



FocSign Client

User Manual

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About this Manual

The Manual includes instructions for using and managing the Product. Pictures, charts, images and all other information hereinafter are for description and explanation only. The information contained in the Manual is subject to change, without notice, due to firmware updates or other reasons. Please find the latest version of this Manual at the Hikvision website (<http://www.hikvision.com/en/>).

Please use this Manual with the guidance and assistance of professionals trained in supporting the Product.

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Regulatory Information

FCC Information

Please take attention that changes or modification not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

FCC compliance:

This product has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This product generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC Conditions

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.

EU Conformity Statement



This product and - if applicable - the supplied accessories too are marked with "CE" and comply therefore with the applicable harmonized European standards listed under the EMC Directive 2014/30/EU, the LVD Directive 2014/35/EU, the RoHS Directive 2011/65/EU.



2012/19/EU (WEEE directive): Products marked with this symbol cannot be disposed of as unsorted municipal waste in the European Union. For proper recycling, return this product to your local supplier upon the purchase of equivalent new equipment, or dispose of it at designated collection points. For more information see: www.recyclethis.info



2006/66/EC (battery directive): This product contains a battery that cannot be disposed of as unsorted municipal waste in the European Union. See the product documentation for specific battery information. The battery is marked with this symbol, which may include lettering to indicate cadmium (Cd), lead (Pb), or mercury (Hg). For proper recycling, return the battery to your supplier or to a designated collection point. For more information see: www.recyclethis.info

Industry Canada ICES-003 Compliance

This device meets the CAN ICES-3 (B)/NMB-3(B) standards requirements.

Applicable Products

This manual is applicable to FocSign Client and guides you to complete the configuration and operation of FocSign Client.

About the Default

Default administrator account: admin.

Symbol Conventions

The symbols that may be found in this document are defined as follows.

Symbol	Description
 NOTE	Provides additional information to emphasize or supplement important points of the main text.
 WARNING	Indicates a potentially hazardous situation, which if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results.
 DANGER	Indicates a hazard with a high level of risk, which if not avoided, will result in death or serious injury.

Safety Instructions

This is a class B product and may cause radio interference in which case the user may be required to take adequate measures.

Chapter 1 Product Introduction

1.1 Introduction

FocSign consists of FocSign Server (hereinafter referred to as the server), FocSign Player (hereinafter referred to as the terminal) and FocSign Client (or FocSign Web). It is widely applied to information release in the industry of entertainment, finance, traffic, etc.

FocSign Client (hereinafter referred to as the client) is used to create programs and release them to digital signage. The client supports material management, program creation, release management, schedule management, cut-in, terminal management, etc.

1.2 Operation Flowchart

The operation flowchart shows the overall process to create programs on the client and release them to terminals. Some of the steps may vary with user permissions.

The actual operation process is based on specific scenarios.

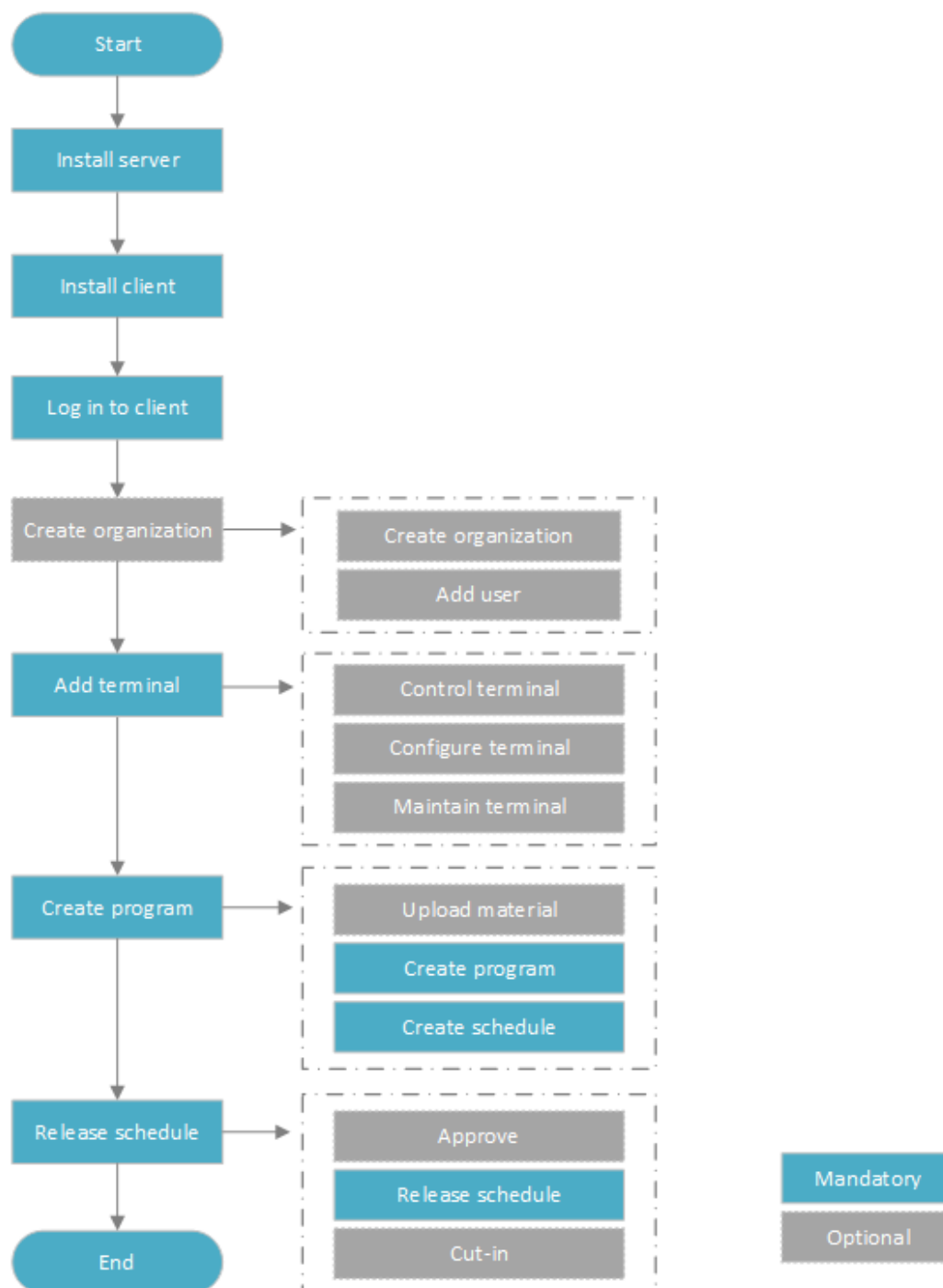


Figure 1-1 Operation Flowchart

NOTE

- Only the admin user need to install the server, and initialize the password to ensure that the server works well. Non-admin users can choose to install the server according to their actual needs.
- Only non-admin users need to do the operations: **Approval** and **Upload Material**.

Chapter 2 Server Installation

Before using the client, you must install the server and make it work well. The admin user must install the server, and the other users must get the IP address of the server and the port number.

Before you start:

The server is running.

It is recommended that the server is installed in the following environment:

- Operating System:

Windows 7/Windows 10/Windows Server 2012 (32/64 bit), Windows 7 (64 bit)

- CPU: Core i5-7500 3.4 GHz
- Memory: 8 GB

Step 1 Double-click FocSign Server.exe in the CD and install it according to the wizard. You can customize the user name and company name.

Step 2 After installing the server, double-click  to open the server, and set the password and confirm it.

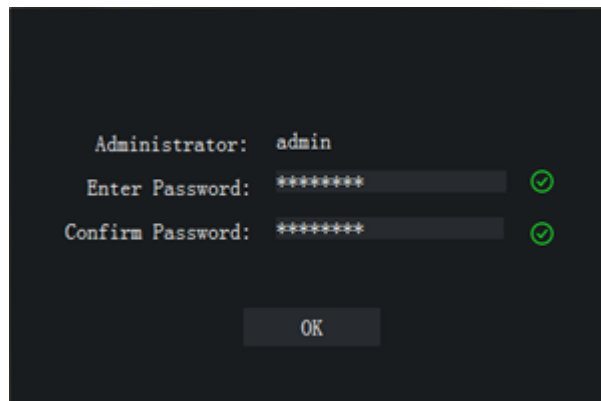


Figure 2-1 Set the Password

Step 3 Configure the port and data storage path as needed, change the conflicting ports and check **Auto Start** (as recommended).

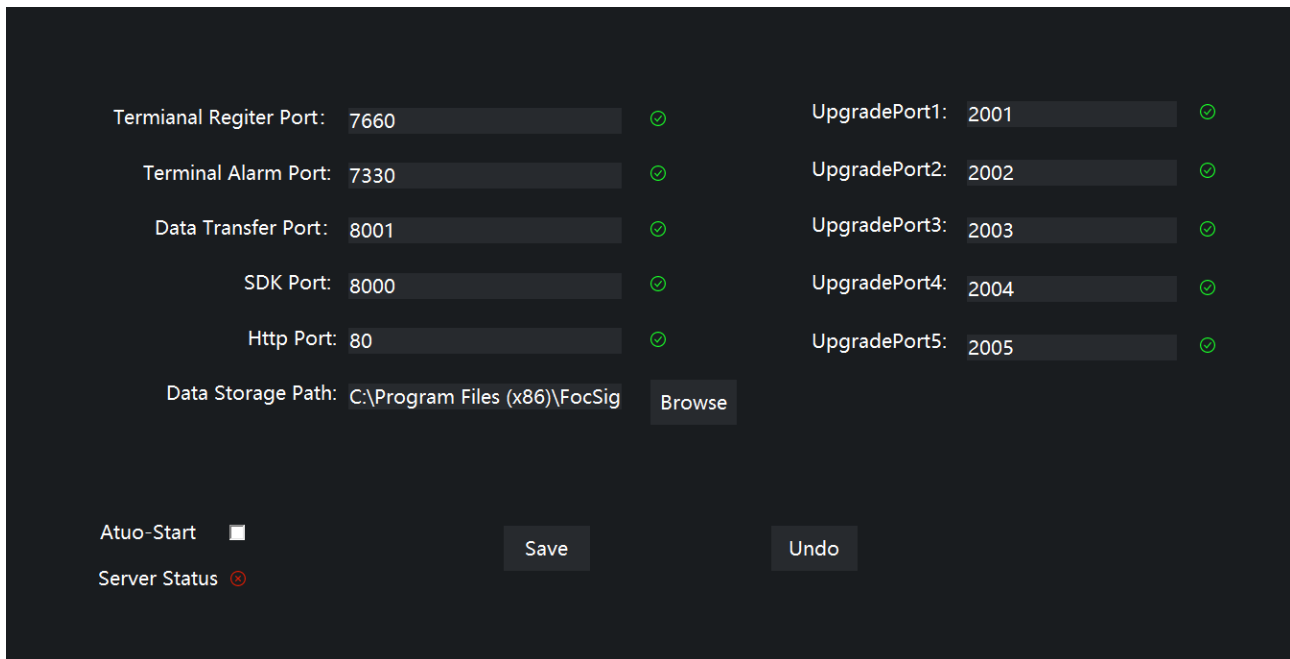


Figure 2-2 Server Configuration Interface

Step 4 Click **Save**.

Step 5 Restart the server according to the prompt message.

Step 6 (Optional) You can click the server icon in the system tray to do the following operations:

Table 2-1 Operation Description

Operation	Description
Configuration	Go to the server configuration interface
Language	Switch the language of the server
License	Check the license of the server
Restart	Restart the server
About	View such the information as the name and the version of the server
Exit	Exit the server

Chapter 3 Login

3.1 Log in to the Client

Before logging in to the client, you must set the password and configure the server. You can manage the terminals and release programs to the terminals after logging in.

Before you start:

The server is running.

It is recommended that the client is installed in the following environment:

- Operating System:

Windows XP/Windows 7/Windows 10 (32/64 bit), Windows 7 (64 bit)

- CPU:

Intel Pentium 4.3.0@3.0 GHz and higher, Core i3-2100 3.1 GHz is recommended.

- Memory:

2 GB and higher, 4 GB is recommended

- GPU

RADEON X700 and higher, NVIDIA GeForce GT730 is recommended.

- Video Memory:

256 MB and greater, 512 MB is recommended.

Step 1 Double-click FocSign Client.exe in the CD and install it according to the wizard.

Step 2 Go to the login interface, and enter the user name and password.

