

User's Manual



55 " Interactive Kiosk

HD-550Z1A01 & HD-A550ZR1A01-WW



CMS

Content Management System

Content Management System – User’s Manual

1. Main Product Features	4
2. CMS Product installation	5
2.1 CMS Server Installation.....	5
2.2 Digital Signage Power-On and Internet Setting.....	9
3. CMS Product Login-in.....	15
4. Product Setting.....	17
4.1 Android Terminal Setting.....	17
5. Product Registration	20
5.1 Confirm Terminal Registration.....	20
6. Program Production	21
6.1 Information Publication Programming Production.....	21
6.2 Introduction of Program Production Interface	26
7. Server and Digital Signage Connection Concept	49
8. Back-Up for Broadcast Programs.....	53
8.1 Program Export	53
8.2 Program Import.....	55
8.3 Notes for importing programs to terminals.....	56
8.4 Scenarios regarding terminal interface when importing programs	57
9. Terminal Management	59
9.1 Attributes	59
9.2 Remote Control.....	60
9.3 Monitor (screen snapshot).....	60

9.4 Download.....	61
9.5 Upgrade	61
10. Other Features	62
10.1 Resource (Resource Management).....	62
10.2 Management of Authorization.....	64
10.3 Send & Check	67
10.4 Scheduling.....	68
10.5 Schedule.....	69
10.6 Desktop Background	69
10.7 Desktop Shortcut.....	70
11. CMS Function Comparison Table	71
12. Requirements of Computer Environment	72
13. Troubleshooting	73
14. Product Warranty.....	73

1. Main Product Features

- Playback of pictures, videos, music, marquee (text), date, time, week, weather, web pages, container & RSS
- Advertising program production
- Digital signage terminal management
- Resource management
- Program Distribution / Approval
- Program Scheduling / calendar / statistics
- Clearance management (user/role/grouping)
- USB offline program update with remote content dispatch

2. CMS Product Installation

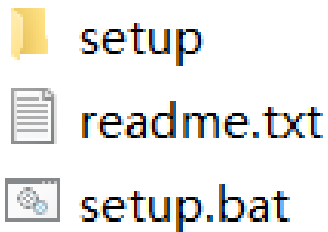
2.1 CMS Server Installation

Please prepare a PC, as the server of the digital signage, and switch off the fire-wall of Windows :

- CPU : Intel 1037u/1.8GHz(and above)/ Memory : 2GB DDR3(and above)/ Hard-disk : 500GB(and above)
- Microsoft® Windows® XP (32-bit upgrade installation to Service Pack3) 7/8/10 versions (and above)

