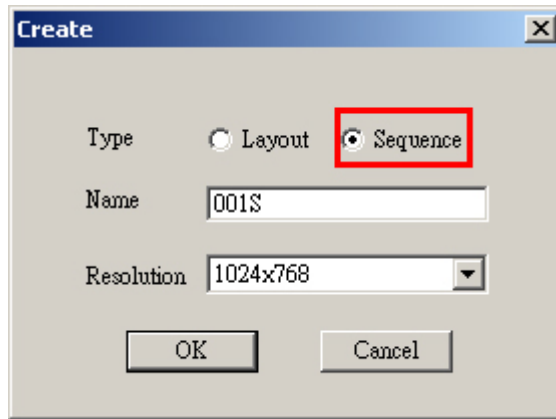
Step 1: Click  or **Create** on the “File” menu.



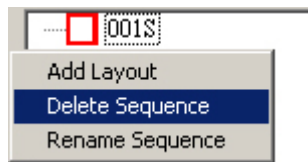
Step 2: Select **Sequence**. Enter the sequence name and select the resolution of the sequence. Click **OK**.

CAUTION!

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



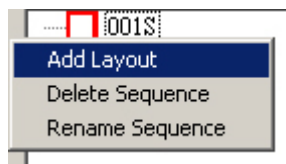
Step 3: To delete a sequence, right click the sequence name on the item tree list and select **Delete Sequence**.



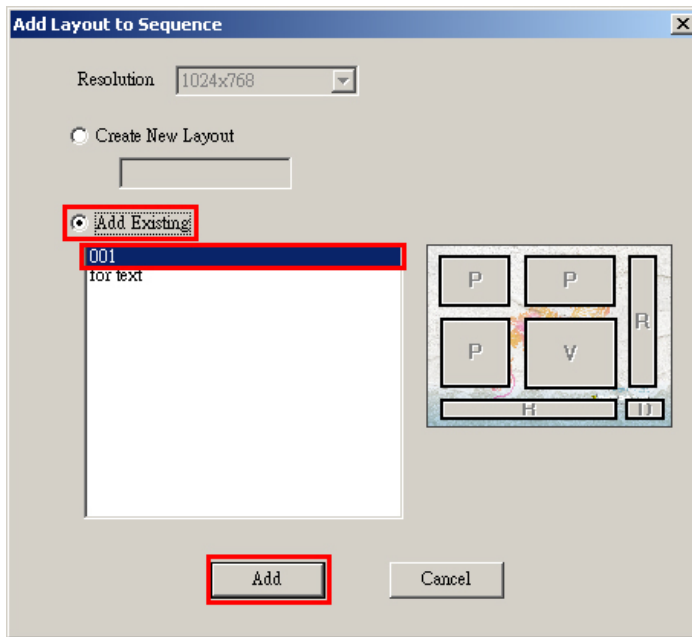
3.3.1 Add Layout to a Sequence

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.

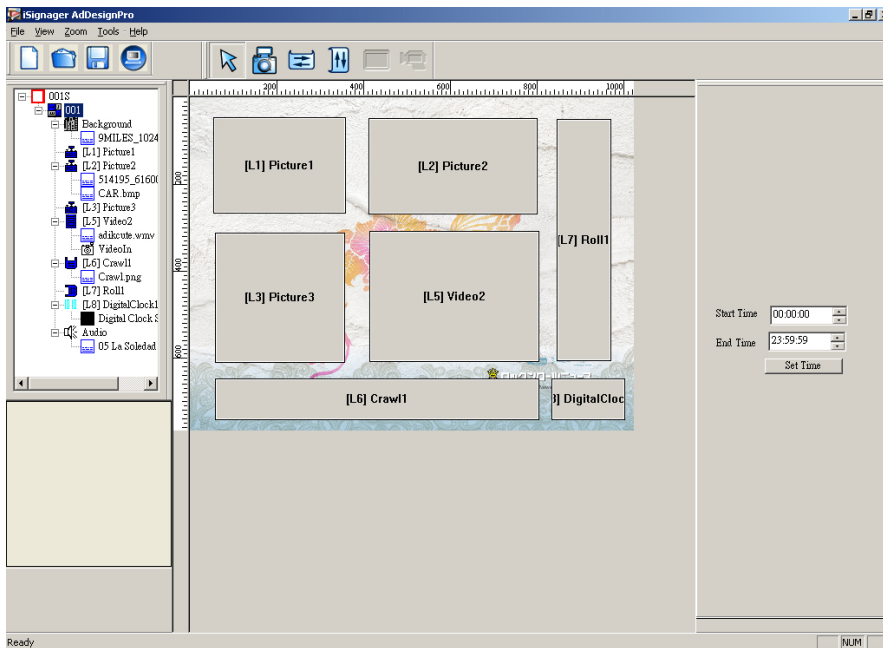
Step 1: Right click the sequence name and select **Add Layout**.




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**.



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



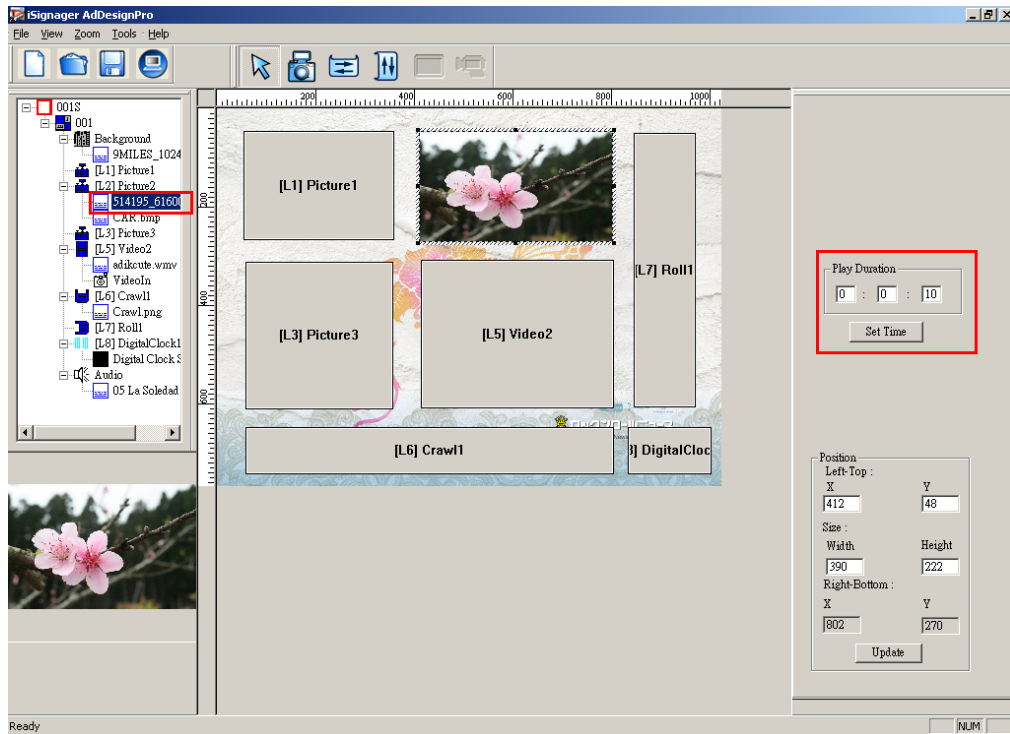
NOTE:

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.



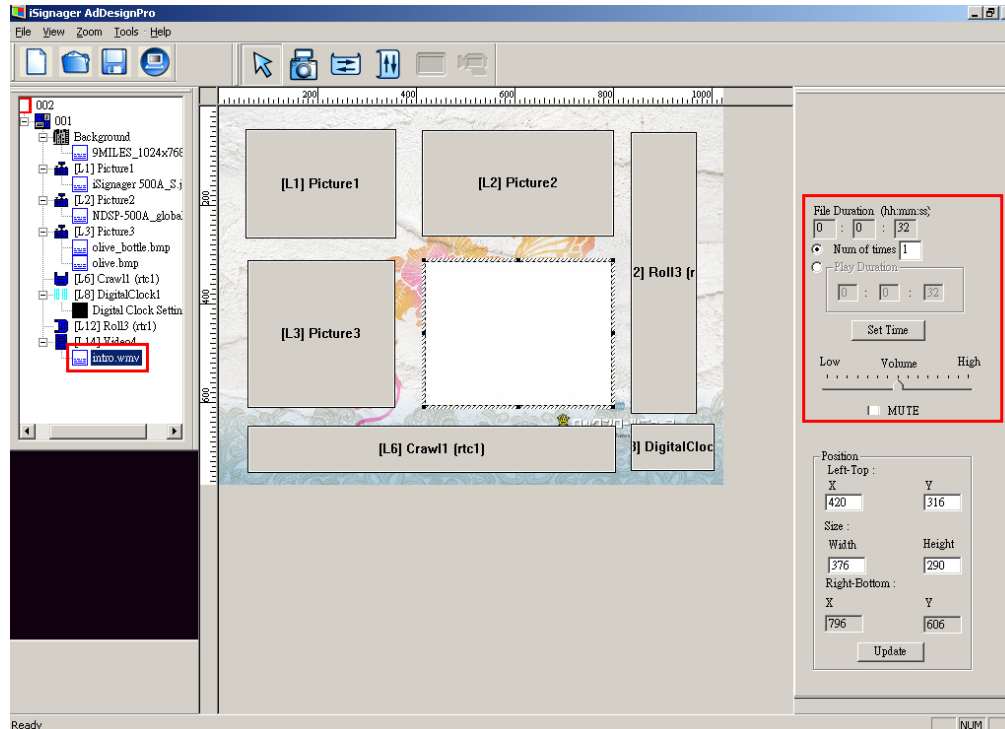
Step 2: Enter the playing duration (the length of time a picture is shown on the display device). Click **Set Time**.



3.3.2.2 Video Display Duration and Volume Settings

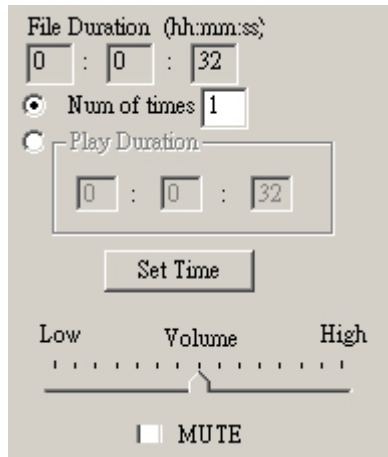
Follow the steps blow to define the playing settings of a video clip.

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.

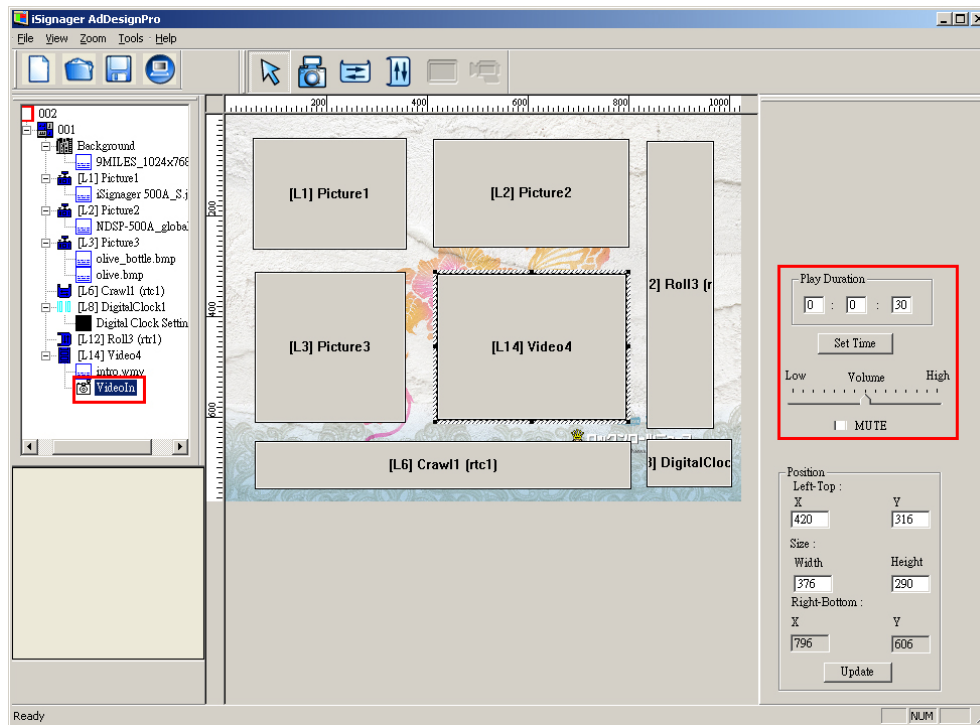


Step 2: The duration of the video file is shown in the setting section. Enter the number of times to play the video or the play duration. Click **Set Time** to save the changes.

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



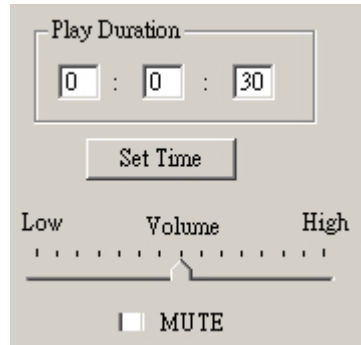
Step 4: To set the duration of a video-in source, click on the video-in icon (📹 VideoIn) in the item tree. The settings are shown in the settings area.



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

iSignager AdMinistrator

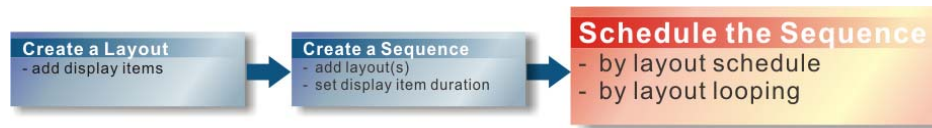
Step 6: To adjust the volume of the video-in source, adjust the volume bar. To mute the video, check MUTE.



NOTE:

The iSignager 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).

3.3.3 Schedule the Sequence

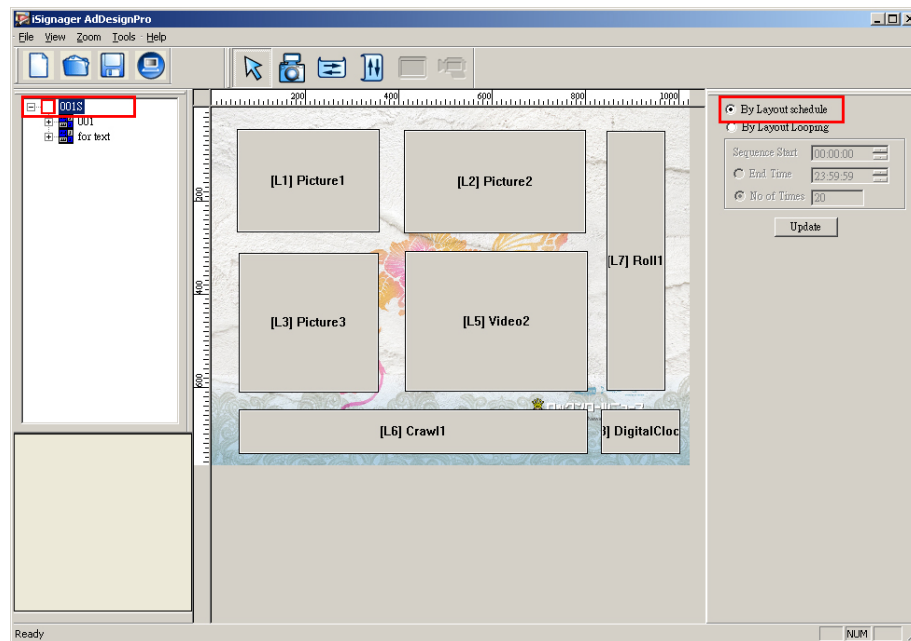


Once the duration of the display items are set in the layout, schedule the sequence. There are two ways to schedule the sequence, one is by layout schedule and the other is by layout looping.

3.3.3.1 By Layout Schedule

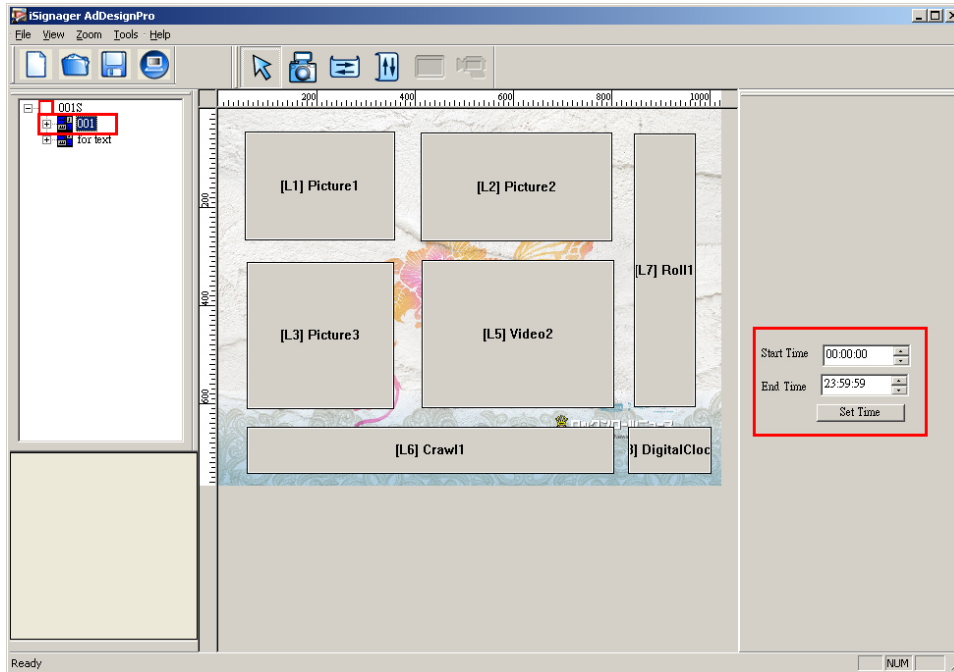
To schedule the sequence by layout schedule, follow the steps below.

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

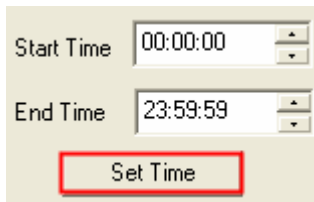


Step 2: To set the layout schedule, click on the layout name on the item tree. The layout display settings are shown in the setting area.

iSignager AdMinistrator



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



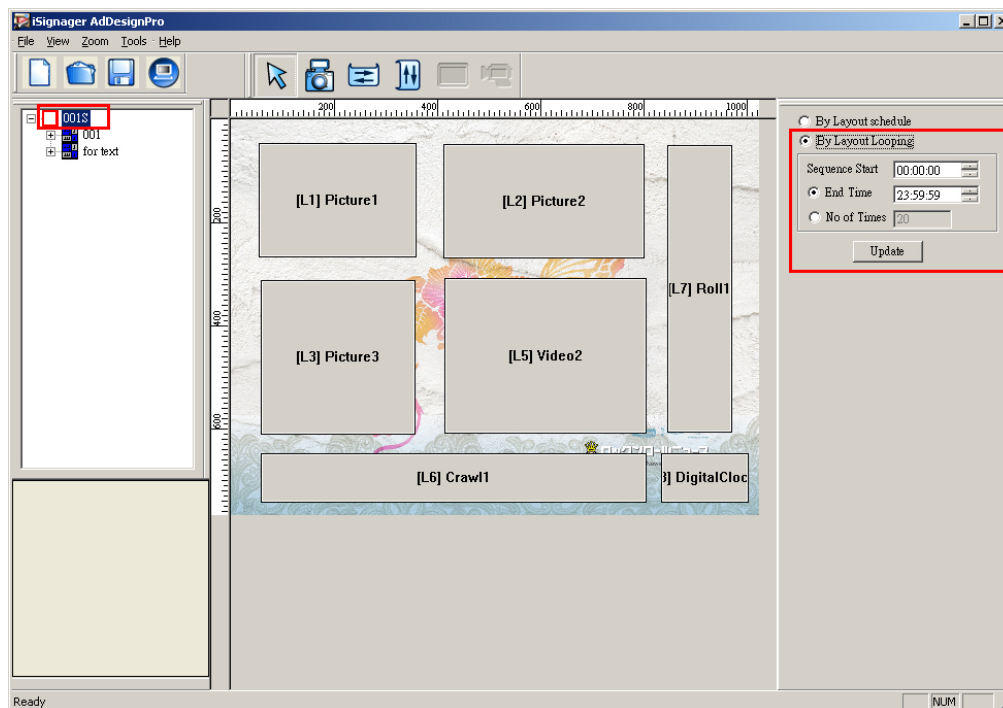
Step 4: If there are multiple layouts in one sequence, repeat **Step 3** and **Step 4** to schedule other layouts in the sequence.

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.

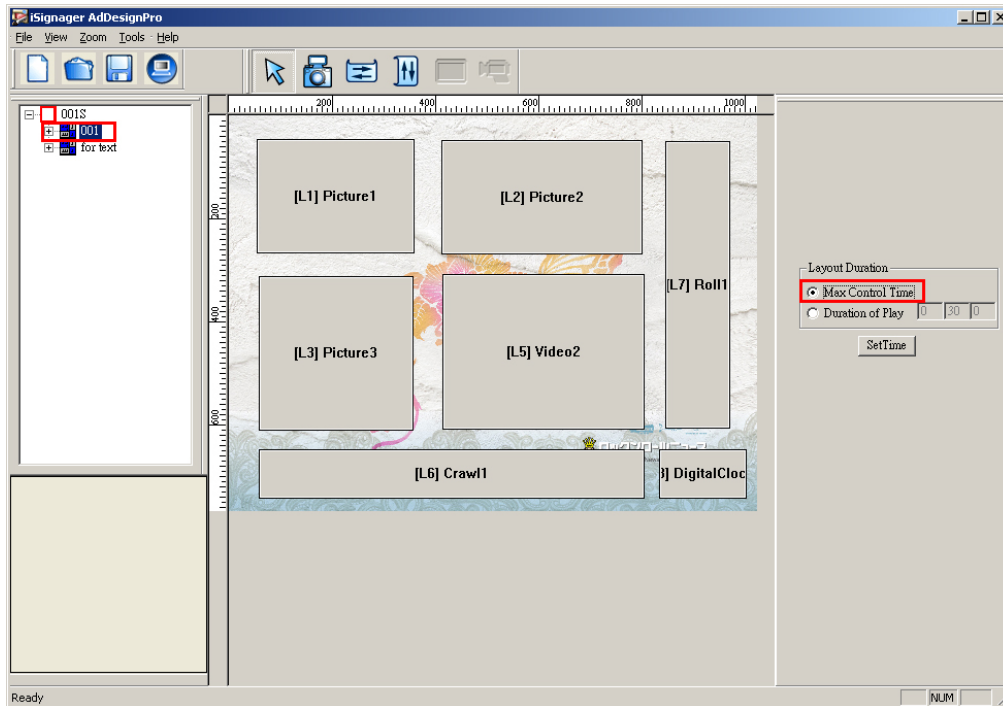
Step 1: Click on the sequence name on the item tree. Choose **By layout looping** in the setting area. Select **End Time** and set the sequence start time and end time to have the sequence broadcast the content repeatedly in the period of time. Or select **No of Times** and enter the number of times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



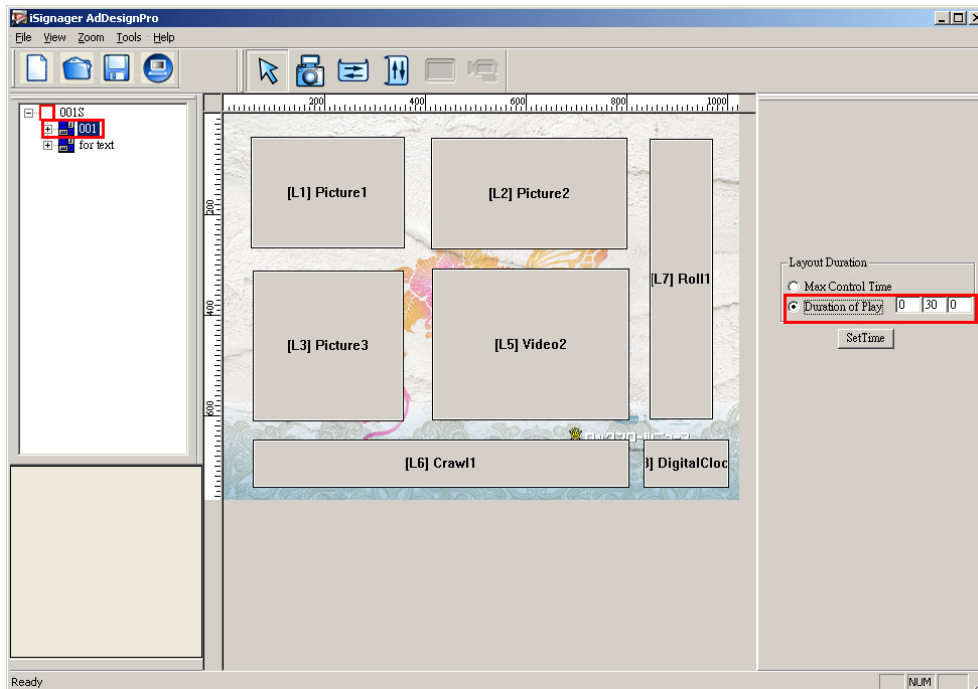
Step 2: Set the layout duration by clicking on the layout name on the item tree. The layout display settings are shown in the setting area.

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.

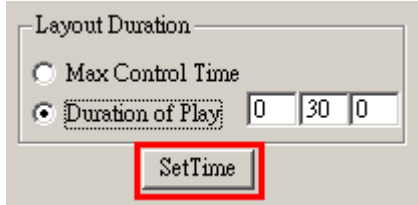
iSignager AdAdministrator




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.



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




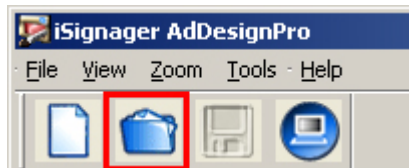
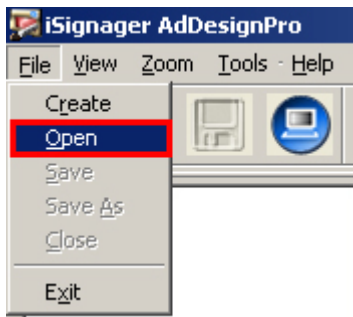
Step 6: If there are multiple layouts in one sequence, repeat **Step 2 ~ Step 5** to set the duration of other layouts in the sequence.

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 iSignager AdDesignPro, follow the steps below:

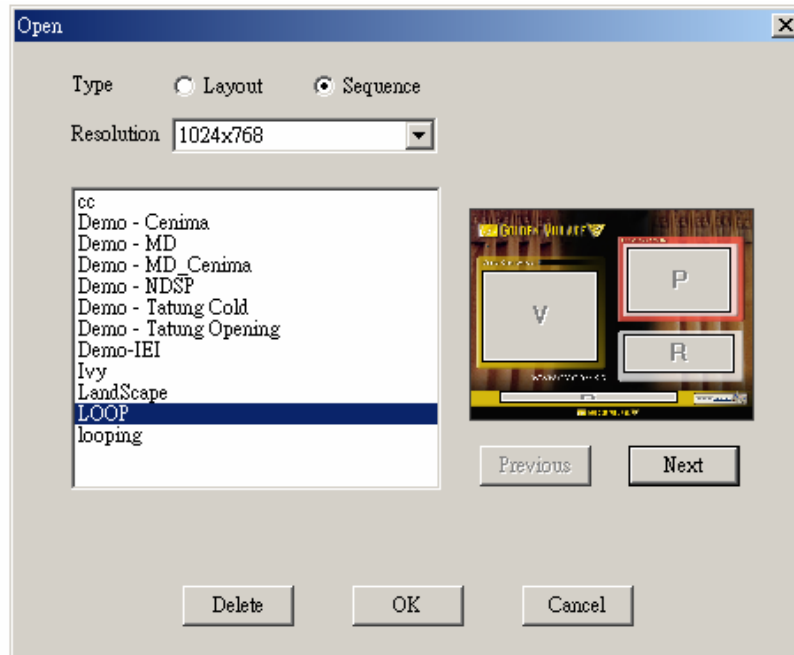
Step 1: Click **Open** on the “File” menu or click  (**Open**) on the toolbar.



Step 2: 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

iSignager AdMinistrator

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**.

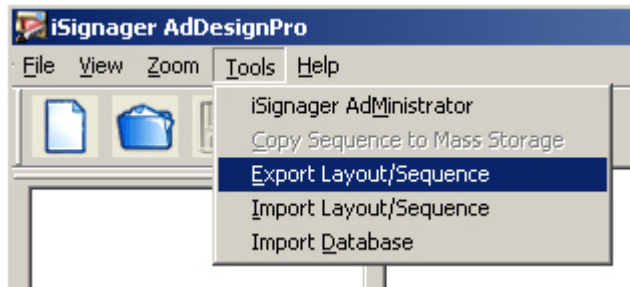
Step 4: To delete a sequence, select the sequence and click **Delete**.

3.4 Export/Import

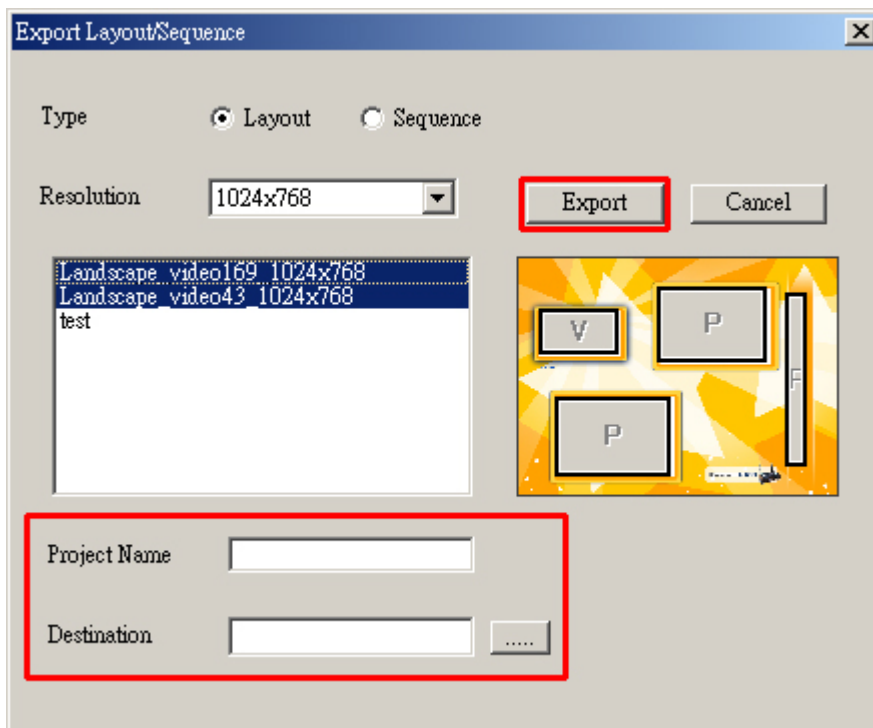
3.4.1 Export Layout/ Sequence

Layouts and sequences can be exported from the iSignager 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 iSignager AdDesignPro.

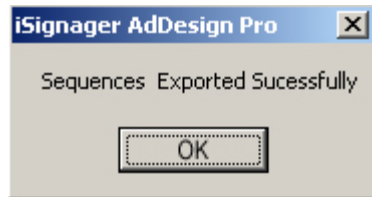


Step 2: Choose **Layout** or **Sequence** to export. Select the resolution and an available layout(s) or sequence(s). Enter a project name and specify the destination. Click **Export**.



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

iSignager AdMinistrator

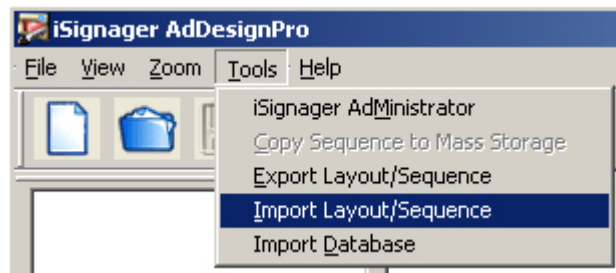


Step 4: Layouts are exported as *.lay format and sequences are exported as *.sqe format. The exported layouts are saved in a default folder in the specified destination named "iDServerExportLayout" and sequences are saved in a folder named "iDServerExportSequence".

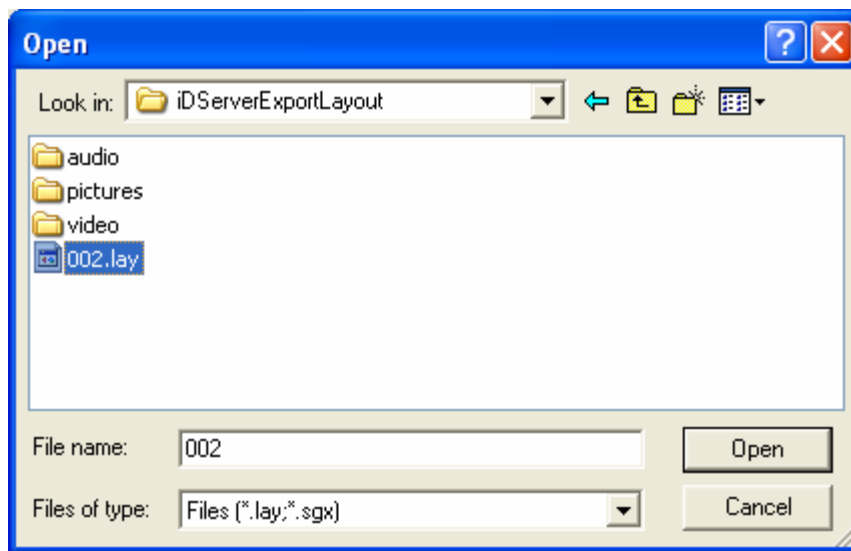
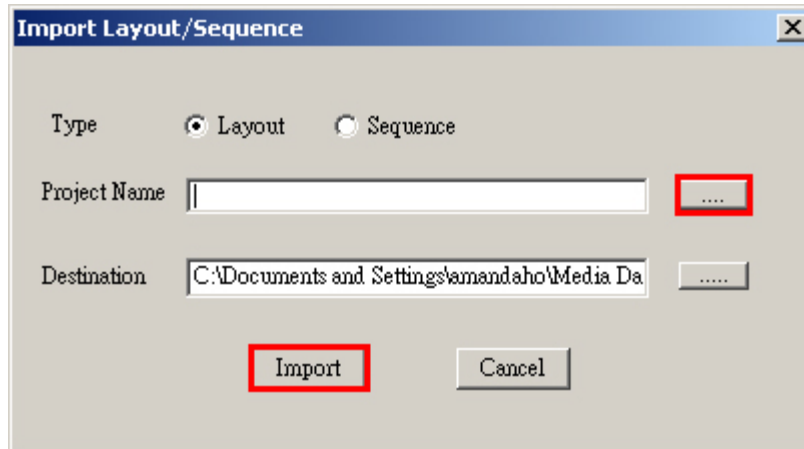
3.4.2 Import Layout/ Sequence

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

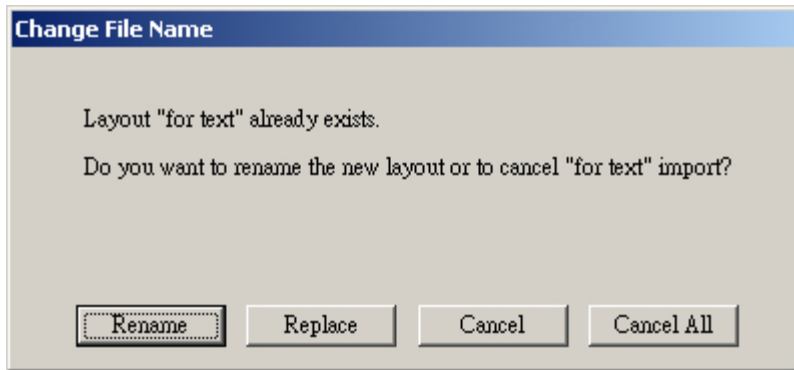
Step 1: To import a previously saved layout or sequence, click **Import Layout/ Sequence** on the "Tools" menu.



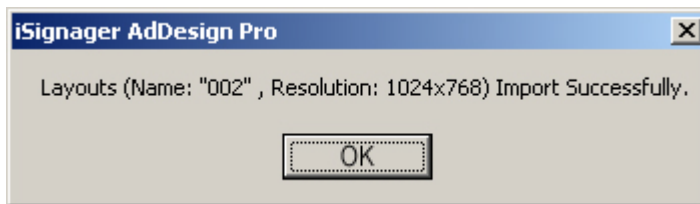
Step 2: Choose **Layout** or **Sequence** to import. Click beside the **Project Name** to select the correct file. Click **Import** to import the layout or the sequence.



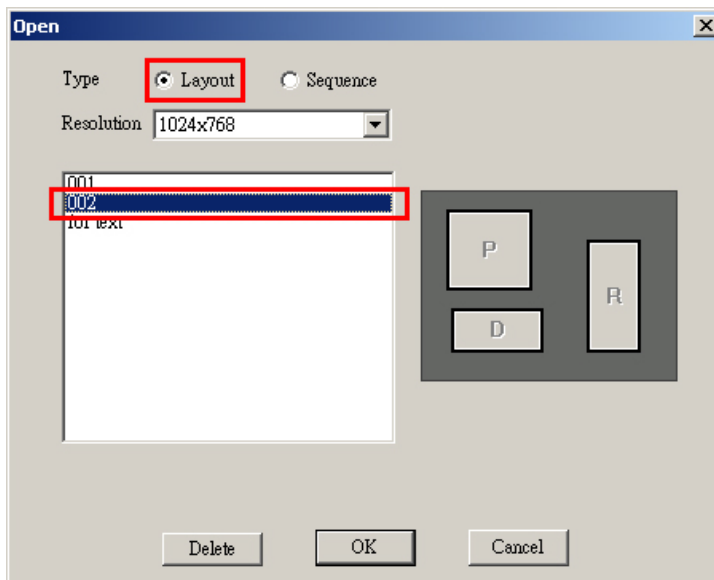
Step 3: If the exported layout/sequence is already exist in the same directory, a message window prompts. Choose to rename the layout/sequence or replace the new layout/sequence with the old one.



Step 4: A window prompts to inform that the layout/sequence is successfully imported.



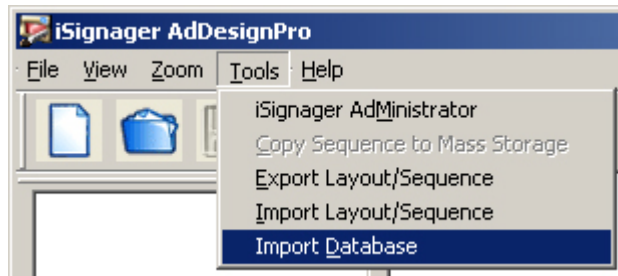
Step 5: The imported layout or sequence is available for selection in the open file window.