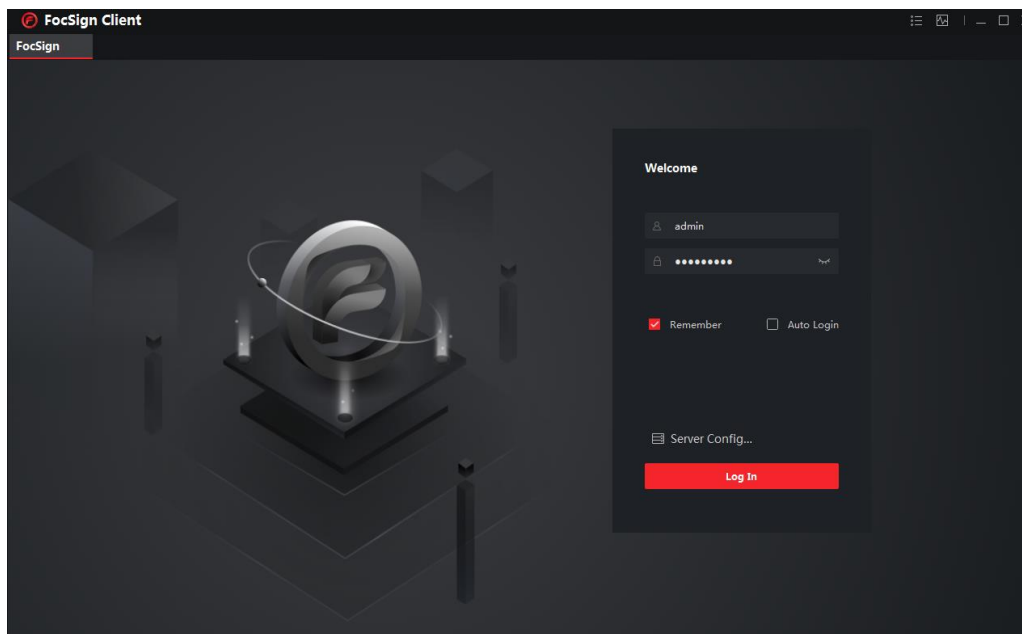


Figure 3-1 Login Interface

 NOTE

The admin user needs to enter the user name and password of the server.

Step 3 Click **Server Configuration**, and enter the IP address and port number of the server.

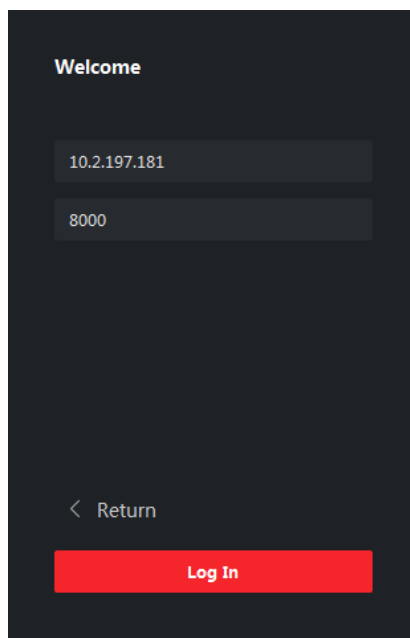


Figure 3-2 Server Configuration

 NOTE

The port number of the server is 8000 by default.

Step 4 Click **Log In**.

Step 5 (Optional) Check **Remember Password** and **Auto Login** as needed.

3.2 Home Page Introduction

After logging in to the client, the wizard including uploading material, creating programs, creating schedules, and releasing schedules is displayed by default. You can close the wizard or click **Next** according to the wizard. You can also select **Wizard** in the menu bar to open the wizard interface.

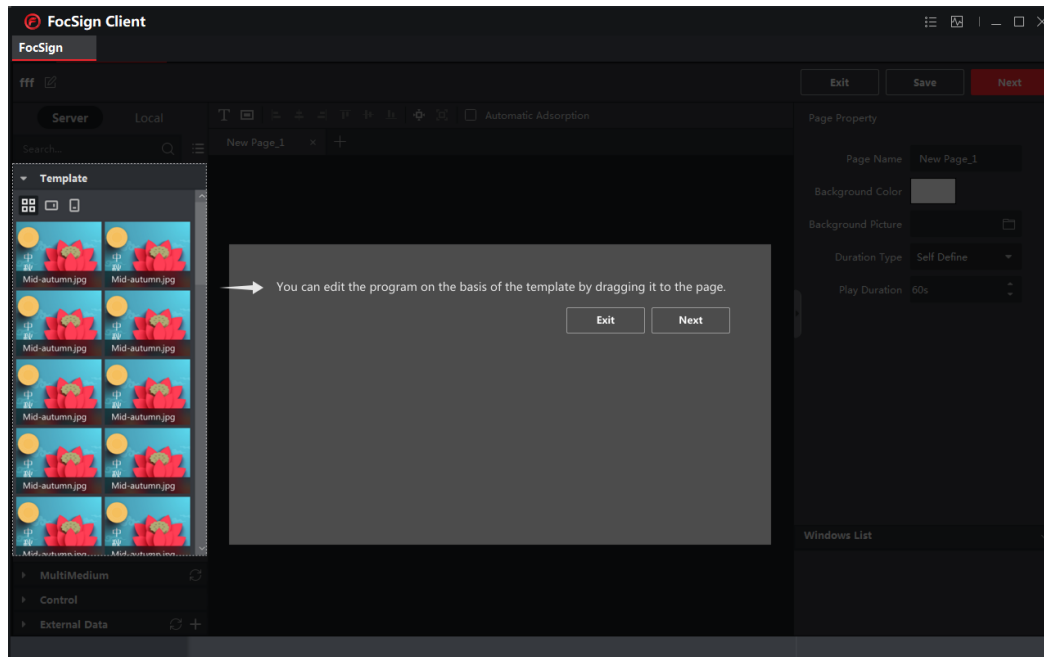


Figure 3-3 Wizard

After the wizard, the home page is as follows.

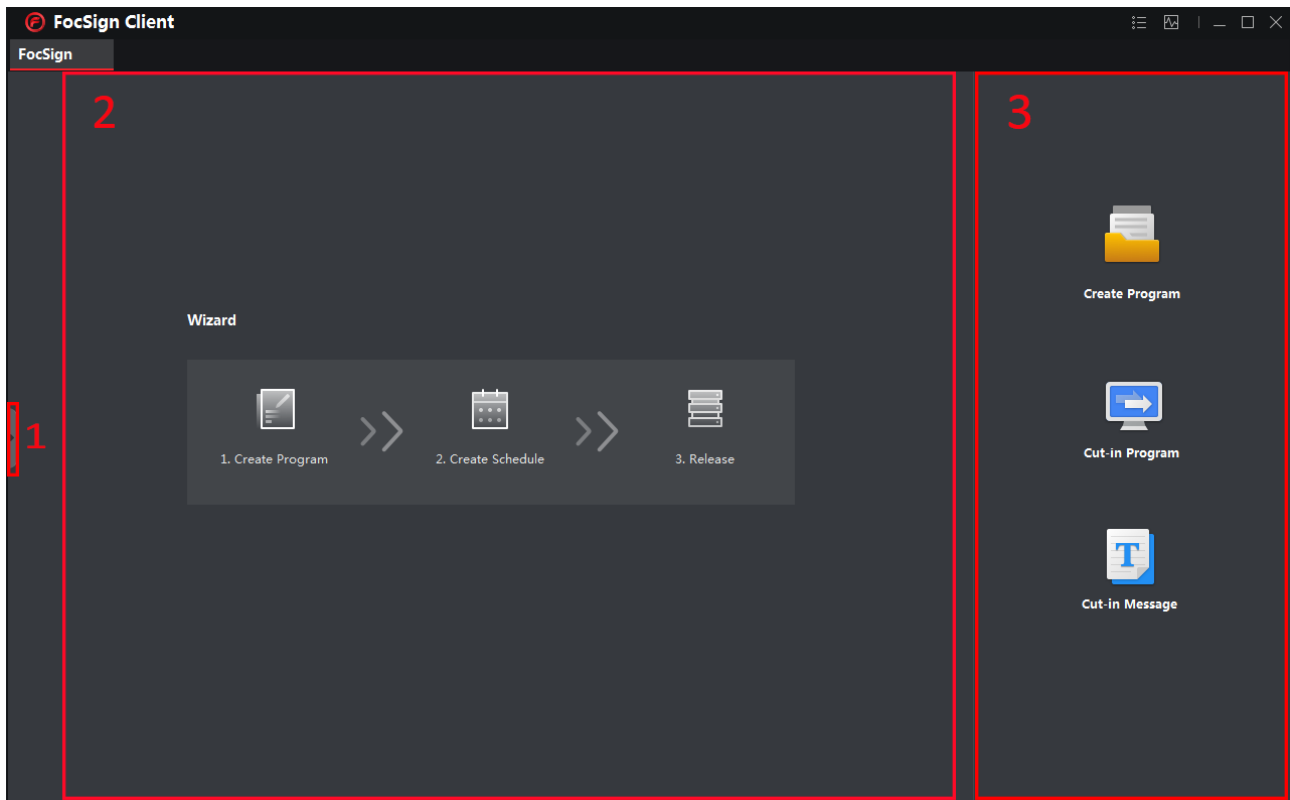


Figure 3-4 Home Page

1. Menu Bar

You can hide or open the menu bar. In the menu bar, you can upload materials, create programs and schedules, release and approve programs, manage terminals, manage logs, manage organizations and maintain the server.

2. Main Interface

When you log in to the client first, the wizard is displayed; after you create programs, all programs are displayed.

3. Quick Operation Bar

You can create programs, cut in programs and messages.

Chapter 4 Organization Creation

You can create organizations, and assign different permissions to different organizations.

NOTE

- The admin user belongs to the center level (the first level) by default.
- Only the admin user can add, edit and delete all organizations and users.
- Other users can only add, edit and delete their subordinate organizations and users.

4.1 Create an Organization

Create organizations to realize organization management.

NOTE

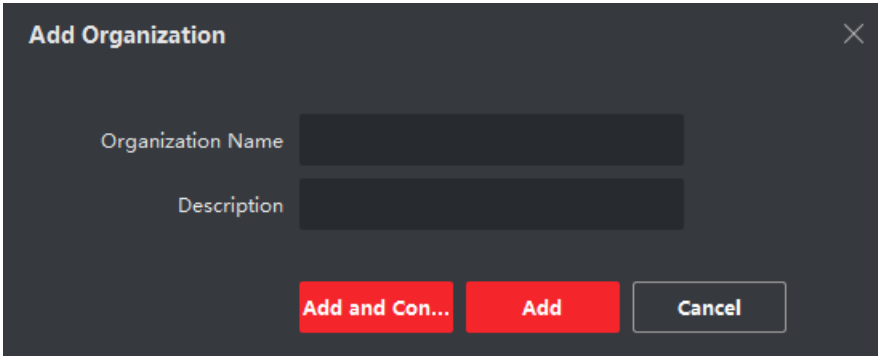
- You can create up to 5 organization levels including center.
- Up to 1024 organizations can be created.

Step 1 Click , and the menu bar pops up.

Step 2 Select **Organization**.

Step 3 Select an organization as the parent organization, and the organizations to be added will become its child organizations.

Step 4 Click **+Add** in the first column to add an organization.



The image shows a dark-themed dialog box titled "Add Organization" with a close button (X) in the top right corner. Inside the dialog, there are two text input fields: "Organization Name" and "Description". Below these fields are three buttons: "Add and Con..." (red), "Add" (red), and "Cancel" (white with a grey border).

Figure 4-1 Add an Organization

Step 5 Set the organization name and description.

Step 6 Click **Add** to complete the operation or click **Add and Continue** to continue to add other organizations.

Step 7 Repeat the preceding steps to add the subordinate organizations.

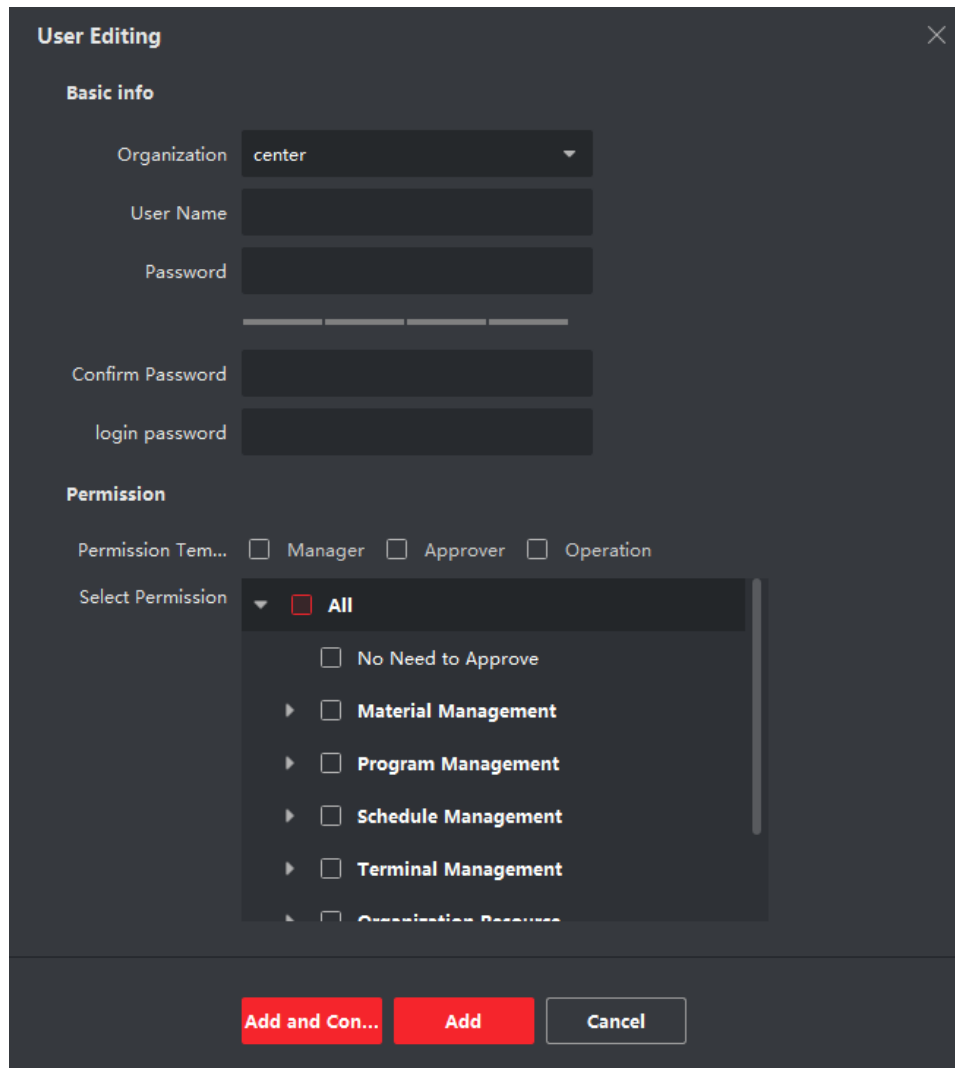
4.2 Add a User

You can add users in different organizations and assign permissions to the users. For security, the admin user should assign different roles to different users and delete the useless users.