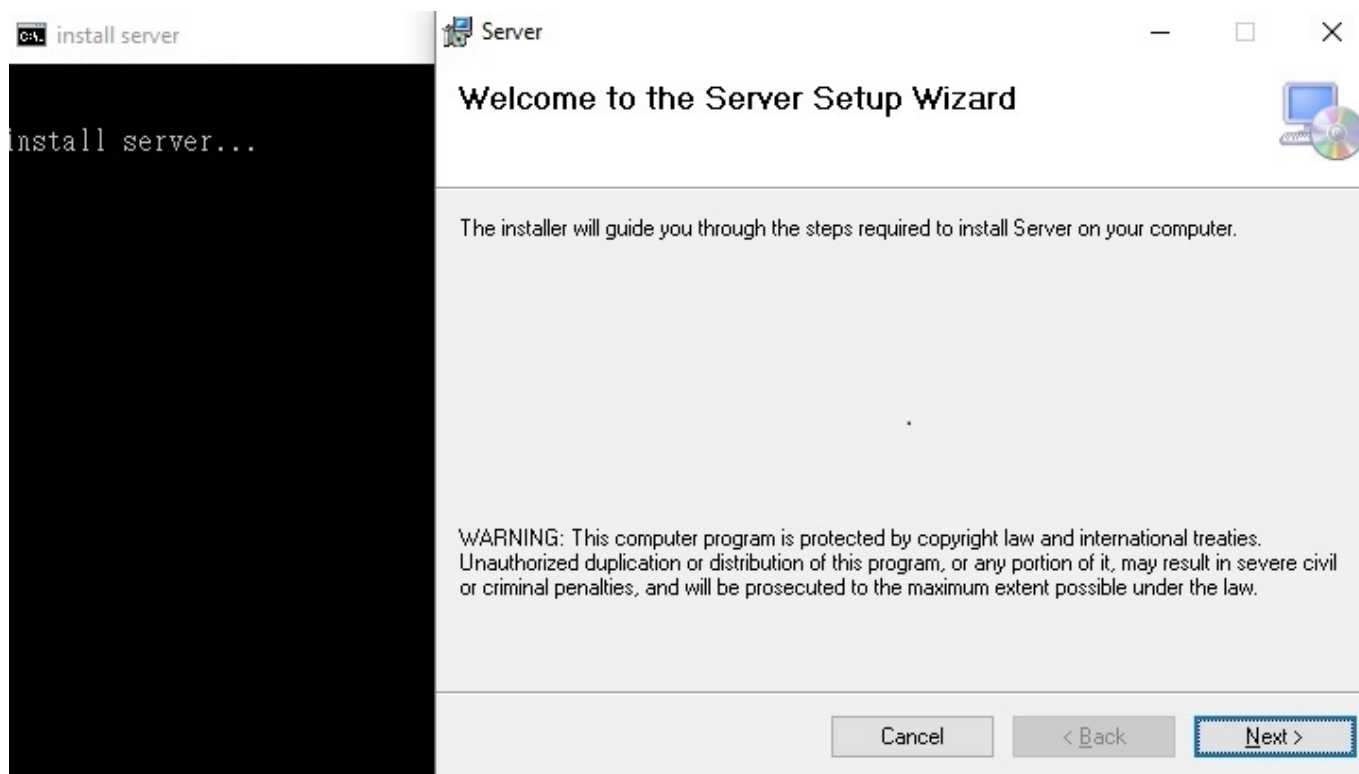
Please download CMS software of digital signage to the hard-disk of your PC, per the following URL: <http://www.aboway.com.tw/uploadfile/CMS.rar>