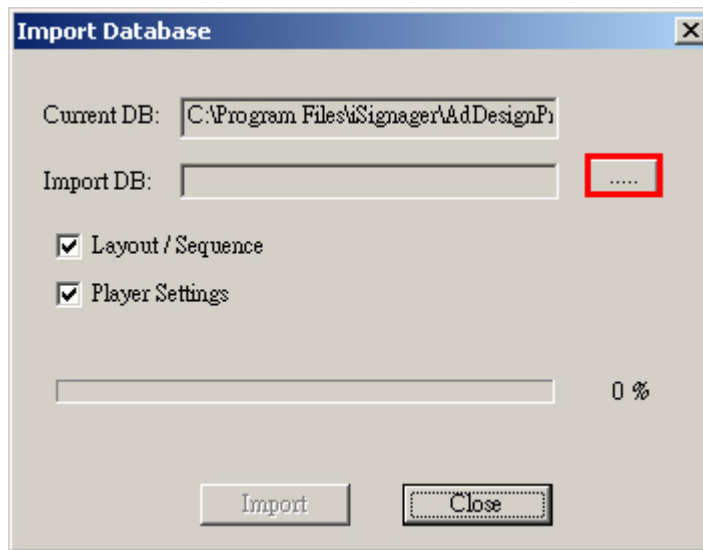
3.4.3 Import Database

After installing the iSignager 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 iSignager AdDesignPro.

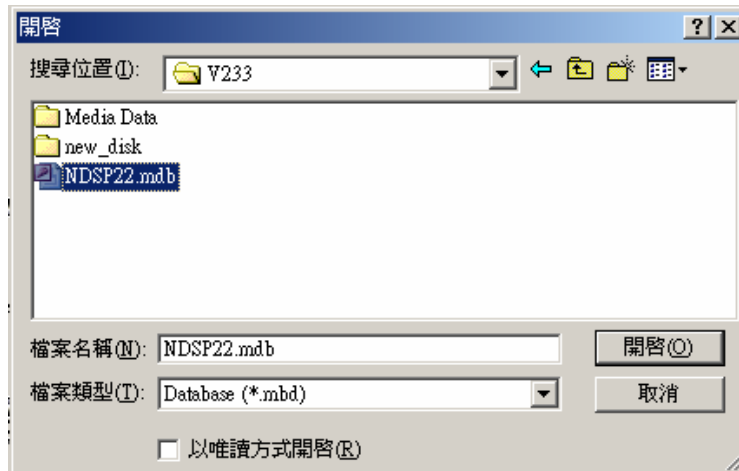
Step 1: To import the database created in the old version, click **Import Database** on the "Tools" menu.



Step 2: Click to select the correct file path.

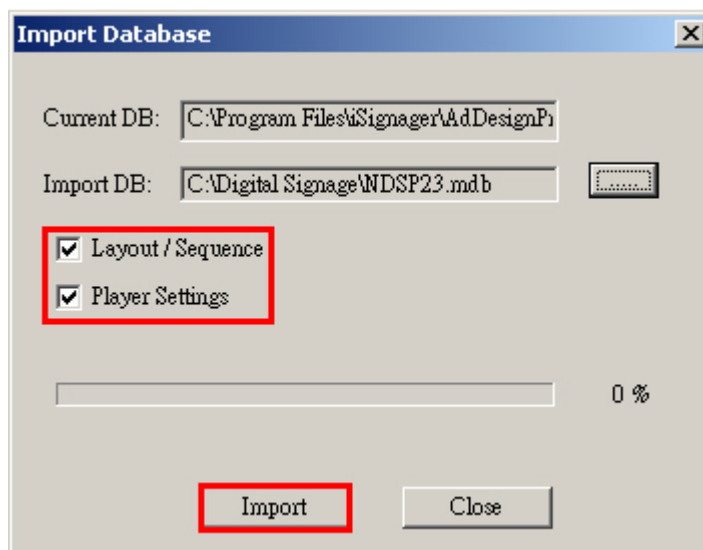


Step 3: Locate the database (NDSPxx.mdb) in C:\Digital Signage.

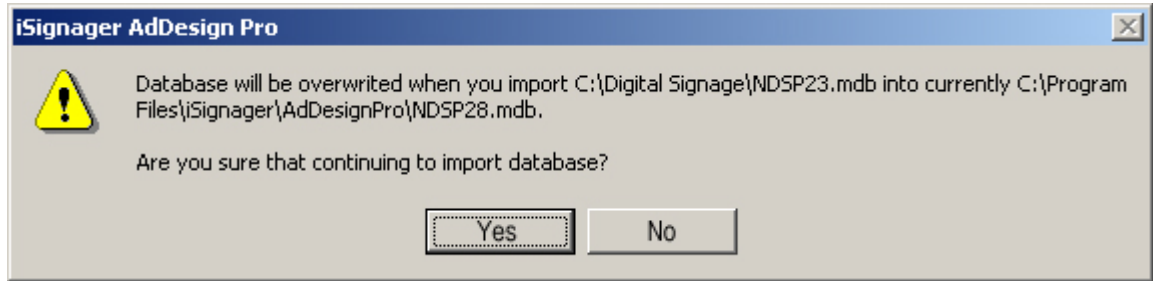


Step 4: Select the information type to import, layout, sequence or/and player settings.

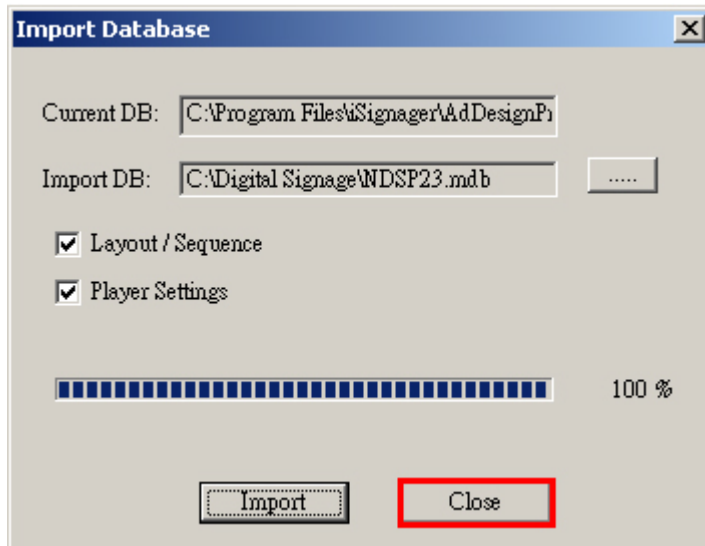
Step 5: Click **Import** to import the database.



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.



Step 7: The iSignager AdDesignPro starts importing the database. When it completes, click **Close** to exit.



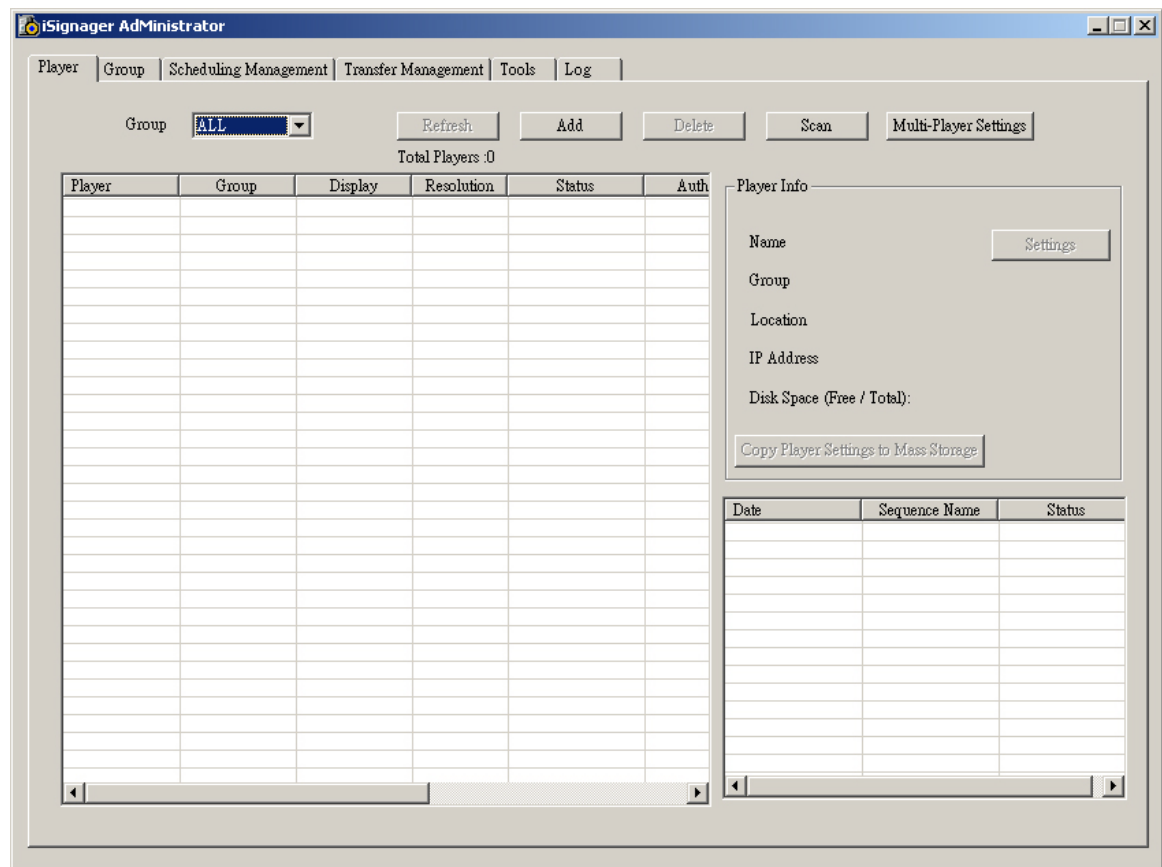
Chapter

4

iSignager AdMinistrator

4.1 iSignager AdMinistrator Introduction

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



The iSignager AdMinistrator consists of many function tabs, including:

- Player
- Group
- Scheduling Management
- Transfer Management
 - Sequence Transfer
 - Real Time Task
- Tools
 - Server Settings

Step 2: 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**.

**NOTE:**

If choose iSignager LCD 15S/17S/19S as the player model name, the display device type, resolution and refresh rate are limited as following:

- **Display Device:** LVDS
 - **Resolution:**
 - 1024 x 768 (iSignager LCD 15S)
 - 1280 x 1024 (iSignager LCD 17S/19S)
 - **Refresh Rate:** 60
-

iSignager AdMinistrator

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

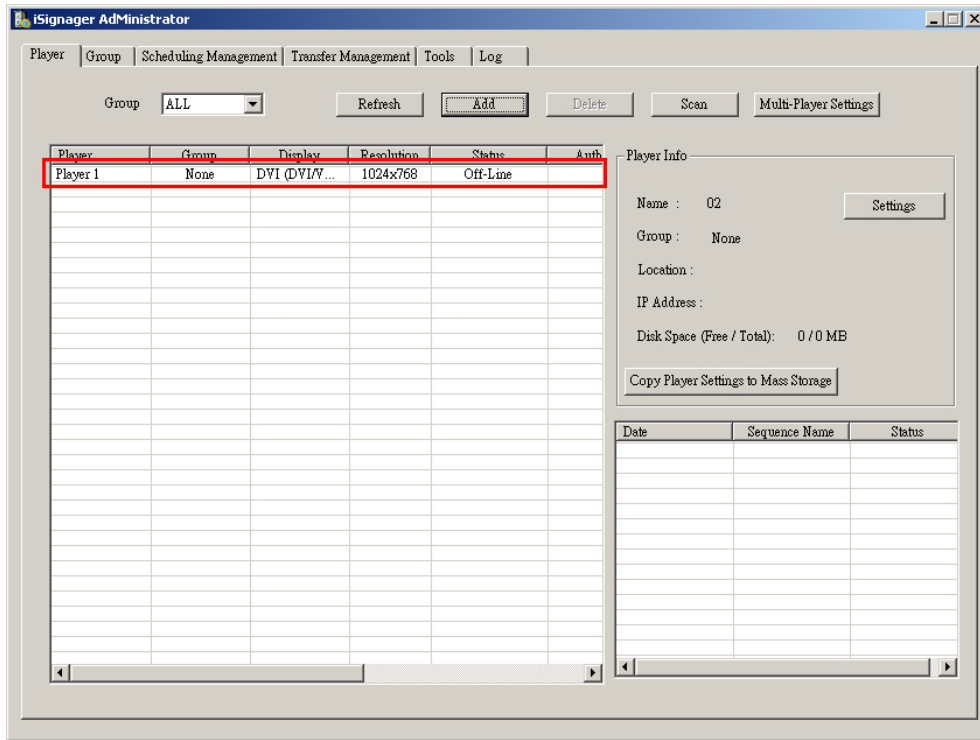
Password:

Confirm Password:

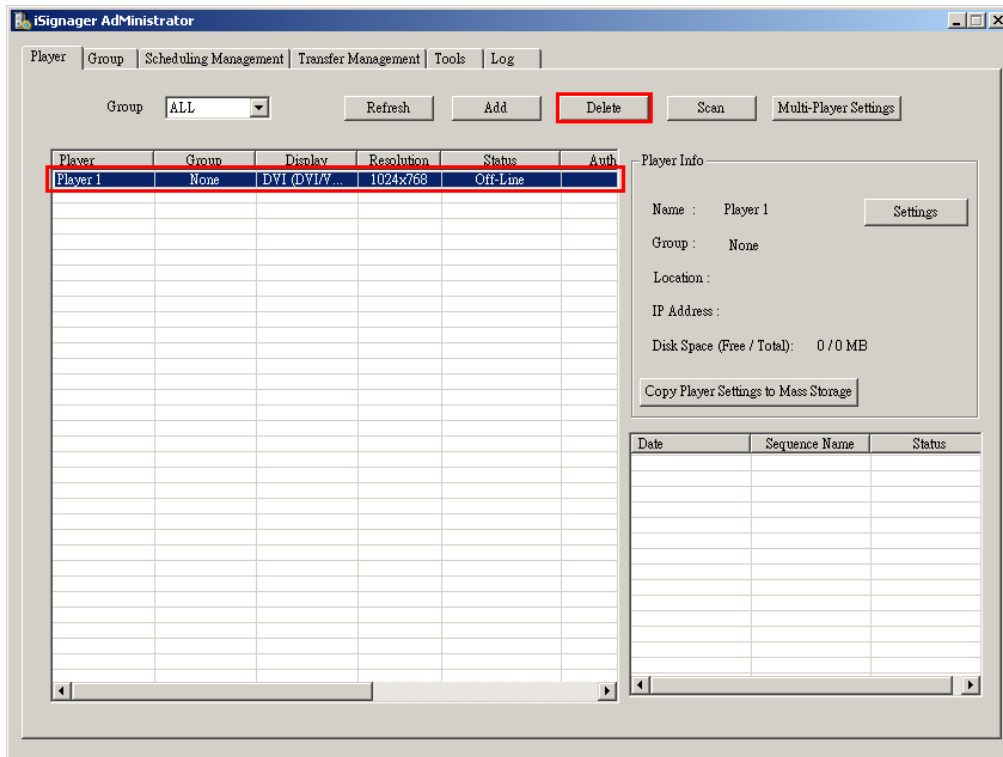
Add

Step 3: To secure the player by a password, check **Security** and then enter a password twice.

Step 4: 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 iSignager AdMinistrator also detects the player status automatically and shows the player status in the "Status" column.



Step 5: To delete a player, click the player name and click **Delete**.

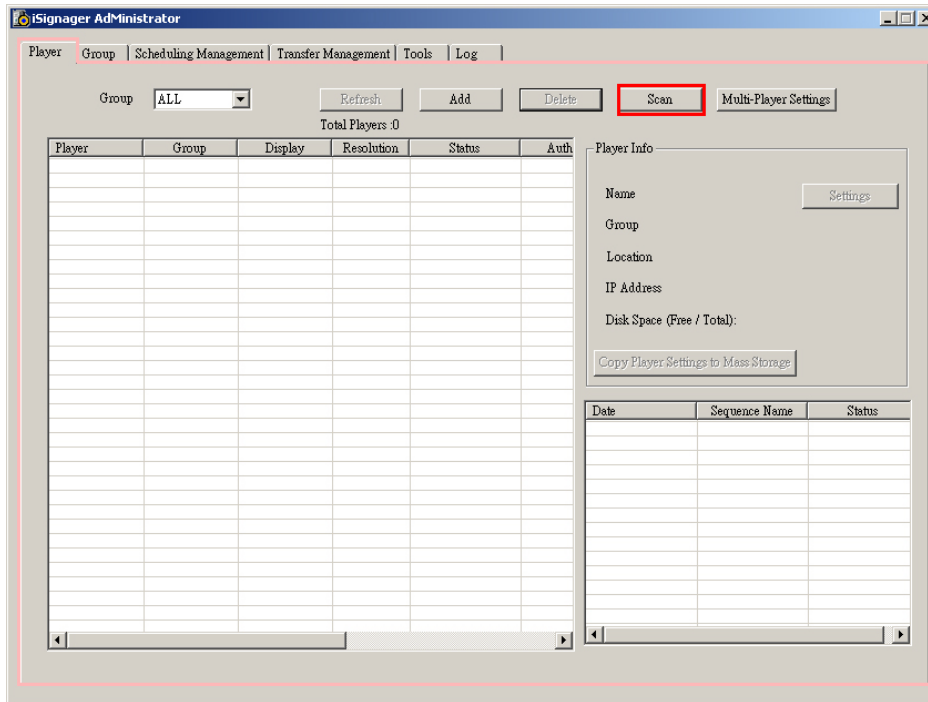


iSignager AdMinistrator

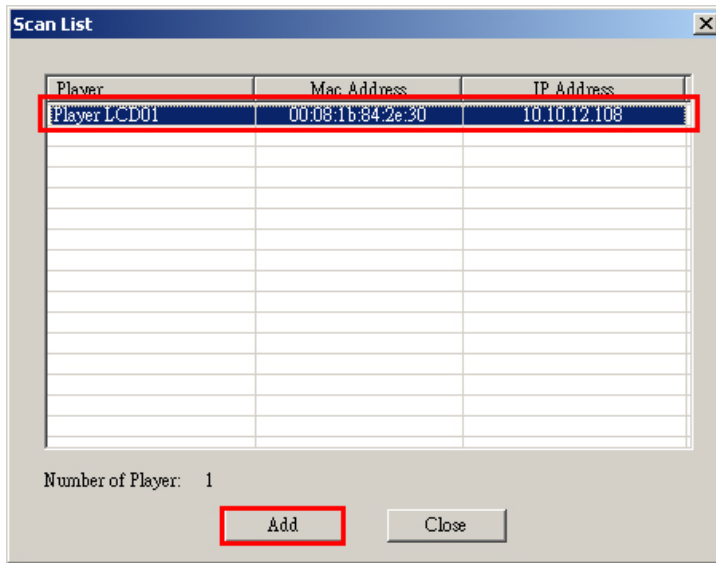
4.2.2 Scan for Players

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

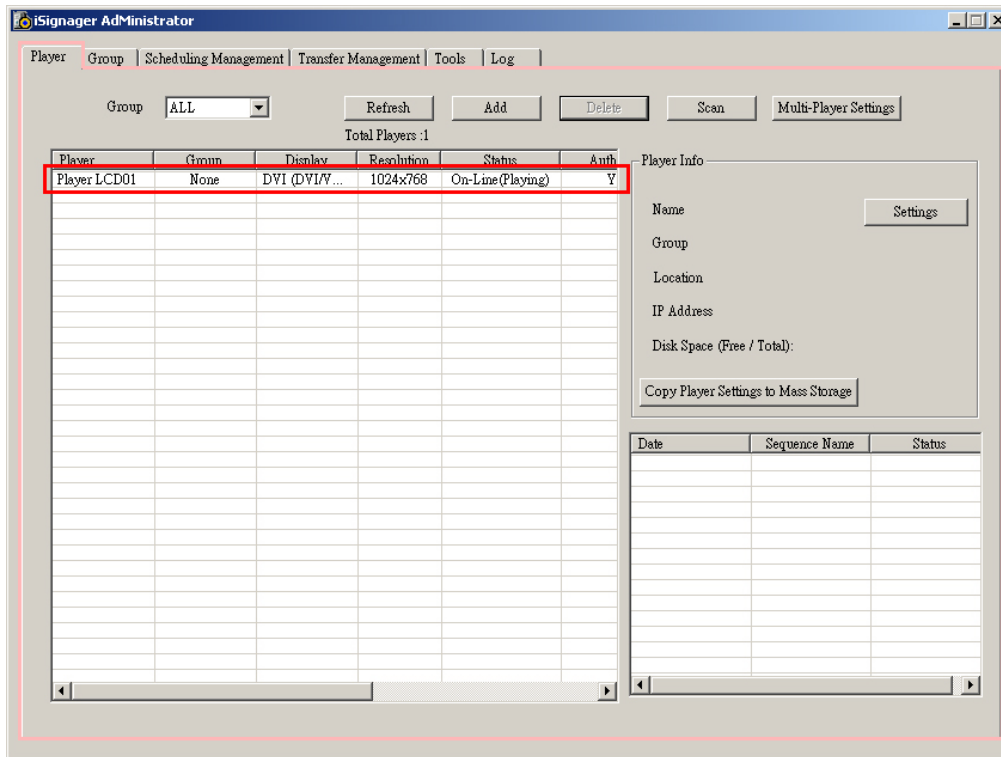
Step 1: In **Player** tab of the iSignager AdMinistrator, click the **Scan** button.



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.

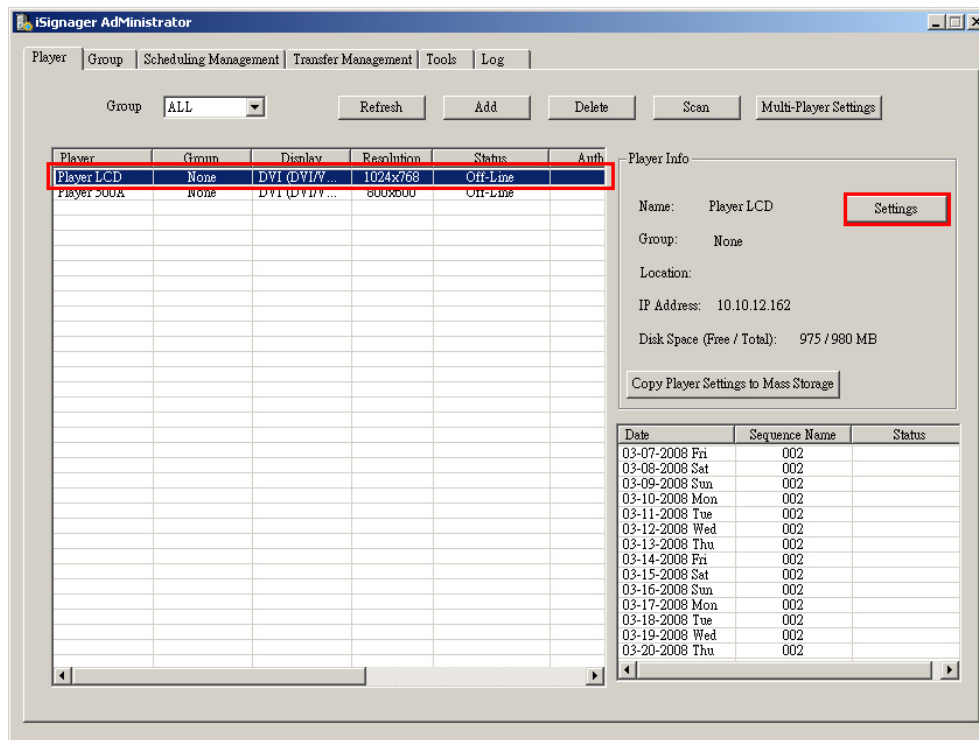


Step 3: The player is added in the player list.



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 iSignager AdMinistrator.



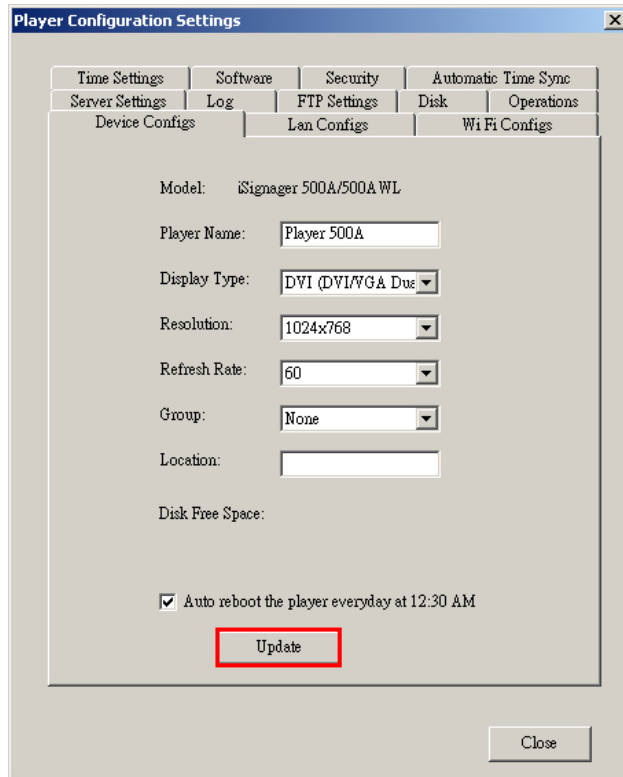
The following sections describe the configuration tabs in the player setting one by one.

4.2.3.1 Device Configuration

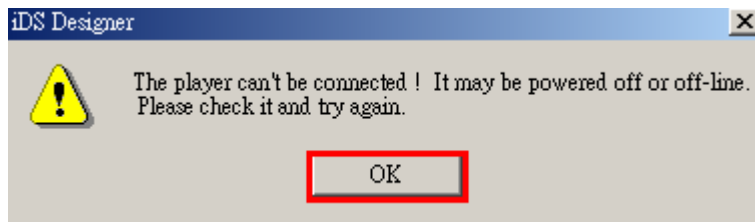
Follow the steps below to modify the device settings.

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

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



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)

iSignager AdMinistrator

configuration when the player and the iSignager 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:

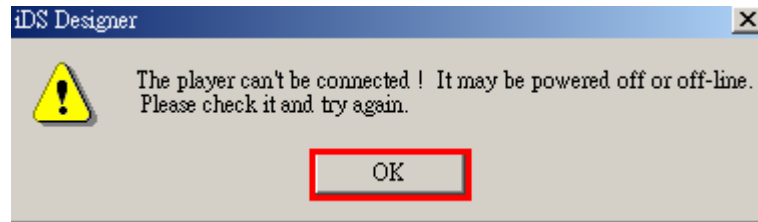
Subnet Mask:

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

iSignager AdMinistrator

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.

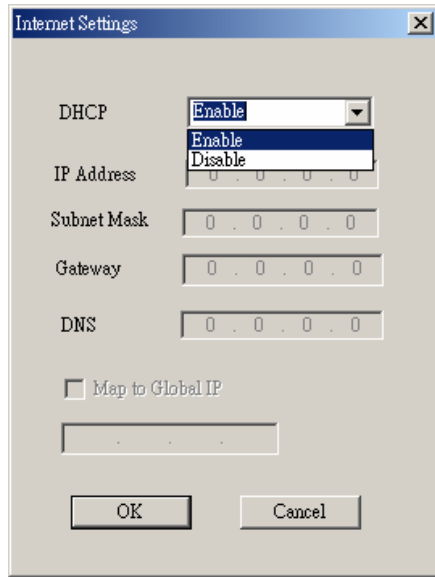
Key Length: 64 Bits or 128 Bits encryption mode.

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.

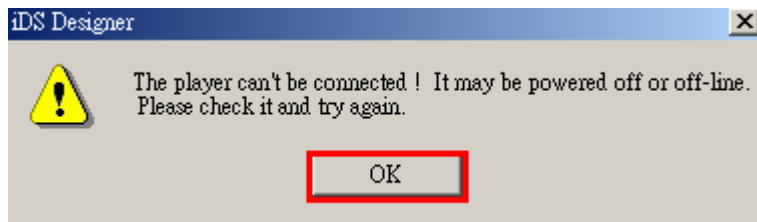
Time Settings	Software	Security	Automatic Time Sync	
Server Settings	Log	FTP Settings	Disk	Operations
Device Configs	Lan Configs		Wi Fi Configs	
Mac Address:	<input type="text"/>			
ESSID:	<input type="text"/>			
Authentication	open <input type="button" value="v"/>			
Cipher	None <input type="button" value="v"/>			
Key	1 <input type="button" value="v"/>			
Key	Select a KeyLength <input type="button" value="v"/>			
Key	<input type="text"/>			
WPAPSK Key:	<input type="text"/>			
<input type="button" value="Update"/>		<input type="button" value="Network Protocol"/>		

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.



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:

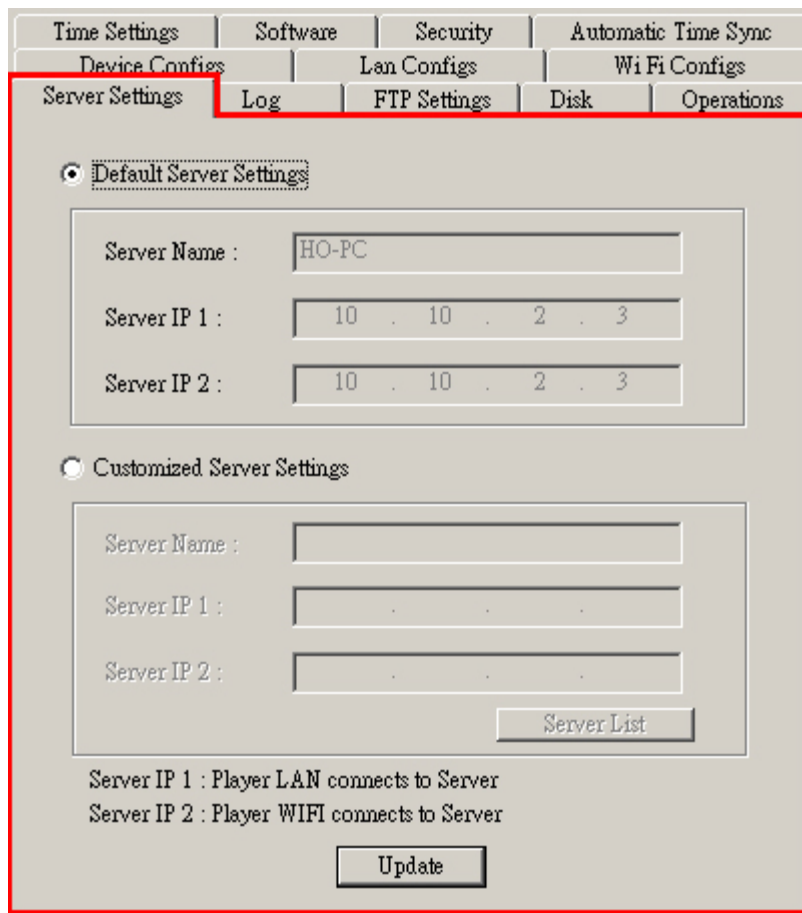
The user can setup LAN and Wi Fi settings at the same time for the iSignager player with wireless LAN support. However, the iSignager player takes LAN as the first priority by default when booting up. If the LAN is successfully activated, the iSignager player with wireless LAN does not

iSignager AdMinistrator

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 iSignager AdMinistrator refers to the computer installed with the iSignager AdMinistrator. The Server Settings tab in the 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 List

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

Update

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

4.2.3.5 Log setting

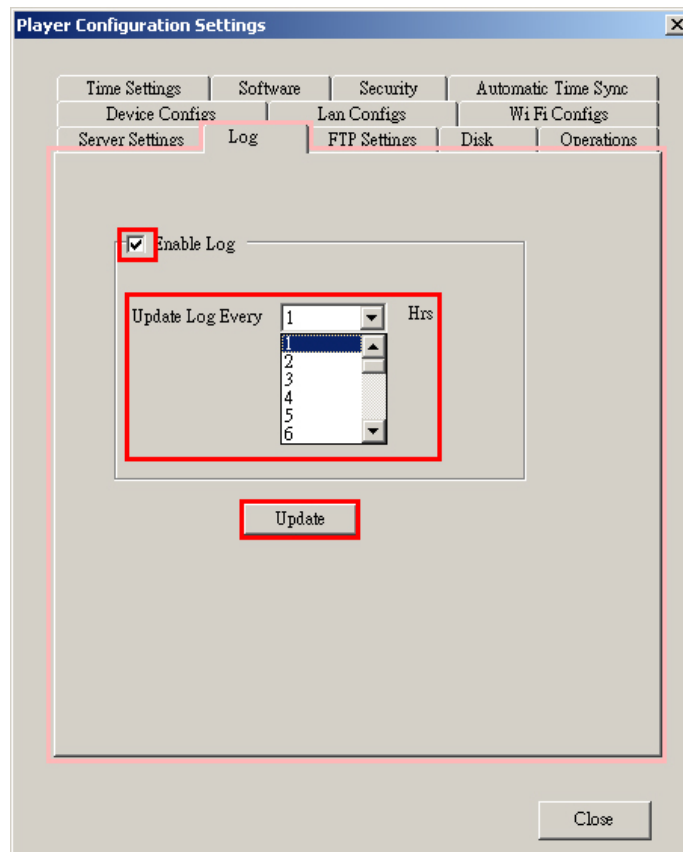
The iSignager AdAdministrator supports advertising log management to keep a record of the content broadcasted by the iSignager player. To start using this function, it must be enabled in the player setting. To enable the player log for the player(s) in the player settings, follow the steps below.

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 iSignager AdMinistrator is installed. It is the default setting 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 iSignager 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.

Time Settings	Software	Security	Automatic Time Sync
Device Configs	Lan Configs	Wi Fi Configs	
Server Settings	Log	FTP Settings	Disk
<input 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" value="10.10.12.34"/>	
FTP Port		<input type="text" value="21"/>	
<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"/>	
<input type="button" value="Update"/>			

To modify the FTP server settings, select a proper option and enter the information of the server if necessary. Please refer to **Section 6.2** 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 iSignager 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.

iSignager AdMinistrator

Time Settings	Software	Security	Automatic Time Sync
Device Confgs	Lan Confgs	Wi Fi Confgs	
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

Delete

Automatic delete out of date sequences

Update

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**.

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

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

Immediate delete the sequence

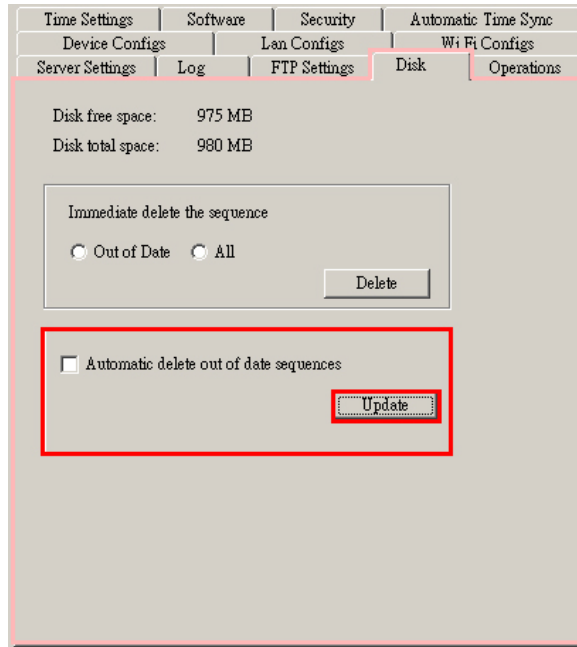
Out of Date All

Delete

Automatic delete out of date sequences

Update

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.

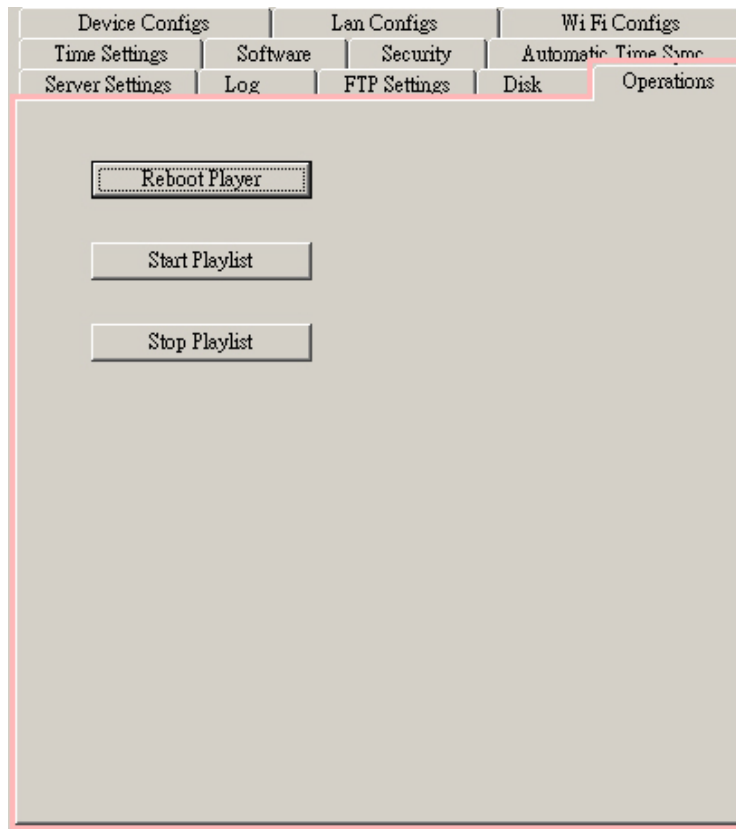


4.2.3.8 Operation

The user can control the player operation of a player in the iSignager 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 iSignager 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 or stop the play list.



4.2.3.9 Time Settings

The time settings can be updated manually or automatically in the iSignager 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.

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 11:50:37

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

Update

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

iSignager AdMinistrator

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**.

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	<input type="button" value="Add"/> <input type="button" value="Delete"/>
clock.stdtime.gov.tw	
tick.stdtime.gov.tw	

(GMT+08:00) 台北

Sync Frequency Hrs

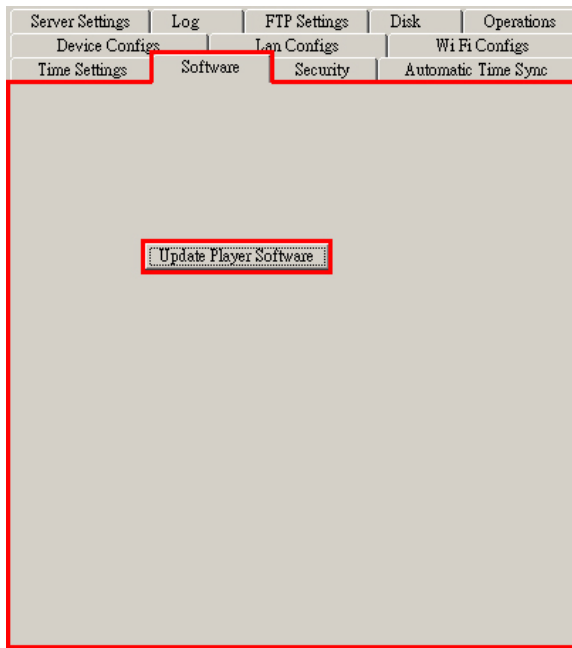
- Step 2:** Select a source to synchronize with. Choose either to synchronize with the iSignager AdMinistrator (the PC) or a NTP (Network Time Protocol) server.
- Step 3:** To add a new NTP server, click **Add**. To delete a NTP server, click the NTP server and click **Delete**.
- Step 4:** Select a time zone.
- Step 5:** Select the frequency for the iSignager player to synchronize the time with either the iSignager 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

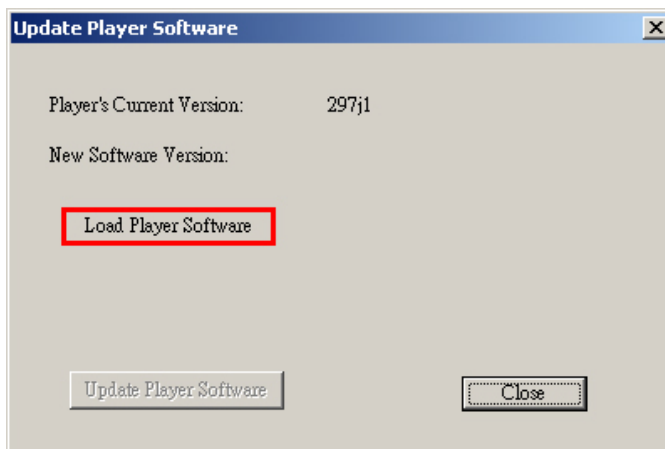
To update the firmware of iSignager player via network, follow the steps below.