Step 1 Click , and the menu bar pops up.

Step 2 Select **Organization**.

Step 3 Click **+Add** in the second column to add a user.



The image shows a 'User Editing' dialog box with a dark theme. It has a title bar with a close button (X). The dialog is divided into two main sections: 'Basic info' and 'Permission'. In the 'Basic info' section, there are fields for 'Organization' (a dropdown menu showing 'center'), 'User Name', 'Password' (with a strength indicator), 'Confirm Password', and 'login password'. The 'Permission' section includes a 'Permission Tem...' label with three checkboxes: 'Manager', 'Approver', and 'Operation'. Below this is a 'Select Permission' dropdown menu that is open, showing a list of permissions: 'All' (selected with a red square), 'No Need to Approve', 'Material Management', 'Program Management', 'Schedule Management', 'Terminal Management', and 'Organization Resource'. At the bottom of the dialog, there are three buttons: 'Add and Con...', 'Add', and 'Cancel'.

Figure 4-2 Add a User

Step 4 Edit user information and select permissions.

Table 4-1 Parameter Description

Parameter	Description
Organization	The organization which the user to be added belongs to
User Name	Up to 32 characters allowed, including letters and digits.
Password	8 to 16 characters allowed, including at least 2 of the following types: digits, lower-case letters, upper-case letters and special characters. The password is divided into three grades: weak, medium, strong. You are required to set the strong password.
Login Password	To confirm the identify, you are required to enter the login password.
Permission	User templates are divided into manager, approver and operator. Different user templates has different default rights. You can also customize the user permission.

Step 5 Click **Add** to complete the operation or click **Add and Continue** to continue to add other users.

Step 6 (Optional) You can do the following operations after adding users.

Table 4-2 Operation Description

Operation	Description
Edit	Edit the user type, user name, password and permissions. The admin user can only edit the password.
Delete	Delete one user or delete multiple users in batches. The admin user cannot be deleted.
Sort	Click  to sort by No. , User Name , Organization , or Permission .

Chapter 5 Terminal Management

Only after adding terminals to the server, you can release programs to the terminals and manage the added terminals, including start up/shut down terminal startup/shutdown, adjust terminal volume adjustment and brightness adjustment, etc.

5.1 Add a Terminal

You can add terminals via the following methods:

- If the client and the terminals are in the same network segment, activate terminals from the **Online Device** and do the CMS registration.
- If the client and the terminals are not in the same network segment and you have obtained the IP addresses of the terminals, do the CMS registration directly.

5.1.1 Add a Terminal on the Same Network Segment

Activate a Terminal

If the client and the terminal are in the same network segment, you can activate the terminal via the client. If the client and the terminal are not in the same network segment, you can only activate the terminal on the terminal. For details, please see the quick start guide.

Before you start:

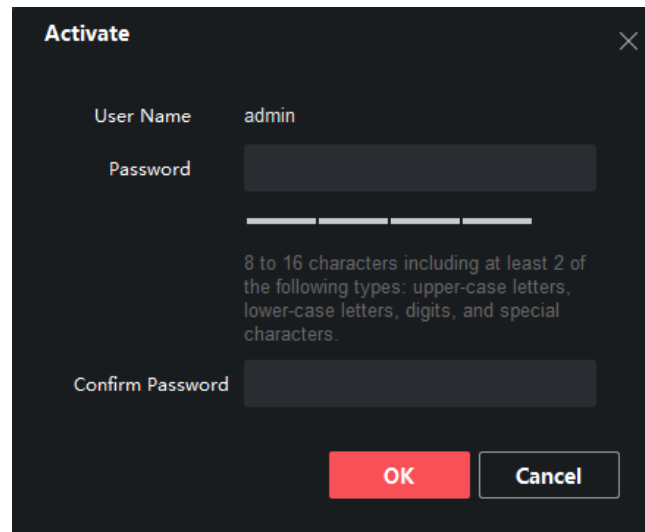
The terminal is on and is in the same network segment with the client.

Step 1 Click **Terminal** in the menu bar.

Step 2 Click  in **Online Device** to view online terminals.

Step 3 Select the terminal to be activated.

Step 4 Click **Activate**.



Activate [X]

User Name admin

Password []

8 to 16 characters including at least 2 of the following types: upper-case letters, lower-case letters, digits, and special characters.

Confirm Password []

OK Cancel

Figure 5-1 Activate Terminal

Step 5 Set the terminal password and confirm password.

Step 6 Click **OK**.



You can edit network parameters and reset passwords in **Online Device**.

Register a Terminal

You can register the activated terminal to the client.

Before you start:

The terminal and the client are in the same network segment and the terminal is activated.

Step 1 After activating the terminal, click **OK** in the dialog box to go to the registration interface.

Step 2 Enter the **Terminal IP Address**, **Terminal Password** and **Terminal Name**.

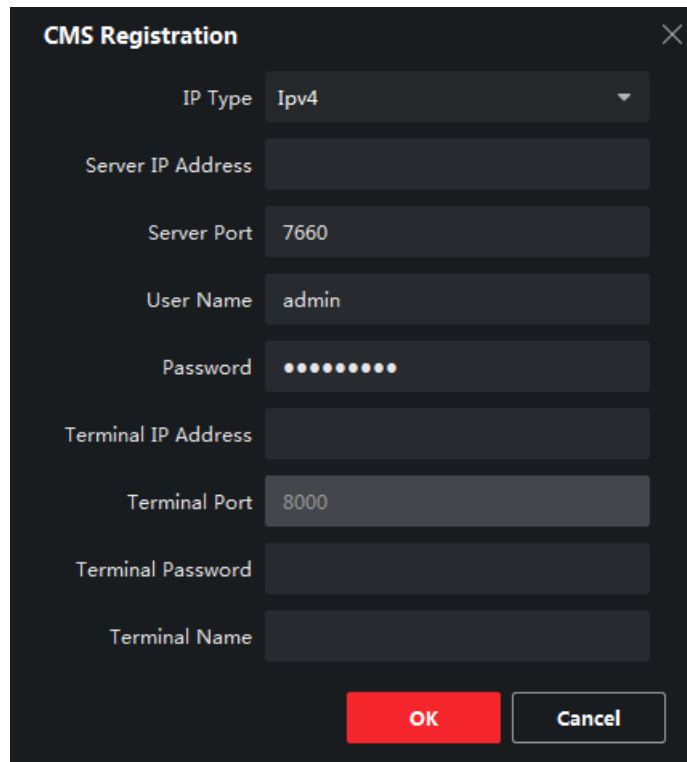


Figure 5-2 CMS Registration

Step 3 Click **OK**.

Step 4 (Optional) Click **Acquire Registration Status** to view terminal registration status.

5.1.2 Add a Terminal on the Different Network Segment

Before you start:

You have acquired the terminal IP address, terminal password and terminal name, and the terminal is activated.

Step 1 Click **Terminal** in the menu bar.

Step 2 Click **CMS Registration** in **Online Device**.

Step 3 Enter the **Terminal IP address**, **Terminal Password** and **Terminal Name**.

Step 4 Click **OK**.



The status of the terminal registered is online.

5.1.3 Edit/Delete a Terminal

You can edit information of the added terminal or delete the added terminal.

Step 1 Click  of a terminal to edit its name, serial No. or description.

Step 2 Check a terminal and click **Delete Terminal** to delete it.

Figure 5-3 Edit/Delete Terminal



To manage the deleted terminal, you need add the terminal to the client again.

5.1.4 View Terminal Details

Click  of a terminal to view its information such as the name, resolution and version and the current program image.

5.2 Terminal Control

You can start up/shut down a terminal, adjust the volume, and control programs via the terminal operation menu.

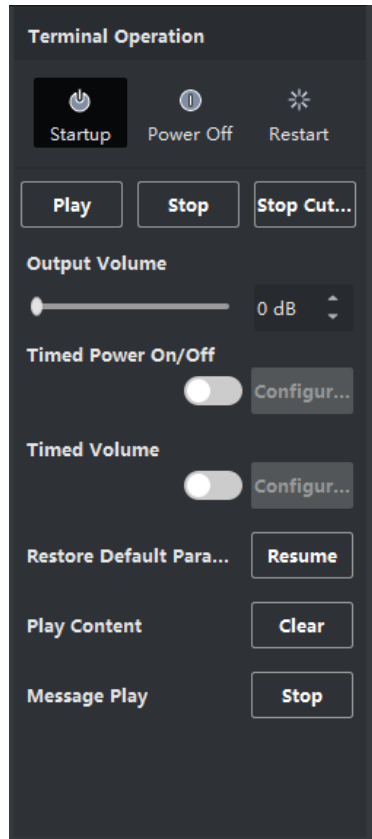


Figure 5-4 Terminal Operation

5.2.1 Startup and Shutdown

You can manually start up and shut down a terminal or multiple terminals, and configure the startup/shutdown schedule for a terminal or multiple terminals.

- : Start up the selected terminal.
- : Shut down the selected terminal.
- : Restart the selected terminal.
- **Timed Power On/Off**: Select a terminal, enable **Timed Power On/Off** and click **Settings** to set the startup/shutdown schedule. The terminal automatically starts up and shuts down according to the schedule.

5.2.2 Play Control

You can control program play, and cut-in for one or more terminals.

- **Play/Stop**

If a program is playing in the terminal, click **Play** to start playing the program from the beginning, and click **Stop** to stop playing.

- **Cut-in**

The terminal plays cut-in programs in priority order after receiving them. Click **Stop** to stop playing cut-in programs.

- **Play Content**

Click **Clear** to clear the programs which are being played in the terminal.

- **Message Play**

Click **Stop** to stop the playing text messages.

5.2.3 Adjust Volume

You can adjust the volume for one or more terminals.

- **Output Volume**

Drag the slider to adjust the terminal output volume.

- **Timed Volume**

Select a terminal, enable **Timed Volume** and click **Settings** to set the volume schedule. The terminal volume varies with the schedule.

5.3 Terminal Configuration

You can configure terminals remotely.

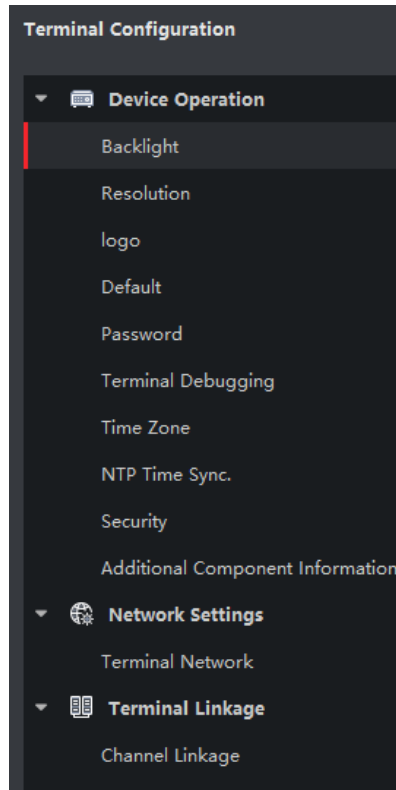


Figure 5-5 Terminal Configuration

5.3.2 Configure Backlight

You can adjust the brightness for one or more terminals.

- **Auto-Brightness**

Enable **Auto-Brightness** and select a backlight value. The terminal will automatically adjust screen backlight according to the environment.

- **Brightness**

Enable **Brightness** and drag the slider to adjust the brightness value. The brightness value ranges from 0 to 100.

5.3.3 Configure Resolution

You can adjust the resolution for the terminal added or more terminals added.



NOTE

The terminal(s) added must be digital signage, and support the resolution adjustment.

- **Auto**

Enable **Auto** to automatically select the closest resolution.