2.1.1 Once “CMS.rar” file is de-compressed, please open the folder “CMS\ServerSoftware”

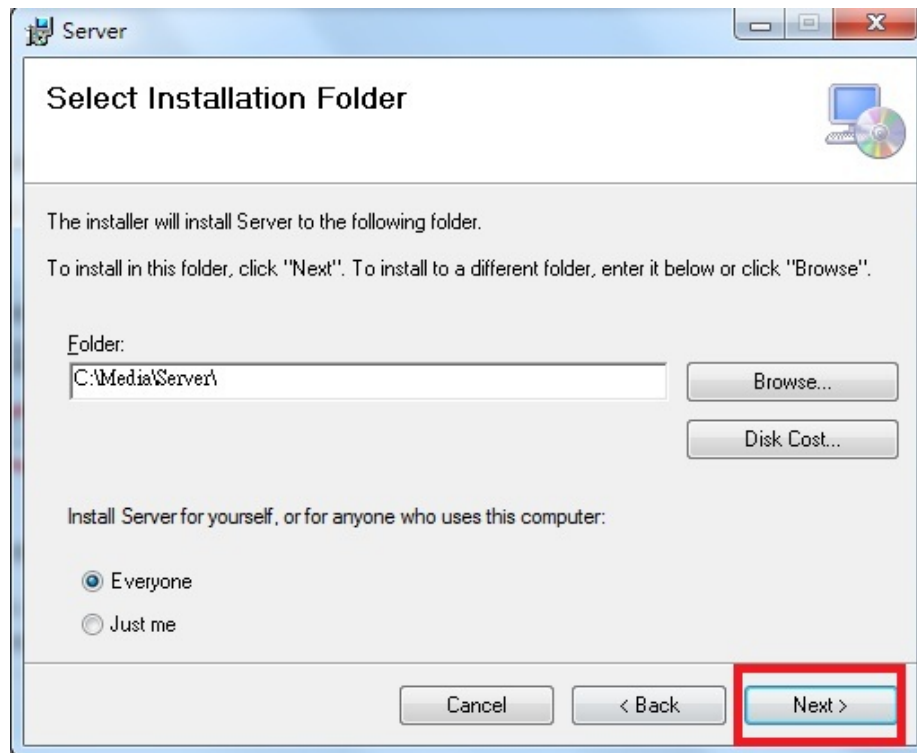


2.1.2 Double-click the “setup.bat” icon, and follow the prompt

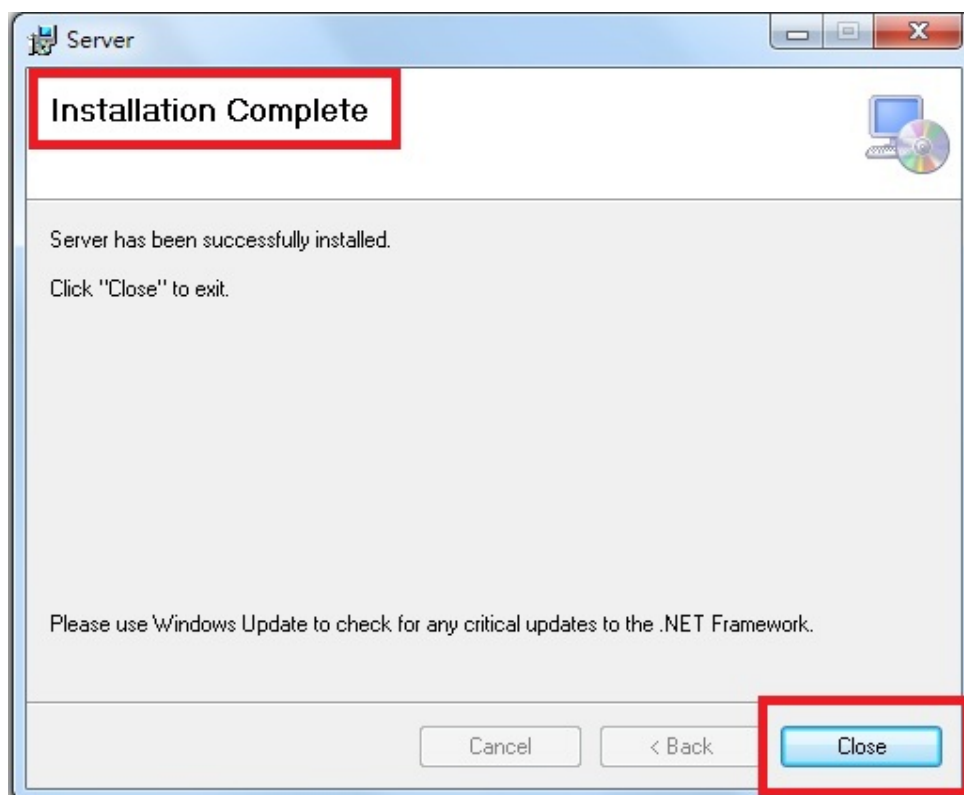
Begin to install CMS Digital Signage Server Software