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

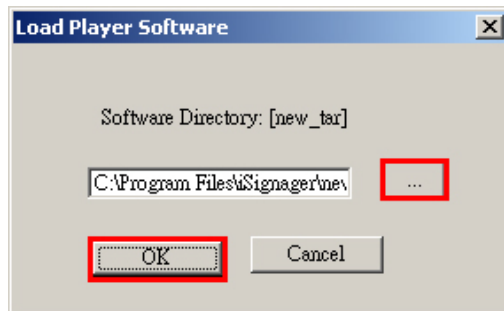
Step 2: Click **Software** tab and click **Update Player Software**.



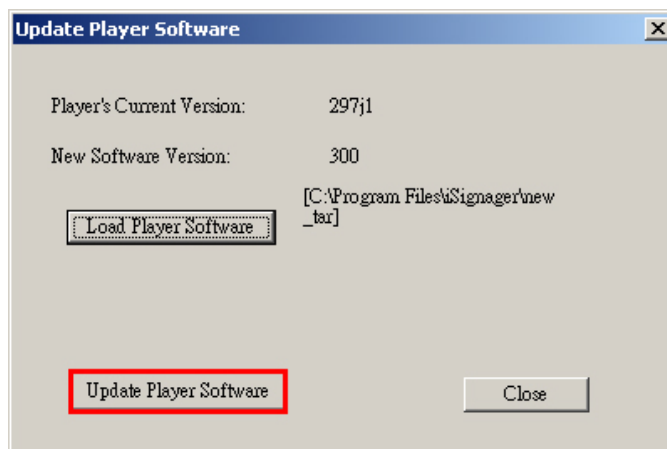
Step 3: Click **Load Player Software**.



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



Step 5: Click **Update Player Software**. The iSignager 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

Use **Security** setting in the player settings of the iSignager AdAdministrator 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.



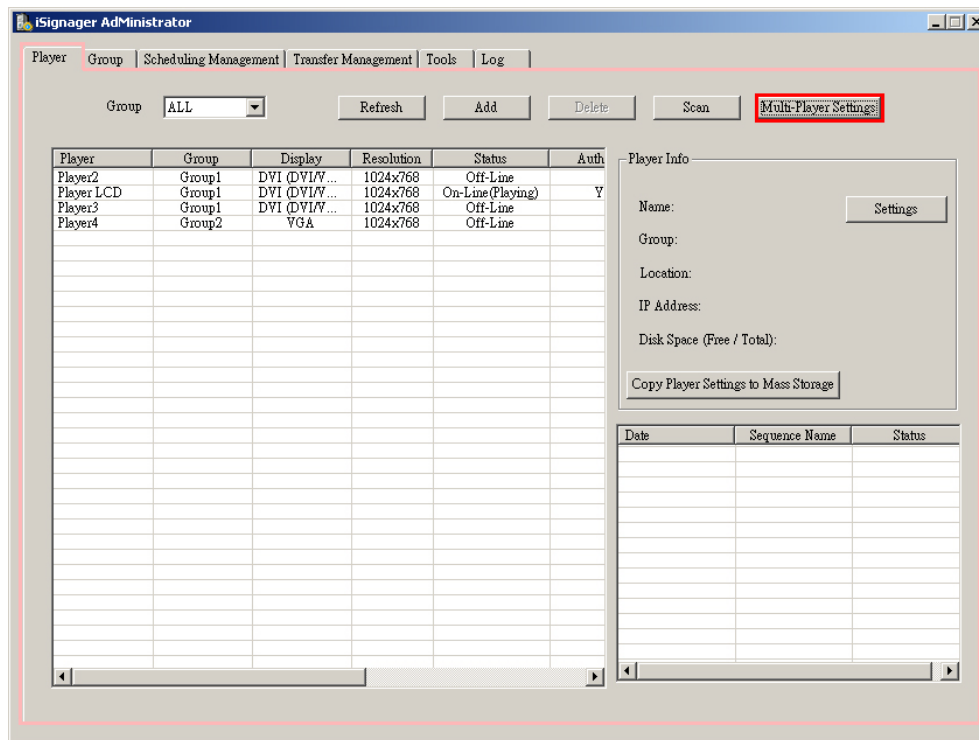
Step 2: Enter a new password twice and click **OK**.



4.2.4 Multiple Player Settings

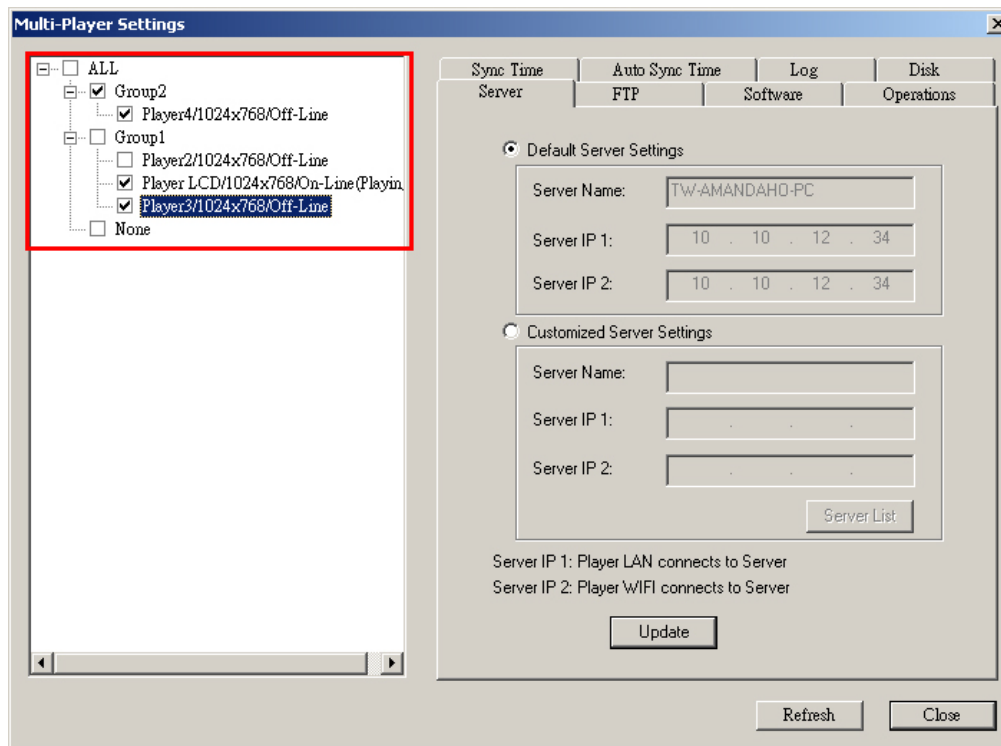
The iSignager AdMinistrator allows the user to change multiple player settings all at once. The multi-player settings can **only** be updated **via network**. Before using this function, please make sure the iSignager players to be controlled is on and running. Then check if the iSignager players and the computer with the iSignager 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 iSignager 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**.



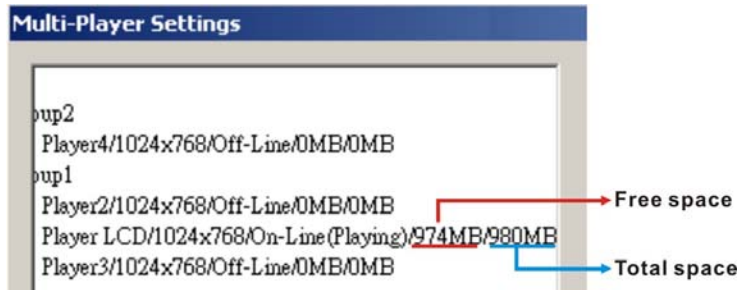
Step 4: Select the player settings tab on the right side to modify the settings. All the multi-player settings are similar with the single player setting. Please refer to the sections listed below to modify the multi-player setting.

- 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:

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

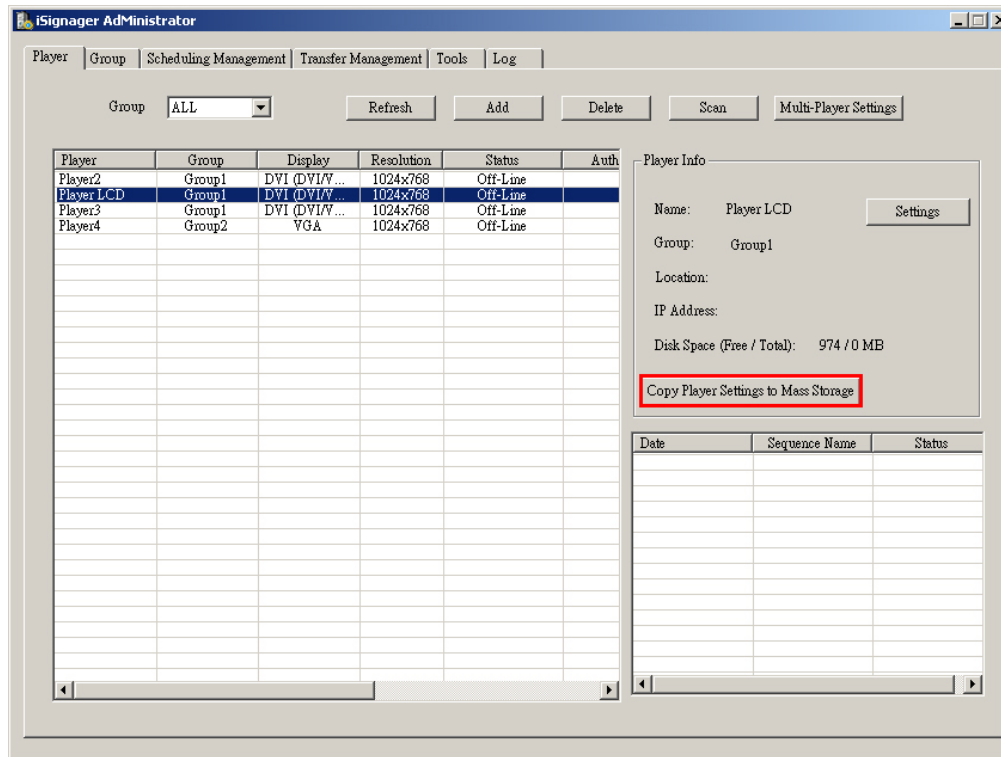


4.2.5 Copy Player Settings to Mass Storage

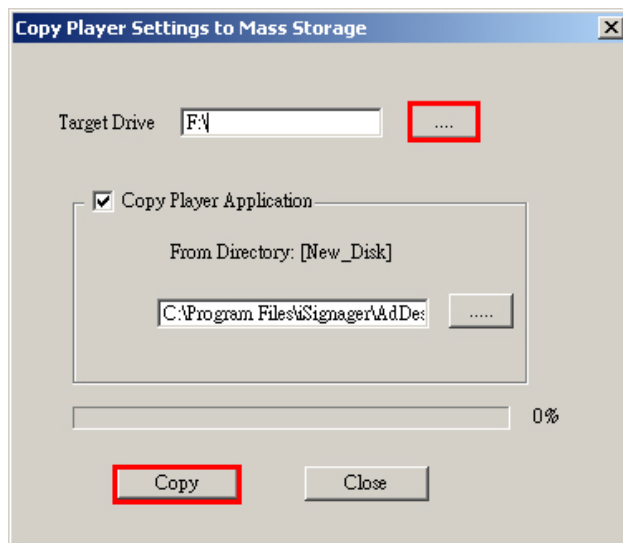
When player settings are modified, the new player settings can be copied to the CF card without changing the sequence settings. To copy player settings to a CF card, follow the steps below.

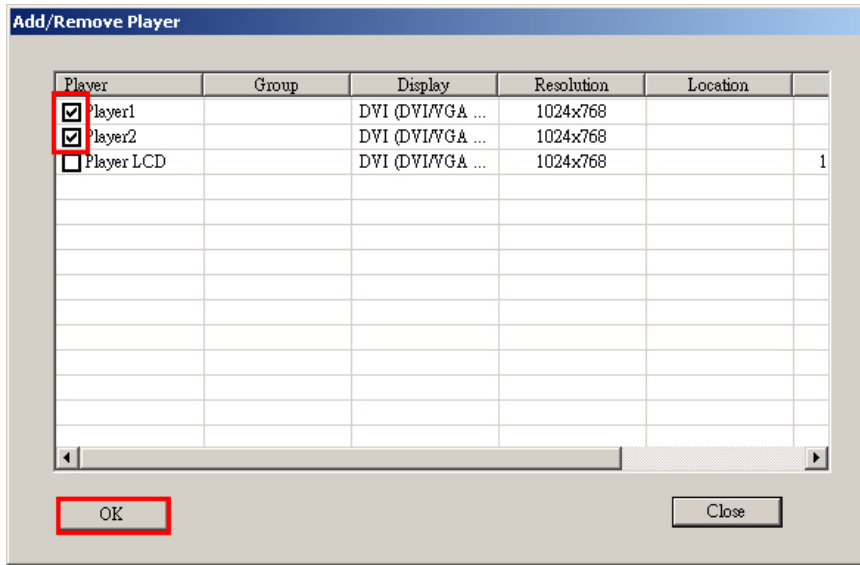
- Step 1:** Insert the CF card to the computer installed with the iSignager AdMinistrator.
- Step 2:** Launch the iSignager AdMinistrator.
- Step 3:** Select the correct player and perform necessary modification in the player settings.
- Step 4:** Click **Copy Player Settings to Mass Storage**.

iSignager AdMinistrator

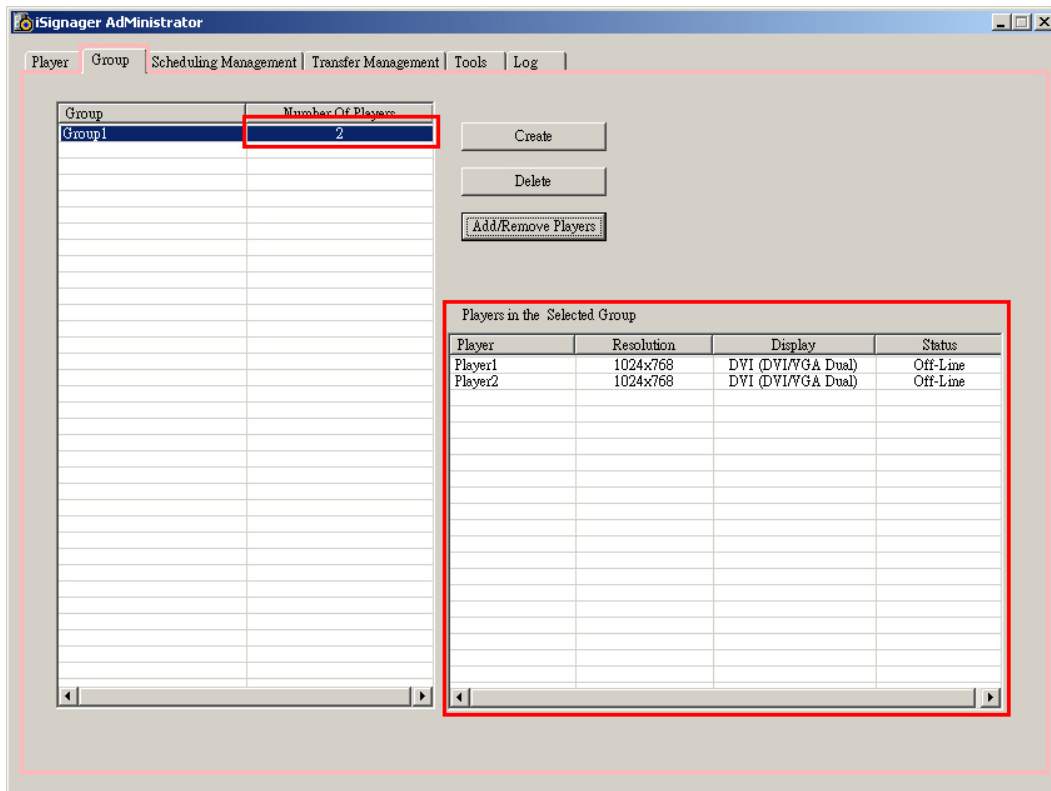


Step 5: Select the target drive to copy configuration to. To copy player's applications to the CF card, check the box **Copy Player Application** and select the directory location. Then click **Copy**.





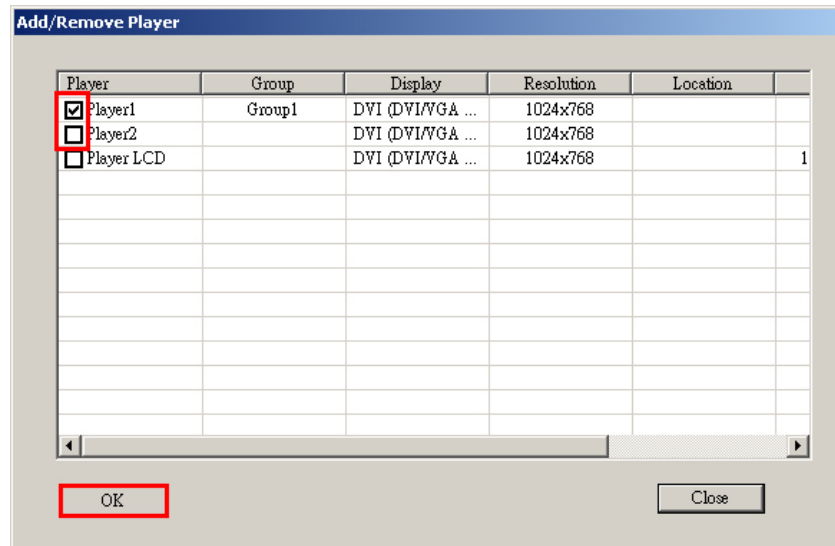
Step 6: The players are added in the group and shown in the player list on the right side.



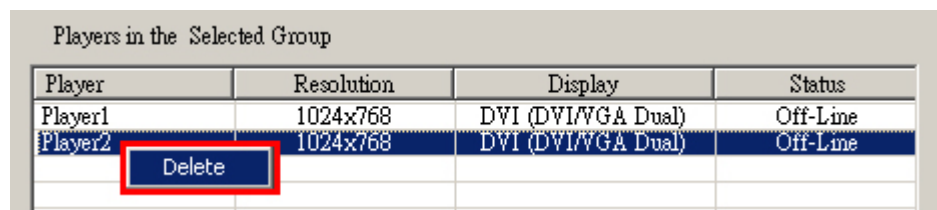
4.3.2 Remove Players from a Group

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 iSignager 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:

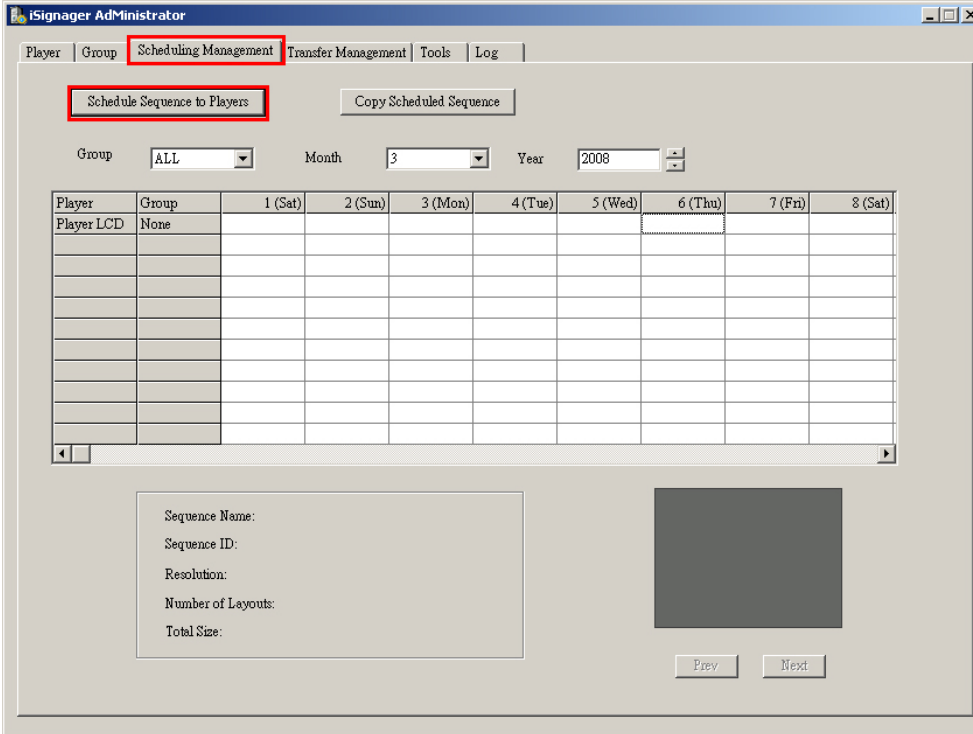
To move players to another group, please remove the players in the old group first. Then add the players to the new group.

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 iSignager AdAdministrator, select the **Scheduling Management** tab. Click **Schedule Sequence to Players**.



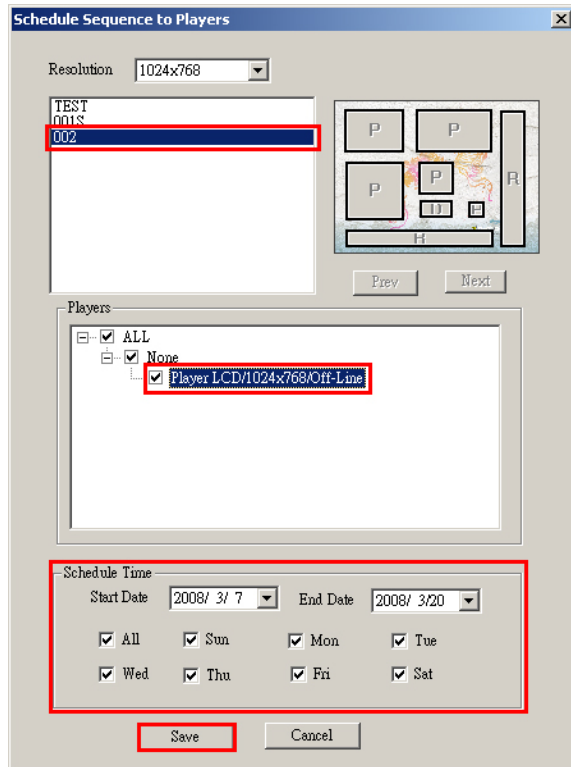
The screenshot shows the iSignager AdAdministrator interface. The 'Scheduling Management' tab is active. A red box highlights the 'Schedule Sequence to Players' button. Below this button are dropdown menus for 'Group' (set to ALL), 'Month' (set to 3), and 'Year' (set to 2008). A table is displayed with columns for days of the week (1 (Sat) to 8 (Sat)) and rows for 'Player' and 'Group'. The first row shows 'Player LCD' and 'None'. Below the table, there are input fields for 'Sequence Name', 'Sequence ID', 'Resolution', 'Number of Layouts', and 'Total Size'. At the bottom right, there are 'Prev' and 'Next' buttons.

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

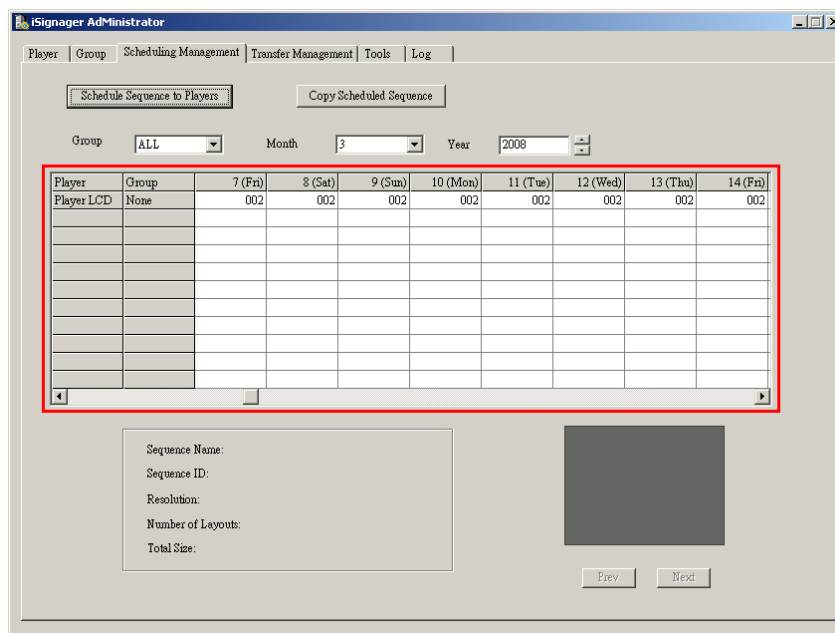
Step 5: Select a player.

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

iSignager AdMinistrator



Step 7: The iSignager 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

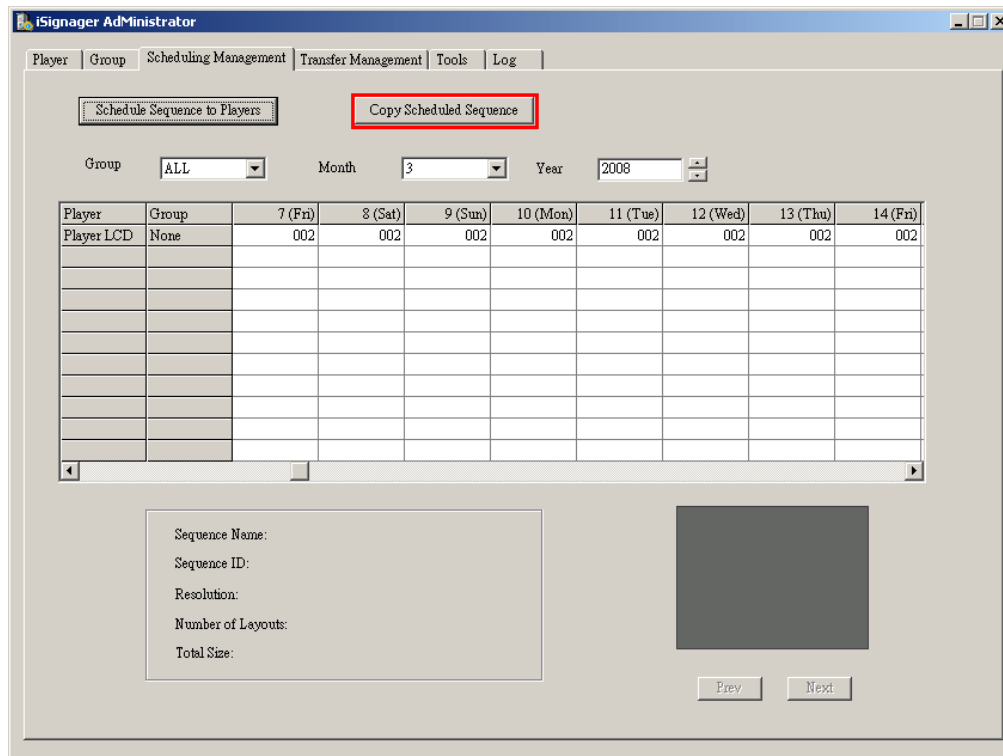
The Copy Scheduled Sequence function provides a convenient interface to quickly export player settings and sequence to a CF card or HDD, which can be inserted to the iSignager player and display the contents. To copy scheduled sequence to a CF card or a HDD, follow the steps below.


NOTE:

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

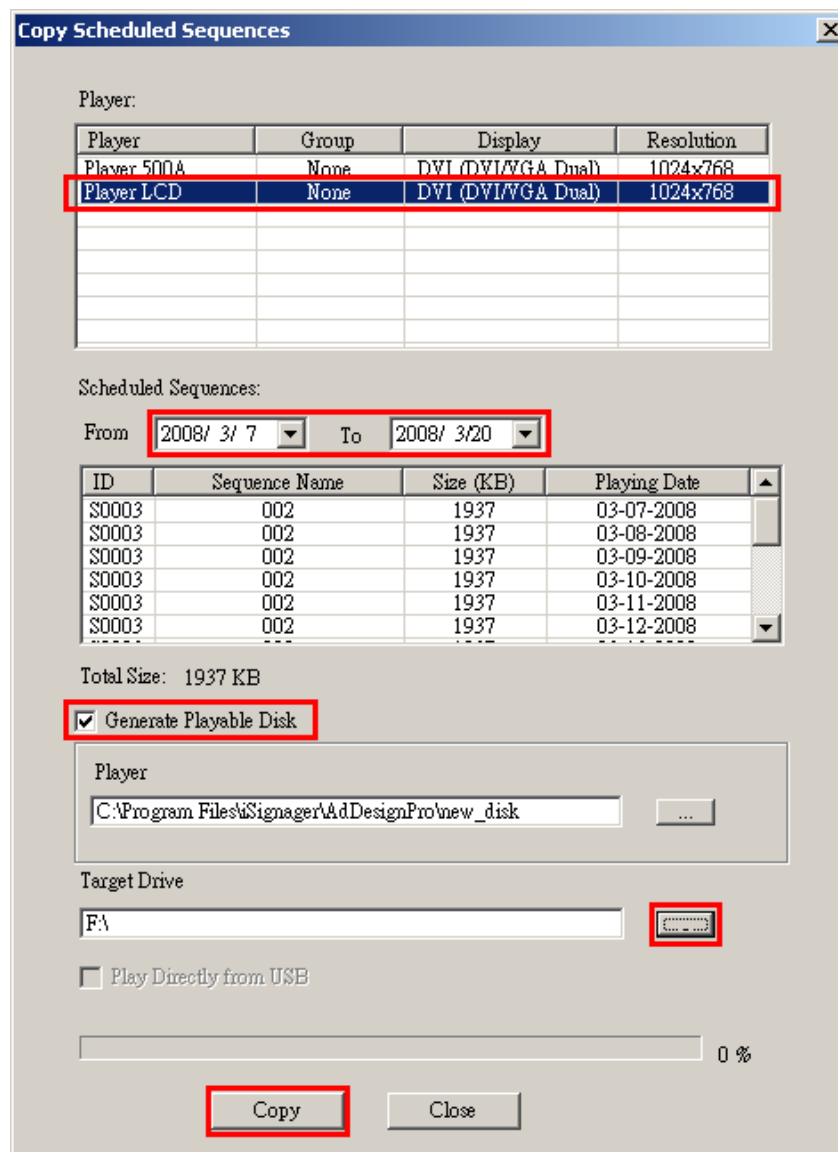
Step 1: Connect the CF card or the HDD to the computer installed with iSignager AdMinistrator.

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



iSignager AdMinistrator

- 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

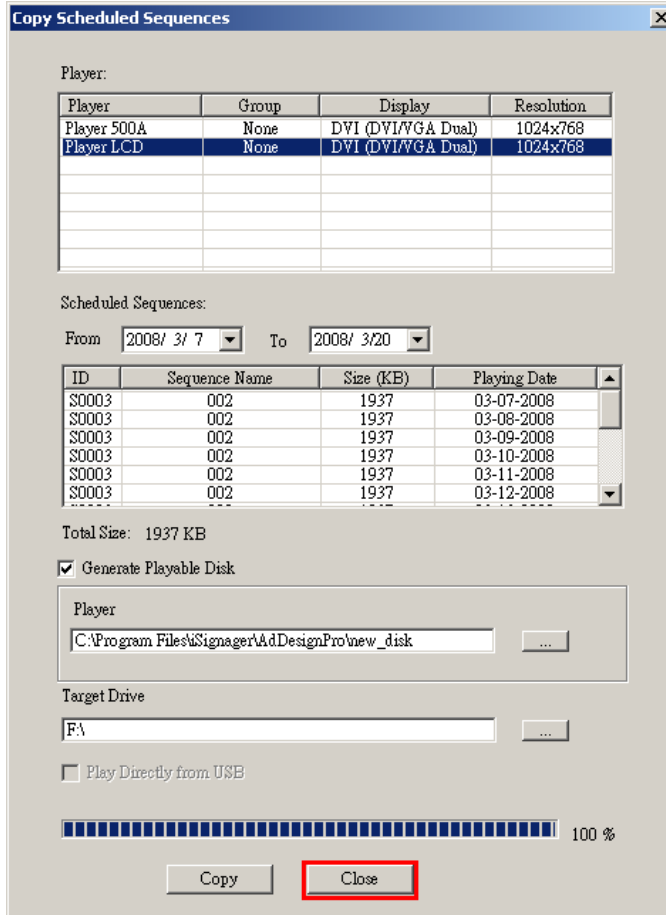
Player
 ...

Target Drive
 ...

Play Directly from USB

0 %

Step 8: The iSignager AdMinistrator starts to generate a playable disk. When the iSignager 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 500A or iSignager LCD series.

Step 10: If using iSignager 500 A as the player, connect the iSignager 500A to a display device.

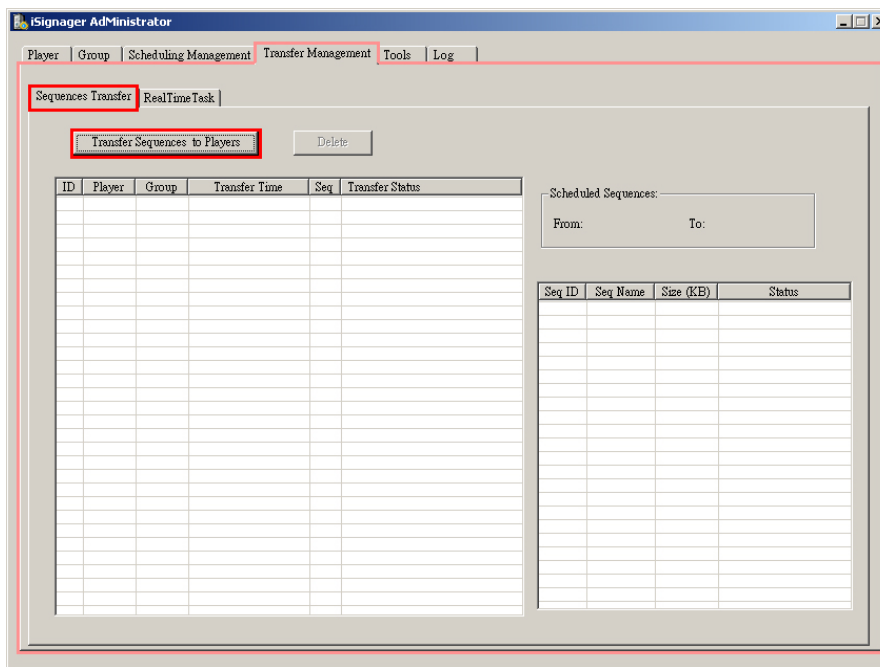
Step 11: Turn on the iSignager 500A or iSignager LCD series. The contents play on the display device automatically.

4.5 Transfer Management

4.5.1 Transfer Sequence to Players by Network

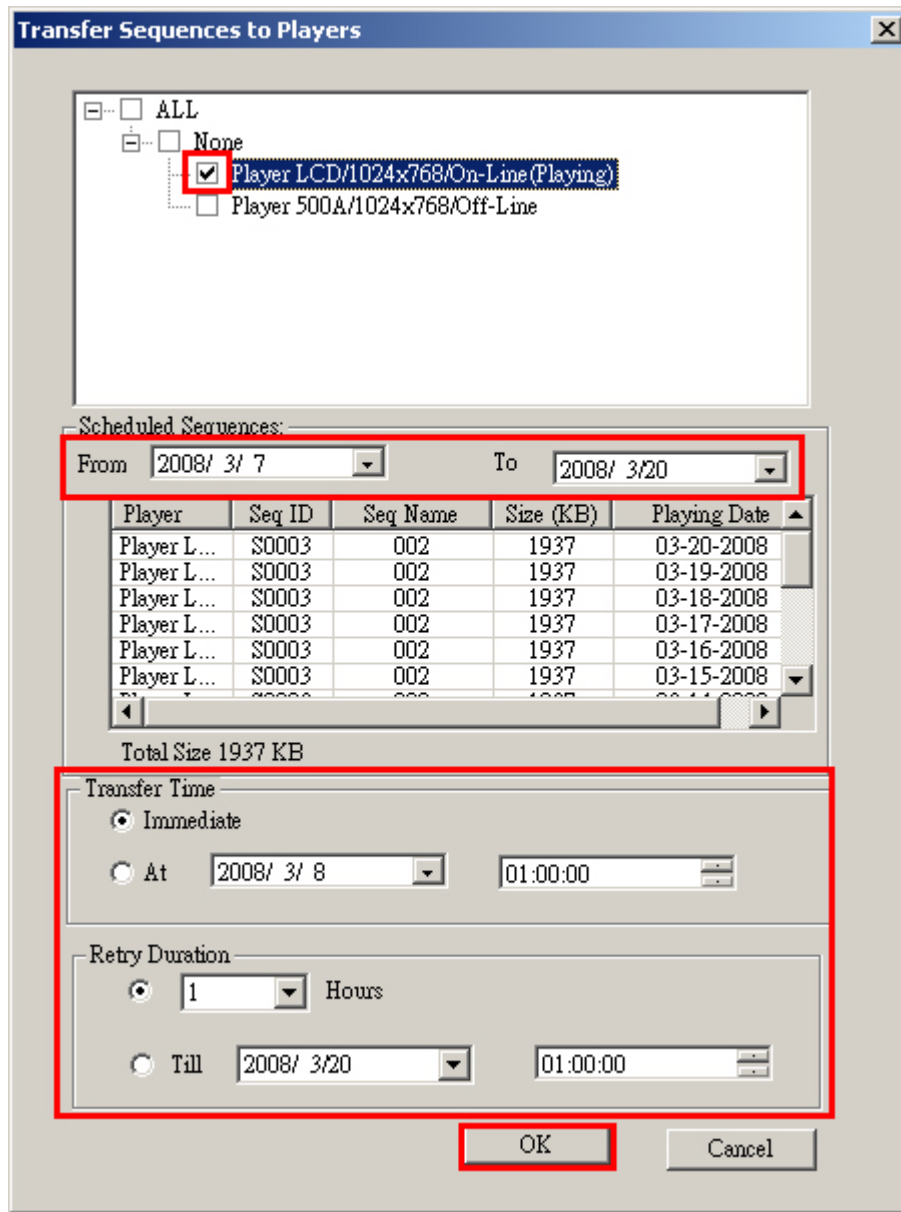
After a sequence is modified, the user can transfer the new sequence to one or multiple player by LAN or wireless LAN without changing the player settings. To transfer a sequence to the player by LAN or wireless LAN, make sure the player must be on and running during network transmitting process. The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

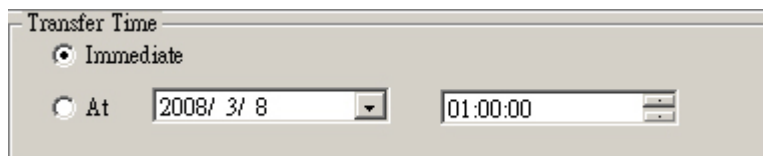


Step 2: Select the player(s) that is/are on and running.