- **Custom**

Enable **Custom**. The resolution supported ranges from 480 × 320 to 3840 × 2160.

5.3.4 Configure a Logo

Step 1 Enable **Logo**, and the terminal will display the default logo when powering on.

Step 2 Select **Terminal** and the terminal to be configured in the terminal list.

Step 3 Select **Terminal Configuration** -> **Device Operation** -> **Logo**.

Step 4 Enable **Logo**.

Step 5 Select the desired terminal and click **OK**.

5.3.5 Configure a Default Schedule

If no program or cut-in is played in the terminal, you can enable the default schedule.

Before you start:

You have created default schedules and released the schedules to the terminal. Please see 6.3.3 Create a Default Schedule.

Step 1 Select **Terminal** and the terminal to be configured in the terminal list.

Step 2 Select **Terminal Configuration** -> **Device Operation** -> **Default**.

Step 3 Enable **Default Schedule**.

Step 4 Select the desired terminal and click **OK**.

5.3.6 Configure the Time Zone

According to the selected time zone, the terminal will automatically adjust the time of time zone.

Step 1 Select **Terminal** and the terminal to be configured in the terminal list.

Step 2 Select **Terminal Configuration** -> **Device Operation** -> **Time Zone**.

Step 3 Select the time zone and the desired terminals, and click **OK**.

5.3.7 NTP Time Sync

Enable **NTP Time Sync** to sync the time between terminals and the NTP server. Disable **NTP Time Sync**, and the server registered synchronizes the time of the terminals, after that, you need to synchronize the time of the terminals manually.

Step 1 Select **Terminal** -> **Terminal Configuration** -> **NTP Time Sync**.

Step 2 Enable **NTP Time Sync** by using either of the following methods:

Step 3 Select **IP Address Mode Settings**, enter the IP address providing with the time sync function and select the time sync frequency.

Step 4 Select **Domain Mode Settings**, enter the domain of the server providing with the time sync function and select the time sync frequency.

Step 5 Select the desired terminal and click **OK**.

5.3.8 Change Terminal Passwords

To increase terminal security, you are recommended to change the passwords of your terminals regularly.

Step 1 Select **Terminal** and the terminal to be configured in the terminal list.

Step 2 Select **Terminal Configuration -> Device Operation -> Password**.

Step 3 Enter **Old Password**, set **New Password** and confirm it.



NOTE

8 to 16 characters allowed, including at least 2 of the following types: digits, lower-case letters, upper-case letters and special characters. You are required to set a strong password.

5.3.9 Check Additional Component Information

Select **Terminal -> Terminal Configuration -> Additional Component Information**.

On **Additional Component Information** interface, you can check the version of the additional component and whether it can be upgraded.

5.3.10 Configure IPC Channel Linkage

Link terminals with network cameras (IPCs) to receive information from network cameras.



NOTE

Step 1 Up to 8 conventional network cameras can be added.

Step 2 Select **Terminal** and the terminal to be configured in the terminal list.

Step 3 Select **Terminal Configuration -> Terminal Linkage -> Channel Linkage**.

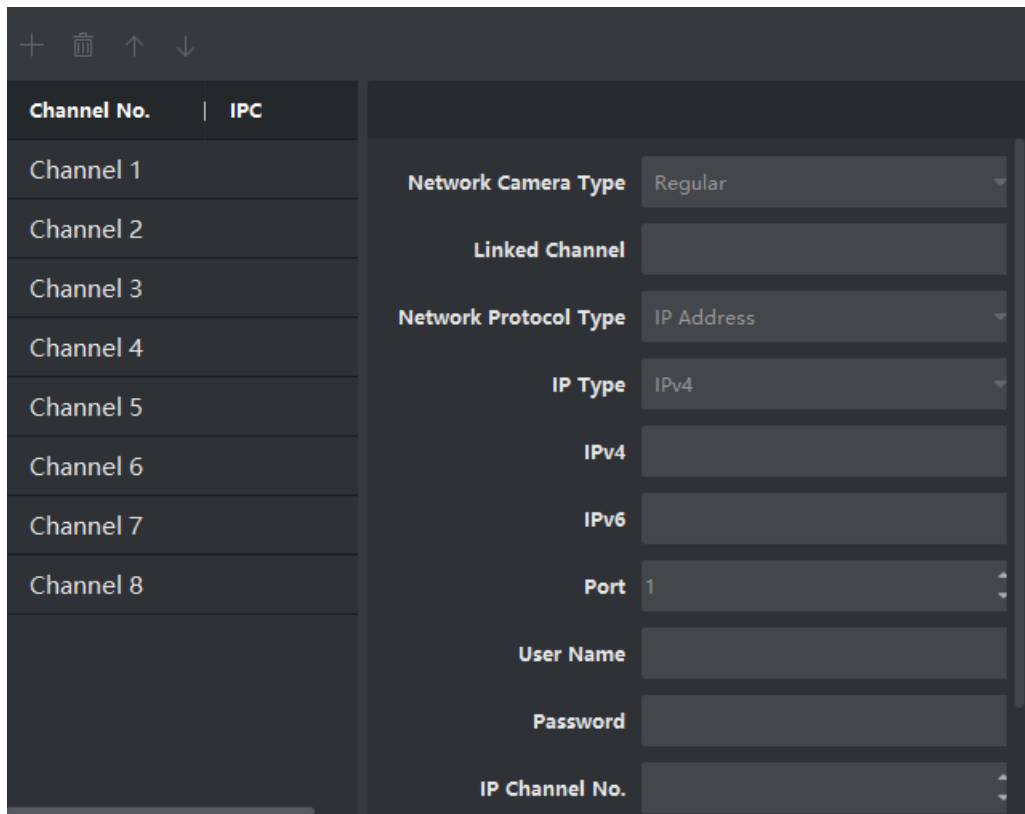


Figure 5-6 Configure IPC Channel

Step 4 Select a channel and click .

Step 5 Enter network camera parameters.

Step 6 Click **OK** to link the terminal with network cameras.

Step 7 (Optional) Click  or  to change the channel for the network camera.

5.4 Terminal Maintenance

5.4.1 Upgrade

You are recommended to acquire the package to upgrade your terminals with the help of professional technical support. You can upgrade FocSign Player.exe or the whole terminal system.

Before you start

Save the upgrade package in the local path of your computer.

Step 1 Select **Terminal** and the terminal to be upgraded.

Step 2 Click **Upgrade**.

Step 3 Click  and select the upgrade package.

Step 4 Click **OK** to start upgrade.

**NOTE**

It takes 1 to 10 minutes to upgrade the terminal. Do not turn off the terminal during upgrade. The terminal will automatically restart after upgrade.

5.4.2 Reset Password

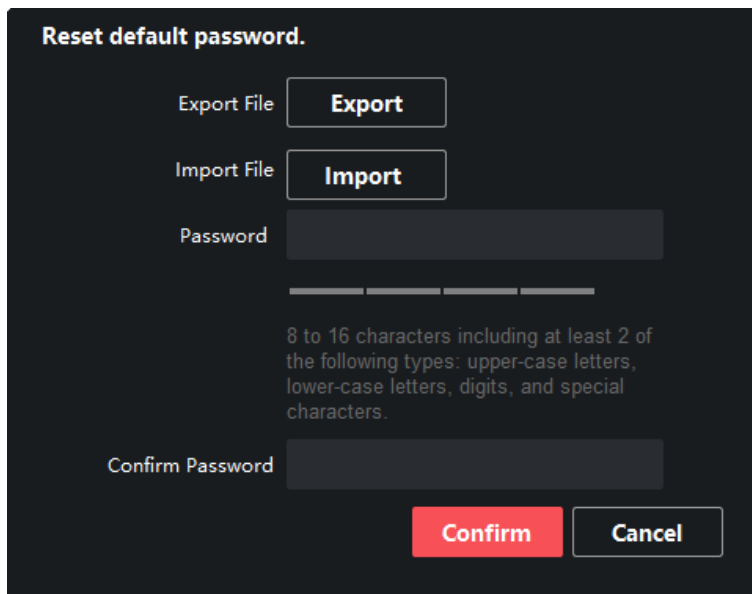
Before you start

Ensure the terminal and your computer are in the same network segment and the terminal is activated.

Step 1 Click **Terminal** in the menu bar.

Step 2 Click  in **Online Device** to view online terminals.

Step 3 Select the desired terminal and click **Reset Password**.

A dark-themed dialog box titled "Reset default password." It contains four input fields: "Export File" with an "Export" button, "Import File" with an "Import" button, "Password" with a password strength indicator below it, and "Confirm Password". The password strength indicator shows four segments, with the first two filled. Below the indicator, text specifies: "8 to 16 characters including at least 2 of the following types: upper-case letters, lower-case letters, digits, and special characters." At the bottom right are "Confirm" and "Cancel" buttons.

Reset default password.

Export File

Import File

Password

8 to 16 characters including at least 2 of the following types: upper-case letters, lower-case letters, digits, and special characters.

Confirm Password

Reset Password

Step 4 Click **Export** to export the terminal configuration file.

Step 5 Click **Import** to import a configuration file.

**NOTE**

You are recommended to import configuration file with the help of professional technical support.

Step 6 Enter **Password** and **Confirm Password**.

Step 7 Click **OK**.

5.4.3 Security

To increase security, you are recommended to turn off SADP after server configuration. This function is only for the professional technical support to debug the device.

Step 1 Select **Terminal** -> **Terminal Configuration** -> **Security**.

Step 2 Check/uncheck **Enable SADP** as needed.

Step 3 Select the desired terminal and click **OK**.

5.4.4 Debug a Terminal

The function is only for the professional technical support to debug terminals.

Step 1 Select **Terminal** -> **Terminal Configuration** -> **Terminal Debugging**.

Step 2 Enable **Terminal Debugging**.

Step 3 Enter the debugging command and select the desired terminal(s).

Step 4 Click **OK**.

5.4.5 Modify Network Parameters

Step 1 Select **Terminal** -> **Terminal Configuration** -> **Terminal Network**.

Step 2 Enter and edit network parameters such as **IP Address**, **Subnet Mask** and **Gateway**.

Step 3 Click **OK**.

5.4.6 Restore Defaults

If the terminal is abnormal, you can restore it to default settings.

Step 1 Select **Terminal** and the terminal to be configured in the terminal list.

Step 2 Click **Restore** in **Terminal Operation**.



NOTE

Restore defaults, and only the schedules or default programs played in the terminals, the cut-in programs, materials and messages, the information of the linked IPCs, the registered server information, the terminal activation status and resolution can be kept.

Chapter 6 Program Creation and Release

You can create and edit programs, create schedules and release them to different terminals.

1. Quick Release:

Click **Create Program** in the quick operation bar and click **Next** to quickly release the programs.

2. Normal Release:

- Select **Material Management** in the menu bar on the home page to upload the materials.
- Select **Program Management** in the menu bar on the home page to create programs.
- Select **Schedule Management** in the menu bar on the home page to create schedules and release them to the terminals.

You are recommended to use the quick release method. The following uses the quick release method as an example.

6.1 Upload Materials

The admin user and the user who has the right to approve the materials can upload materials in the process of creating programs. Please see 6.2 Create Programs.

You can also upload, preview, edit, delete, download, refresh, search materials in **Material Management** interface.

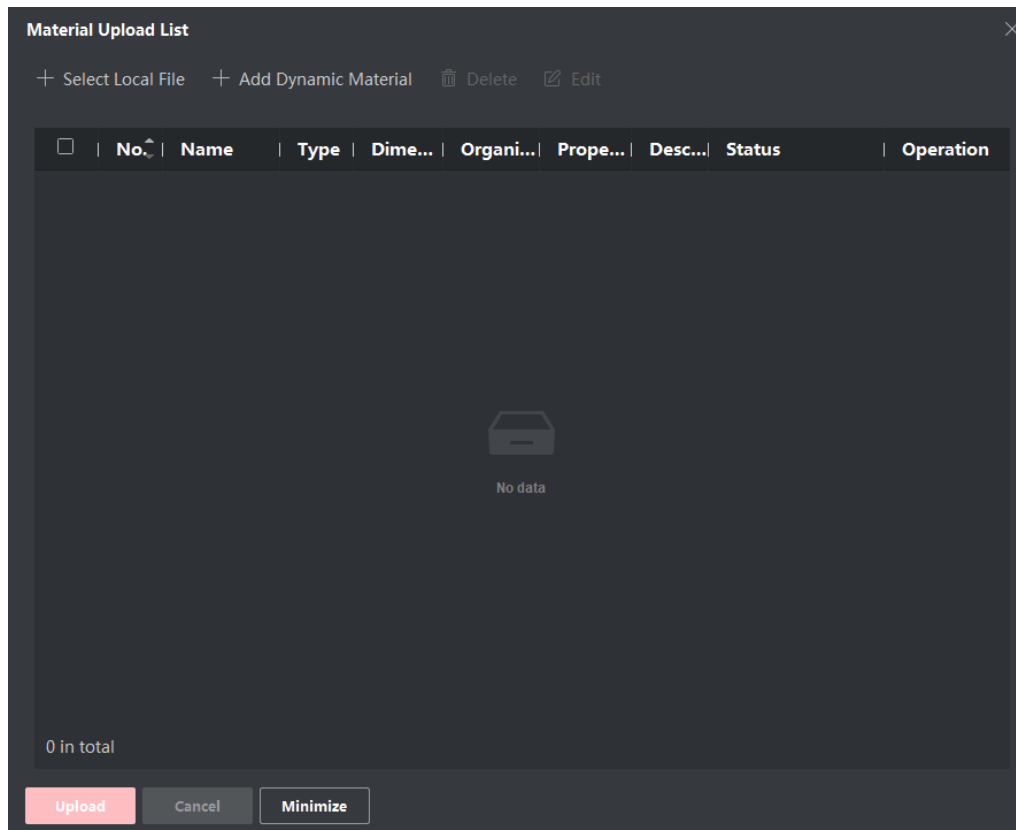


Figure 6-1 Upload Materials

6.1.2 Upload Local Materials

Local materials include pictures, videos, audios, TXT files, PDF files, static webpages and APPs.