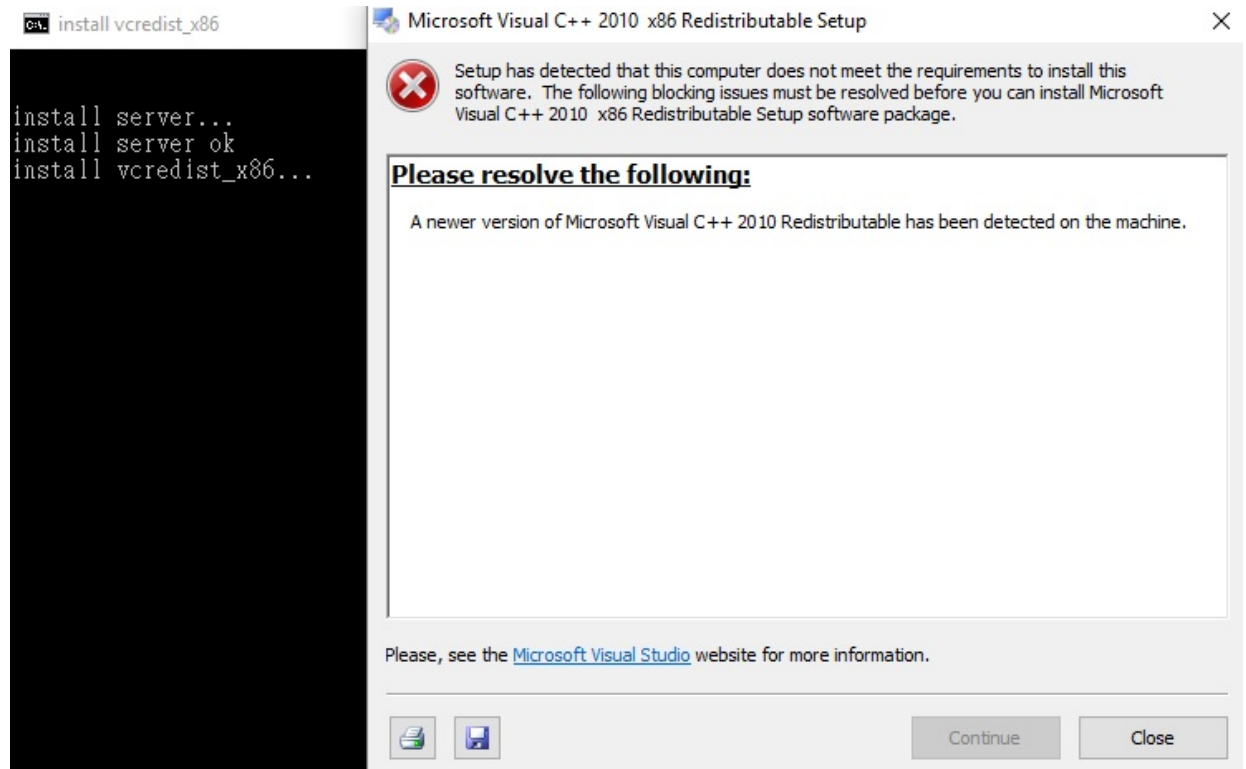
Click Next



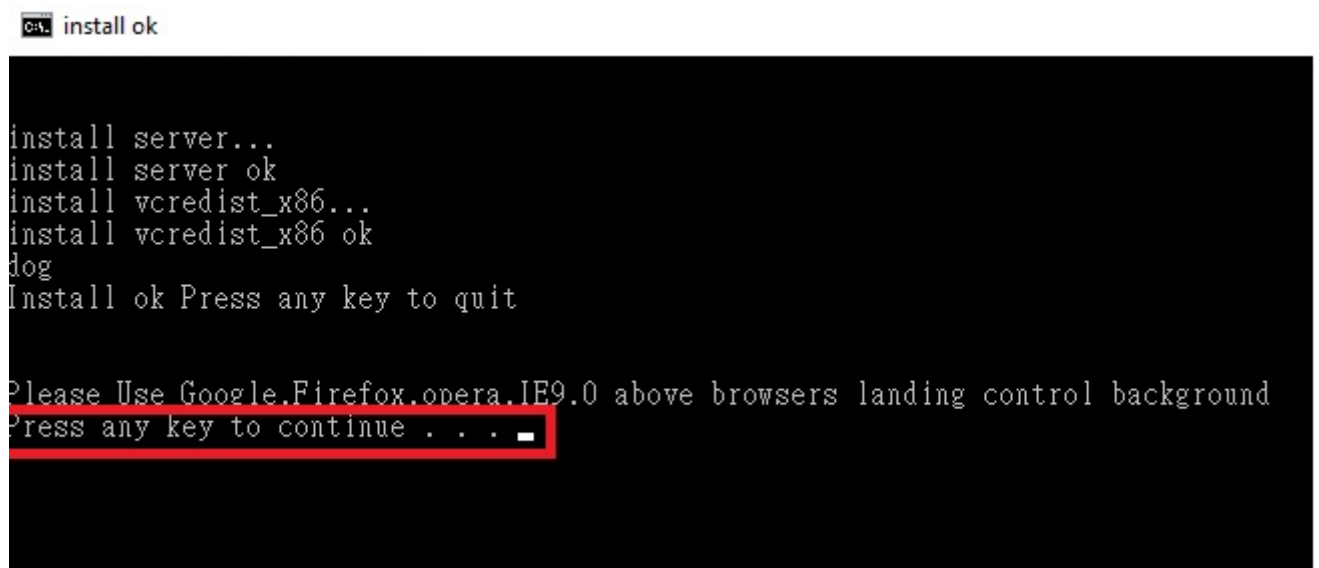
2.1.3 Please install the catalogue, and hit “next step”, hitting “Close” once installation completion