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

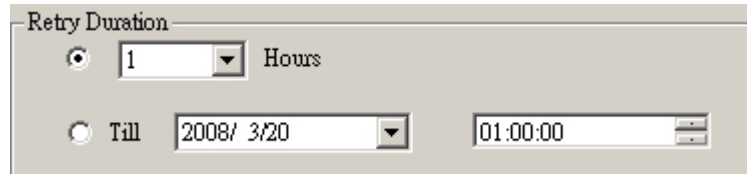


Step 4: To immediately transfer the sequence, select the "Immediate". To specify a certain time to transfer the scheduled sequence, select "At" and modify the time.

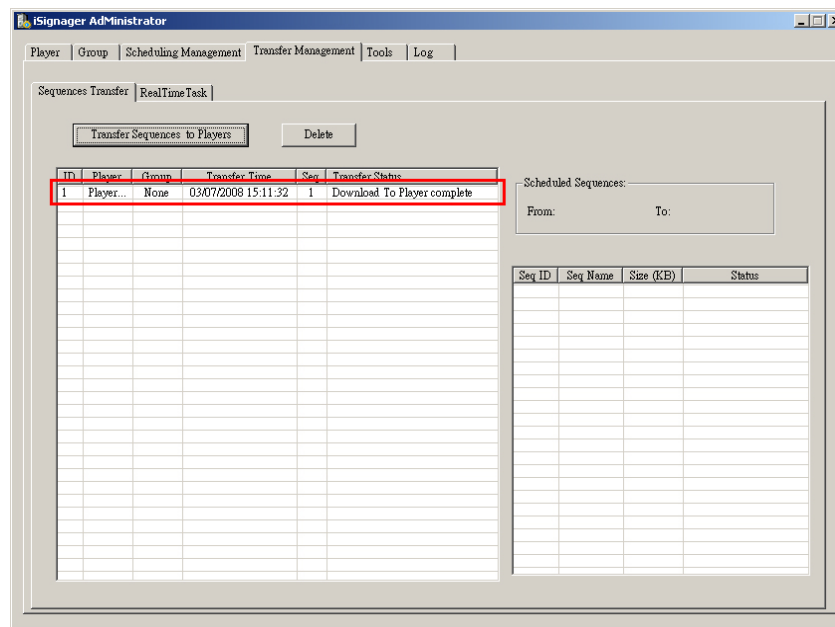


iSignager AdMinistrator

Step 5: Select the retry duration. Select to specify the duration for the iSignager 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 iSignager 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.

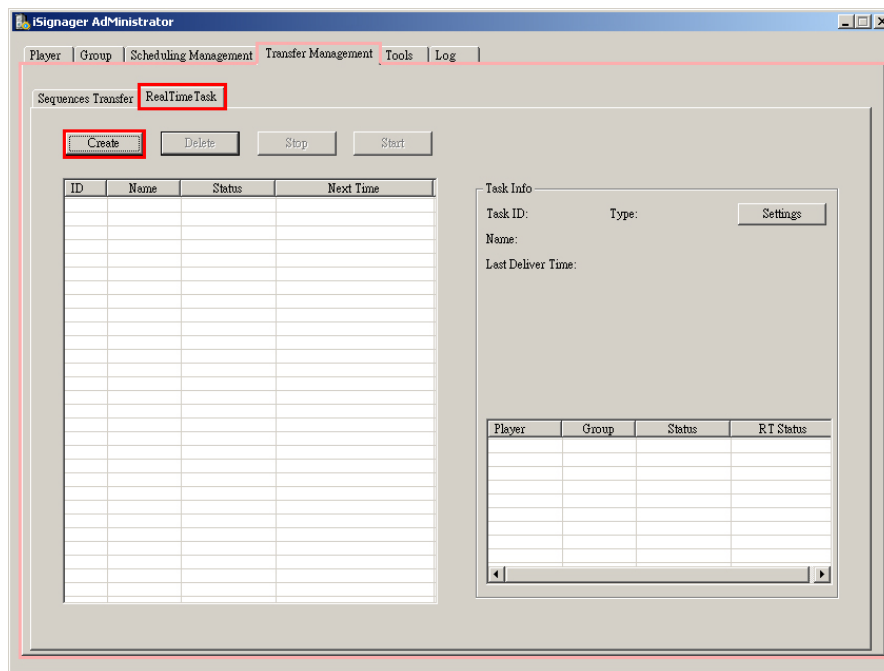


Step 7: When the iSignager iSignager AdMinistrator successfully transfers the sequence to the player(s), the transfer status will show “ Download To Player Complete”.

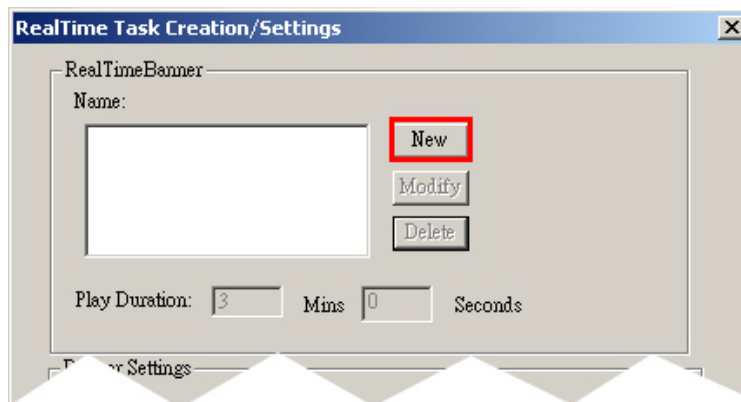
4.5.2 Real Time Task Transfer

To use network to transfer the real time text or pictures to the real time banner/picture block set in the layout (Section 3.2.5.2 and Section 3.2.5.4), 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 3.2.5.2** and **Section 3.2.5.4**) to play the real time task.

RealTime Medium

Name:

Play On

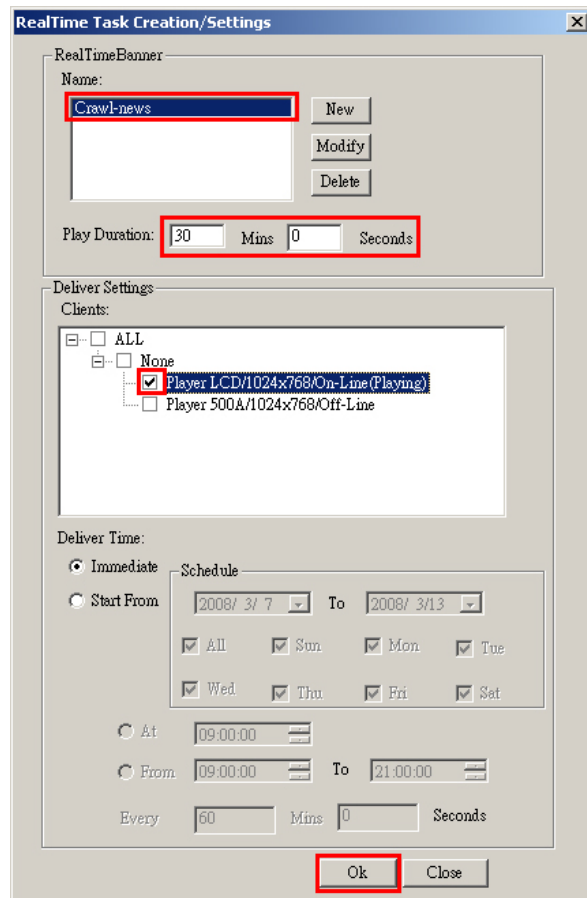
- Crawl Block
 - Crawl 1
 - Crawl 2
- Roll Block
 - Roll 1
 - Roll 2
- Picture Block
 - Picture 1
 - Picture 2
 - Picture 3
 - Picture 4
 - Picture 5

Content

- Text
- 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 6.2.1** 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 iSignager AdAdministrator 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**.

iSignager AdMinistrator

Deliver Time:

Immediate

Start From

Schedule

2008/ 3/ 7 To 2008/ 3/13

All Sun Mon Tue

Wed Thu Fri Sat

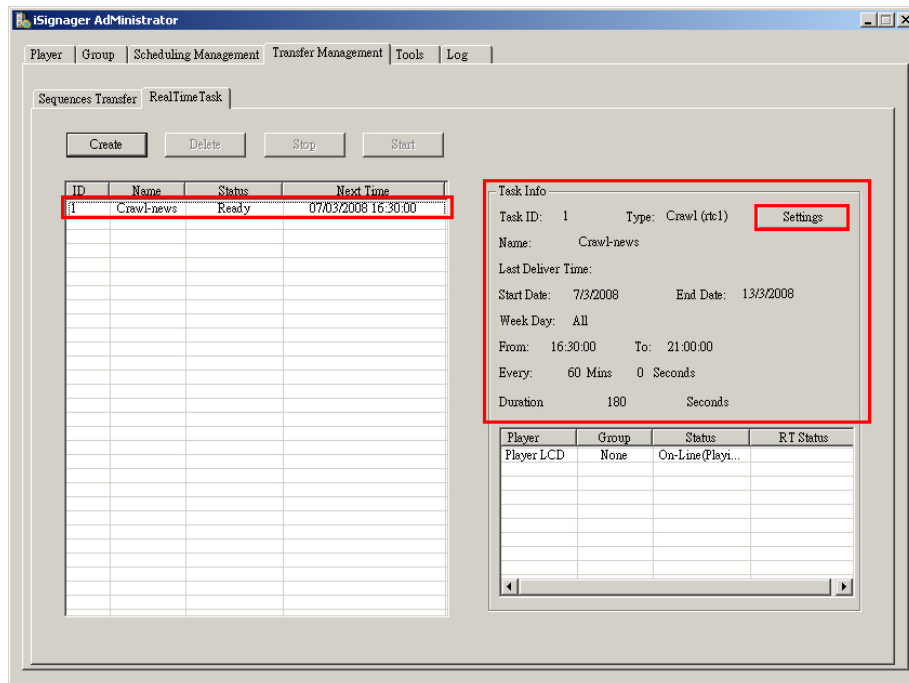
At 09:00:00

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 iSignager 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.



The screenshot shows the iSignager Administrator window with the 'RealTimeTask' tab selected. A table lists tasks, with the first row highlighted in red. To the right, a 'Task Info' panel is also highlighted in red, showing details for the selected task.

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

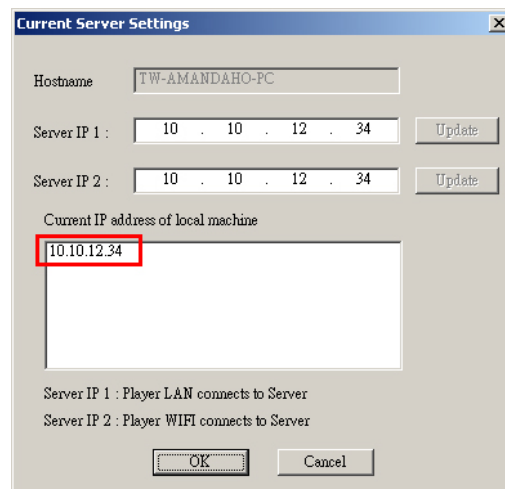
Duration 180 Seconds

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

4.6 Tools

4.6.1 Server Settings

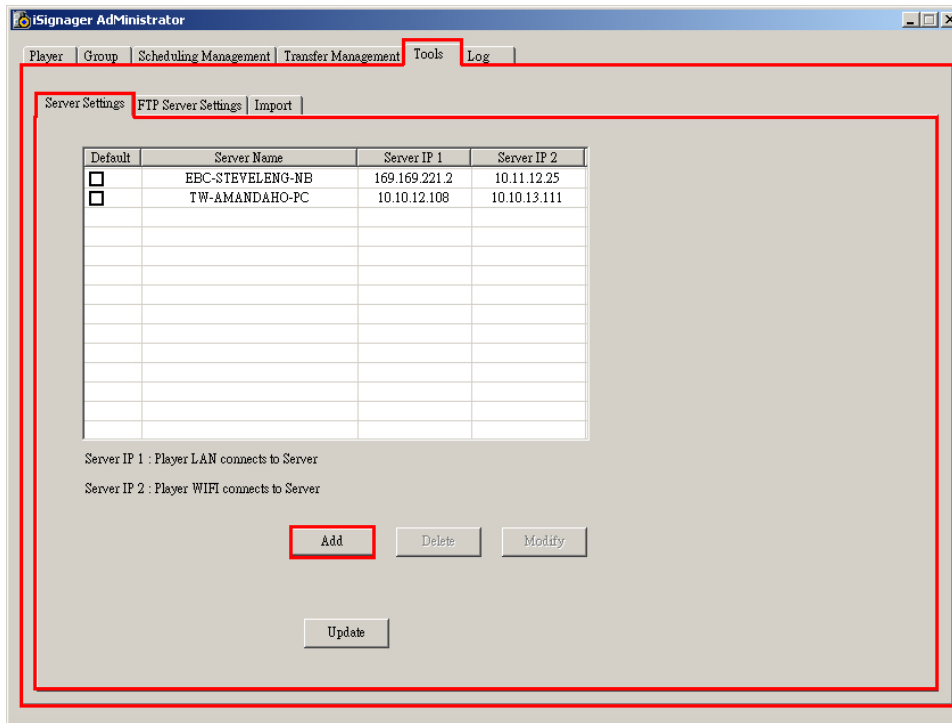
A server in the iSignager AdAdministrator refers to the computer installed with the iSignager AdAdministrator. Every time when the iSignager AdAdministrator is launched, the iSignager AdAdministrator detects the current IP address of the computer and confirm the IP address with the user (see the image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



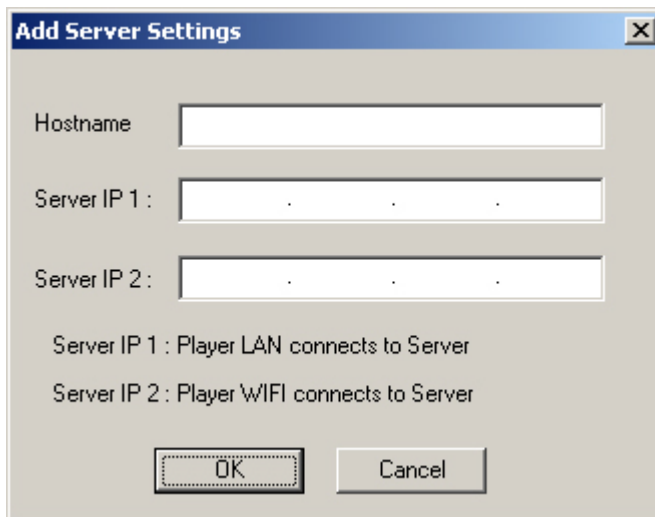
If the user, in some special circumstances, wants to setup a different IP address for the player in the iSignager AdAdministrator, follow the steps below.

Step 1: In the iSignager AdAdministrator, click **Tools** tab and then click **Server Settings** tab.

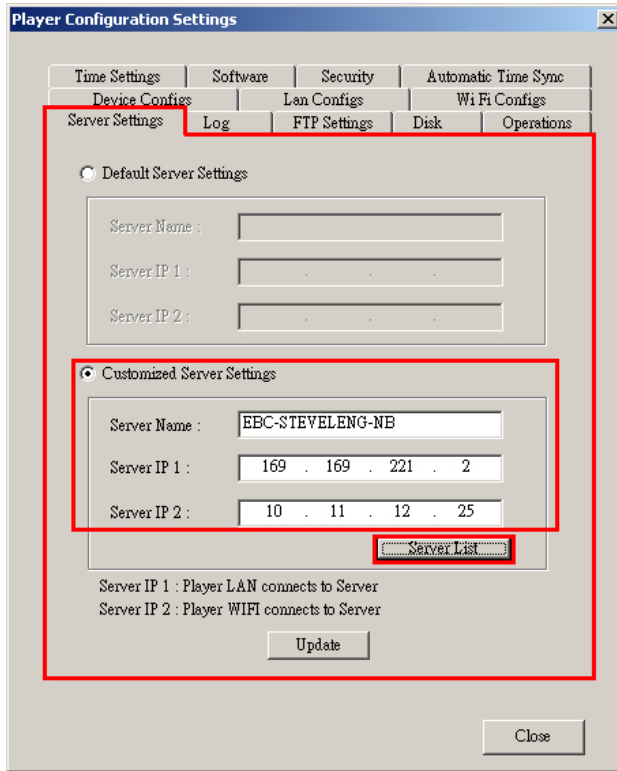
Step 2: Click **Add** button.



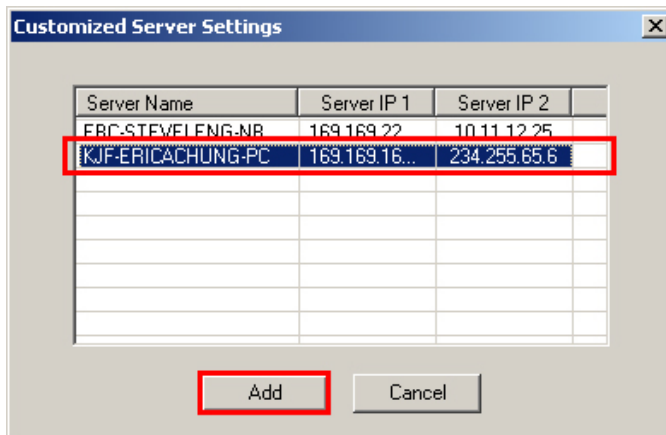
Step 3: Enter the host name. Enter an IP address for LAN connection in the Server IP 1. If the wireless than is available, enter an IP address for WiFi connection in the Server IP 2. Click **OK**.



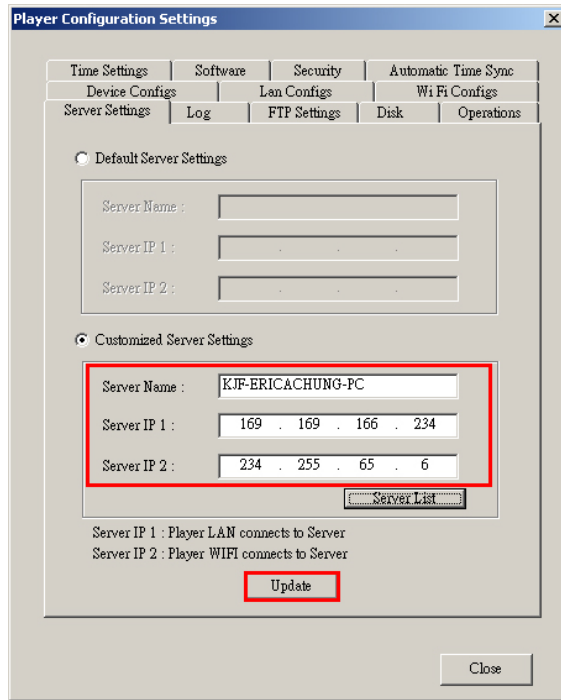
iSignager AdMinistrator



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



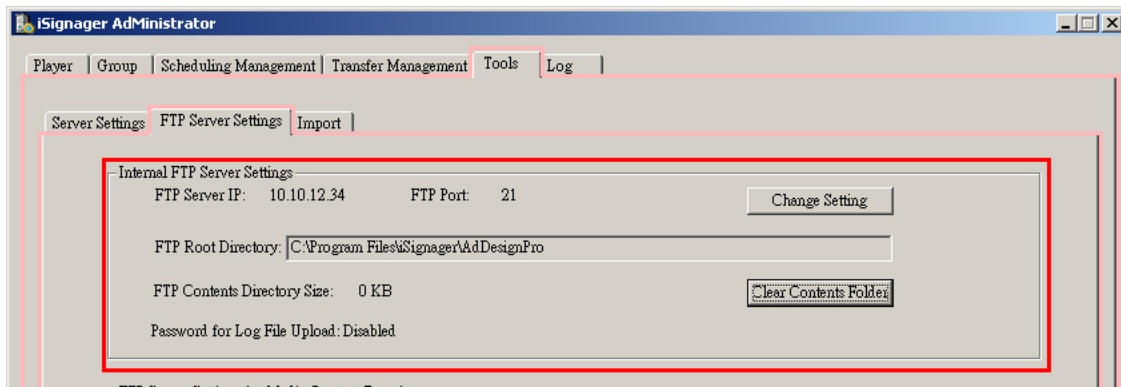
Step 9: The server information is changed. Click **Update** button to save the settings.



4.6.2 FTP Server Settings

4.6.2.1 Internal FTP Server Settings

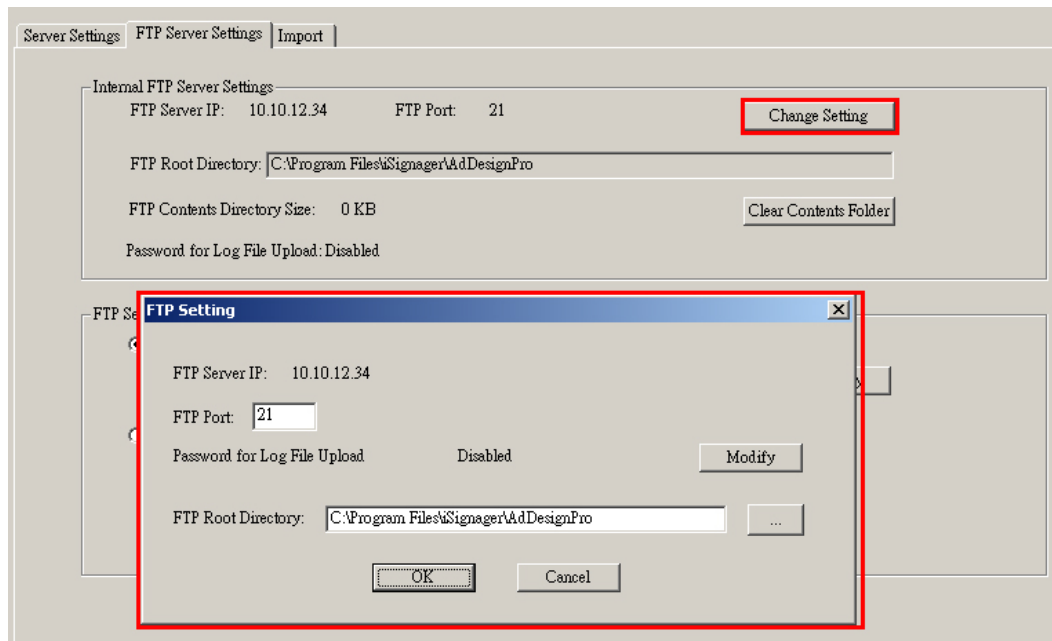
The iSignager AdMinistrator supports advertising log management to keep a record of the content broadcasted by the iSignager player. The “Internal FTP Server Settings” section in the **FTP Server Settings** tab of the **Tools** tab in the iSignager AdMinistrator manages the FTP server where the log files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



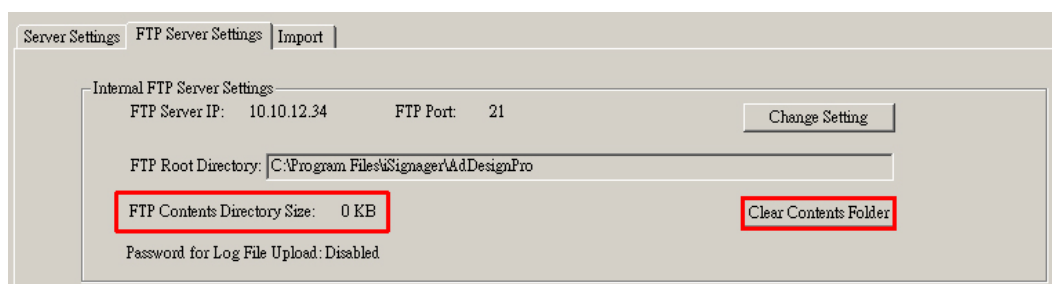
iSignager AdMinistrator

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.



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



4.6.2.2 FTP Server Settings for Media Content Transfer

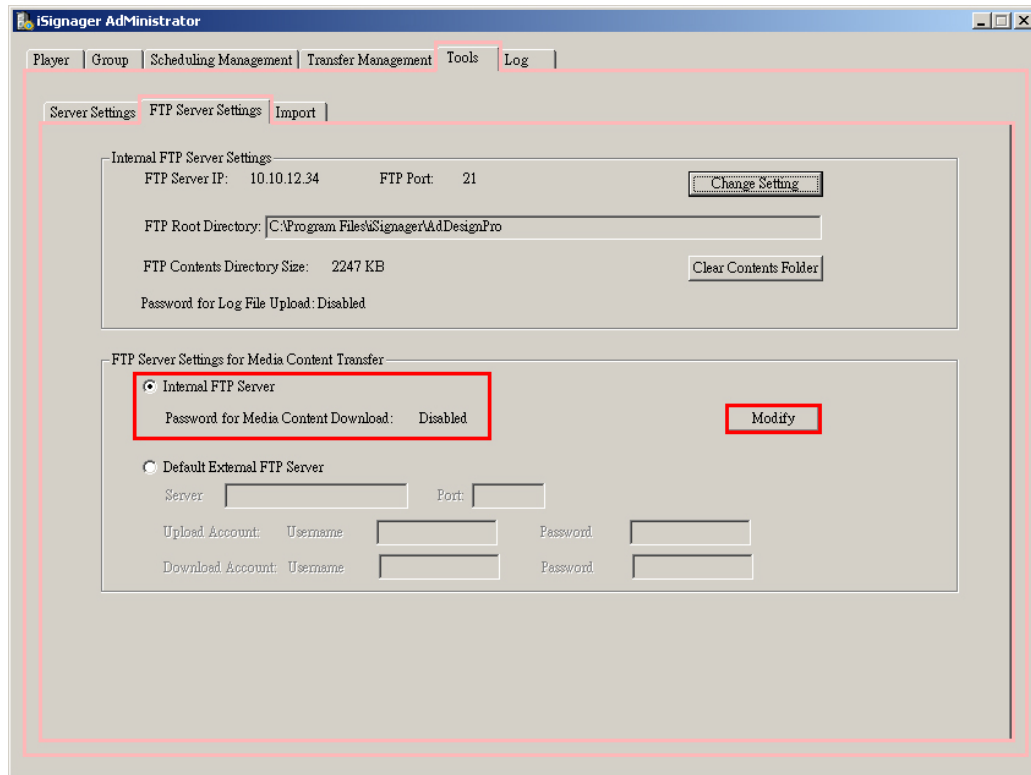
The below section describe the “FTP Server Settings for Media Content Transfer” section in the **FTP Server Settings** tab of the **Tools** tab in the iSignager AdAdministrator. The FTP server settings here are specific for media content transfer. There are two different FTP server in this section:

- **Internal FTP server:** a directory where the iSignager AdAdministrator is installed. It is the default setting 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 iSignager AdAdministrator 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.

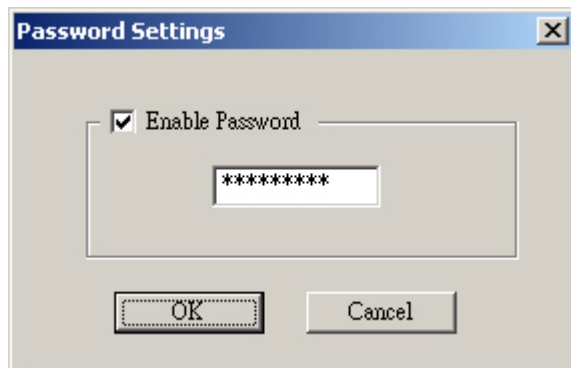
To modify the FTP server for media content transfer, please follow the steps below.

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.

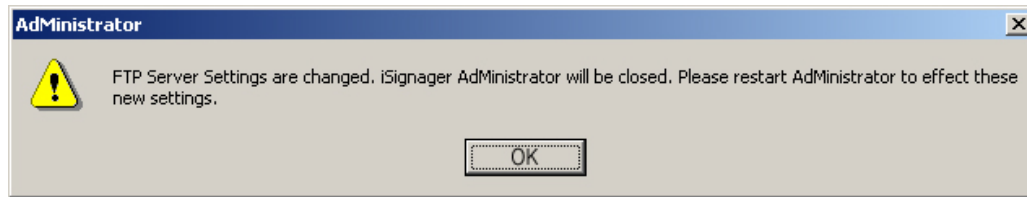
iSignager AdMinistrator



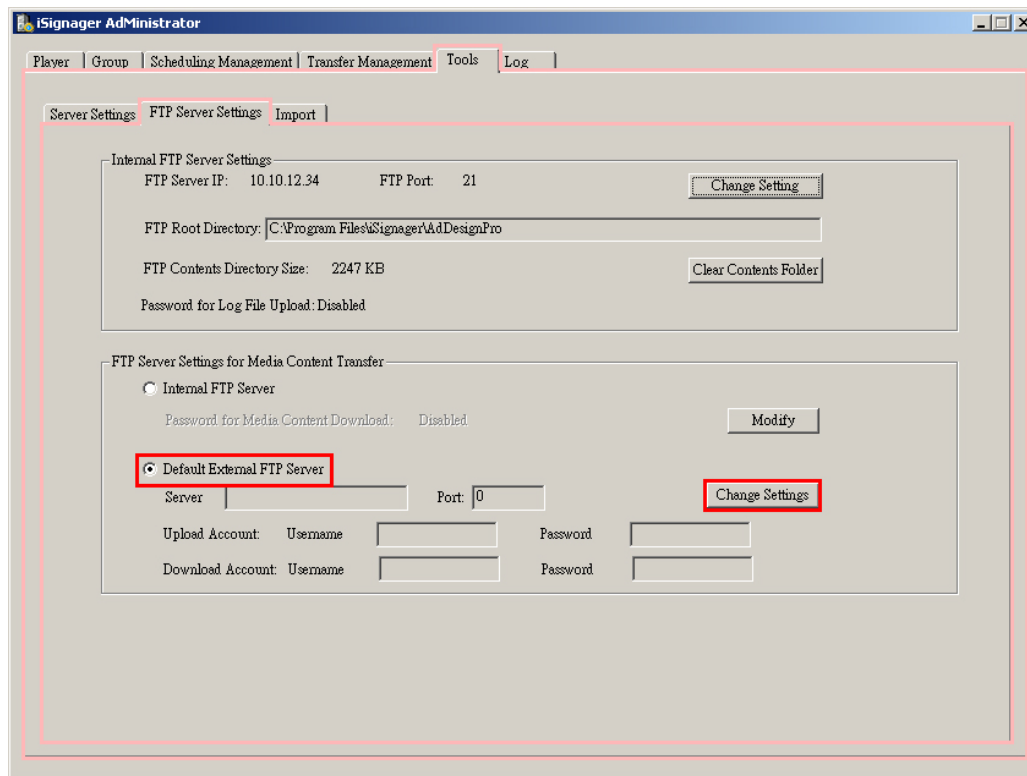
Step 2: A password setting window appears. Check **Enable Password** and enter a password. Click **OK**.



Step 3: A warning message pops up. Click **OK** and restart the iSignager AdMinistrator.

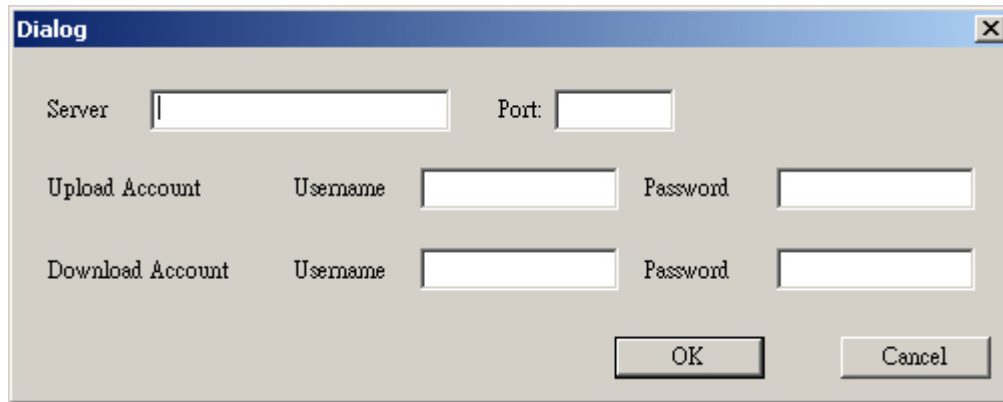


Step 4: To modify the settings of the external FTP server for content transfer, follow the steps below, select **Default External FTP Server** and click **Change Settings** button.



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.



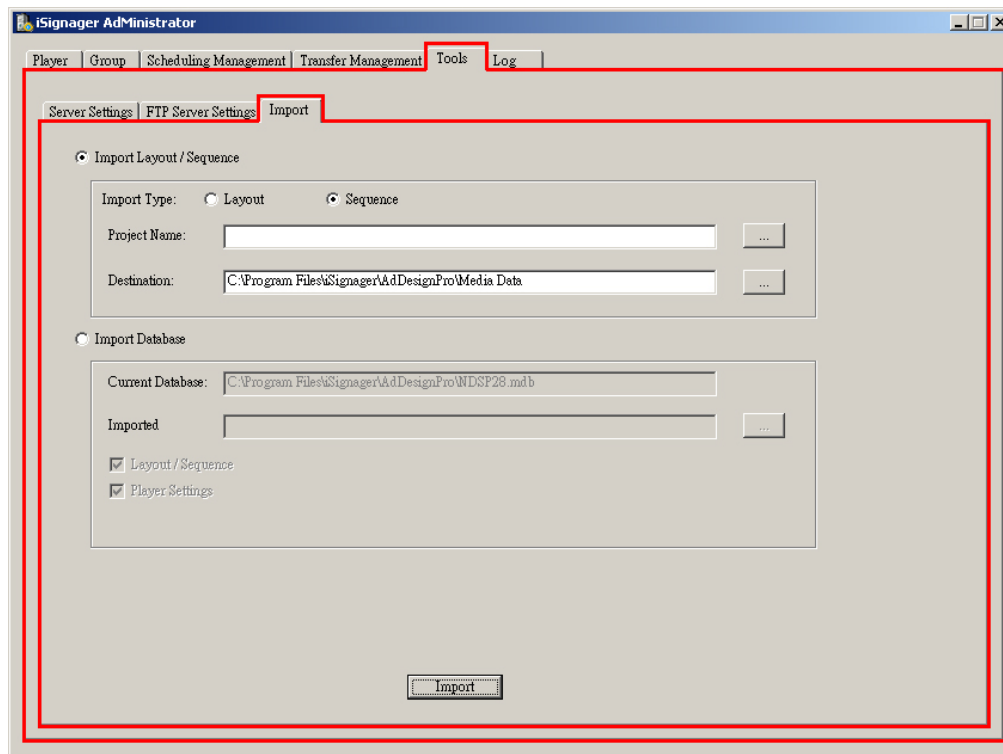
A dialog box titled "Dialog" with a close button (X) in the top right corner. It contains the following fields:

- Server: [Text Input]
- Port: [Text Input]
- Upload Account:
 - Username: [Text Input]
 - Password: [Text Input]
- Download Account:
 - Username: [Text Input]
 - Password: [Text Input]

At the bottom right, there are two buttons: "OK" and "Cancel".

4.6.3 Import

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



The screenshot shows the "iSignager AdMinistrator" application window. The "Tools" tab is selected, and the "Import" sub-tab is active. The "Import" sub-tab contains the following options:

- Import Layout / Sequence
 - Import Type: Layout Sequence
 - Project Name: [Text Input] ...
 - Destination: [Text Input] C:\Program Files\iSignager\AdDesignPro\Media Data ...
- Import Database
 - Current Database: [Text Input] C:\Program Files\iSignager\AdDesignPro\WDSF28.mdb
 - Imported: [Text Input] ...
 - Layout / Sequence
 - Player Settings

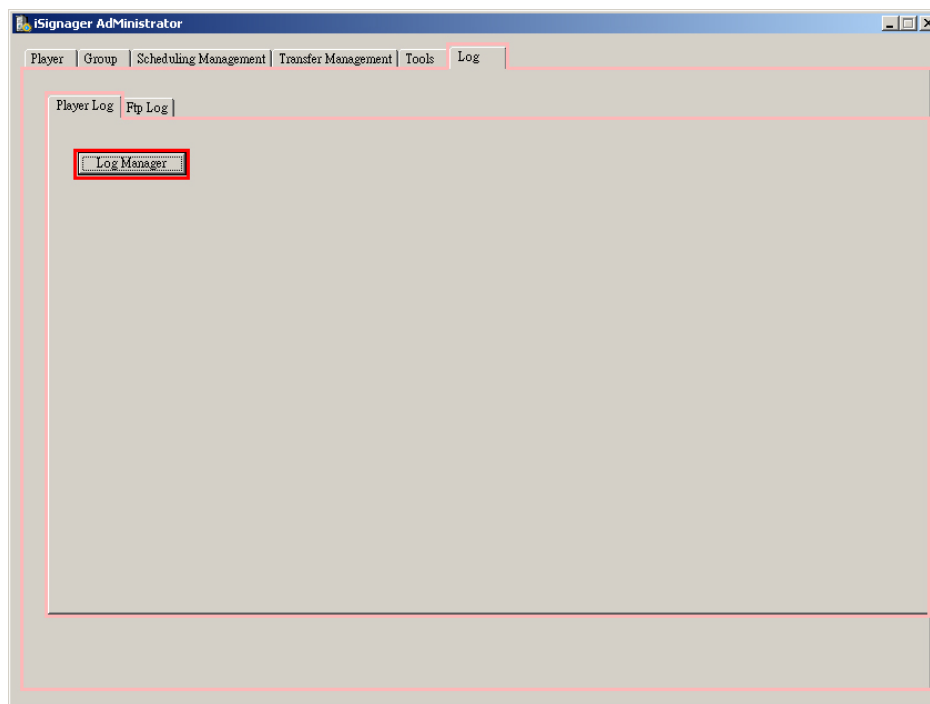
An "Import" button is located at the bottom center of the dialog.

4.7 Log

4.7.1 Player Log

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

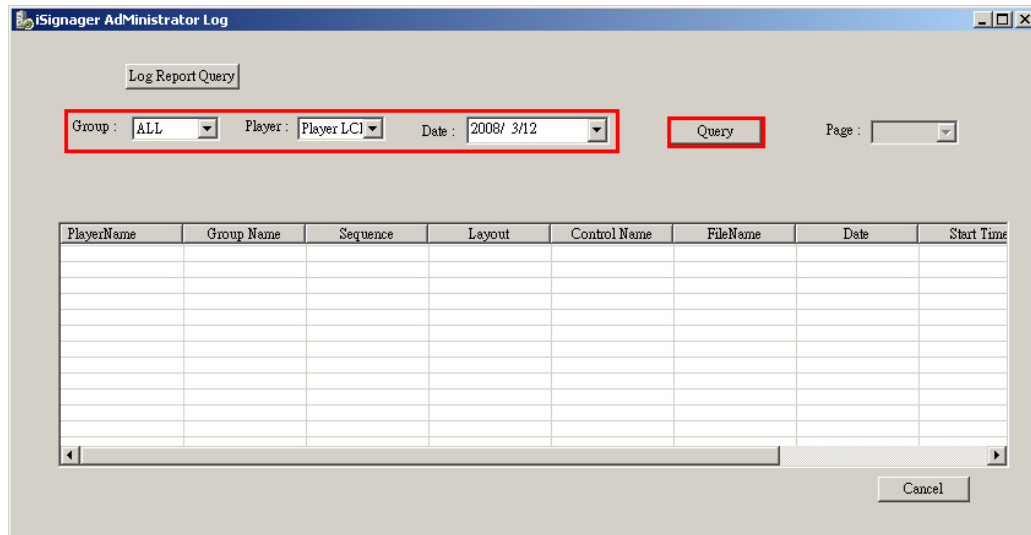
Step 1: Click the **Log** tab of the iSignager AdAdministrator. In the **Player Log**, click **Log Manager**.