NOTE

- Up to 10,000 materials including built-in materials can be stored, and up to 1000 materials can be uploaded in batches.
- The dimension of one material cannot exceed 4 GB.
- The names of any two materials cannot be the same.

Table 6-1 Local Material Description

Material Type	Format Requirement
Picture	BMP, JPG, PNG, GIF (The maximum resolution of one material is 4K, including 2160 × 3840 and 3840 × 2160)
Video	ASF, AVI, MPG, 3GP, MOV, MKV, WMV, FLV, MP4, RM, RMVB
Audio	MP3, WAV, WMA
File	TXT, PDF
Webpage	HTML, HTM
APP	APK

Step 1 Select **Material** -> **Upload Material** -> **Select Local File**.

Step 2 Select the material(s) to be uploaded and click **Open**.

**NOTE**

You can select one or more materials to upload.

Step 3 Click  to edit the material.

Step 4 Click **Upload**.

6.1.3 Upload Dynamic Materials

The dynamic materials include the pop-up images, captured images, stream media servers, network cameras, URL webpages, URL pictures and call.

Table 6-2 Dynamic Material Description

Material Type	Description
Pop-up Image	Upload images and other materials through a third-party interface.
Capture	Get snapshots of the third-party IPCs.
Stream Media	Receive streams from a streaming media server.
Network Camera (IPC)	Get videos from IPCs.
URL Web	Dynamic URLs.
URL Picture	The dynamic website of the picture.
Call	Upload images, texts and other materials through a third-party interface.

Step 2 Select **Material** -> **Upload Material** -> **Add Dynamic Material**.

Step 3 Select the material(s) to be uploaded and enter the corresponding attributes.



NOTE

For **Capture** and **Network Camera**, you need to enter such information as IP address, port, and channel No.

Step 4 For **Stream Media**, **URL Web** and **URL Picture**, you need to enter a URL.

Step 5 Click **OK**.

Step 6 Click **Upload**.

6.1.4 Replace Materials

Quickly replace a static material with the same-name material. If a material has been used by multiple programs, it will be replaced synchronously.

Before you start:

The type and name of the material to be uploaded are exactly the same as that of the material to be replaced.



NOTE

Only static materials can be replaced.

Step 1 Select **Material** -> **Upload Material**.

Step 2 Click **Upload Local File** and select a new material with the same name.

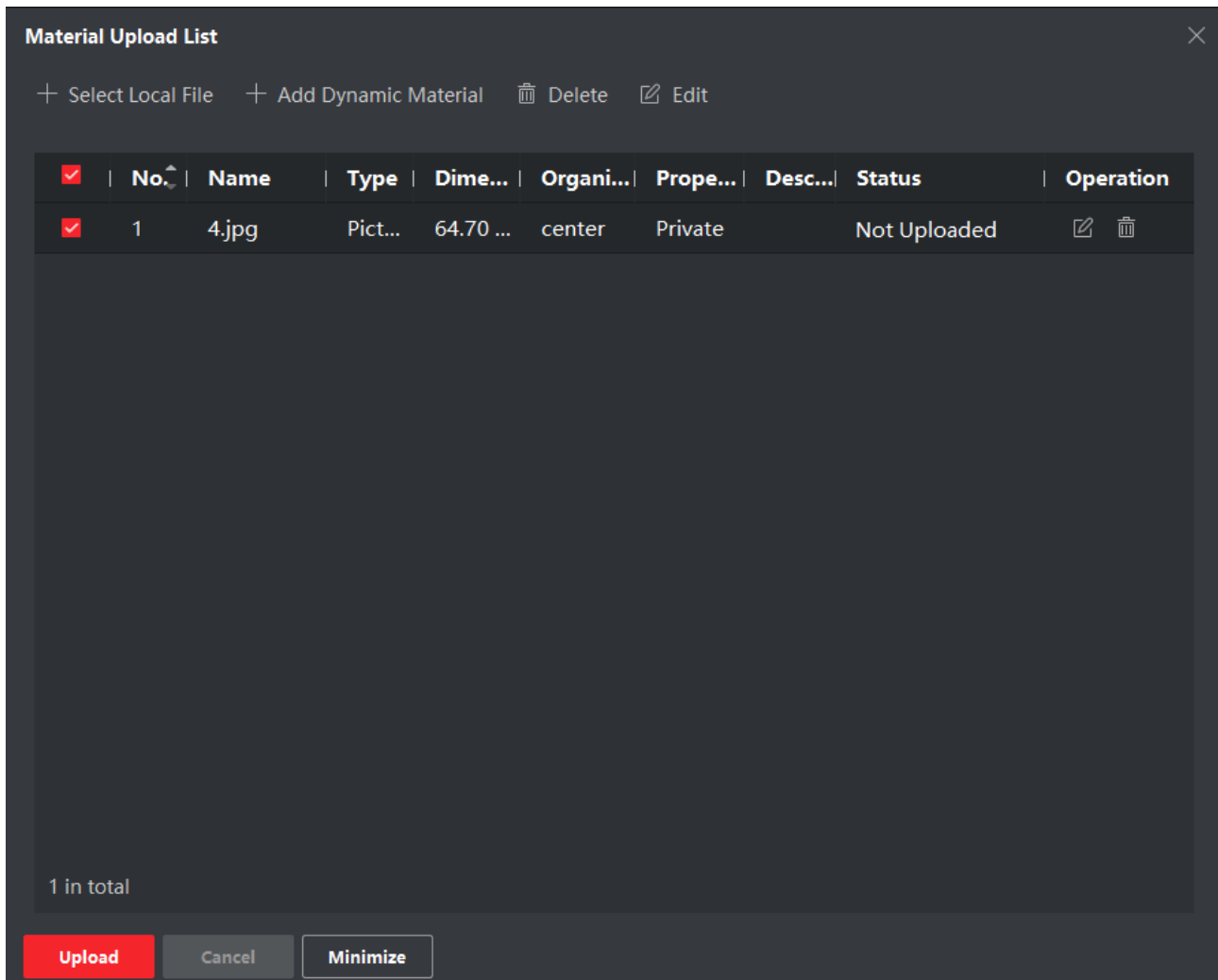


Figure 6-2 Upload Material

Step 3 Click **Upload**, the prompt message pops up and **Upload** becomes **Replace the Original Material**.

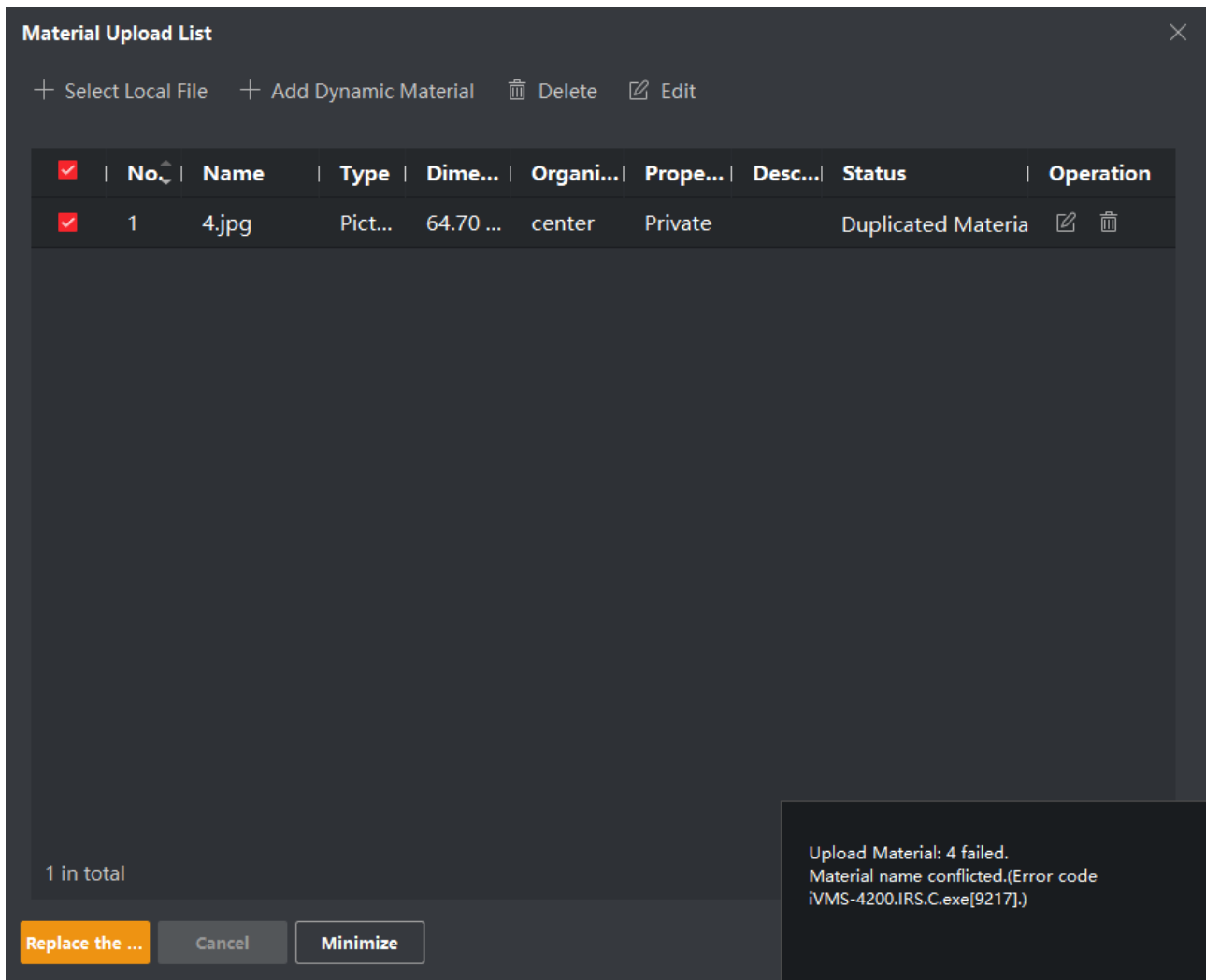


Figure 6-3 Replace the Original Material

Step 4 Click **Replace the Original Material**.

Step 5 (Optional) You can check **Sync Material Replacement to Terminal**, and the materials with the same name in the terminal programs will be replaced automatically.

Step 6 Click **Replace**.

6.2 Create Programs

Create and configure the programs according to the terminal type. Customize the program layout. The layout is same with the final release effect.

Step 1 Click **Create Program** in the quick operation bar.

 NOTE

You can also select **Program** in the menu bar and click **+ Add** to create program.

You can edit, delete, copy, cut-in, release, search programs in **Program** interface.

Enter the basic information of the program to edit the program. For detailed steps, please see 6.2.2 Configure Basic Program Settings.

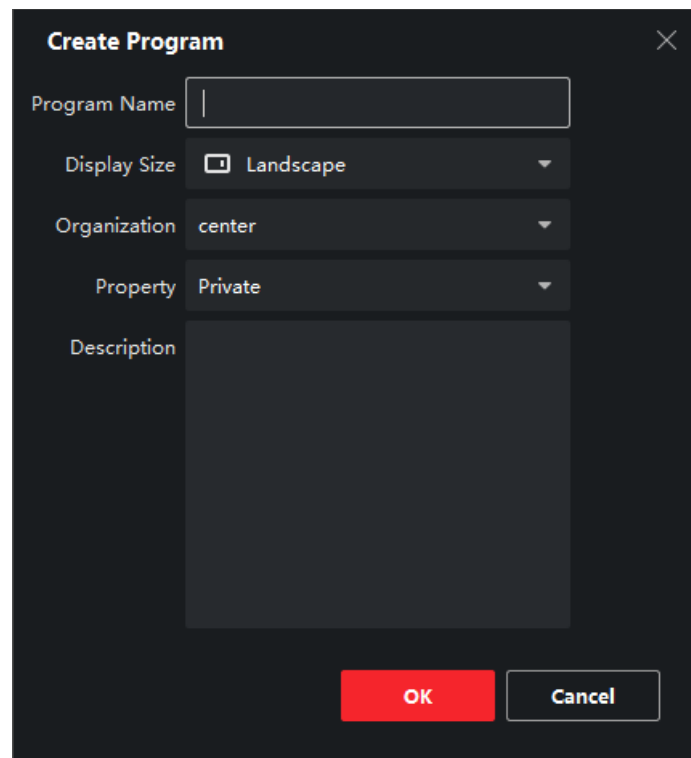
A dark-themed dialog box titled "Create Program" with a close button (X) in the top right corner. It contains five input fields: "Program Name" (a text box), "Display Size" (a dropdown menu showing "Landscape" with a monitor icon), "Organization" (a dropdown menu showing "center"), "Property" (a dropdown menu showing "Private"), and "Description" (a large text area). At the bottom right, there are two buttons: a red "OK" button and a white "Cancel" button with a black border.