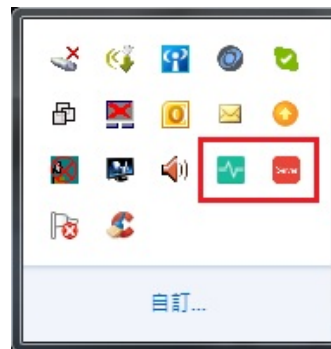
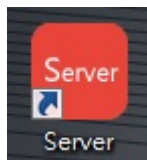
2.1.4 To begin installing “vcredist_x86”, simply click “Next” step, and if the following diagram appears, it means the system has already been installed, just click “Close”



2.1.5 When the window of “Press Any Key to Continue” appears, it means the installation is successful, so please click top-right-corner cross-sign to exit



2.1.6 After successful installation, the “Server” shortcut appears on Desktop, and to execute, simply just double-click the shortcut. If “multimedia publication” icon appears in the task bar on the bottom right-hand corner, it means you have successfully installed the program.



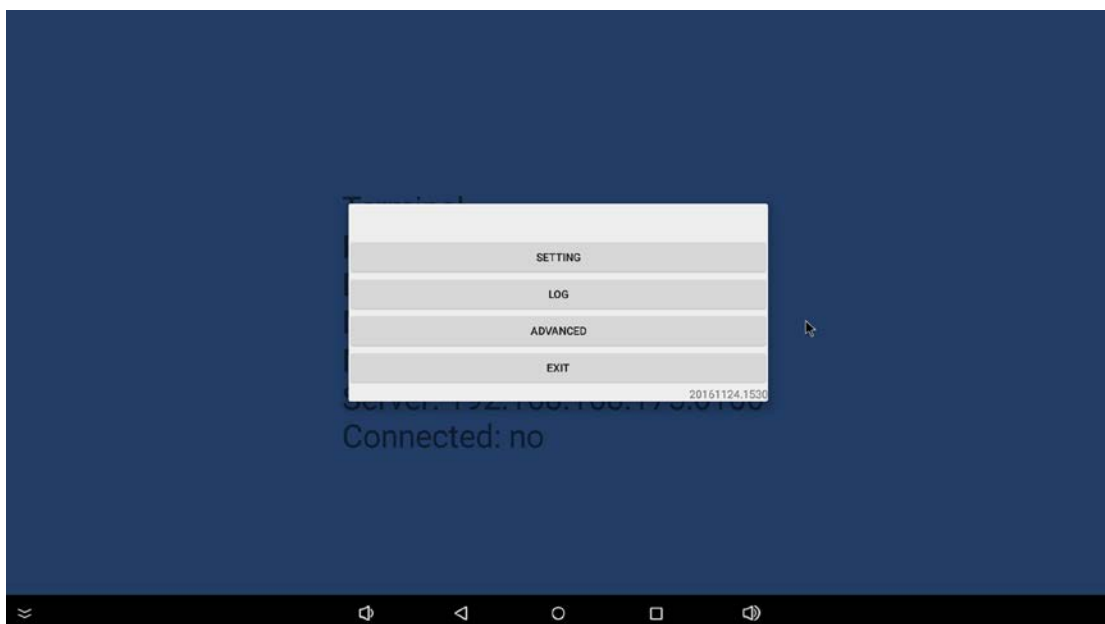
2.2 Digital Signage Power-On and Internet Setting

2.2.1 Once digital signage is connected to display screen and power, please wait for approx. 1 minute of power-on procedure, as the system will automatically activate the software of the digital signage, per diagram shown below.

```
Terminal
Program:
Device No.: DCCB253C3255
My Name: 02
My IP:
Server: 192.168.168.175:6100
Connected: no
```