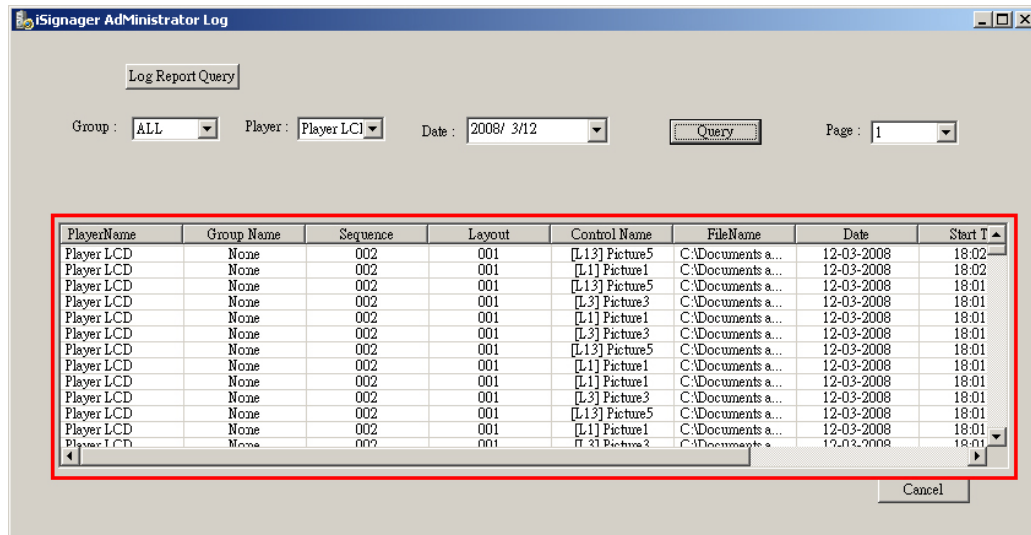
Step 2: The Log Manager window appears.

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

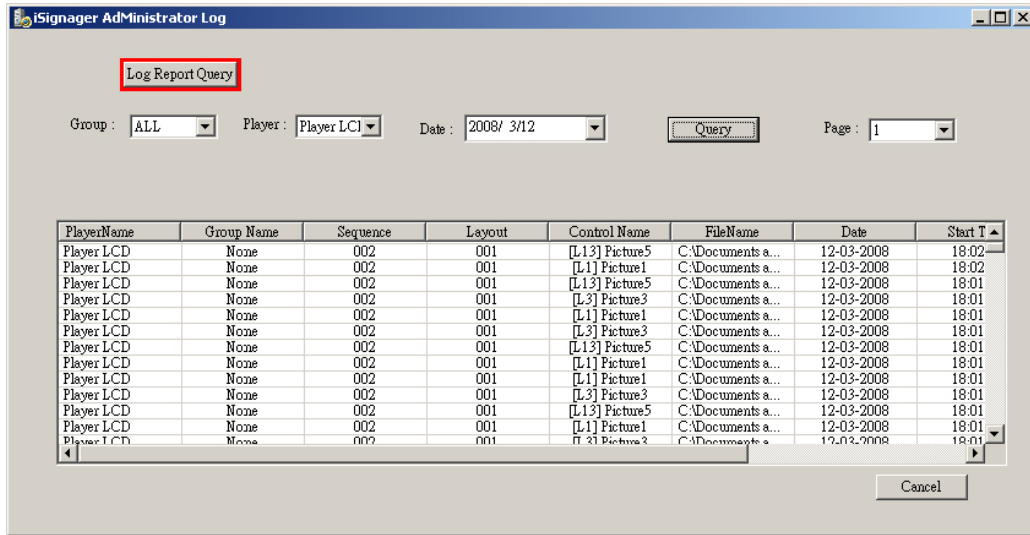
iSignager AdMinistrator



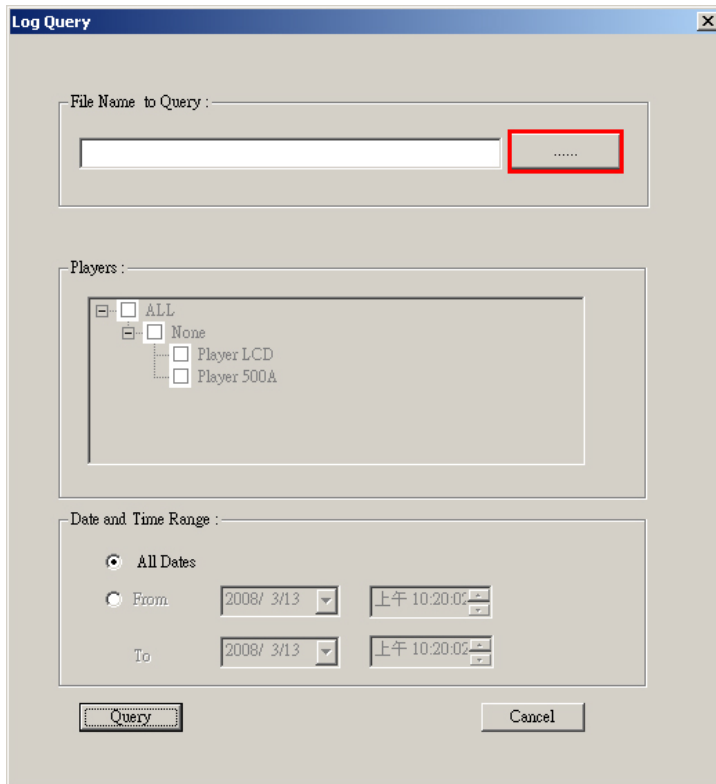
Step 4: The queried log is listed in the Log Manager window.



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

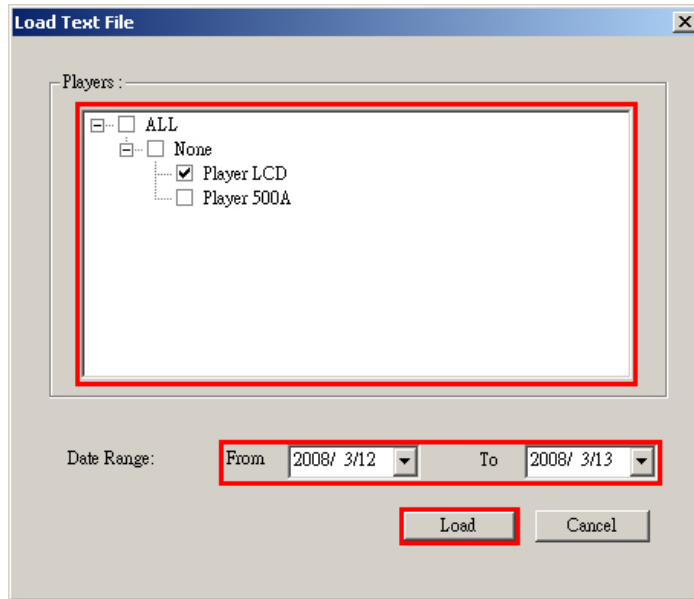


Step 6: The Log Query window appears. Click the button to locate a file for this query.

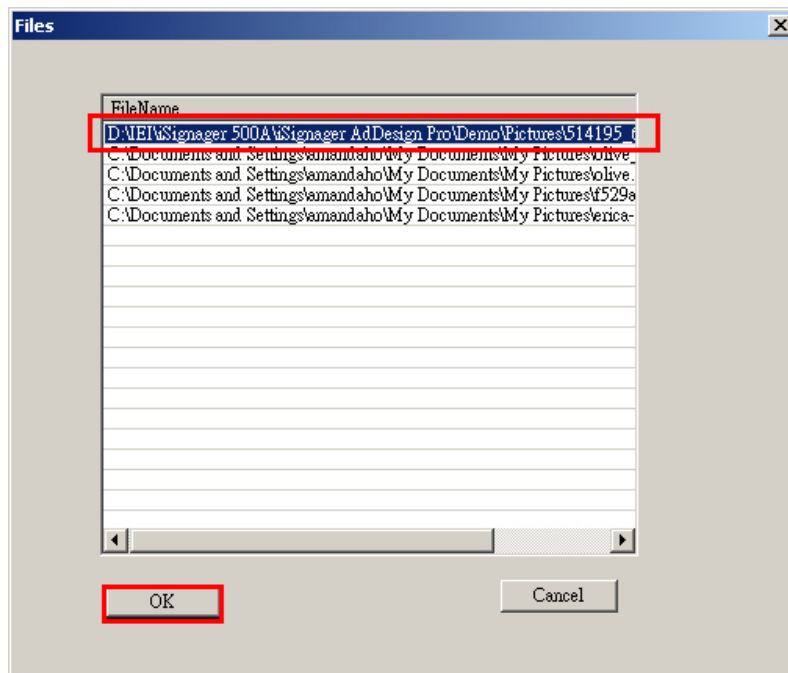


iSignager AdMinistrator

Step 7: Select the player(s) for this query. Select a range of time that the player(s) have played the specific file. Click **Load** button to load the file information.

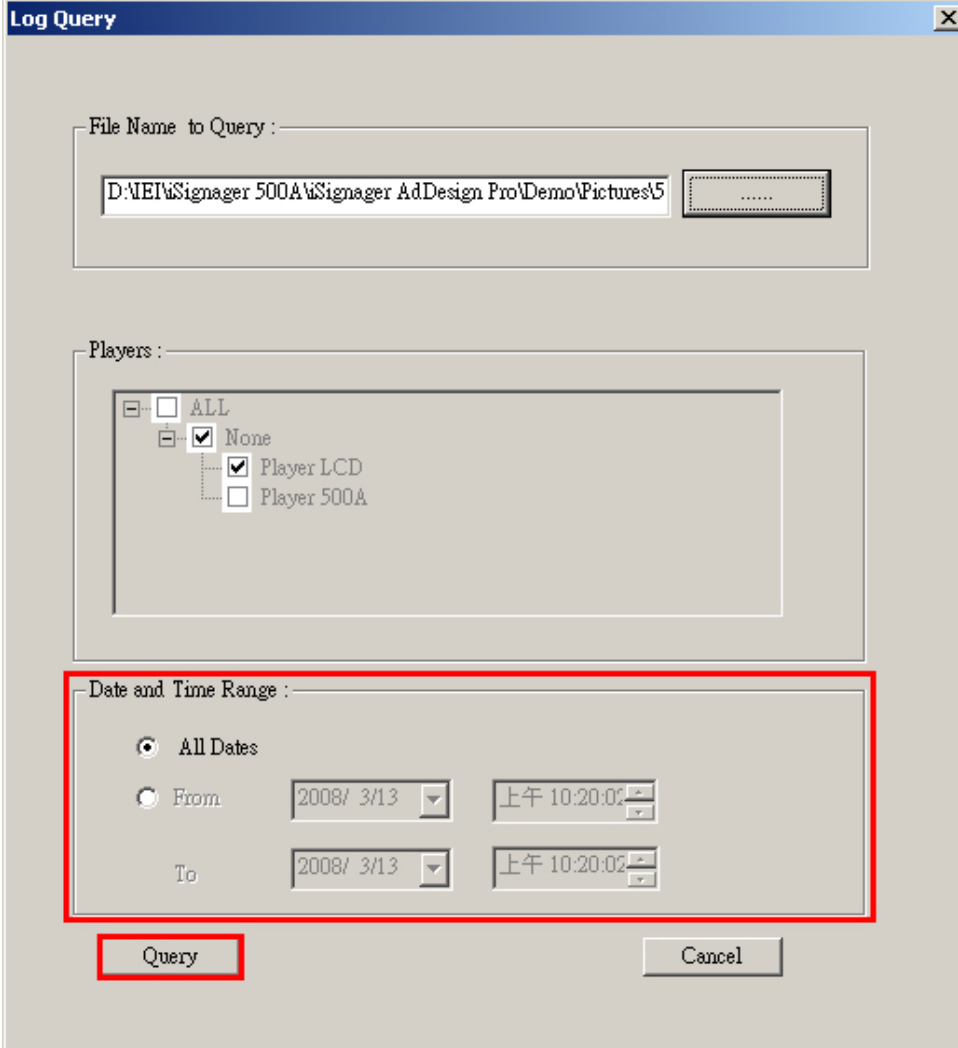


Step 8: A file list window appears. Select one file for this query in the list and click **OK**.



Step 9: The selected file is shown in the Log Query window.

Step 10: Select the time range for counting the play duration for the selected file. Then click **Query**.



Log Query

File Name to Query :
 D:\IEI\iSignager 500A\iSignager AdDesign Pro\Demo\Pictures\5

Players :

- ALL
 - None
 - Player LCD
 - Player 500A

Date and Time Range :

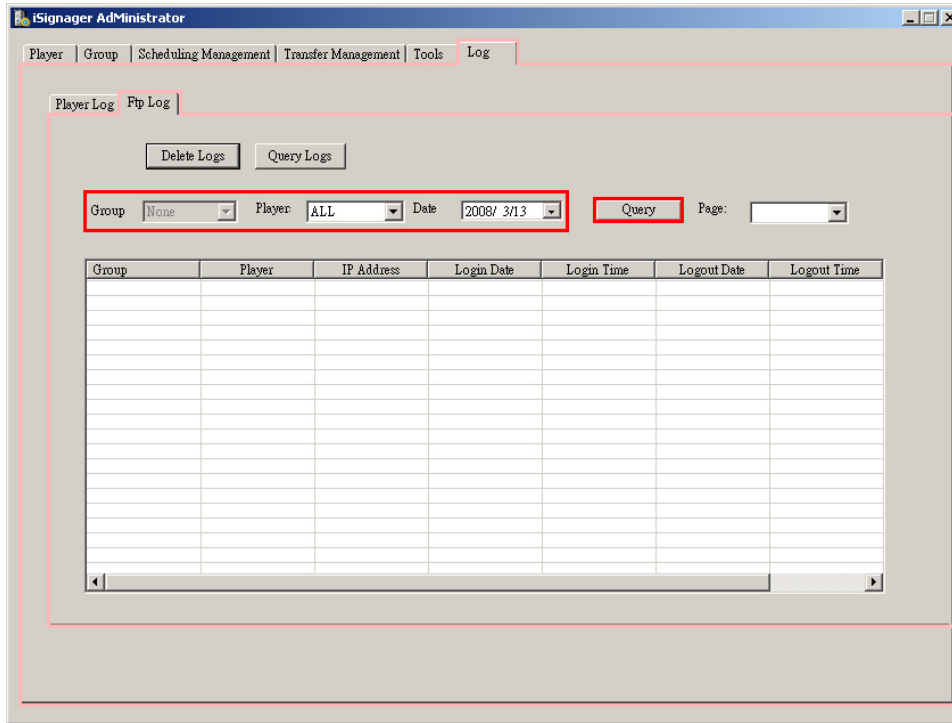
All Dates

From: 2008/ 3/13 上午 10:20:02

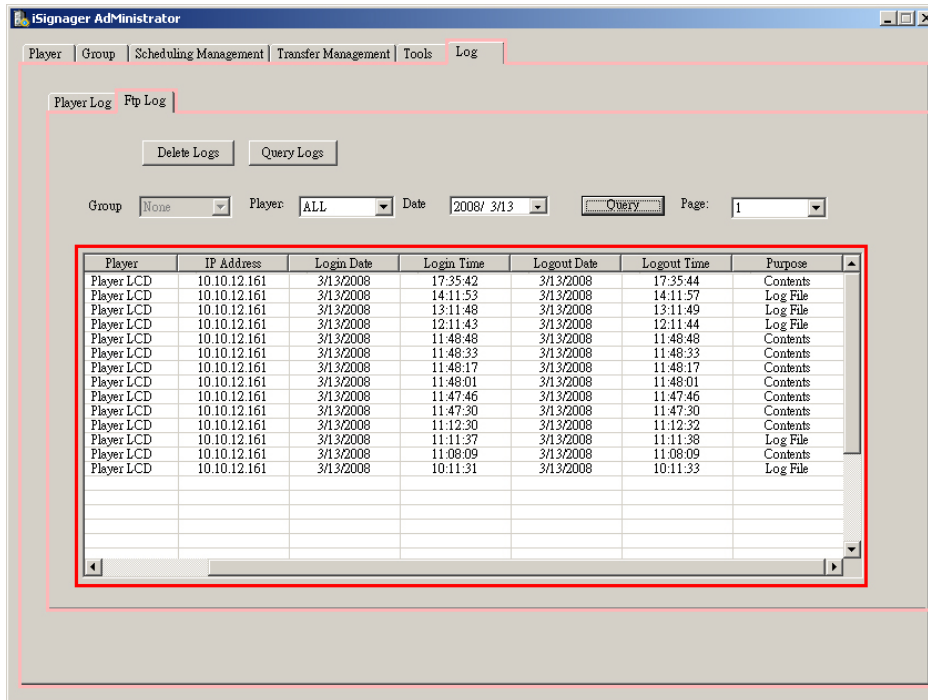
To: 2008/ 3/13 上午 10:20:02

Query Cancel

Step 11: 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: 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 iSignager 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 iSignager 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 iSignager 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.

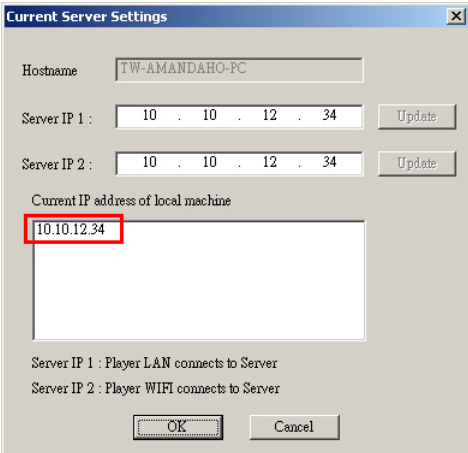
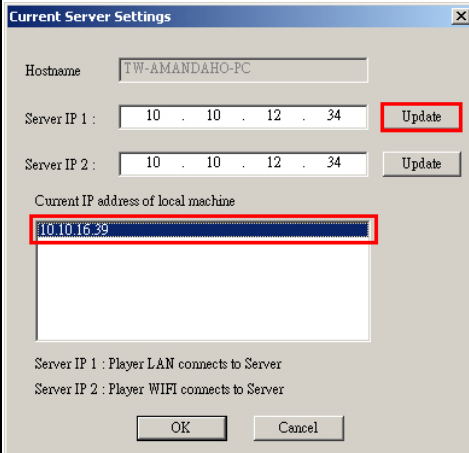
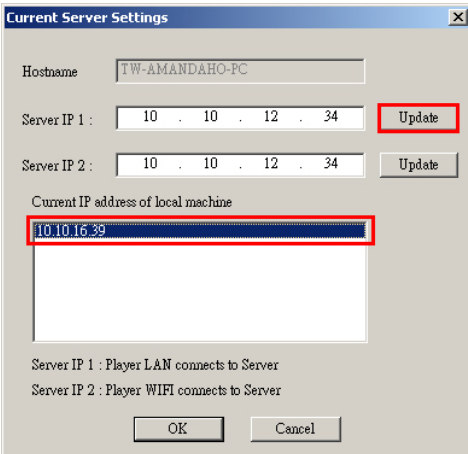
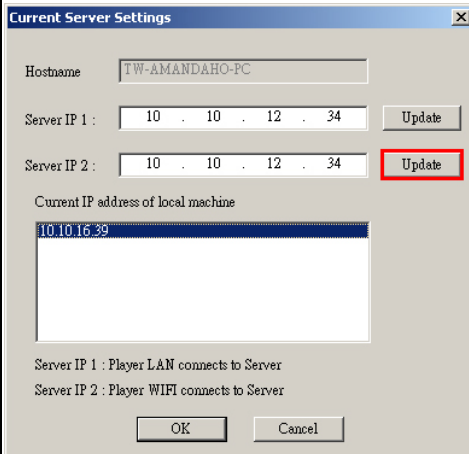
4.8.2.2 Static IP

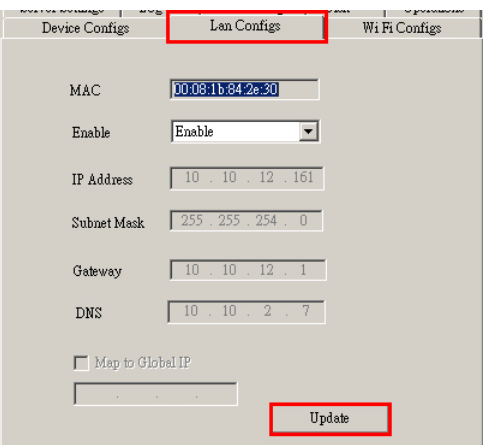
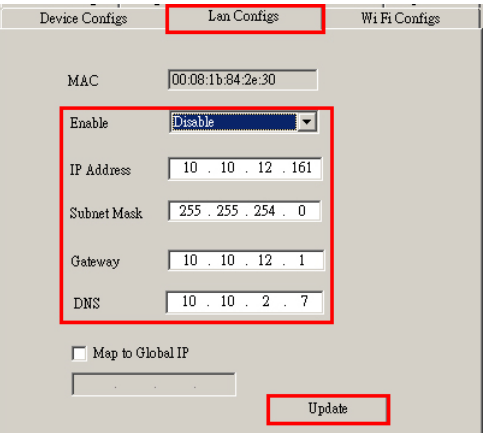
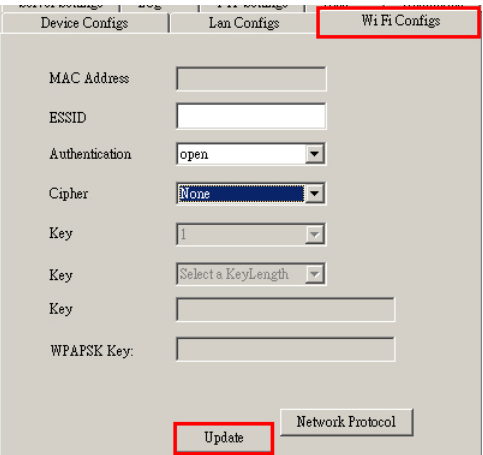
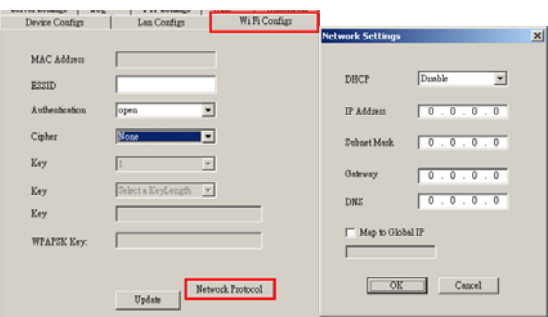
A static IP address means the IP address stays the same every time the user log on to the Internet. The user needs to setup the static IP address manually for the host or the client. Using static IP address is useful when the user needs to monitor the player without changing new IP address.

4.8.2.3 Where to Configure

The following table shows the concepts of where to configure IP address of the PC or the iSignager AdMinistrator.

	DHCP	Static IP
PC	1. In Network Protocol (TCP/IP) Properties window, select "Obtain an IP address automatically".	1. In Network Protocol (TCP/IP) Properties window, enter the static IP information. Restart the computer.

	DHCP	Static IP
	<p>2. Confirm with IT administrator that the (PC's) IP address shown in the Current Server Setting window when start the iSignager 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>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> <p>2. In the Current Server Setting window when start the iSignager 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 2 by clicking the Update button.</p> 
iSignager Player	<p>LAN</p> <p>In the player settings of the iSignager AdMinistrator, click on the "Lan Configs." tab</p>	<p>LAN</p> <p>In the player settings of the iSignager AdMinistrator, click on the "Lan Configs." tab and</p>

	DHCP	Static IP
	<p>and click update to enable DHCP.</p> 	<p>disable DHCP. Enter the static IP information. Click Update to save the setting.</p> 
<p>Wifi</p> <p>In the player settings of the iSignager AdMinistrator, click on the “Wi Fi Configs.” tab and click “Update”.</p>  <p>NOTE: DHCP is the default setting of LAN and Wi Fi configuration.</p>		<p>Wifi</p> <p>In the player settings of the iSignager AdMinistrator, click on the “Wi Fi Configs.” tab. Click “Network Protocol”. Disable DHCP and enter the static IP information.</p>  <p>Click “Update” in the “Wi Fi Configs.” tab.</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 iSignager 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 iSignager AdMinistrator software, the user can access to the web interface and update the player settings as well.

5.2 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 player is on and running before accessing to the web interface.