Figure 6-4 Create Program

Step 2 Enter the page property in Area 1. For detailed steps, please see 6.2.3 Configure Page.

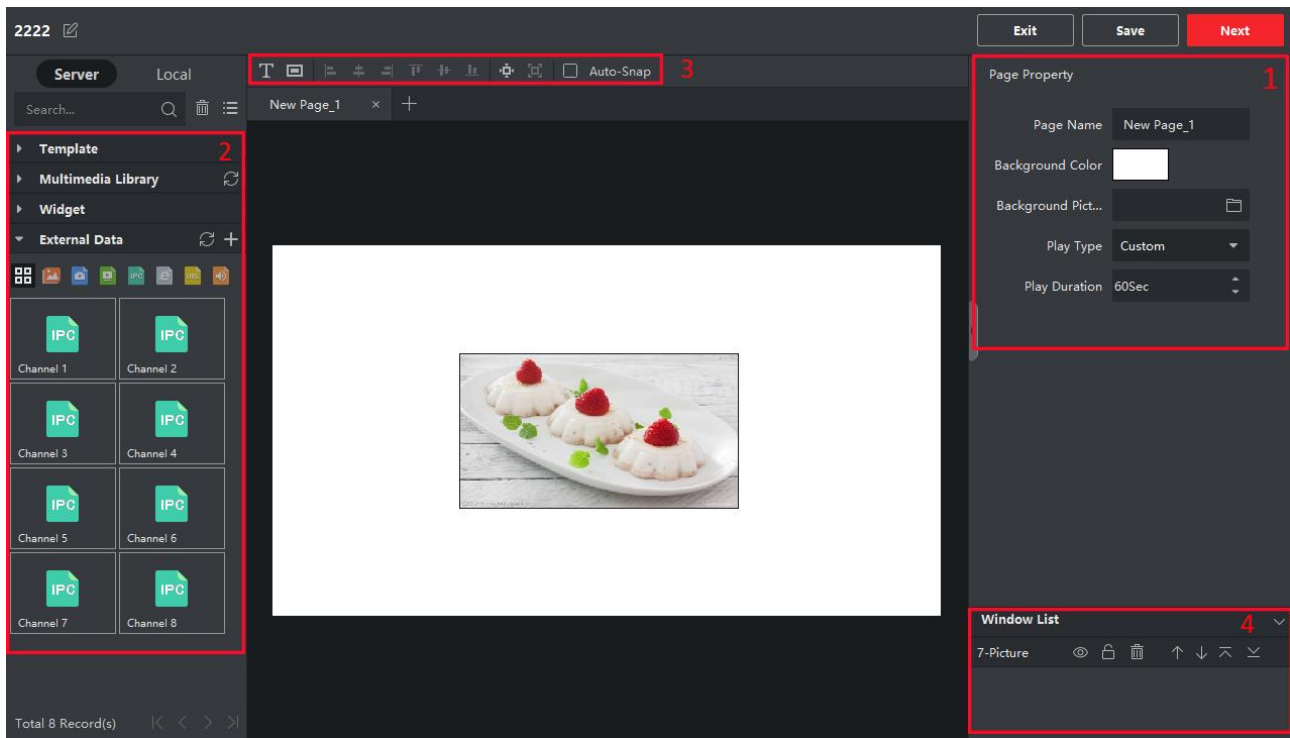


Figure 6-5 Basic Program Settings

Step 3 (Optional) Select the existing landscape and portrait template in Area 2 to adjust the page layout.

Step 4 Select window type in Area 2. For detailed steps, please see 6.2.4 Add a Window.

Step 5 Edit page layout with the tools listed in Area 3 and window list in Area 4. For detailed steps, see 6.2.5 Edit Page.

Step 6 Click **Save** to save the program or click **Next** to configure a program schedule.

6.2.2 Configure Basic Program Settings

Configure the program name, display dimension and description.

Step 1 Click **Create Program** in the quick operation bar.

Figure 6-6 Basic Information of a Program

Step 2 Enter the basic information of the program.

- **Program Name**

You need to define a program name that is easy to identify. The maximum length of the characters is 64.

- **Display Dimension**

According to the terminal types, select the display dimension. 1080 × 1920 is for portrait, 1920 × 1080 is for landscape. Display dimension is set as landscape by default. You can customize the resolution.

- **Organization**

Set the organization which the program belongs to. The organization is set as the organization which the user belongs to currently by default.

- **Property**

Public: The program can be seen and used by all users in the organization tree where the users who create the program belongs.

Private: The program can be seen and used by all users in the organizations where the users who create the program and their superiors (including non-direct superiors).

- **Description**

You can enter the description of the program, such as usage, applicable scenarios, overview of program content, etc. The maximum length of the characters is 64.

6.2.3 Configure Page

Step 1 Edit **Page Property**.

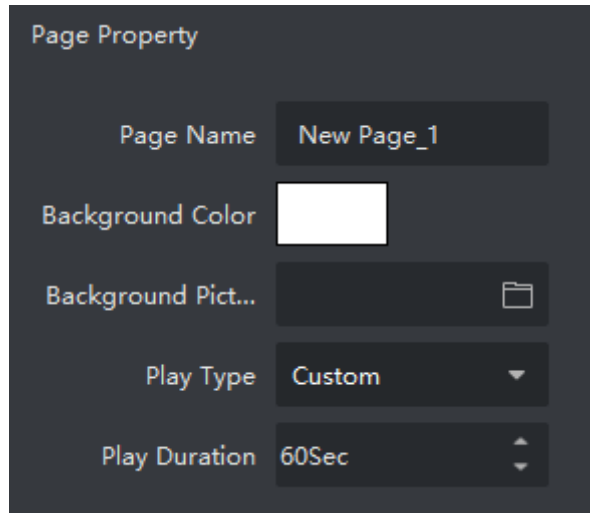


Figure 6-7 Page Attributes

Background Picture

Select the image in the local file or in the server as the background picture. GIF format is not supported.

Play Type

Select **Custom**, **Auto**, or **Auto-Switch**.

Play Duration

Play duration is the current page play time. The unit is sec.

- When **Play Type** is **Custom**, you can set the play duration accordingly.



NOTE

The window play duration in the page cannot exceed the page play duration, and the excess part will not be played.

- When **Play Type** is **Auto**, you need to set the play times. If you enter N, the page plays N time(s).
- When **Play Type** is **Auto-Switch**, the page plays in a continuous loop.

Step 2 (Optional) Click  to add a page.

 NOTE

- Up to 32 pages can be added.
- You can adjust the program order. Programs will be played according to the page order.

6.2.4 Add a Window

You can add pictures, videos, audios, documents, PDF files, applications, web pages, clocks, countdowns, weather reports, pop-up images, captured images, stream media, call, button and text input etc.

After configuring the page, select an existing window on the program creating interface or upload materials to a window and then add the window to the page.

 NOTE

- Users without the permission to approve materials can only select the existing materials on the server.
- For more details, please see 6.1 Upload Materials.

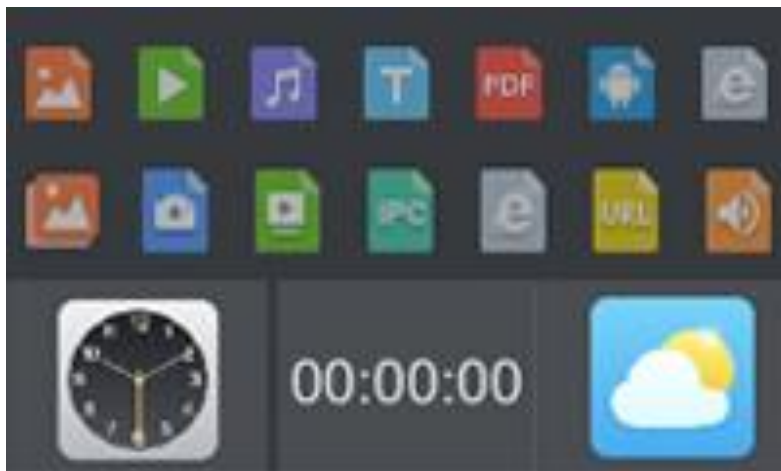


Figure 6-8 Window Type

 NOTE

- Up to 16 windows can be added for one single page.
- Up to 512 different materials or total 1024 materials can be linked to one single program.
- Audio windows cannot be added with video window, stream media windows or IPC windows at the same time.
- If different types of windows are added to one page, such as video windows, stream media windows and IPC windows, only one video can be played in non-mute mode. Check **Close Auto** for the other windows.
- Pop-up, Call and Capture can be realized by getting data such as pictures and texts from third-party interfaces.
- Button window is available for touchscreen terminals only.

Add a Picture Window

 NOTE

A total of up to 16 picture windows and picture URL windows can be added for one single page.

Step 1 Select **Multi-Media Library** ->  on the program editing interface.

Step 2 Select an existing picture on the server or the uploaded picture to be added.

Step 3 Drag the picture window to the canvas and adjust the location and dimension by dragging and scaling.

Step 4 Edit the attributes on the right window to set location, dimension, play type, play time and redirect method.

Step 5 (Optional) You can set to jump to a new window or page for touchscreen terminals. For more details, see 6.2.6 Hyperlink.

Add a Video Window

 NOTE

A total of up to 4 video windows, Stream Media windows and IPC windows can be added for one single page, and no other audio window can be added.

Step 1 Select **Multi-Media Library** ->  on the program editing interface.

Step 2 Select an existing video on the server or the uploaded video to be added.

Step 3 Drag the video window to the canvas and adjust the location and dimension by dragging and scaling.

Step 4 Edit the attributes on the right window to set location, dimension and play type.

Play type

Material Time: Play the entire material for one time.

Custom: Play the material for the time you set.

Step 5 (Optional) Check **Close Auto** to play the video in mute.



NOTE

If multiple video windows are added to one page, only one video can be played in non-mute mode. Check **Close Auto** for the other windows.

Step 6 (Optional) You can set to jump to a new window or page for touchscreen terminals. For details, see 6.2.6 Hyperlink.

Add an Audio Window



NOTE

Only one audio window can be added for one single page.

Audio window cannot be added with video window, Stream Media window and IPC window at the same time.

Step 1 Select **Multi-Media Library** ->  on the program editing interface.

Step 2 Select an existing audio on the server or the uploaded audio to be added.

Step 3 Drag the audio to the canvas and adjust location and dimension by dragging and scaling.

Step 4 Edit the attributes on the right window to set location, dimension and play type.

Play type

Material Time: Play the material for one entire time.

Custom: Play the material for the time you set.

Add a TXT Window

Step 1 Select **Multi-Media Library** ->  on the program editing interface.

Step 2 Select an existing TXT file on the server or the uploaded TXT file to be added.

Step 3 Drag the TXT file to the canvas and adjust location and dimension by dragging and scaling.

Step 4 Edit the attributes on the right window to set location, dimension, play and property of the TXT file.

Add a PDF Window

Step 1 Select **Multi-Media Library** ->  on the program editing interface.

Step 2 Select an existing PDF file on the server or the uploaded PDF to be added.

Step 3 Drag the PDF to the canvas, and set location and dimension.

Step 4 Edit the attributes on the right window to set **play time and dwell time**.

Add an APP Window



NOTE

- Only one APP window can be added for one single page, and no other window can be added.
- The resolution of the APP window is the resolution of the page, which cannot be changed.

Step 1 Select **Multi-Media Library** ->  on the program editing interface.

Step 2 Select an existing APP on the server or the uploaded APK to be added.

Step 3 Drag the APP to the page.

Add a Web Window



NOTE

A total of up to 2 picture windows and picture URL windows can be added for one single page.

Step 1 Select **Multi-Media Library** ->  on the program editing interface.

Step 2 Select an existing Web page on the server or the uploaded Web page to be added.

Step 3 Drag the Web window to the canvas and adjust location and dimension by dragging and scaling.

Step 4 Edit the attributes on the right window to set location, dimension, play type and play time.

Step 5 (Optional) You can set to jump to a new window or page for touchscreen terminals. For details, see 6.2.6 Hyperlink.

Add a Clock Window



NOTE

Only 1 clock window can be added for one single page.

Step 1 Select on the program editing interface.

Step 2 Drag the clock icon to the canvas and adjust location and dimension by dragging and scaling.

Step 3 Edit the attributes on the right window to set location, dimension and layout. You can save the layout as a template, or set a background picture for the window.

Step 4 (Optional) Check to show the sub-windows, including time, YY/MM/DD, week, HH:MM:SS.

Step 5 (Optional) Set the sub-window property:

Step 6 Click the sub-window.

Step 7 Edit the attributes on the right window to set type or font.

Add a Countdown Window

Step 1 Select **Widget** on the program editing interface.

Step 2 Drag a countdown icon to the canvas and adjust location and dimension by dragging and scaling.

Step 3 Edit the attributes on the right window to set location, dimension and layout. You can save the layout as a template, or set a background picture for the window.

Step 4 Set the stop time and unit.

Step 5 Set the countdown format, such as font dimension, font color, location and dimension of the countdown.

Add a Weather Window

Before you start:

Weather web manufacturer information has been configured on the server maintenance interface.



NOTE

Only 1 weather window can be added for one single page.

Step 1 Select **Widget** on the program editing interface.

Step 2 Drag a weather icon to the canvas and adjust location and dimension by dragging and scaling.

Step 3 Edit the attributes on the right window to set location, dimension and layout. You can save the layout as a template, or set a background picture for the window.

Step 4 (Optional) Check to show the sub-windows, including weather icon, city, update time, date, temp., weather, wind, air quality, humidity.



NOTE

Sub-window city must be checked.

Step 5 (Optional) Set the sub-window property:

Step 6 Click the sub-window.

Step 7 Edit the attributes on the right window to set property.



NOTE

The city sub-window property must be set to the third-level administrative district from the combo list.

Add a Pop-up Window

Pop-up can be realized with pictures uploaded through third-party interfaces.

Step 1 Select **External Data** ->  on the program editing interface.

Step 2 Click , and set **Material Name**, **Organization** and **Property**.

Step 3 Click **OK**.

Step 4 Drag the pop-up window to the canvas and adjust location and dimension by dragging and scaling.

Step 5 Edit the attributes on the right window to set location, dimension and background picture.



NOTE

GIF picture cannot be set as background.

Step 6 Select **External Data** ->  on the program editing interface.

Step 7 Click , set material name, organization, property and IP address, port and channel No..

Step 8 Click **OK**.

Step 9 Drag the capture window to the canvas and adjust location and dimension by dragging and scaling.

Step 10 Edit the attributes on the right window to set location, dimension and background picture.

Add a Capture Window

Capture can be realized through third-party IPC interface.



NOTE

GIF picture cannot be set as background.

Set cancel type and cancel time.

Cancel Type

Choose **Auto** or **Manual** to cancel capture.

Cancel Time

Duration showed in the terminal of the captured picture.

Cancel Time cannot be set in **Manual** type. Captured picture will disappear only after the system receives a command.

Add a Stream Media Window



NOTE

A total of up to 4 stream media windows, IPC windows and video windows can be added for one single page, and no other audio windows can be added.

Step 1 Select **External Data** ->  on the program editing interface.

Step 2 Click , set material name, organization, property and stream media player.

Step 3 Click **Confirm**.

Step 4 Drag the stream media window to the canvas and adjust location and dimension by dragging and scaling.

Step 5 Edit the attributes on the right window to set location and dimension.

Step 6 Set play type and play time.

Step 7 (Optional) Check Close Audio to play it in mute.



NOTE

If multiple video windows are added to one page, only one video can be played in non-mute mode. Check **Close Auto** for the other windows.

Add an IPC Material Window



NOTE

A total of up to 4 stream IPC windows, media windows and video windows can be added for one single page, and no other audio windows can be added.

Step 1 Select **External Data** ->  on the program editing interface.

Step 2 Click , set material name, organization, property and IP address, port and channel No. of the IPC.

Step 3 Click **Confirm**.

Step 4 Drag the IPC window to the canvas and adjust location and dimension by dragging and scaling.

Step 5 Edit the attributes on the right window to set location, dimension.

Step 6 Set play type and play time.

Step 7 (Optional) Check **Close Audio** to play it in mute.



If multiple video windows are added to one page, only one video can be played in non-mute mode. Check **Close Auto** for the other windows.

Add a Web URL Window



A total of up to 2 Web windows and Web URL windows can be added for one single page.

Step 1 Select *External Data* ->  on the program editing interface.

Step 2 Click , set material name, organization, property and Web URL.

Step 3 Click **Confirm**.

Step 4 Drag the new Web URL window to the canvas and adjust location and dimension by dragging and scaling.

Step 5 Edit the attributes on the right window to set location and dimension.

Step 6 (Optional) You can set to jump to a new window or page for touchscreen terminals. For details, see 6.2.6 Hyperlink.

Add a Picture URL Window



A total of up to 16 picture URL windows and picture windows can be added for one single page.

Step 1 Select *External Data* ->  on the program editing interface.

Step 2 Click , set material name, organization, property and picture URL.

Step 3 Click **Confirm**.

Step 4 Drag the new picture URL window to the canvas and adjust location and dimension by dragging and scaling.

Step 5 Edit the attributes on the right window to set location and dimension.

Step 6 Set **play type**, **play time** and **redirect method**.

Step 7 (Optional) You can set to jump to a new window or page for touchscreen terminals. For details, see 6.2.6 Hyperlink.

Add a Call Window



NOTE

Call can be realized with pictures and texts uploaded through third-party interfaces.

Step 1 Select *External Data* ->  on the program editing interface.

Step 2 Click , set material name, organization and property.

Step 3 Click **Confirm**.

Step 4 Drag the new call window to the canvas and adjust location and dimension by dragging and scaling.

Step 5 Edit the attributes on the right window to set location and dimension.

Step 6 Set layout, type, background picture, table direction, data direction, row and column, etc.
The layout can be saved as a template.

Add a Text Input Window

Step 1 Click  and click the page to create a text input window.

Step 2 Edit the attributes on the right window to set location and dimension and other property.

Step 3 (Optional) You can set to jump to a new window or page for touchscreen terminals. For details, see 6.2.6 Hyperlink.

Add a Button Window



NOTE

- You can only add a button window for programs on touchscreen terminals.
- Button window only takes effect on touchscreen terminals.
- Up to 16 button windows can be added to one page.

Step 1 Click  and click the page to create a button window.

Step 2 Edit the attributes on the right window to set location and dimension.

Step 3 Set **window type**:

- **Pop-up window**: click the button to pop-up the window.
- **Normal**: You need to set the connect method in the **Event Type**.

Step 4 Select event type and link:

- **New Pop-up Window**: click the button to pop-up a new window.
- **New Page**: click the button to open a new page.

6.2.5 Edit Page

Click the Function Bar and Window List to edit the program.



Figure 6-9 Function Bar

Table 6-3 Function Bar Description

Operation	Description
	Adjust window alignment: left, middle, and right.
	Adjust window alignment: top alignment, middle alignment, and bottom alignment.
	Display the page on the real resolution.
	Self-adaptive resolution.
Auto Snap	Once enabled, two windows connected when they are near enough.



Figure 6-10 Window List

Table 6-4 Window List Description

Operation	Description
	Move the window layer: up/down/stick on Top/stick at Bottom.
	Click to display/hide window.
	Click to lock/unlock window.
	Click to delete window.

6.2.6 Hyperlink

Hyperlink can be configured in the Client for Android touchscreen terminals. You can open the specified content by linking to a window or page.

New Pop-up Window

When Window A is played in the terminal, click the touchscreen to jump to play Window B. Click the touchscreen again, and the Window B will be hidden.

Step 1 Click Window B and select the window type as pop-up window.

Step 2 Click Window A and select the window type as normal.

Step 3 Select **redirect method** as **New Pop-up Window**, and the link as window B.

New Page

Click the button to open a new page.

Before you start:

Multiple pages have been created for a program.

Step 1 Click Window A and select the window type as normal.

Step 2 Select **redirect method** as **New Page**.

Step 3 Select **redirect link** as page X.

6.3 Create a Program Schedule

After creating the programs, click **Next** to create a program schedule so that the program can be played according to the scheduled time or way.



NOTE

- You can also click **Schedule** -> **Create Schedule** to create program schedule on the home page.
- In the **Schedule Management** interface, operations including editing, deletion, release, refresh, advanced search can be realized.

Create program schedule with the time way as example.

6.3.1 Create a Schedule

Step 1 Click **Next** to create a schedule.

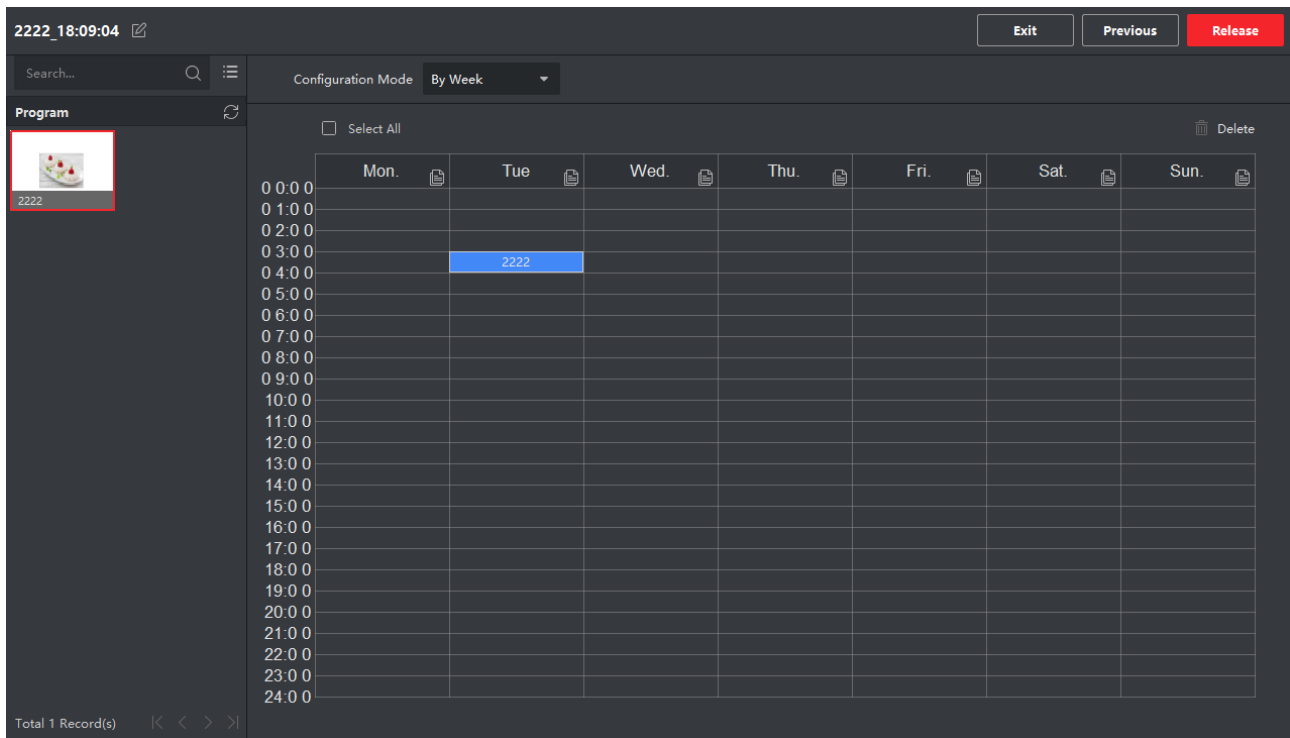


Figure 6-11 Create Schedule

Step 2 Select **Play Mode: Day, Week, Custom**.

Day/Week

Day/Week mode supports to play the program on a specific period in a day/week.

Custom

Custom mode supports to play the program on a specific period in the whole year. A custom schedule can only cover 90 days at most.

Step 3 Select the program and move the timeline.

Step 4 Adjust the program schedule.

Step 5 Move the cursor to the program bar of the timeline and drag the upper and lower edges to adjust the beginning time and end time of the program.

Step 6 Select the program bar on the timeline, and adjust the beginning time and end time of the program in the input box.

Step 7 Click  to copy the program to other time periods.

Step 8 Click  to delete the program at this specific time period.

Step 9 Click **Release** to enter the release interface. See more details in the Release Chapter about how to release the program.

6.3.2 Create Loop Schedule

Step 1 Select play mode as loop.