Step 1: Get the IP address of the 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:
```

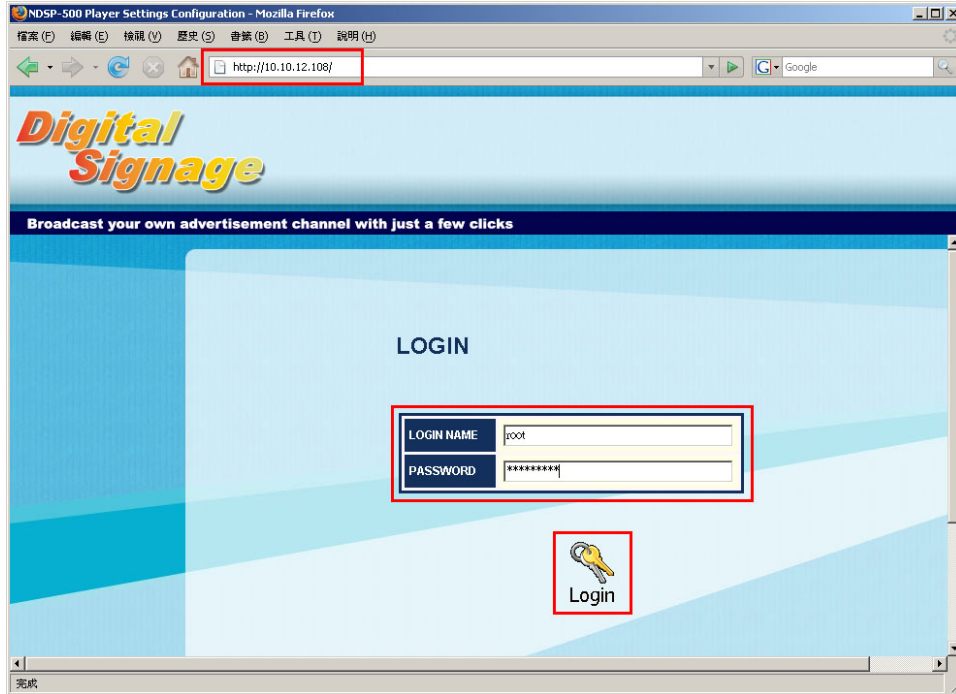
Step 2: Open a web browser. Type the IP address into the Address field. Click **Enter**. The iSignager web interface appears.

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

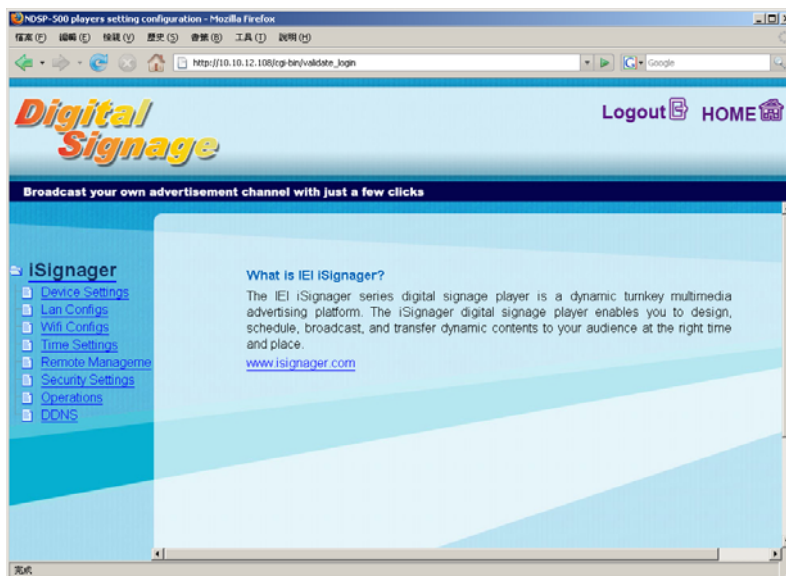
LOGIN NAME: root

PASSWORD: signage

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



Step 4: The welcome page appears.

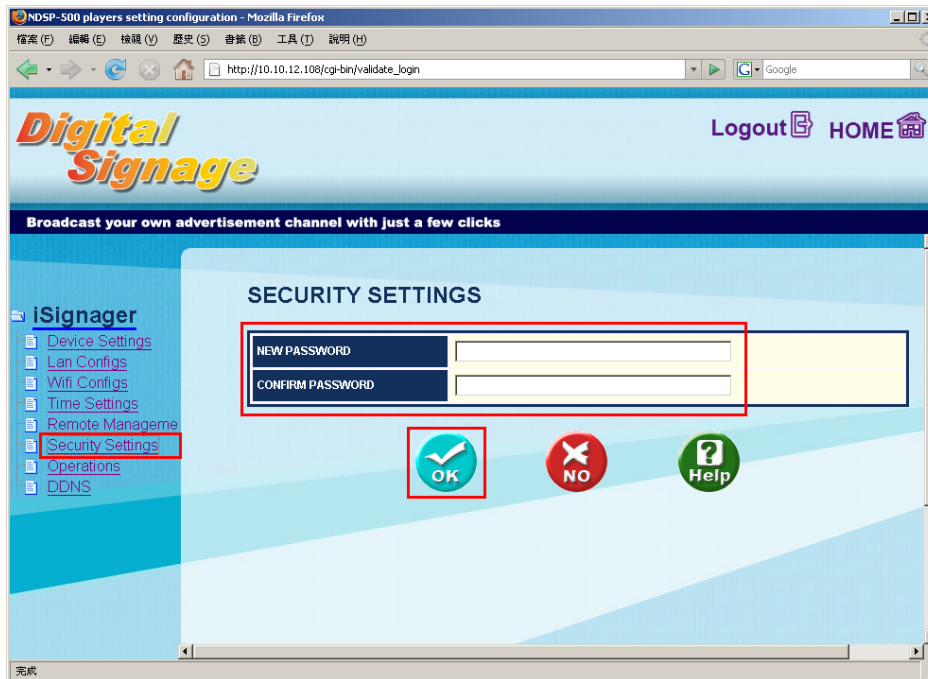


iSignager AdMinistrator

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.



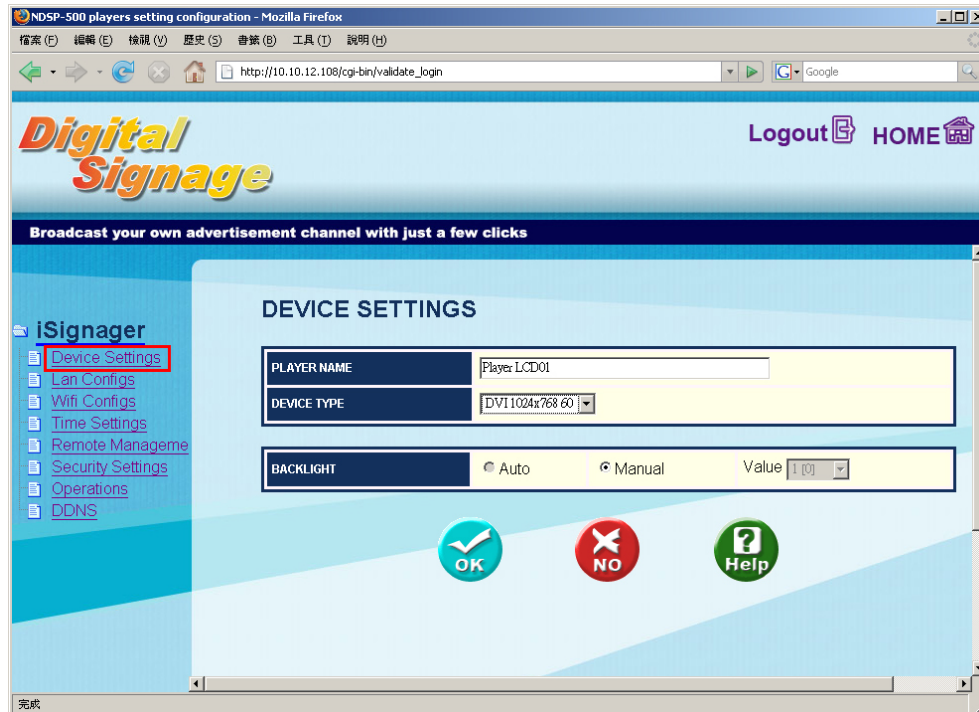
5.3 Updating the Player Settings

5.3.1 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.



5.3.2 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**.

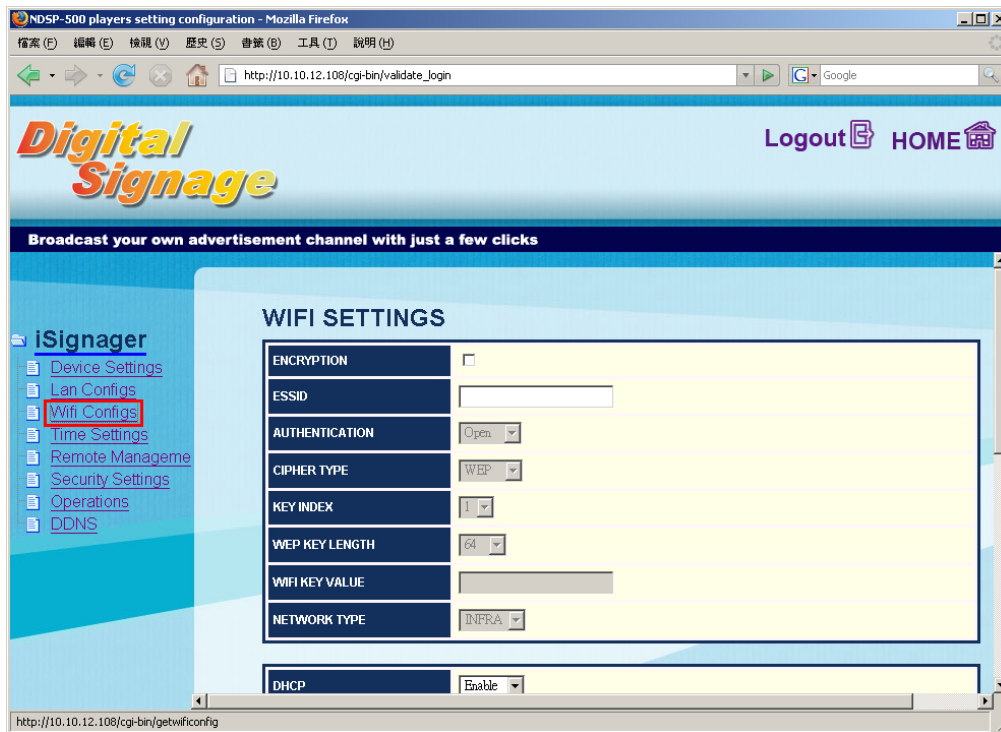
iSignager AdMinistrator



5.3.3 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



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

5.3.4 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.

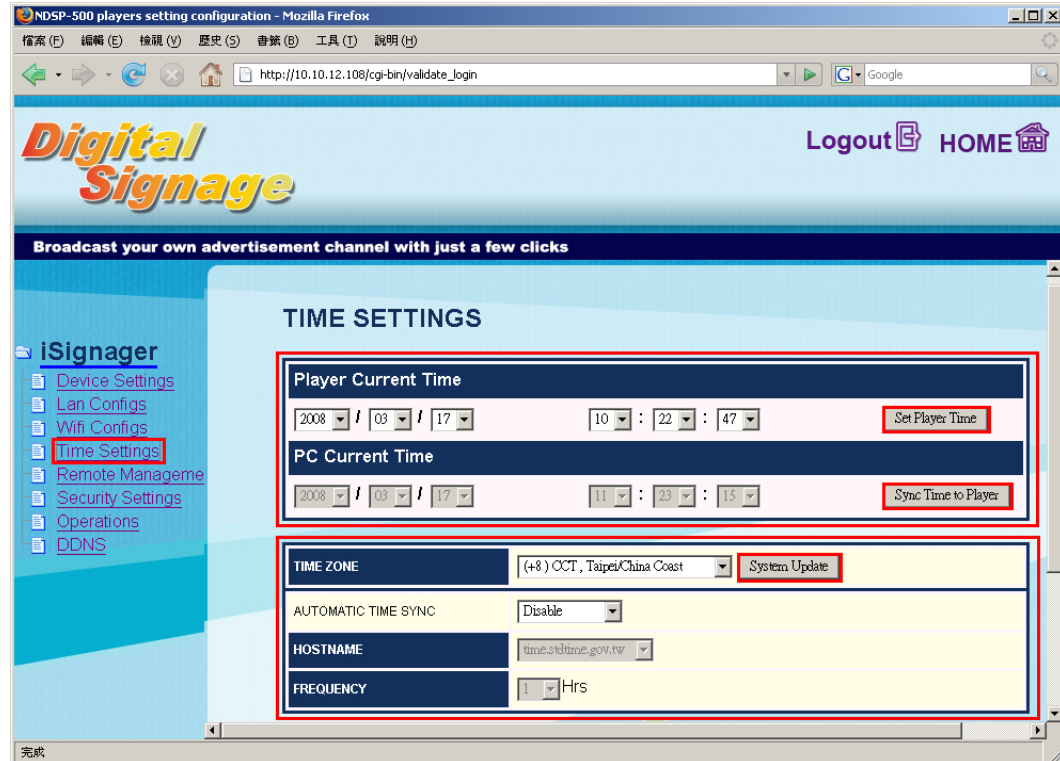
Step 2: To synchronize the time of the player with the time of the PC, click **Sync Time to Player**. Or change the player time manually and click **Set Player Time** to save the settings.

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.



5.3.5 Server Settings

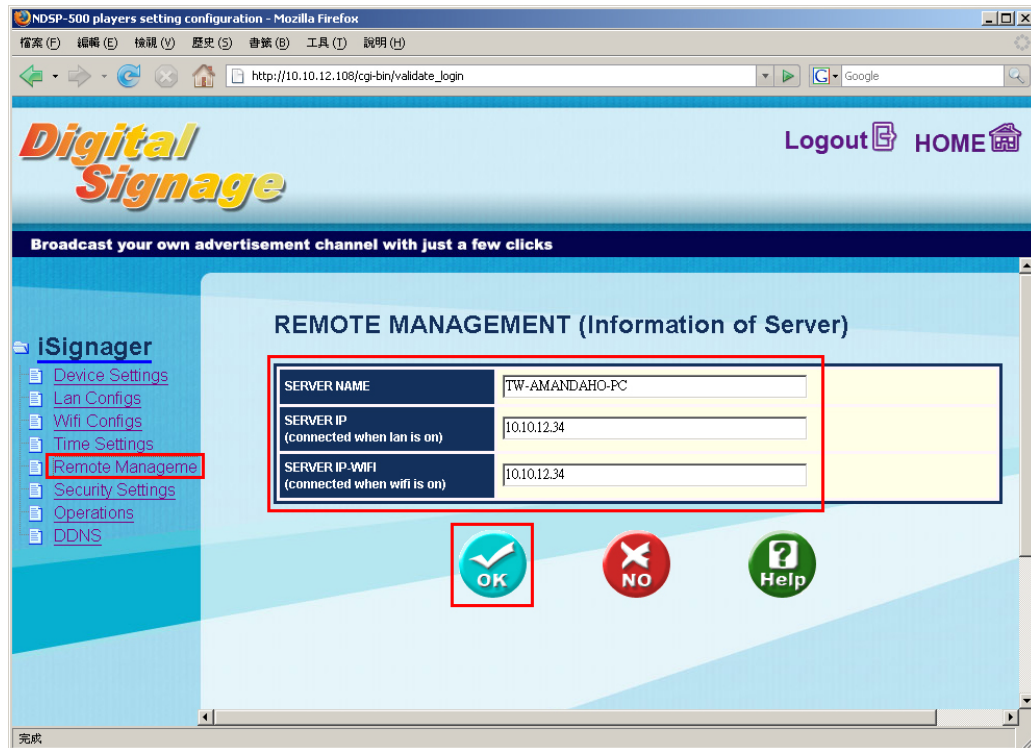
When there are more than one network interfaces installed in the server (the computer with the iSignager AdAdministrator), the user can assign a specific IP address to the server for the iSignager player operation. To update server settings through web interface, follow the steps below:

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

Step 2: Change the server name.

Step 3: Change the server IP.

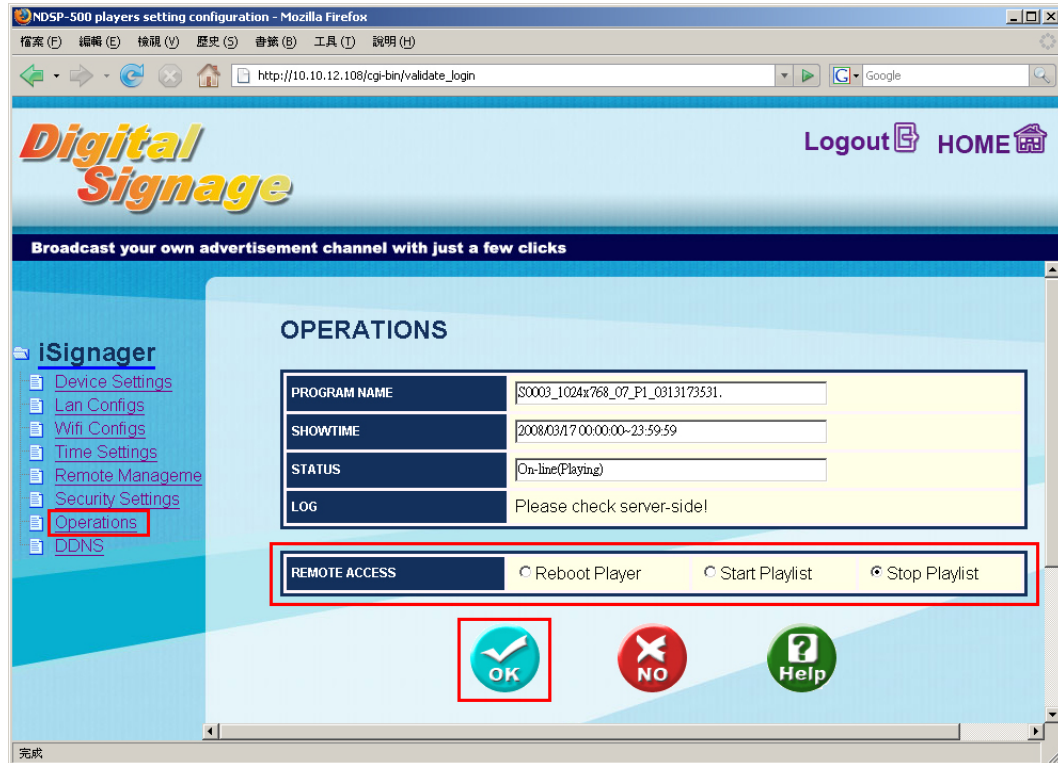
Step 4: Click **OK**.



5.3.6 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**.



5.3.7 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**.

NDSP-500 players setting configuration - Mozilla Firefox

檔案 (F) 編輯 (E) 檢視 (V) 歷史 (S) 書籤 (B) 工具 (T) 說明 (H)

http://10.10.12.108/cgi-bin/validate_login

Google

Digital Signage

Logout HOME

Broadcast your own advertisement channel with just a few clicks

iSignager

- Device Settings
- Lan Configs
- Wifi Configs
- Time Settings
- Remote Managemen
- Security Settings
- Operations
- DDNS**

DDNS SETTINGS

DDNS	Enable
DNS SERVER	www.dyndns.org
USERNAME	
PASSWORD	
HOSTNAME	

OK NO

完成



Chapter

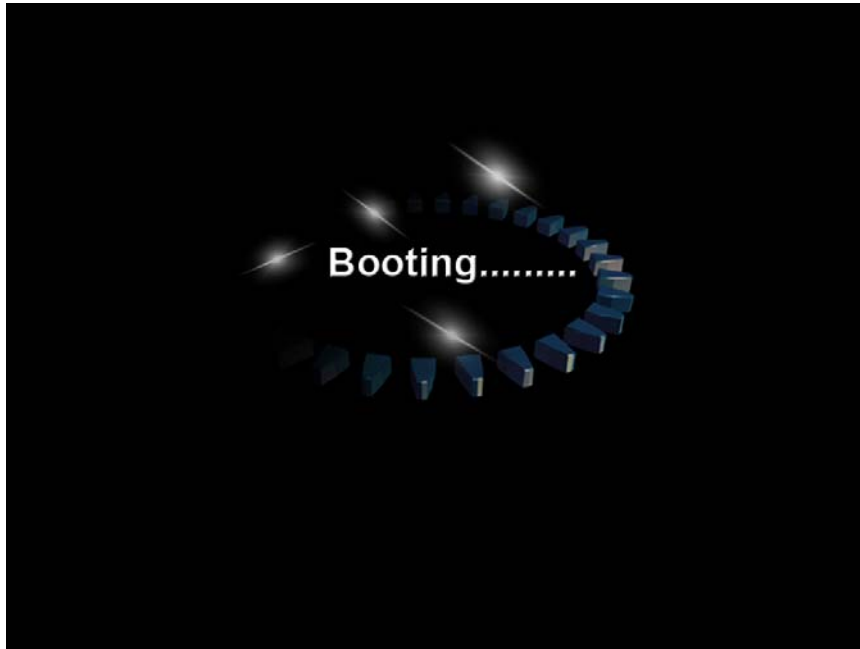
6

Best Practice

6.1 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 iSignager AdAdministrator software, follow the steps below to create an event for the iSignager player to play.

- Step 1:** Launch iSignager AdDesignPro and create a layout in the iSignager AdDesignPro. (Refer to **Section 3.2**)
- Step 2:** Create a sequence in the iSignager AdDesignPro by adding layout(s) to it. (Refer to **Section 3.3**)
- Step 3:** Schedule the sequence in the iSignager AdDesignPro by layout schedule or by layout looping. Save the sequence. (Refer to **Section 3.3.3**)
- Step 4:** Add a new player in iSignager AdAdministrator. (Refer to **Section 4.2.1**)
- Step 5:** Schedule the sequence created in the iSignager AdDesignPro in the iSignager AdAdministrator. (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.



Step 9: Before starting 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.



iSignager AdMinistrator

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

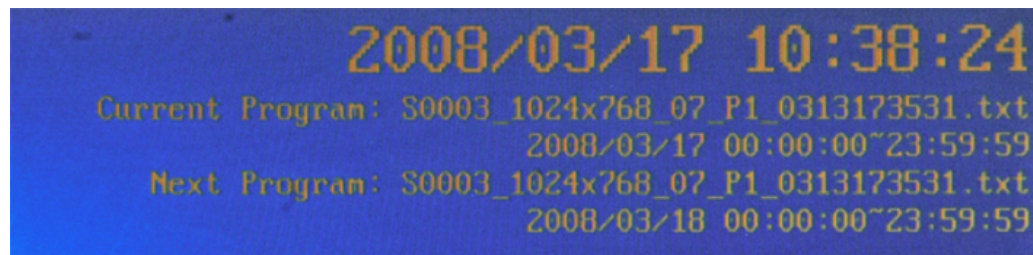
- **Hostname:** the name of the iSignager player defined in the iSignager AdMinistrator
- **Device:** Display Device setting and resolution defined in the iSignager AdMinistrator
- **Firmware Ver:** the firmware version of the iSignager AdMinistrator
- **Apps Ver:** the iSignager AdMinistrator software version
- **Loader Ver:** the loader version of the iSignager AdMinistrator
- **Server Name:** the name of the PC installed with the iSignager 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.



6.2 Advanced Practice – Real Time Task

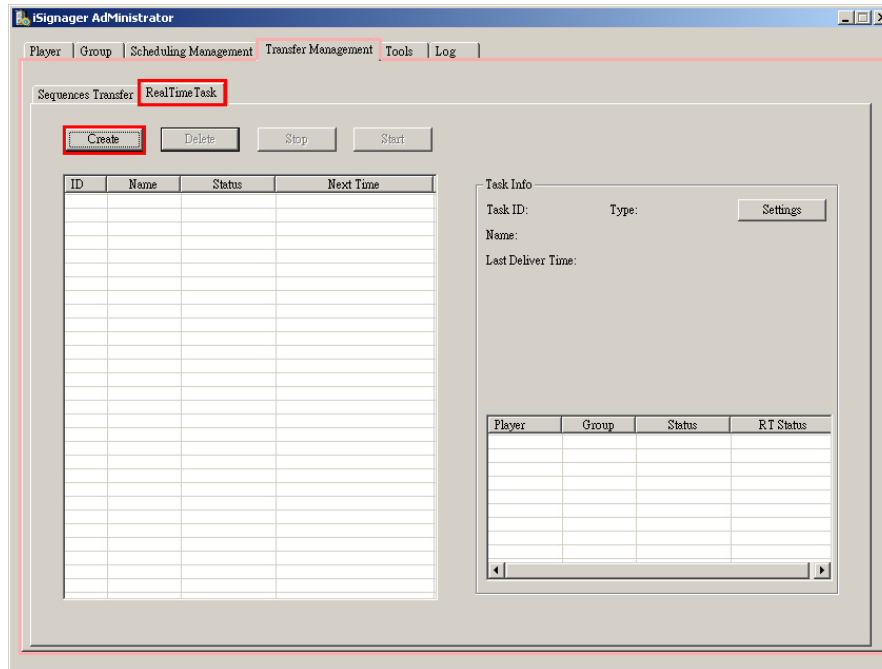
This section describes how to setup a real time task for the iSignager player to display. To use network to transfer the real time text or pictures to the real time banner/picture block set in the layout (and), please follow the steps below.

Step 1: In the iSignager 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

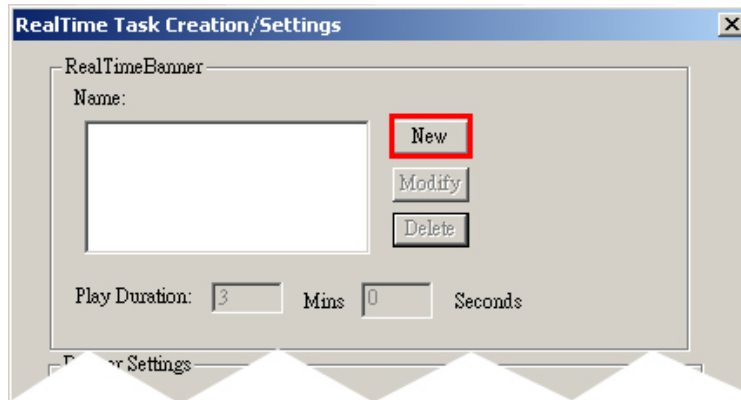
iSignager AdAdministrator

banner please refer to **Section 3.2.5.4**; to set a real time picture block please refer to **Section 3.2.5.2**.

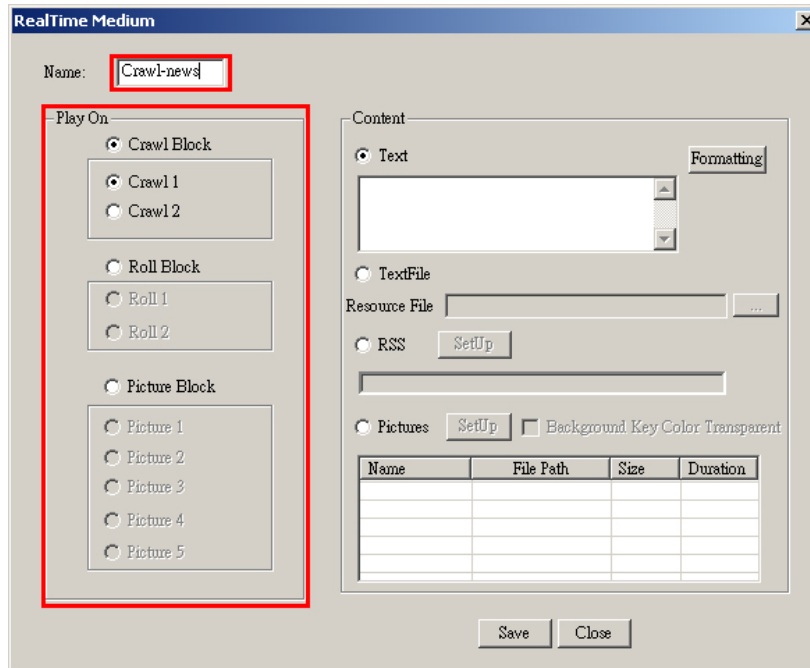
Step 2: Select the **RealTime Task** tab in the **Transfer Management** tab and click **Create**.



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.



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

TextFile

Resource File

RSS

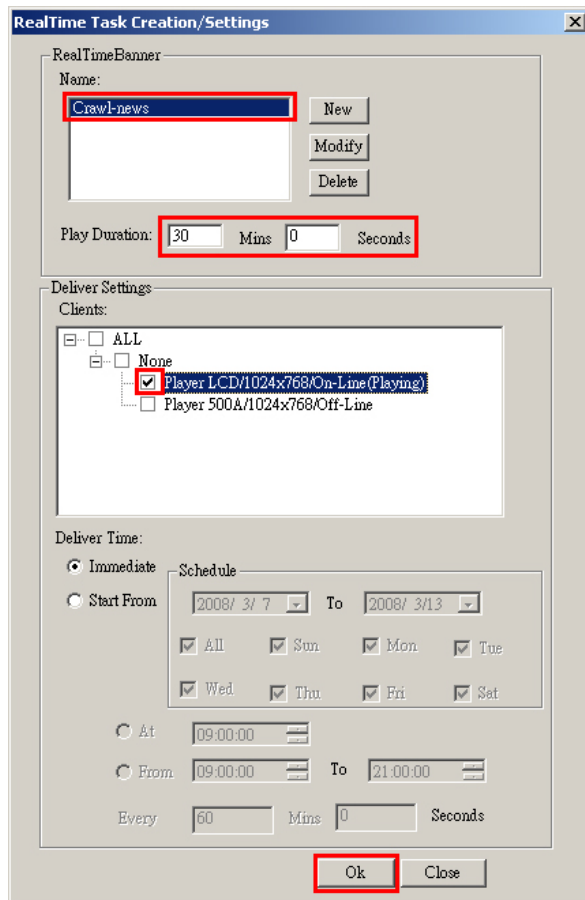
Pictures Background Key Color Transparent

Name	File Path	Size	Duration

Step 5: Modify the real time content. Please refer to **Section 6.2.1** 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 iSignager 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**.

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 iSignager 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.

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...	

6.2.1 Real Time Task Content

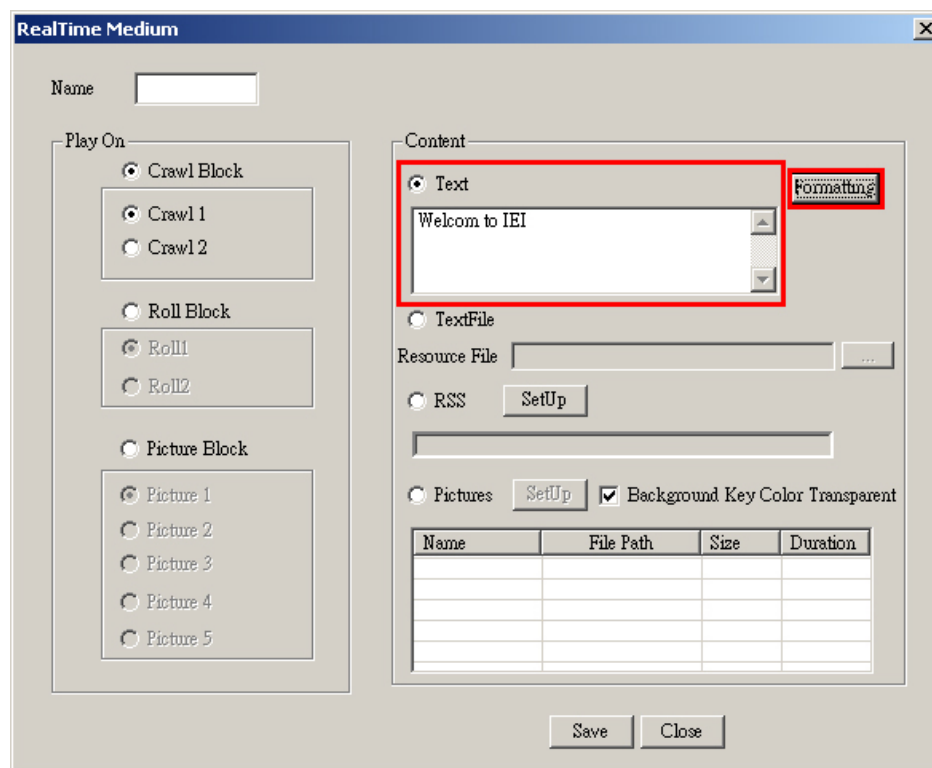
There are four kinds of real time task source to use for a real time task, including:

- **Text** (direct input): the real time content comes from the text typed directly in the iSignager AdMinistrator.
- **Text file**: the real time content a text file selected in the iSignager 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 iSignager AdMinistrator.

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

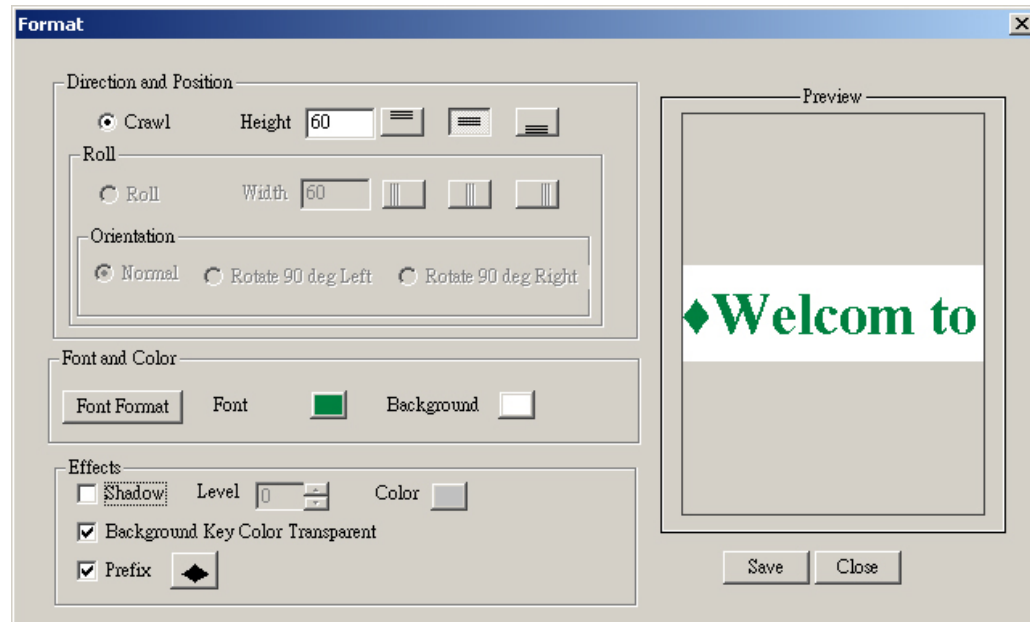
6.2.1.1 Using Text

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




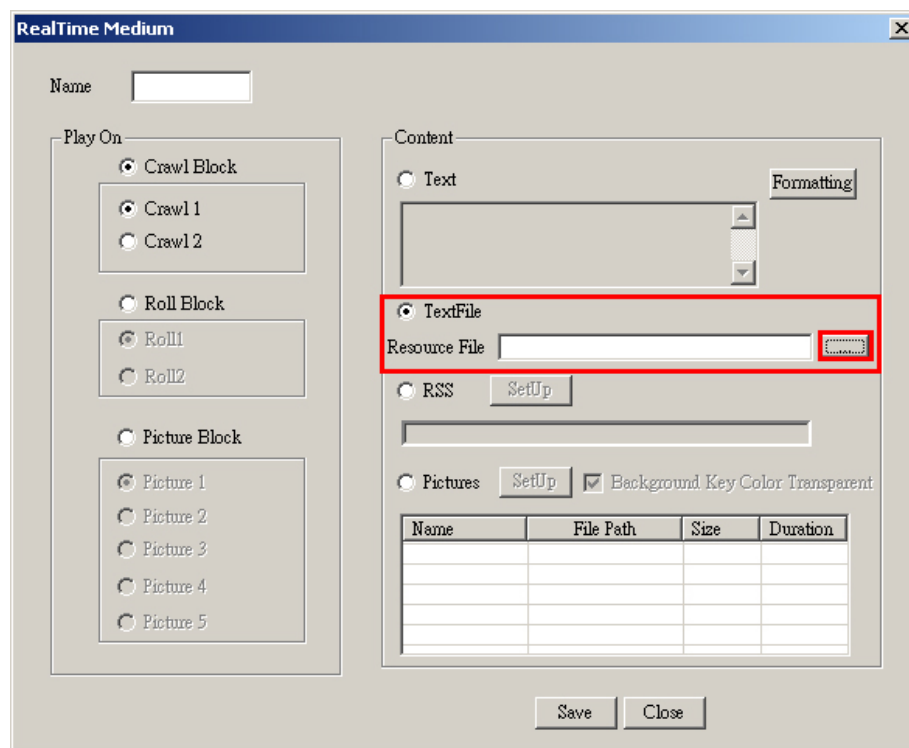
Step 2: To format the text, click **Formatting** button.

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.



6.2.1.2 Using Text File

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

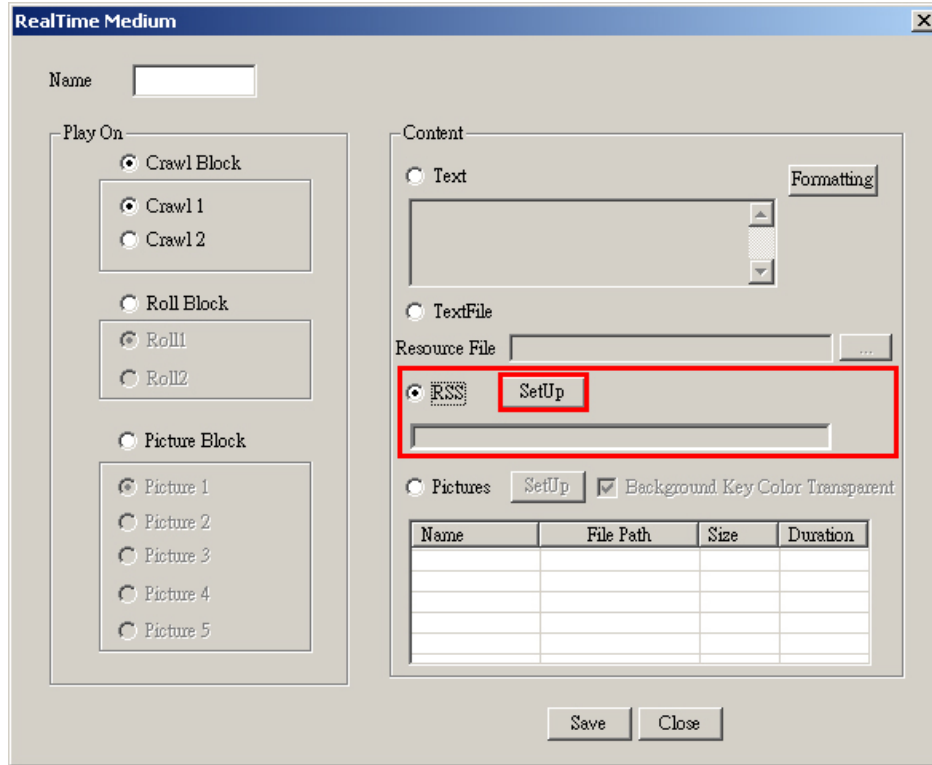


Step 2: To format the text, click **Formatting** button.

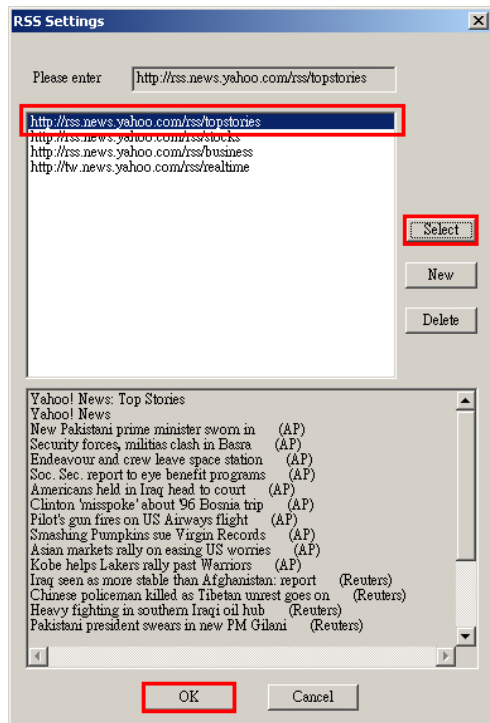
Step 3: Modify the text format including alignment, orientation, font type, font color, background color, and effects. A preview window on the right shows the display content of the banner. Click **Save** to save the settings.

6.2.1.3 Using RSS Feeds

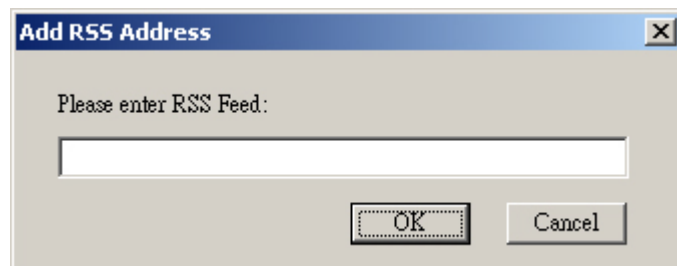
Step 1: Select **RSS** option and click **SetUp** button to setup the RSS source.



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.

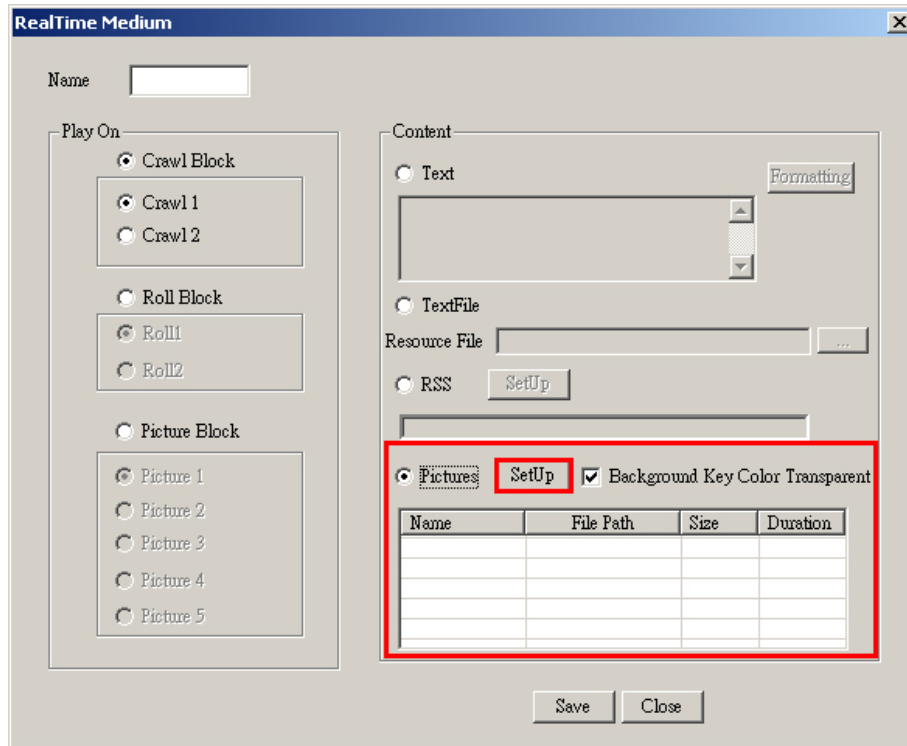


Step 4: To format the RSS text, click **Formatting** button.

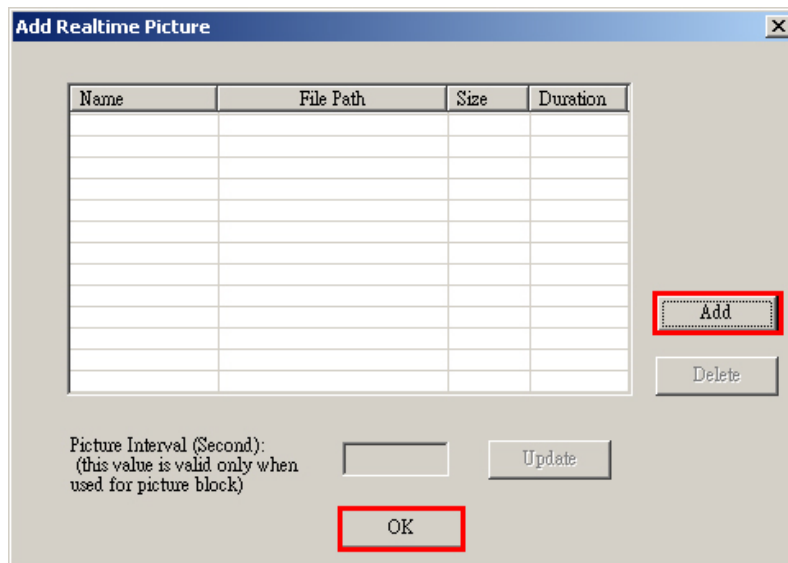
Step 5: Modify the text format including alignment, orientation, font type, font color, background color, and effects. A preview window on the right shows the display content of the banner. Click **Save** to save the settings.

6.2.1.4 Using Pictures

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