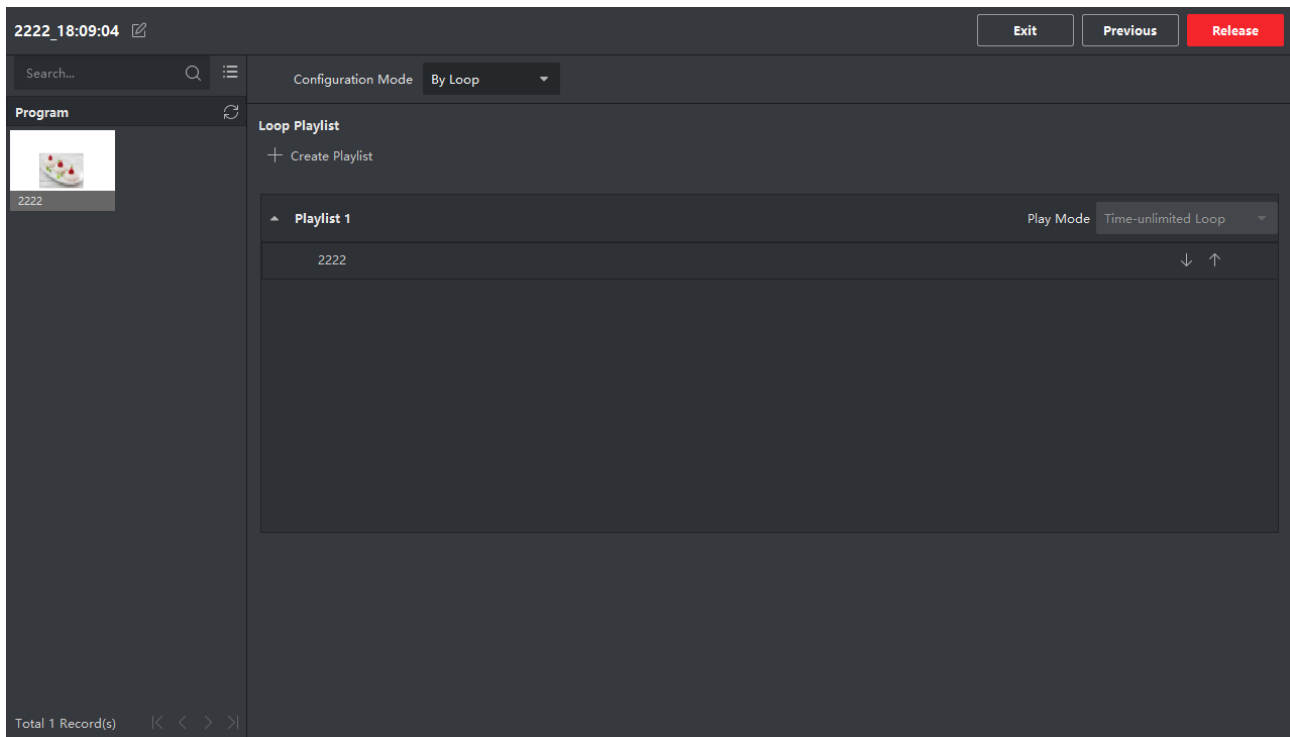


Figure 6-12 Create Loop Schedule

Step 2 Drag the program into the play list.

Step 3 Click Create Playlist to add a new list.

NOTE

- Up to 8 programs can be added to one play list.
- Up to 8 loop play lists can be created.

Step 4 Play List 1 is no time-limited loop by default. Select time for the other loop play list.

• **No Time- Limited Loop:**

The programs are played by order.

• **Time- Limited Loop:**

Play the programs at specific period. The priority of **Time- Limited Loop** is higher than the **No Time- Limited Loop**.

Step 5 Click **Release** to enter the release interface. See more details in the Release Chapter about how to release the program.

6.3.3 Create a Default Schedule

With default schedule enabled, the terminal will play default video automatically if there is no program or cut-in.

Before you start:

Default schedule has been initiated in **Terminal -> Remote Configuration -> Device Operation -> Default**.

Step 1 Select play mode as default.

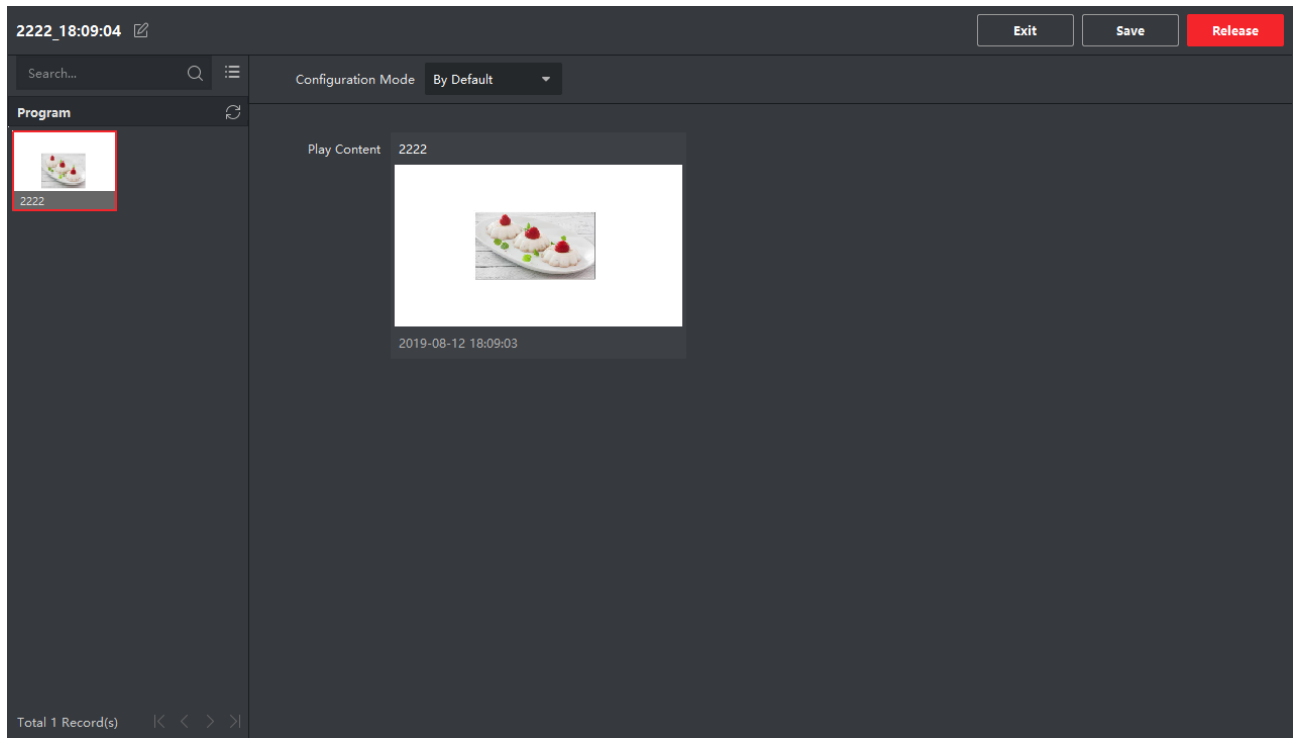


Figure 6-13 Create Default Schedule

Step 2 Drag the program into the play list.

Step 3 Click **Release** to enter the release interface and release the program. For details about how to release the program, see 6.5 Release.

6.4 Approve

Materials, programs and schedules must be approved to be used.



NOTE

The admin users and users with permission get approved by default.

Step 1 Select Approval Management.

Step 2 Select the types that need approval: **material, program** and **schedule**.

Step 3 Click the materials to be approved (multiple choices supported)

Step 4 Select the result and give suggestions.

Click **Pass** or  to approve.

Click **Deny** or  not to approve.

Step 5 Click **Save**.

6.5 Release

You can release the program schedules or cut in programs and message to terminals. The terminals will play the released programs according to user settings.

Click **Release** and you can check release details, delete release records, release programs again, do advanced search, etc.

6.5.1 Release a Program Schedule

You can release a program schedule to the terminals after editing the program schedule.

Before you start:

You have finished the program creating process, and got approved.

Step 1 Click **Release** on the creating schedule interface, after editing the program schedule.

Schedule Release...

Task Name 2222_18:09:04Release

Release type Release Immediately ▼

Release Time 2019-08-12 18:28:30

Method to Take Effect Take Effect Immediately ▼

Effective Time 2019-08-13 18:28:30

Select Terminal Search... Q

- ☐ center
- ☐ test

Release **Cancel**

Figure 6-14 Schedule Release

Step 2 Enter Task Name, check Effective Time and Method to Take Effect.

Step 3 Select Applicable Terminal.

 NOTE

You can select release the schedule to multiple terminals or to an organization, or release to both the organization and terminals at the same time.

Step 4 Click **Release**.

 NOTE

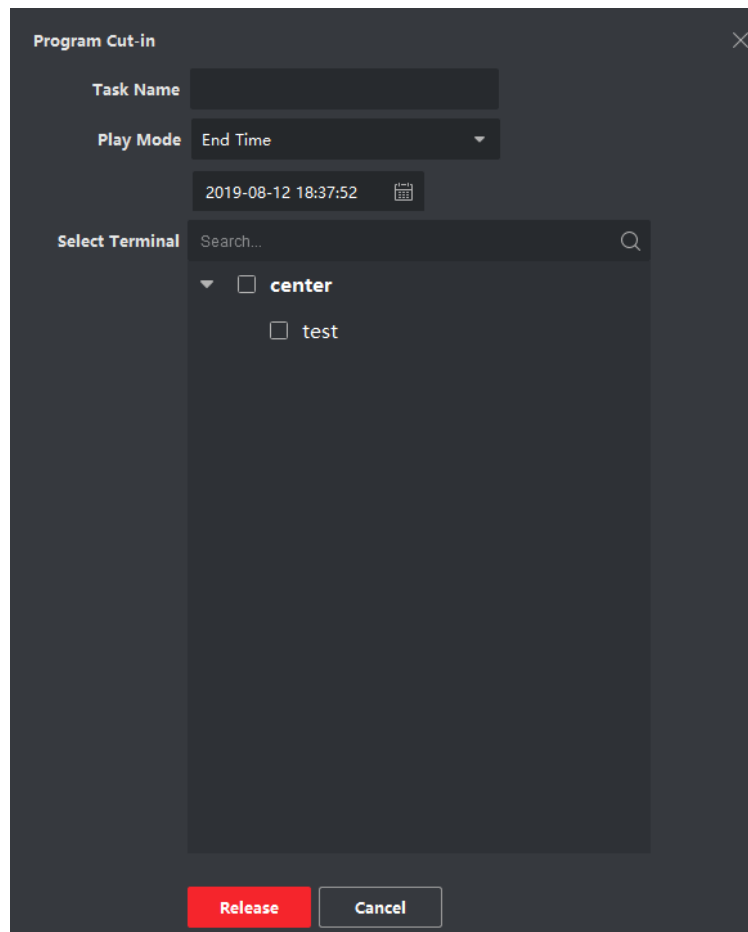
- In the release progress interface, you can click  to cancel the program release, click  to release again the canceled release schedule.
- Functions including window jump, page jump and button window only take effect on the touchscreen terminal.

6.5.2 Cut-in Release

The cut-in programs or messages will be played once the terminal receives cut-in release instruction.

Cut in a Program

Step 1 Click **Cut-in Program** on the program editing interface to create a cut-in program. For details about how to create a new cut-in program, see 6.2 Create Programs.



Program Cut-in

Task Name

Play Mode End Time

2019-08-12 18:37:52

Select Terminal Search...

center

test

Release Cancel

Figure 6-15 Program Cut-in



NOTE

Select the program to be cut in, and click  on the play list interface to create new cut-in program.

Step 2 Enter the release task name.

Step 3 Select **Play Mode**, and set **Time Duration** or **end time**.

Step 4 Select the terminal for the cut-in program.

Step 5 Click **Release** and release the cut-in program to the terminal.



NOTE

Programs can only be cut in after approved.

Cut-in a Text Message

Step 1 Click Cut-in Text Message.

Step 2 Enter the task name.

Step 3 Select Applicable Terminal.

Step 4 Click Add Content.

Step 5 Input the text messages.



NOTE

Step 6 Click **Add** to add multiple text messages. Up to 5 messages can be added.

Step 7 Select **Time**.

Step 8 Set the play effect of the text message, including the location, font, background, display mode, etc.

Step 9 (Optional) Click **Preview** to check the message play effect, and press **ESC** to quit.

Step 10 Click **Release** to cut in the text messages to the terminal.



NOTE

Cut-in text messages do not need to be approved.

Chapter 7 Maintenance Management

You can query and export logs, restore default settings of the server, edit saving paths for materials, or configure weather manufacturer information for maintenance purposes.

7.1.1 Export Log Query

Functions including Log Record, Category, Query and Log Backup are supported. As an important method of monitoring devices, log information records the running status, exceptions, configuration information and operation information, etc. You are recommended to collect and back up the device logs regularly.

Step 1 Click **Log Management**.

Step 2 Set the beginning and end time, search mode, etc.

Step 3 Click **Search**.

Step 4 Check the log information on the Result interface. Up to 2000 pieces of log information can be displayed.



NOTE

Click **Export Log** to export all the log information.

7.1.2 Restore Default Settings

If device parameters go exceptional, you can restore all parameters to default settings.

Step 1 Select Server Maintenance.

Step 2 Click Restore.



NOTE

Restoring **Default Settings** will not delete any materials, programs or schedules.

7.1.3 Weather Web Manufacturer Configuration

Weather Web Manufacturer Configuration can be purchased, and only ali_xiupai is supported.

Step 1 Select **Server Maintenance -> Weather Web Manufacturer Configuration**.

Step 2 Click **Enable**.

Step 3 Input **Authorization Code**.



NOTE

Users can purchase the Weather Web Manufacturer Authorization Code by visiting the following website:

<https://market.aliyun.com/products/57096001/cmapi010812.html?spm=5176.8216963.522267.1.xJmmRQ#sku=yuncode481200004>

After purchase, select **Management Control -> Cloud Market -> purchased service**, and find AppCode, which is **Authorization Code**.

Step 4 Click **Save**.



See Far, Go Further