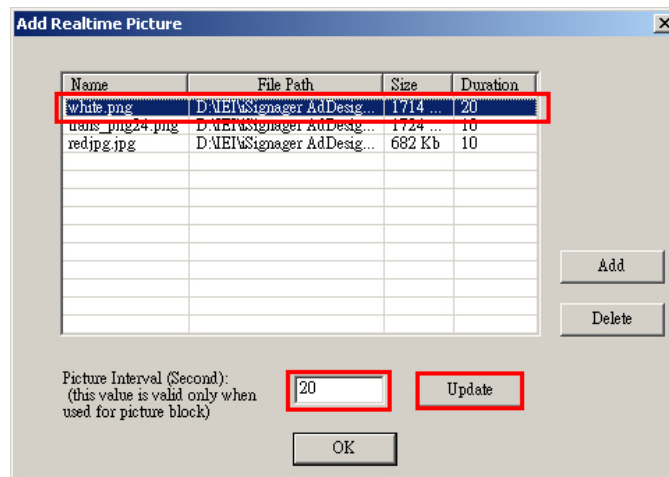
Step 2: The Add Realtime Picture window appears. Click **Add** button to add image files. The iSignager AdMinistrator only supports BMP, JPG and PNG image file format for real time pictures.



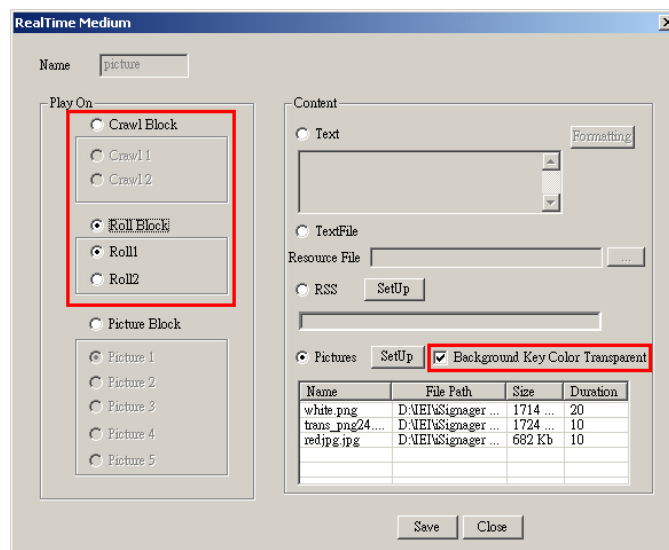
iSignager AdAdministrator

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.

6.3 Advanced Practice – FTP Server

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

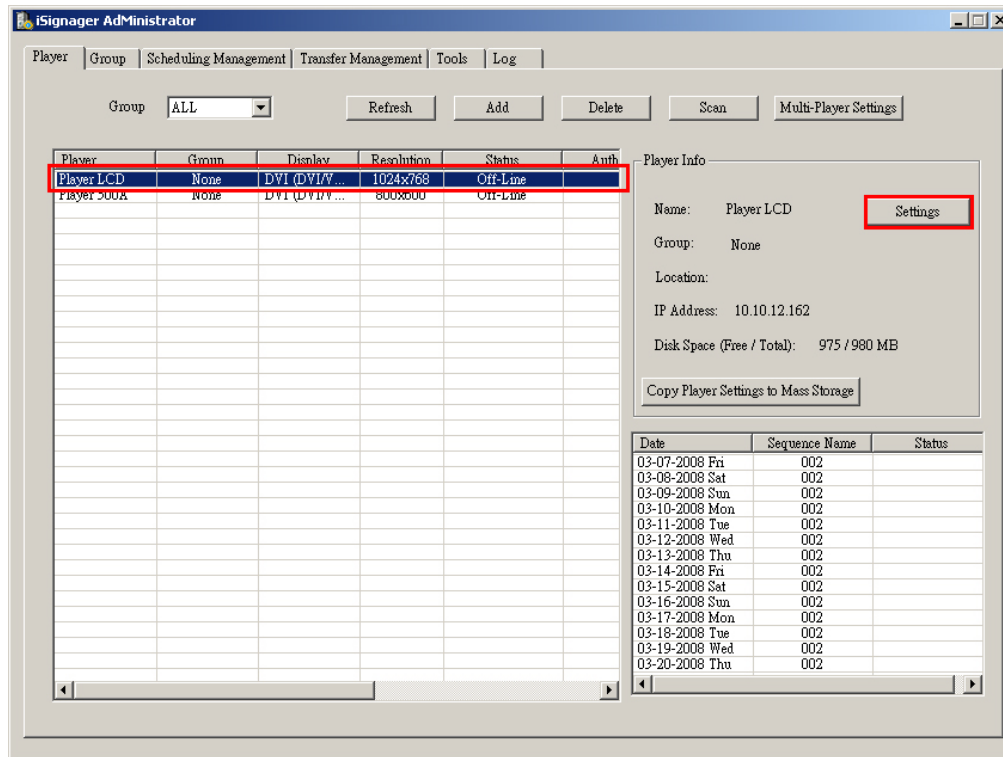
- **Use default settings:**
 - **Internal FTP server:** a directory where the iSignager AdAdministrator is installed. It is the default setting and the IP address can not be changed.
 - **Default external FTP server:** a FTP server or a NAS (Network Access Server) for storing media contents. The FTP server can be in the same PC (with iSignager AdAdministrator 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.

6.3.1 Using Default Internal FTP Server

To use iSignager Administrator as the FTP server for content transfer, follow the steps below.

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

iSignager AdMinistrator



- Step 2:** Click on **FTP Settings** tab.
- Step 3:** Select **Internal FTP Server**.
- Step 4:** 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:

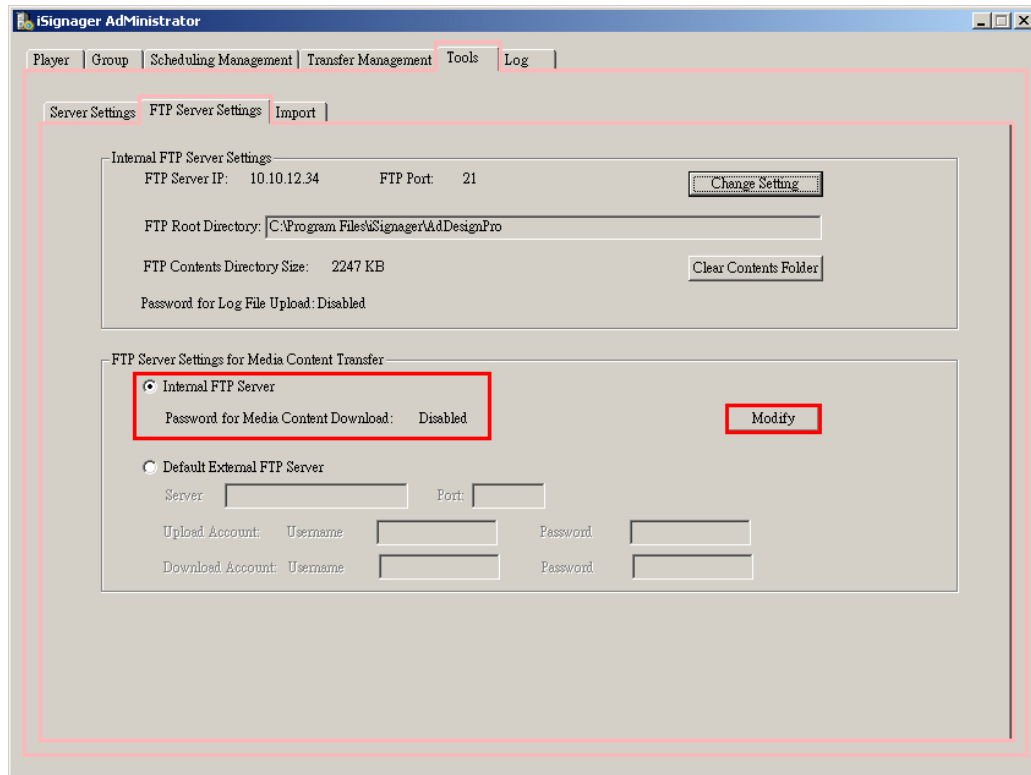
 Download Account Username:

 Password:

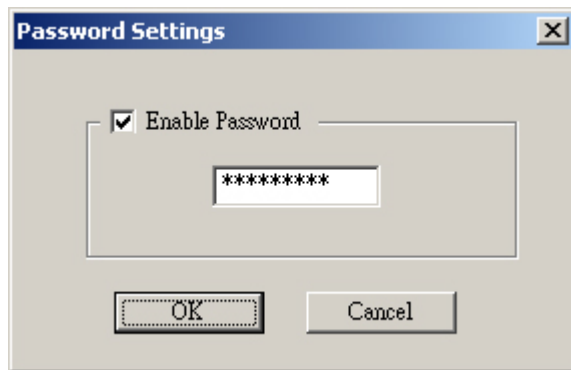
Step 5: To setup a password of this FTP server for downloading the media content, click **Tools** tab, then go to **FTP Server Settings** section.

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

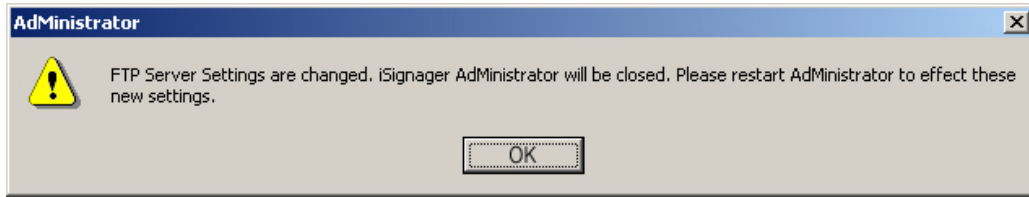
iSignager AdMinistrator



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 iSignager AdMinistrator.

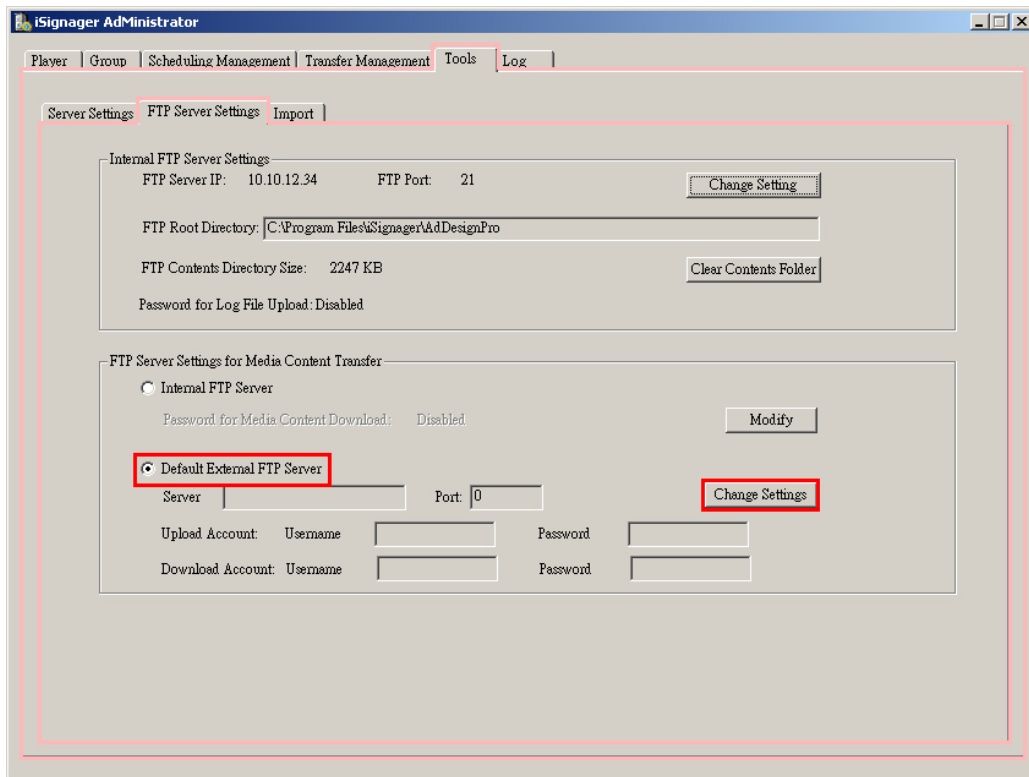


6.3.2 UsingDefault External FTP Server

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

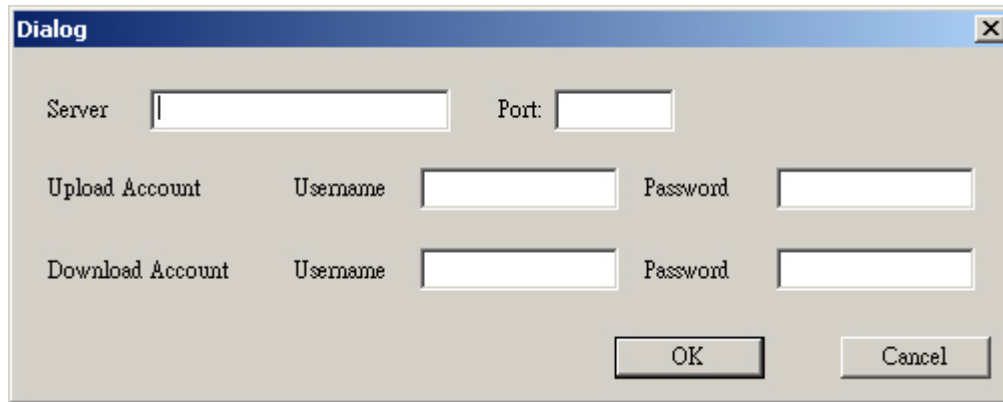
Step 1: Click **Tools** tab, then go to **FTP Server Settings** section.

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.

iSignager AdMinistrator



Dialog

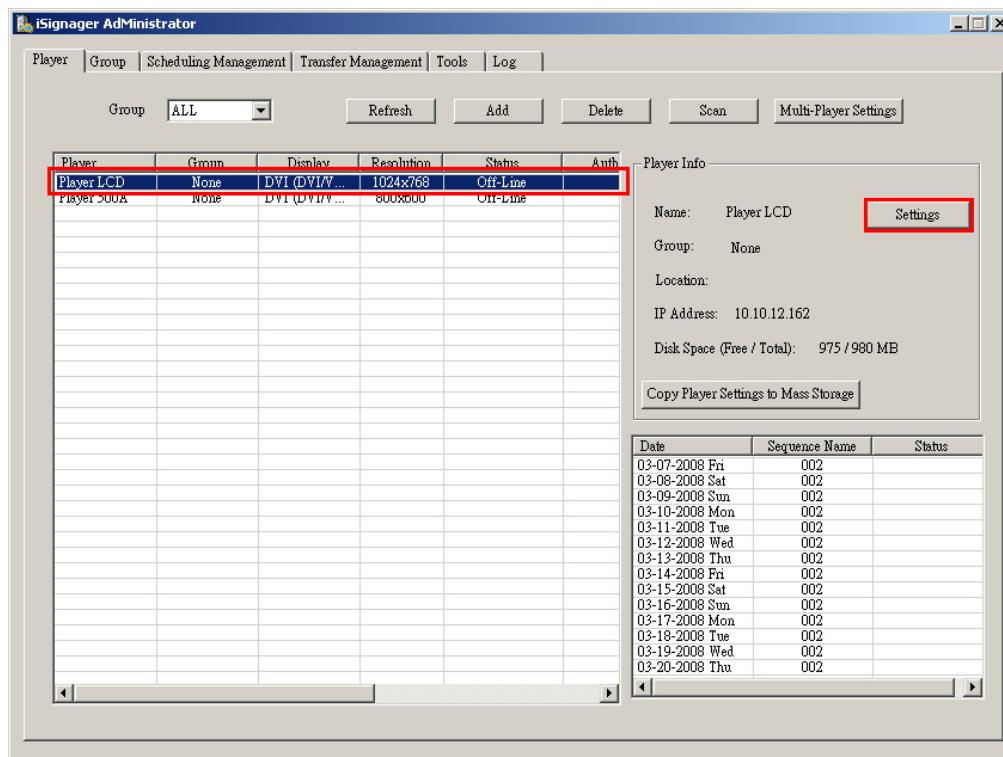
Server: Port:

Upload Account Username: Password:

Download Account Username: Password:

OK Cancel

Step 4: Select **Player** tab in the iSignager 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 Confgs	Lan Confgs	Wi Fi Confgs	
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:

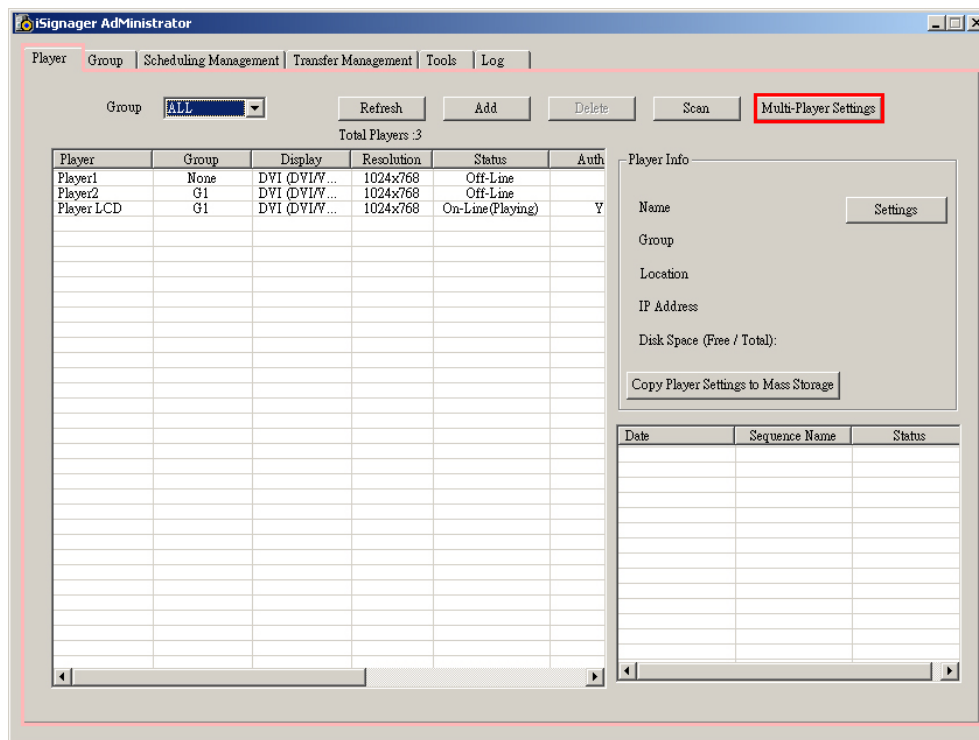
 Download Account Username:

 Password:

6.3.3 Using Other FTP Server

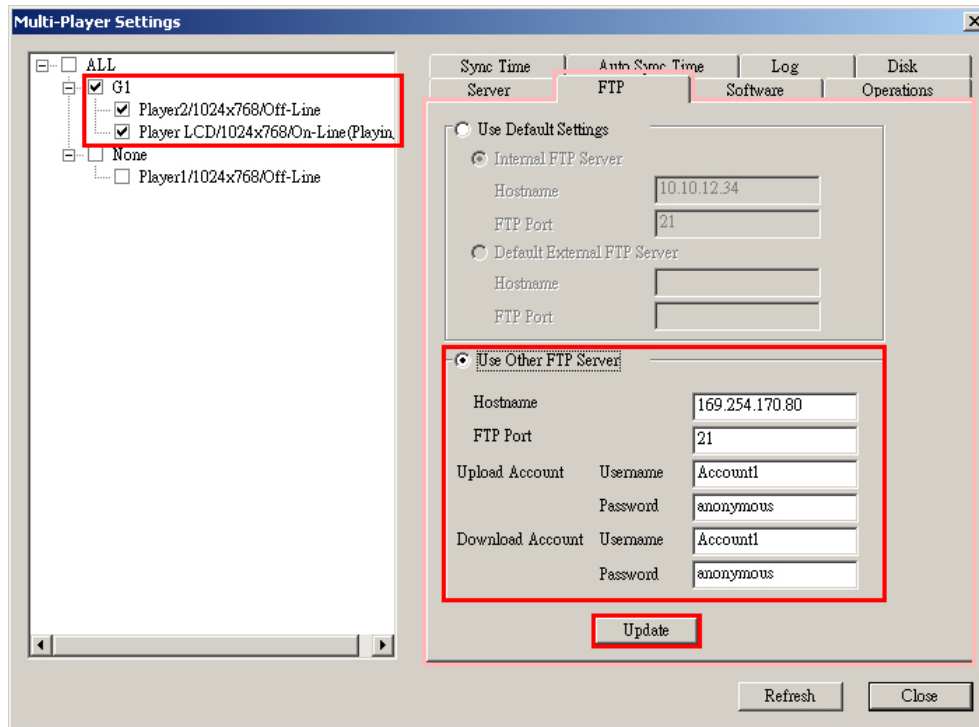
To setup different FTP server for individual player or a group of players to transfer content, follow the steps below.

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

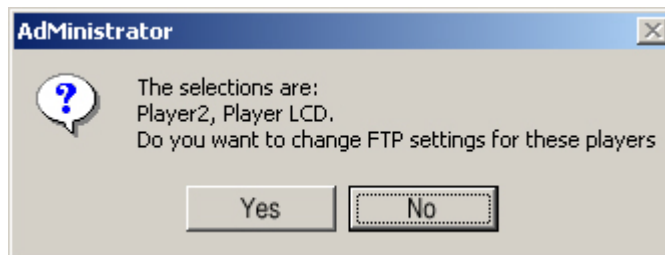


Step 2: The Multi-Player Settings appears. Click a player or a group on the tree list.

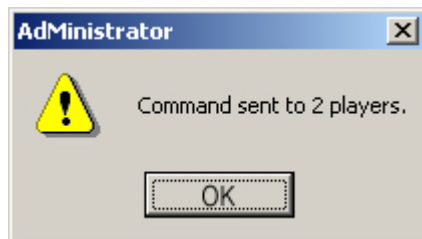
Step 3: Select the **FTP** tab on the right side. Click **Use Other FTP Server**. Enter hostname, port number, user name and password of the FTP server. Then click **Update** button to save the settings.



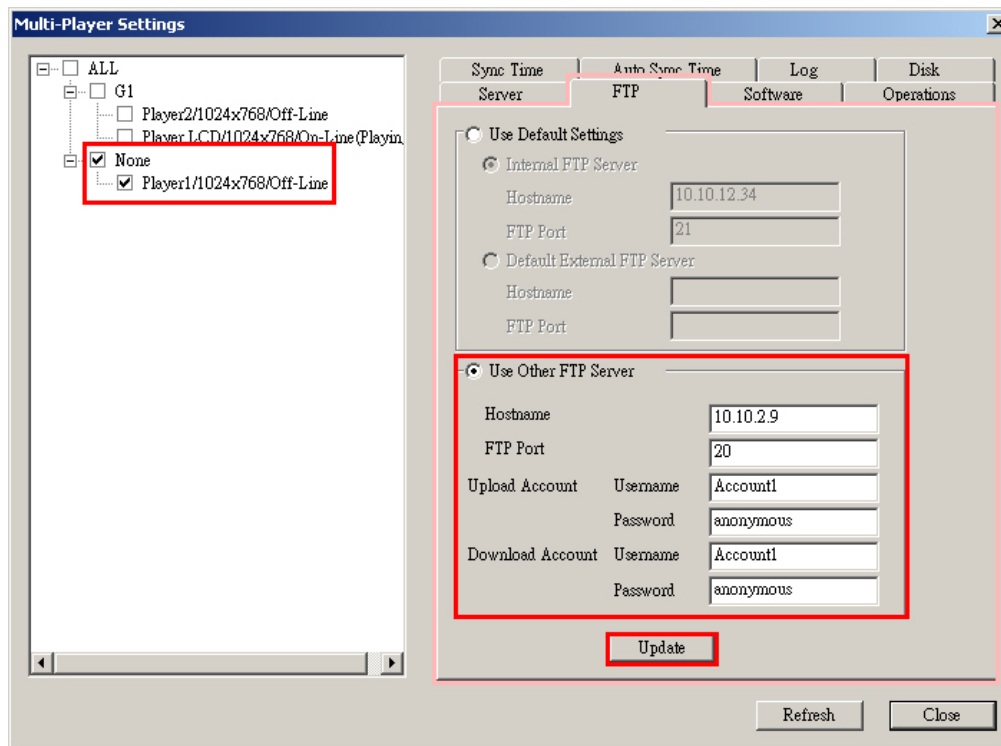
Step 4: A confirmation window pops up. Click **Yes** to confirm.



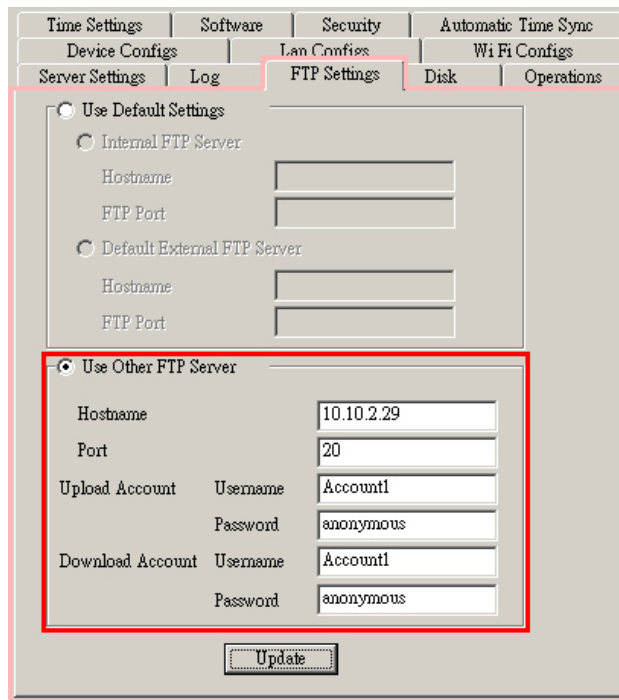
Step 5: A message window prompts to inform the command has been sent. Click **OK**.



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.



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:
 Upload Account Password:
 Download Account Username:
 Download Account Password:

6.4 Advanced Practice - Player Log Management

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

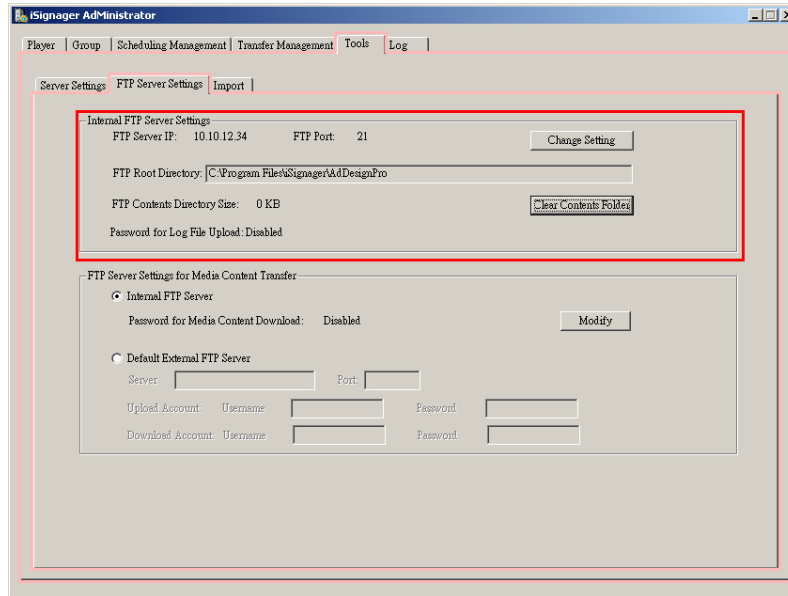
- Step 1:** Setup the internal FTP server to store log files. The internal FTP server is the PC installed with the iSignager AdMinistrator
- Step 2:** Enable the player log for the player(s) in the player settings.
- Step 3:** Manage log reports.

6.4.1 Setup FTP Server for Storing Logs

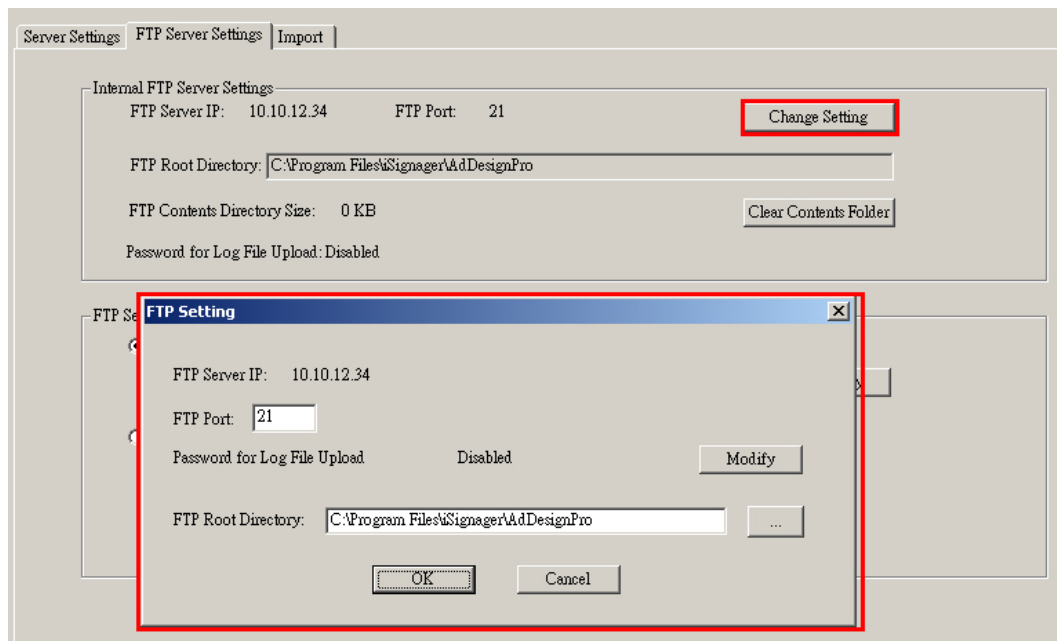
- Step 1:** Select **Tools** tab in the iSignager AdMinistrator and click **FTP Server Settings** tab.
- Step 2:** Check the information in the “Internal FTP Server Settings” section. The “internal FTP server” is where the log files will be stored. The FTP server IP is set to the

iSignager AdMinistrator

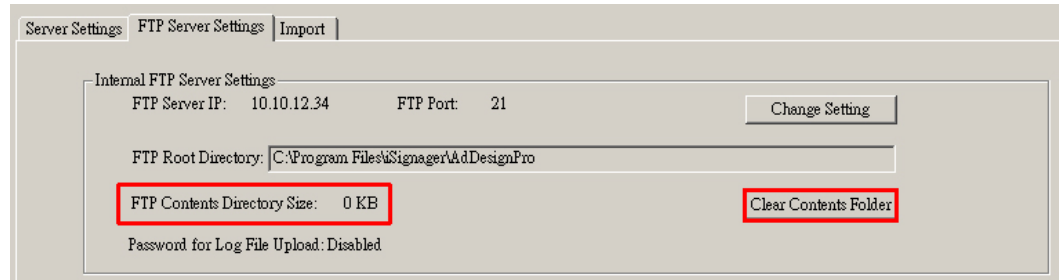
IP of the PC installed with the iSignager AdMinistrator by default and can not be changed.



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.

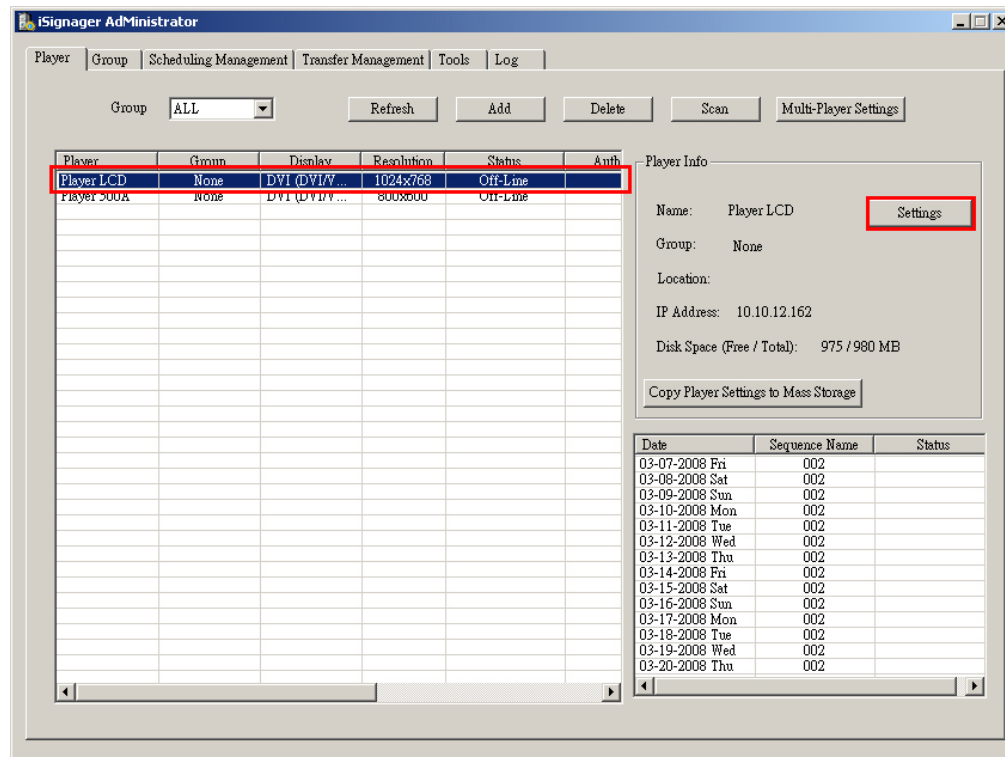


Step 4: The total size of the log files in the root directory is shown in the iSignager AdMinistrator. To delete all the logs in the directory, click **Clear Contents Folder**.



6.4.2 Enable Log Function for Player

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



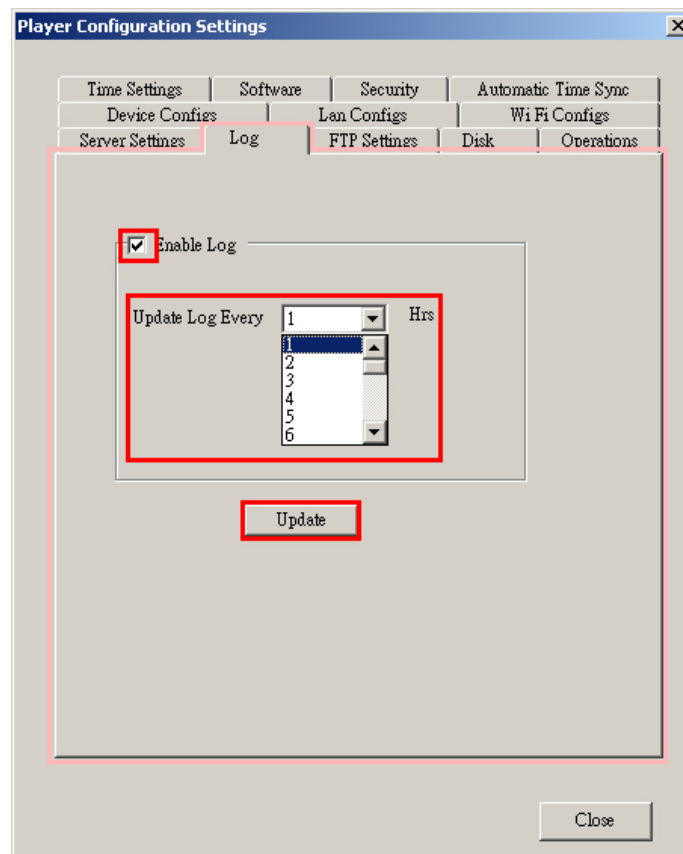
iSignager AdMinistrator

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.

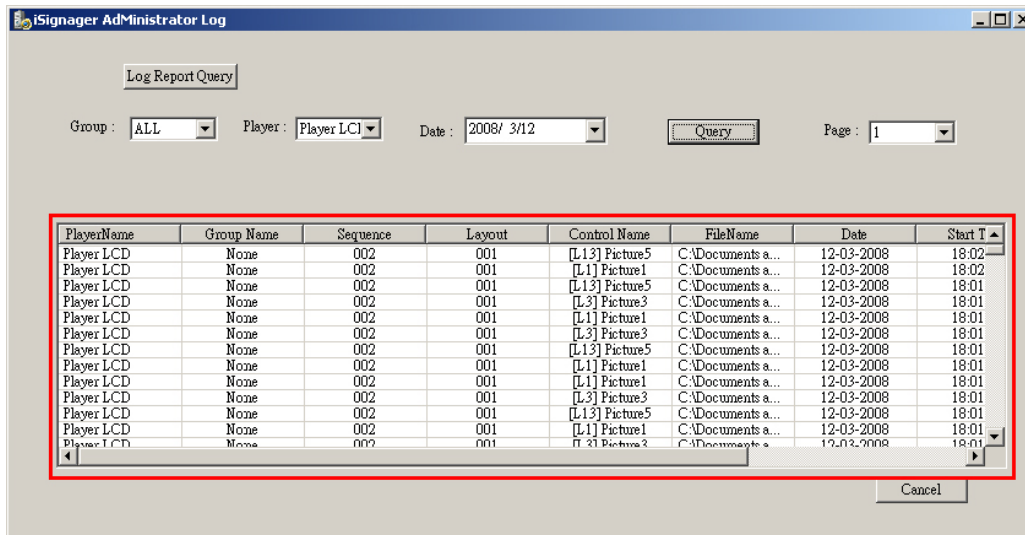


6.4.3 Manage Logs

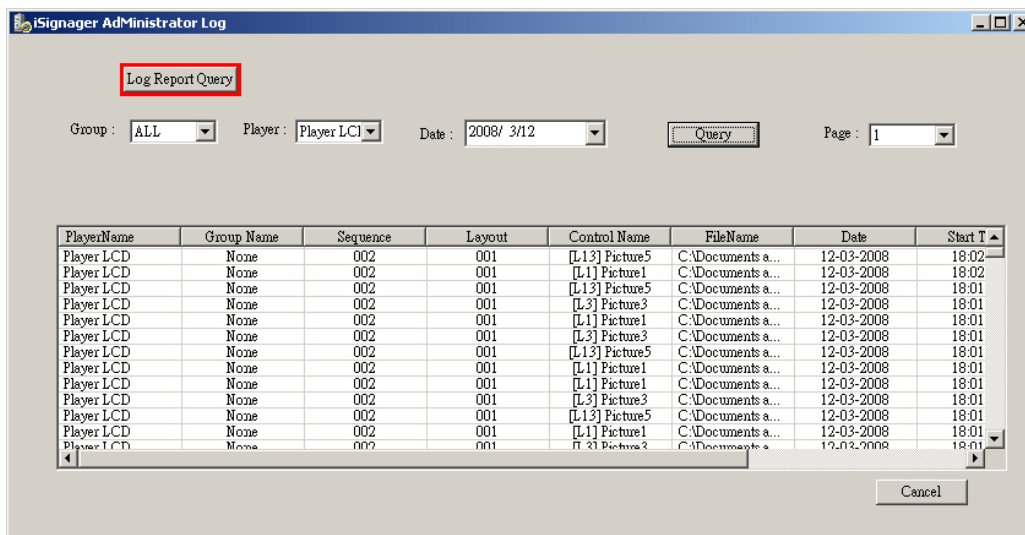
Step 1: Click the **Log** tab of the iSignager AdMinistrator. In the **Player Log**, click **Log Manager**.

iSignager AdMinistrator

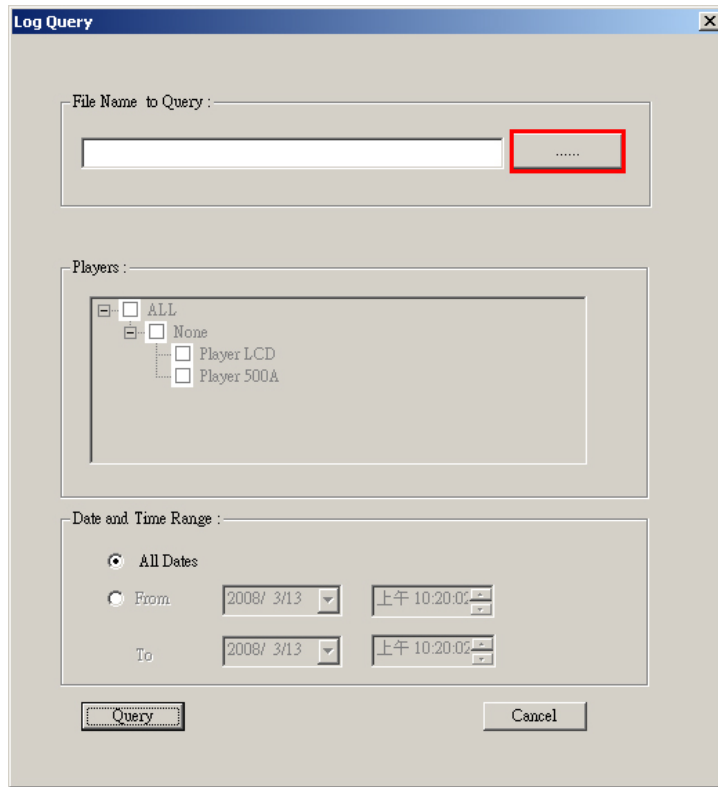
Step 4: The queried log is listed in the Log Manager window.



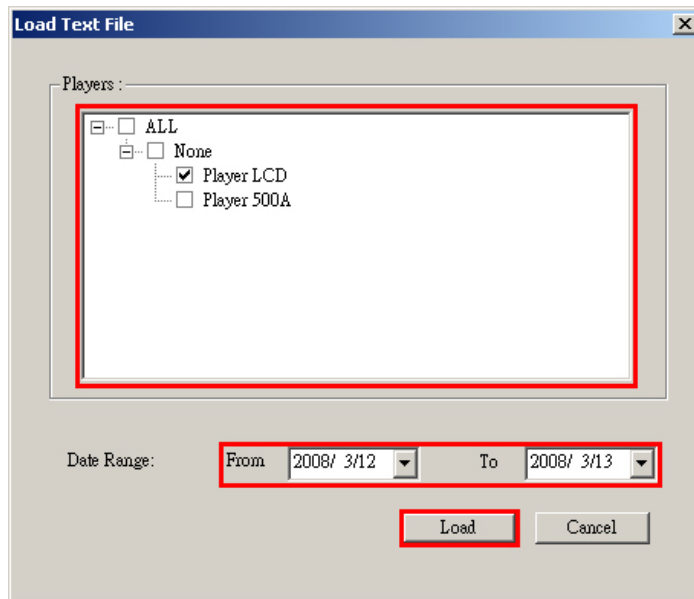
Step 5: To view the log of a specific file, click Log Report Query button.



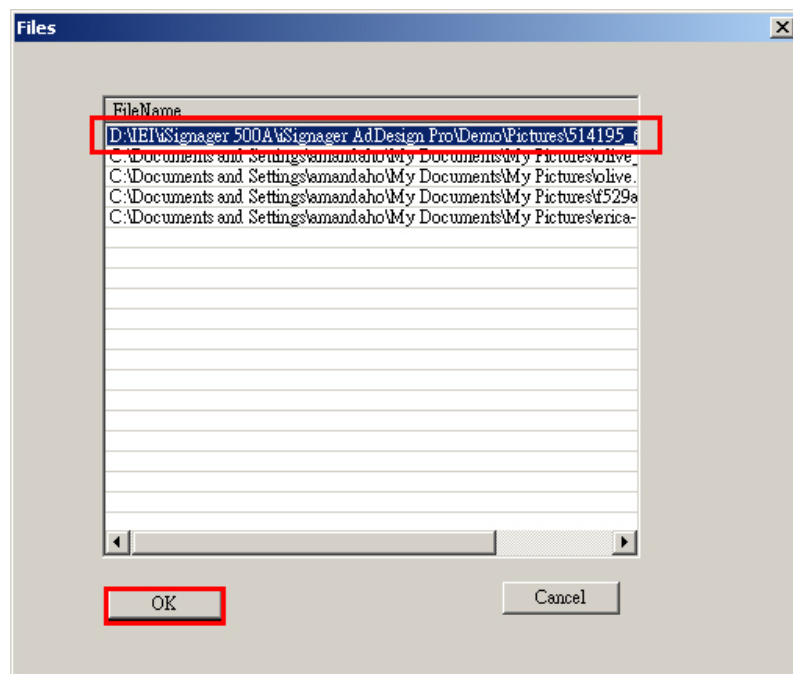
Step 6: The Log Query window appears. Click the button to locate a file for this query.



Step 7: Select the player(s) for this query. Select a range of time that the player(s) have played the specific file. Click **Load** button to load the file information.

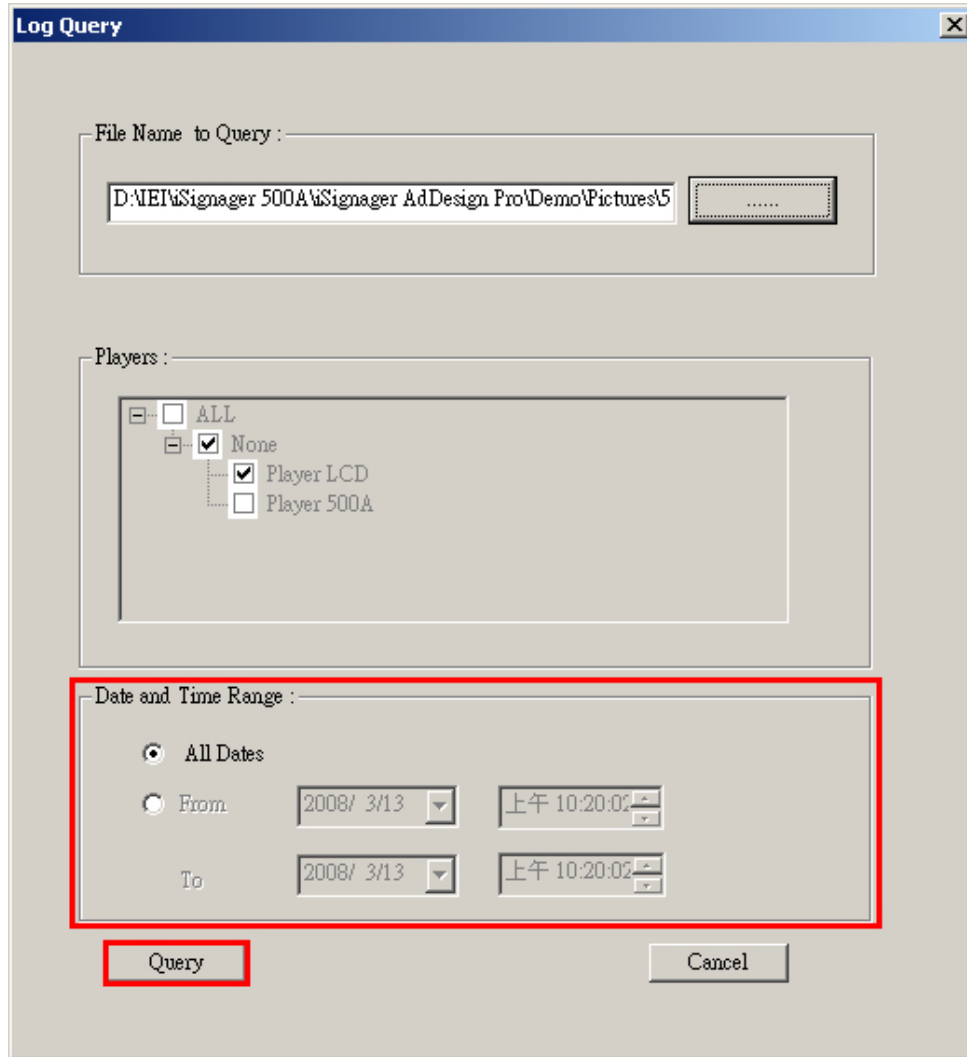


Step 8: A file list window appears. Select one file for this query in the list and click **OK**.



Step 9: The selected file is shown in the Log Query window.

Step 10: Select the time range for counting the play duration for the selected file. Then click **Query**.



Step 11: 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.



Appendix

A

Use USB Flash Drive to Update Settings and Sequence

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

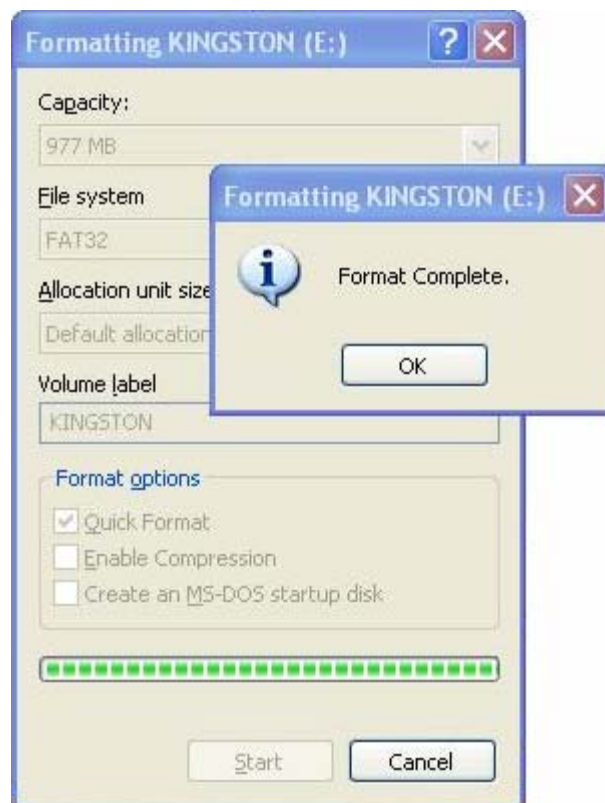
This section describes how to use USB 2.0 flash drive to update the iSignager player setting. The iSignager player should have a CF card/HDD installed and is on and running to be able to use USB flash drive to update the player settings. This is applied when contents to be broadcasted remain unchanged, 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.

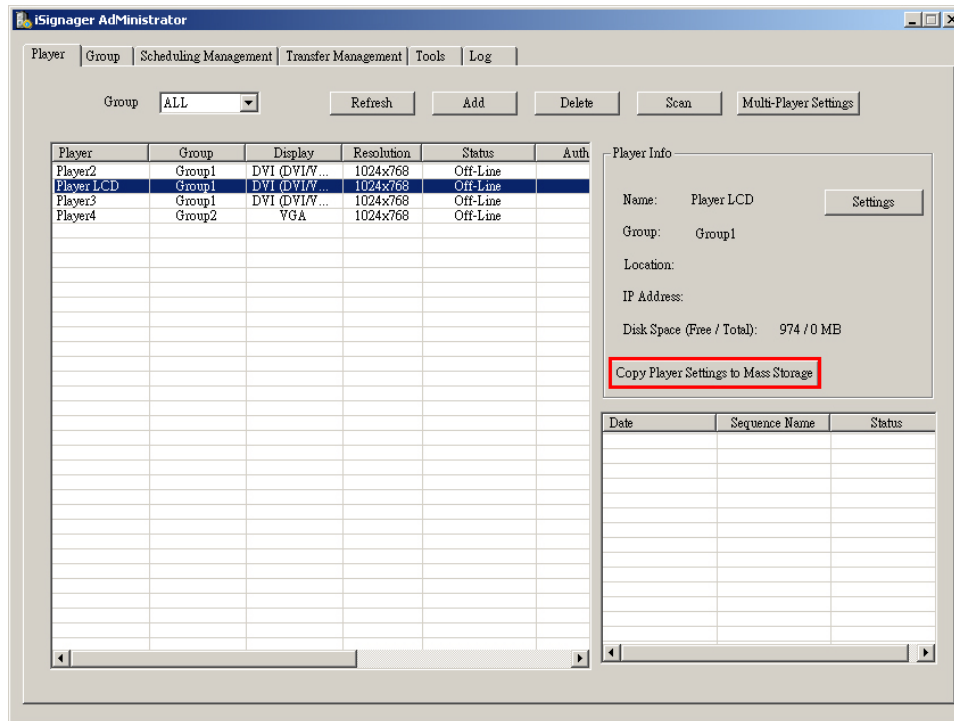


NOTE:

The USB 1.1 flash drive is not supported.



- Step 2:** Launch the iSignager 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,

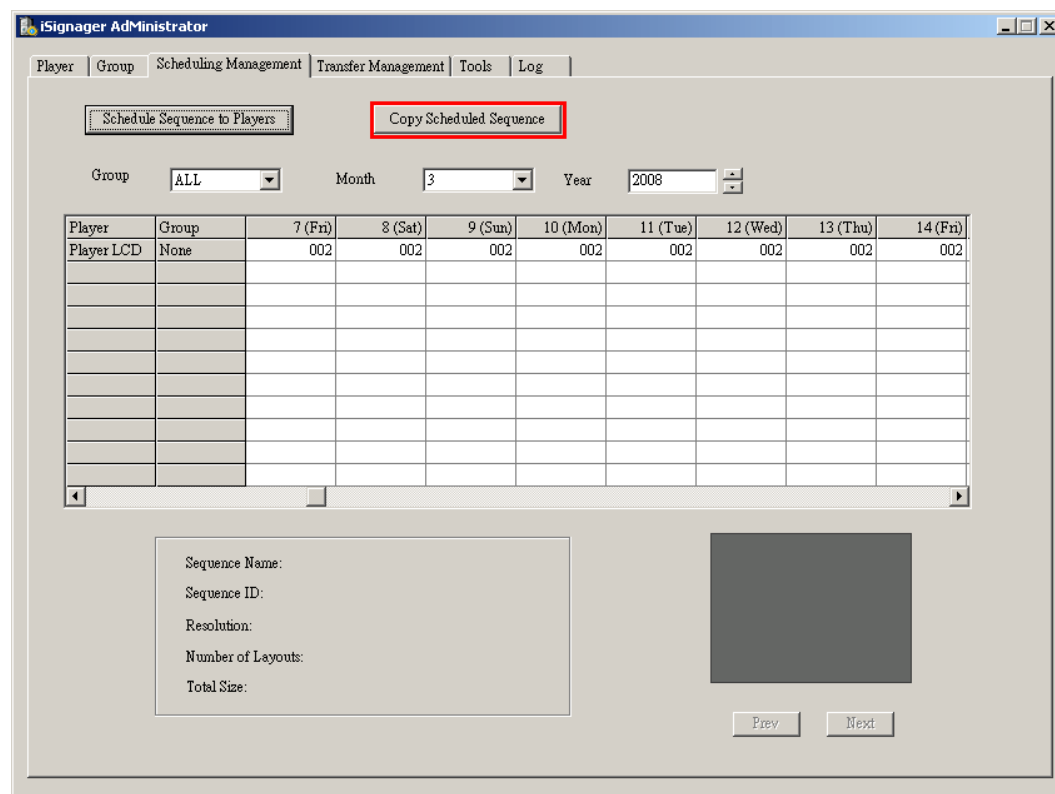
e.g. display type and network.

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 iSignager 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.



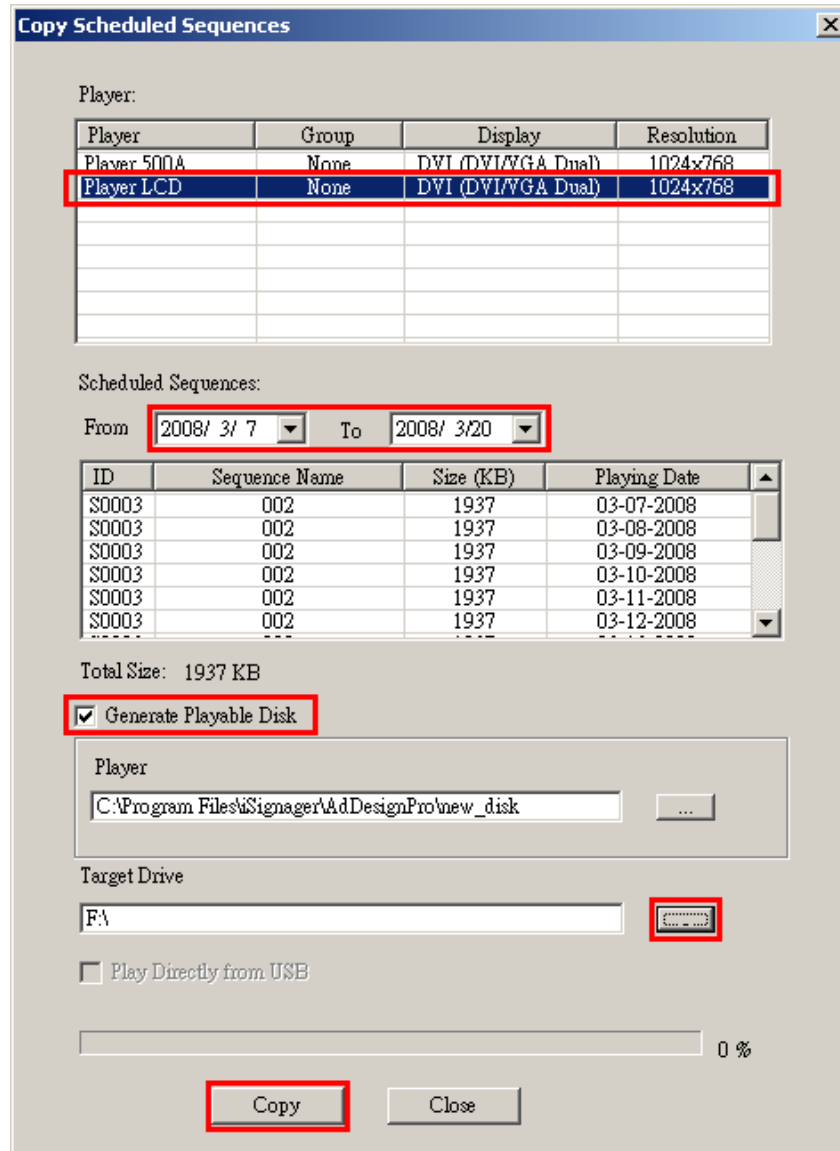
Step 3: Select one of the players that the USB flash drive will insert to.

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

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
Player 500A	None	DVI (DVI/WGA Dual)	1024x768
Player LCD	None	DVI (DVI/WGA 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: C:\Program Files\iSignager\AdDesignPro\new_disk

Target Drive: FA

Play Directly from USB

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 iSignager 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

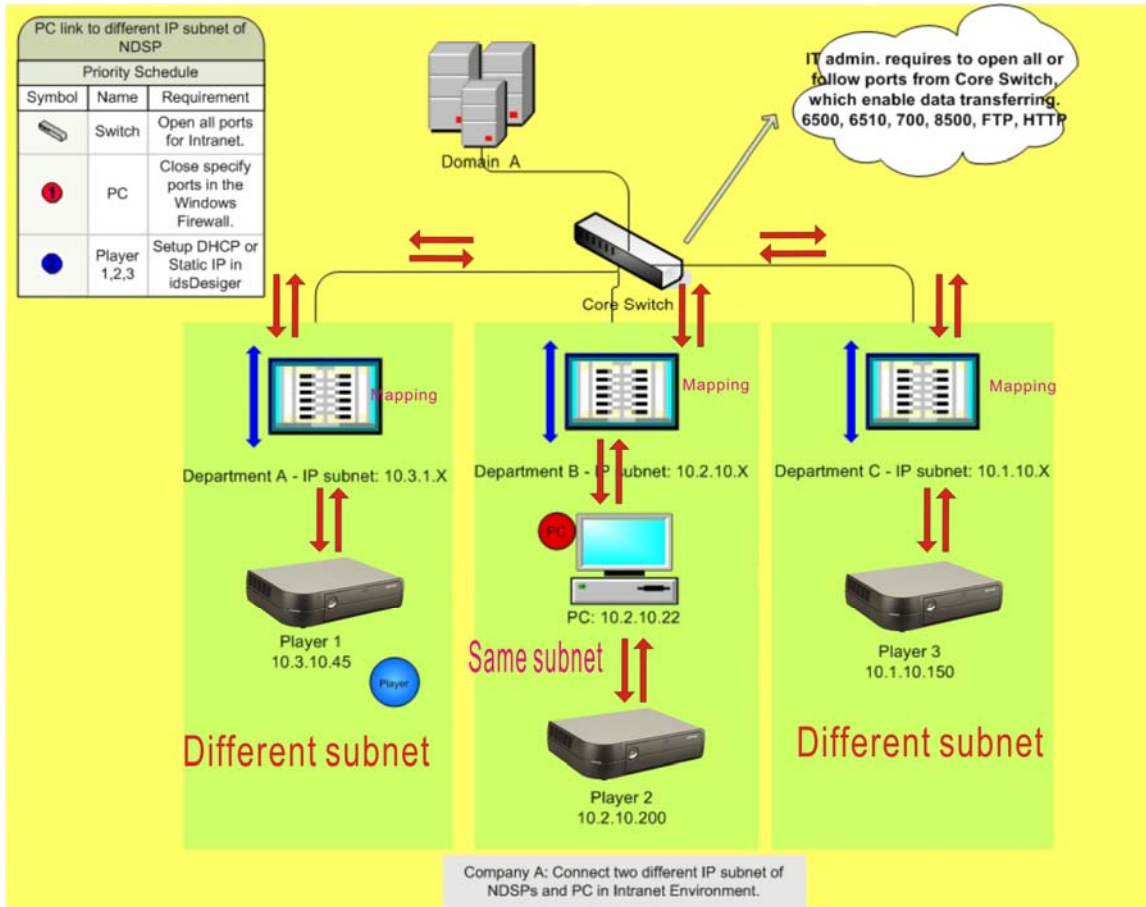
Network Configuration: Intranet Environment Different Subnet

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.



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.

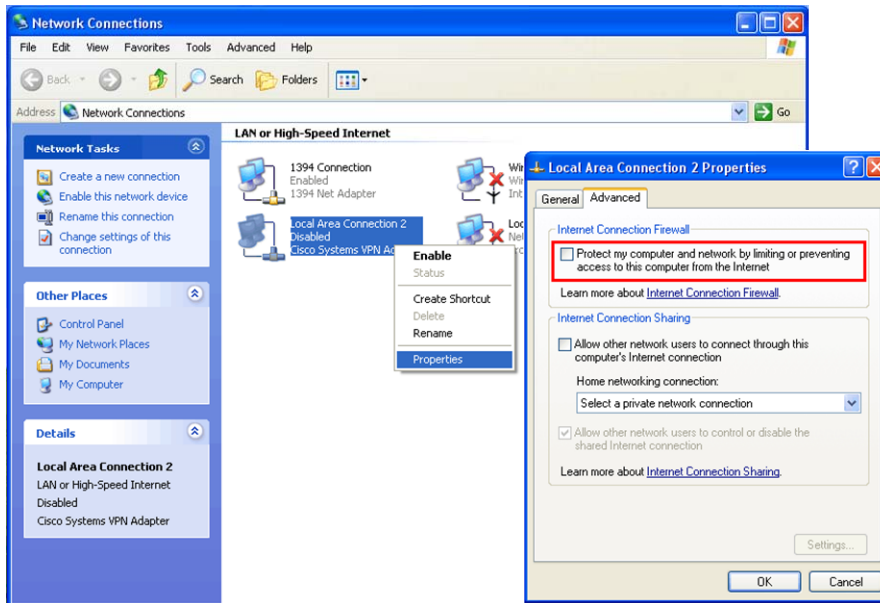
iSignager AdMinistrator

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

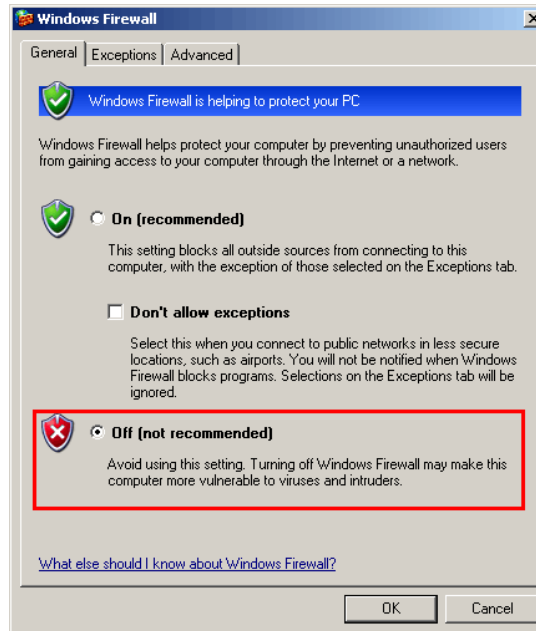
6500, 6501, 6502, 6503, 6504, 6505, 6506, 6507, 6508, http, and ftp ports.

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

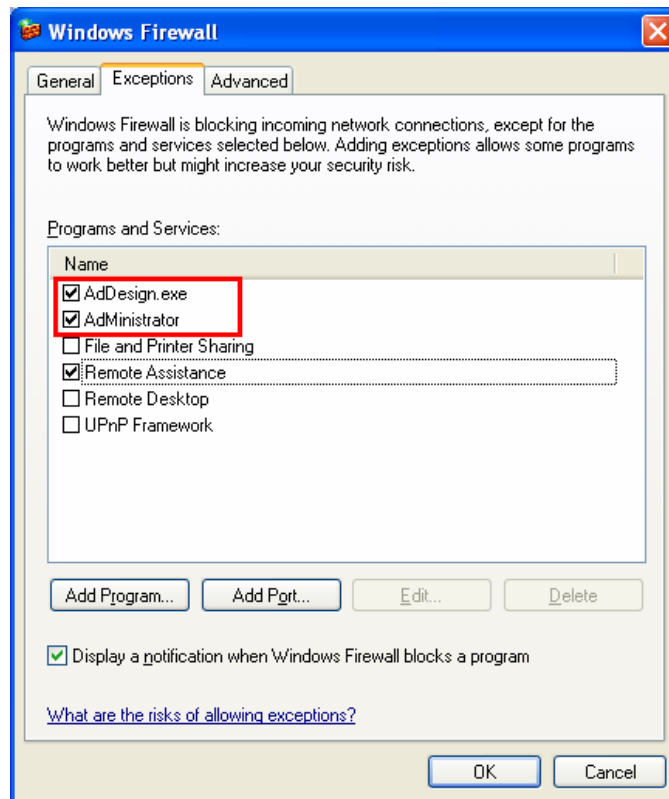
Windows XP Service Pack 1



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.

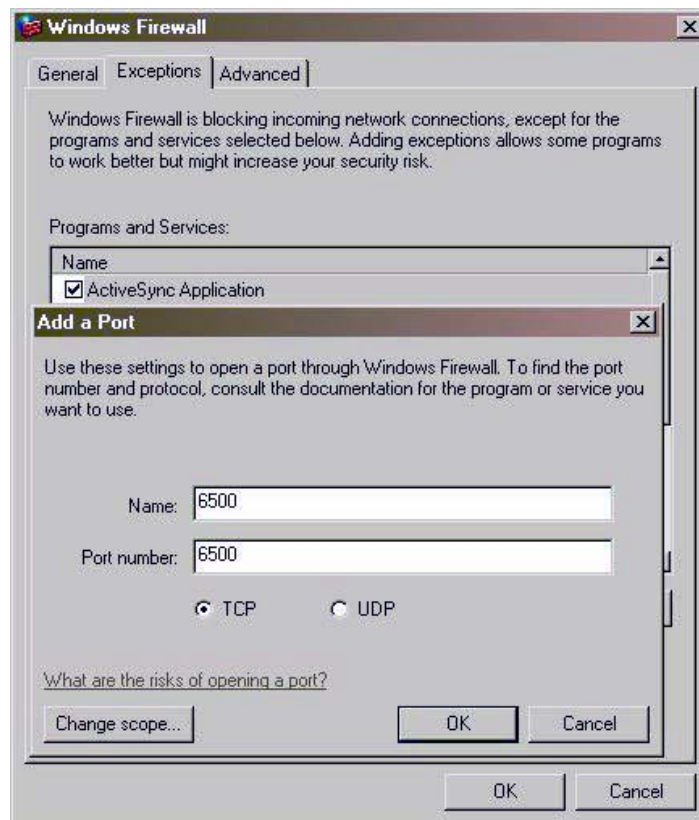


iSignager AdMinistrator

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 C.1.1**



B.3 Network Configuration: Different Subnet

Step 1: In the iSignager 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

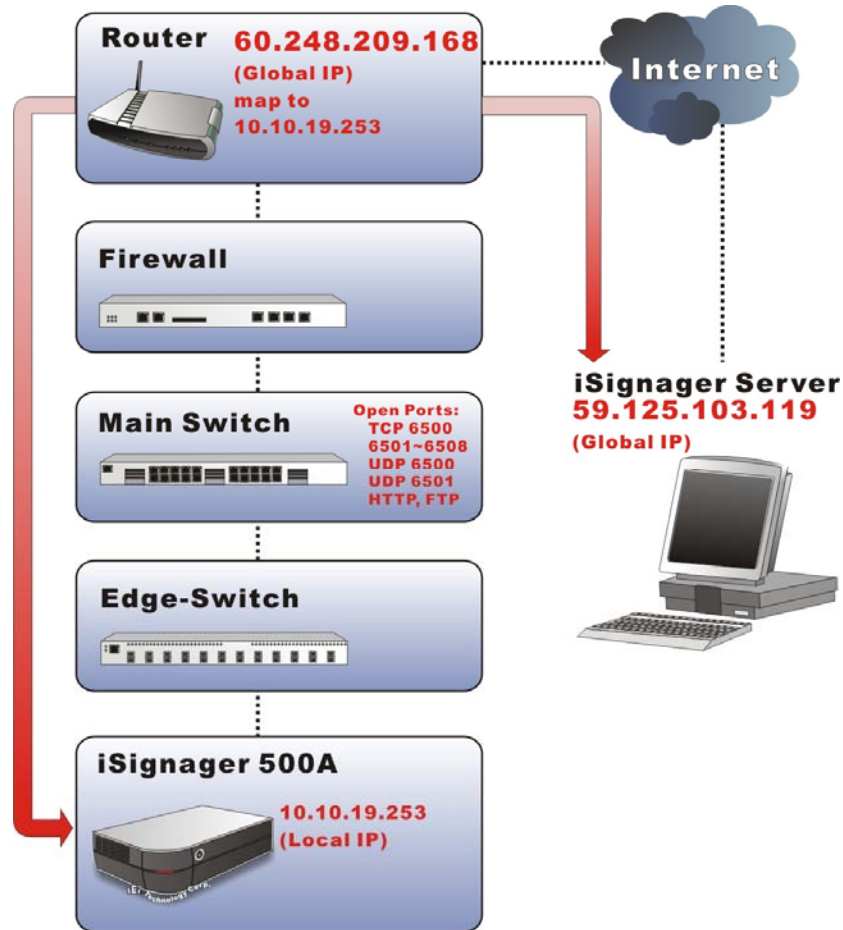
When the iSignager player and the PC are in the different network environment and there is a firewall between them, they are in a global network environment. The real IP address (Global IP) establishes the connection across the global network environment. The iSignager player and the PC using virtual 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 iSignager Player Located in Local Network Environment

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.



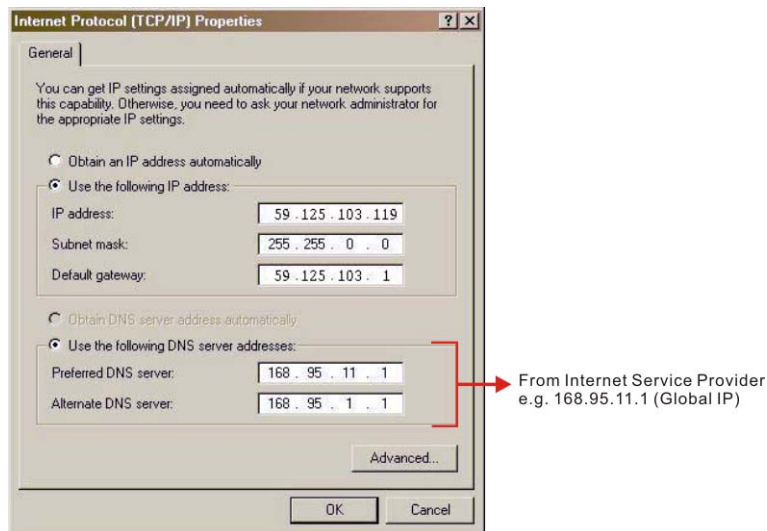
The following procedures take above diagram as an example to show how to configure the network and establish the connection between the PC and the iSignager 500A. In this example, 60.248.209.168 is a real IP address to connect to the PC server. 10.10.19.253 is a virtual IP address and is required to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

Step 3: Open the ports in the firewall according to the information below.

Untrust to Trust		
Protocol	Port Number	Purpose
UDP	6501	Broadcast server IP
HTTP	80	Get player status and access the web console
Trust to Untrust		
Protocol	Port Number	Purpose
TCP	21	FTP server

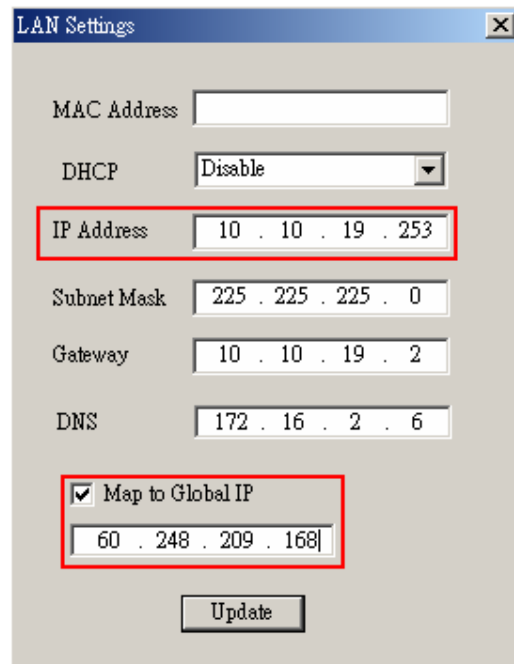
TCP	6500	To get client setting
TCP	6501	Allow player to send FTP status to server
TCP	6502	Allow player to log events
TCP	6503	Allow player to send log to server
TCP	6504	Allow player to send status and password to server
TCP	6505	The player connects to this port to update player status (playing or idle) 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.

Step 4: 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.



Step 5: Launch the player setting in the iSignager AdMinistrator. Configure the IP address (virtual IP) of the iSignager player. Check **Map to Global IP** and enter the global IP address (real IP) for the virtual IP of the iSignager player to map to.

LAN Configuration:



LAN Settings

MAC Address

DHCP

IP Address

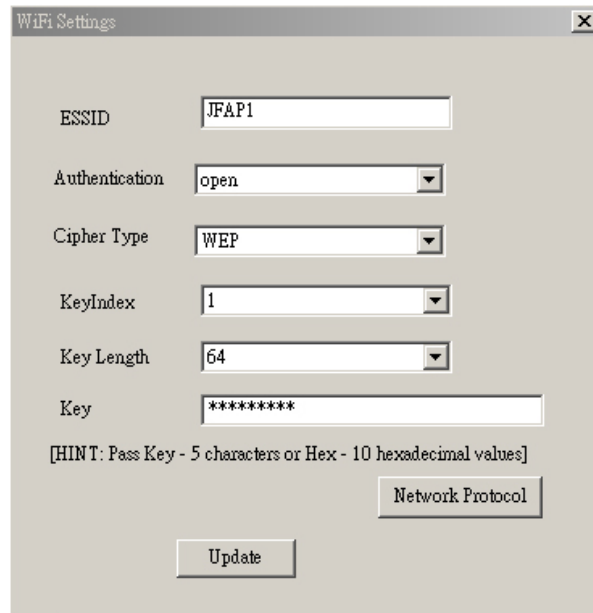
Subnet Mask

Gateway

DNS

Map to Global IP

Wifi Configuration:



WiFi Settings

ESSID

Authentication

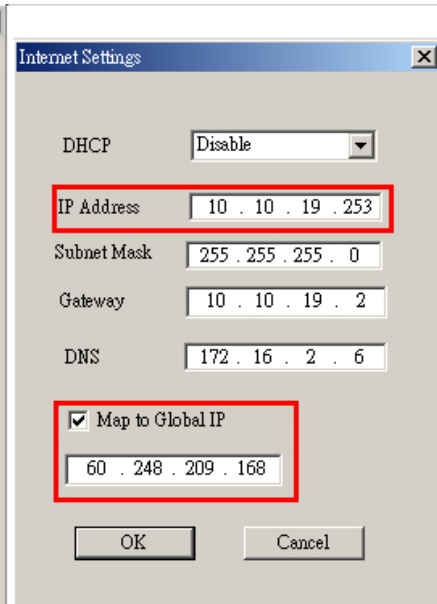
Cipher Type

KeyIndex

Key Length

Key

[HINT: Pass Key - 5 characters or Hex - 10 hexadecimal values]



Internet Settings

DHCP

IP Address

Subnet Mask

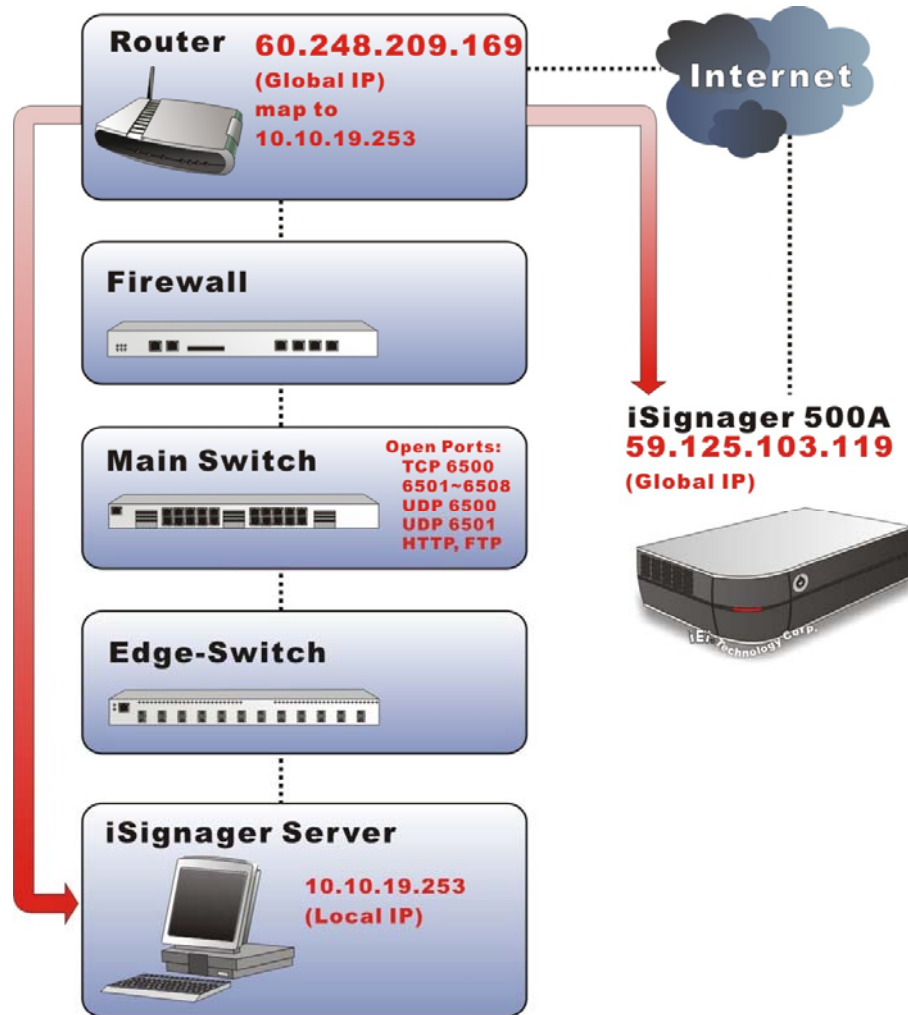
Gateway

DNS

Map to Global IP

C.1.2 The Server Located in Local Network Environment

The following diagram takes iSignager 500A as an example to show the connectivity of a PC host and public iSignager player. The PC host 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.

Step 1: Open the ports in the firewall according to the information below.

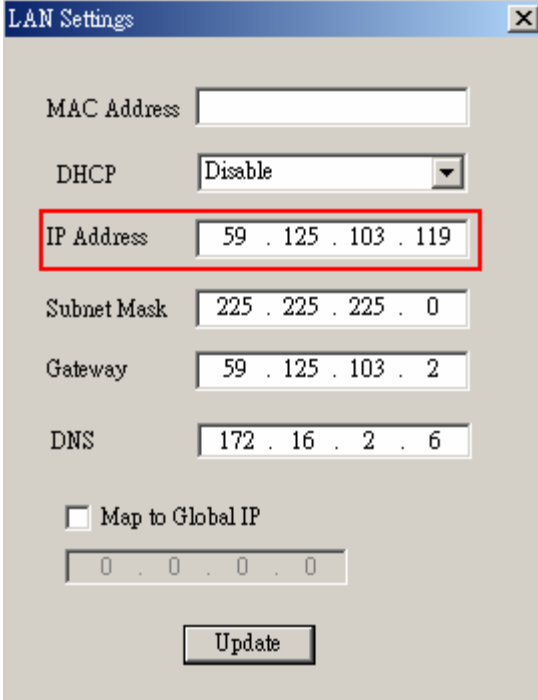
Untrust to Trust		
Protocol	Port Number	Purpose
TCP	21	FTP server

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.
Trust to Untrust		
Service	Port Number	
UDP	6501	Broadcast server IP
HTTP	80	Get player status and access the web console

Step 2: Configure the IP address of the PC host to a real IP address. In this case, the original IP address of the PC is a virtual IP (e.g. 10.10.19.253). The virtual IP address should map to a real IP address (e.g. 60.248.209.169) to be able to connect to the iSignager player. Please contact the IT administrator for the real IP address.

Step 3: Use a real IP address to configure the network setting of the iSignager player in the player setting of the iSignager AdMinistrator. Please contact the IT administrator or ISP provider to obtain a real IP address for the iSignager player.

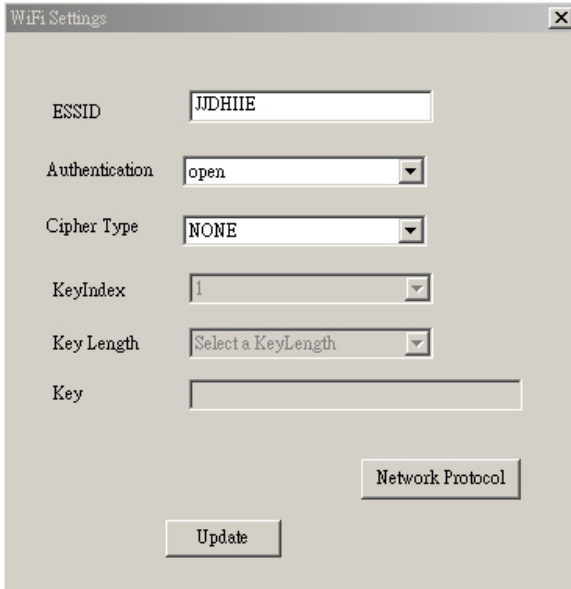
LAN Configuration:



LAN Settings dialog box with the following fields:

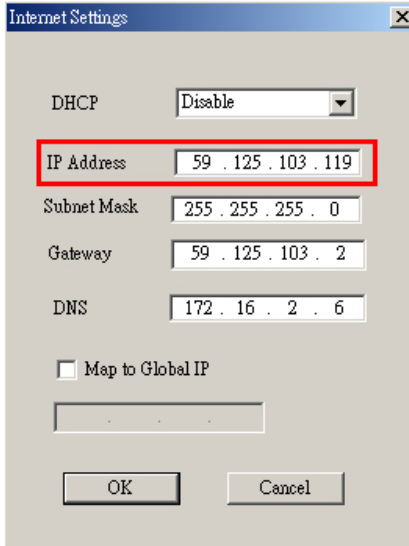
- MAC Address: [Empty]
- DHCP: [Disable]
- IP Address: [59 . 125 . 103 . 119] (highlighted with a red box)
- Subnet Mask: [225 . 225 . 225 . 0]
- Gateway: [59 . 125 . 103 . 2]
- DNS: [172 . 16 . 2 . 6]
- Map to Global IP
- [0 . 0 . 0 . 0]
- [Update]

Wifi Configuration:



WiFi Settings dialog box with the following fields:

- ESSID: [JJDHIE]
- Authentication: [open]
- Cipher Type: [NONE]
- KeyIndex: [1]
- Key Length: [Select a KeyLength]
- Key: [Empty]
- [Network Protocol]
- [Update]

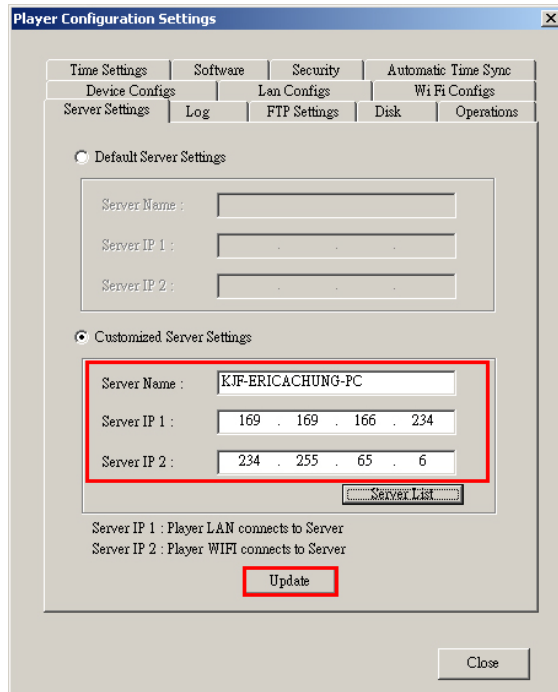


Internet Settings dialog box with the following fields:

- DHCP: [Disable]
- IP Address: [59 . 125 . 103 . 119] (highlighted with a red box)
- Subnet Mask: [255 . 255 . 255 . 0]
- Gateway: [59 . 125 . 103 . 2]
- DNS: [172 . 16 . 2 . 6]
- Map to Global IP
- [Empty]
- [OK] [Cancel]

iSignager AdMinistrator

Step 4: Modify the IP address of the PC to a global IP which is mapped to the local IP of the PC by IT administrators. To modify the server IP address, please refer to **Section 4.6.1**. Click **Update** to save the settings.



Player Configuration Settings

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



Index

iSignager AdMinistrator

A

Automatic Time Sync..... 113, 167

B

background 37, 38, 39, 58, 60, 61, 182, 183, 185

C

Copy Player Settings to Mass Storage...120, 210

Copy Scheduled Sequence 128, 211

D

Device Configs.....99

F

firmware 83, 115, 116, 175

FTP Log93, 153, 155

FTP server 13, 107, 144, 146, 188, 190, 192, 194, 195, 197, 198

G

Generate Playable Disk.....129, 212

I

import..... 85, 87, 88, 89, 90, 122, 147, 222

L

Lan Configs.....101, 158, 164

layout looping..... 34, 78, 80, 173

layout schedule 34, 78, 173

M

Multi-Player Settings 118, 194, 195

O

Operation 110, 119, 169

P

Player Log..... 93, 148, 198, 201

Q

Query148, 149, 150, 152, 153, 155, 202, 203, 205, 206

R

real time50, 57, 58, 134, 135, 136, 137, 176, 177, 178, 179, 180

Real Time Task 92, 134, 176

Registration.....23

S

scan97

Schedule Sequence to Players..... 126

Scheduling Management ...92, 126, 128, 211

Sequence Transfer92

Server Settings .. 92, 93, 138, 140, 142, 144, 168, 190, 192, 198

Sync Time with Video.....51

T

Time Settings 111, 167
Transfer Management 92, 131, 134, 177
Transfer Sequence to Players131

U

USB flash drive209, 211, 213

V

volume 66, 68, 69, 75, 77

W

Wi Fi Configs..... 102, 104, 158
Windows Vista22