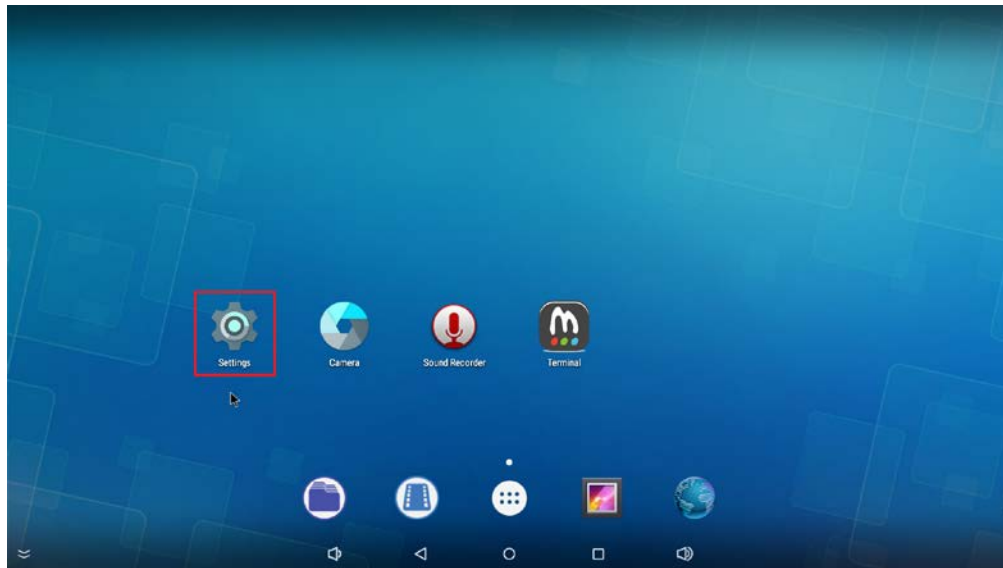
2.2.2 Software Operation :

If operating, via mouse, CMS Digital Signage Software, please double-right-click your mouse to exit the software. If operating via touchscreen, please directly tap the screen for setting up, per the diagram shown below.

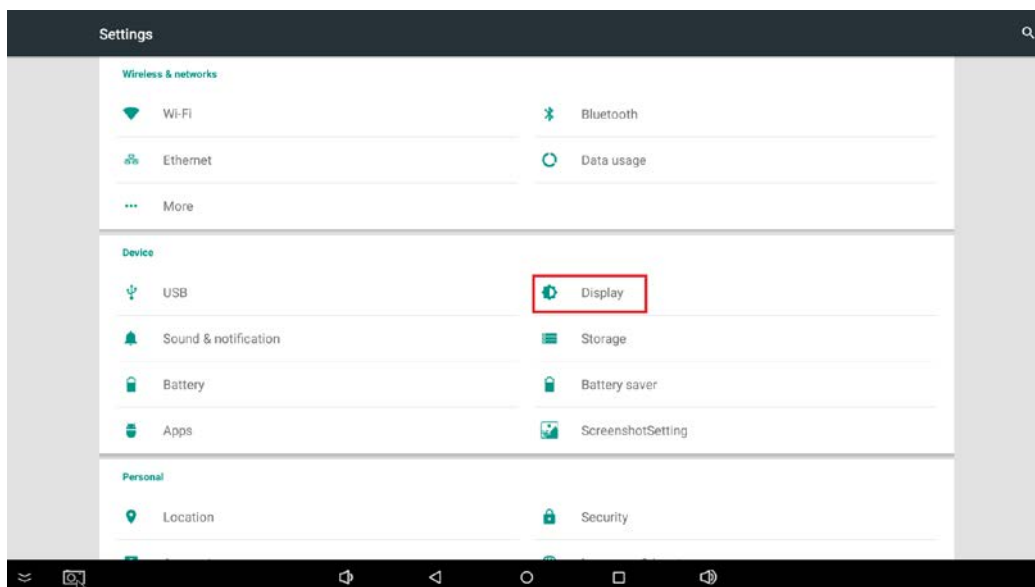


2.2.3 Display Output Resolution Setting :

Please click the “Setting” icon on the Digital Signage Desktop screen, per the diagram shown below.



Click “HDMI” in “Device” icon, per the diagram shown below.

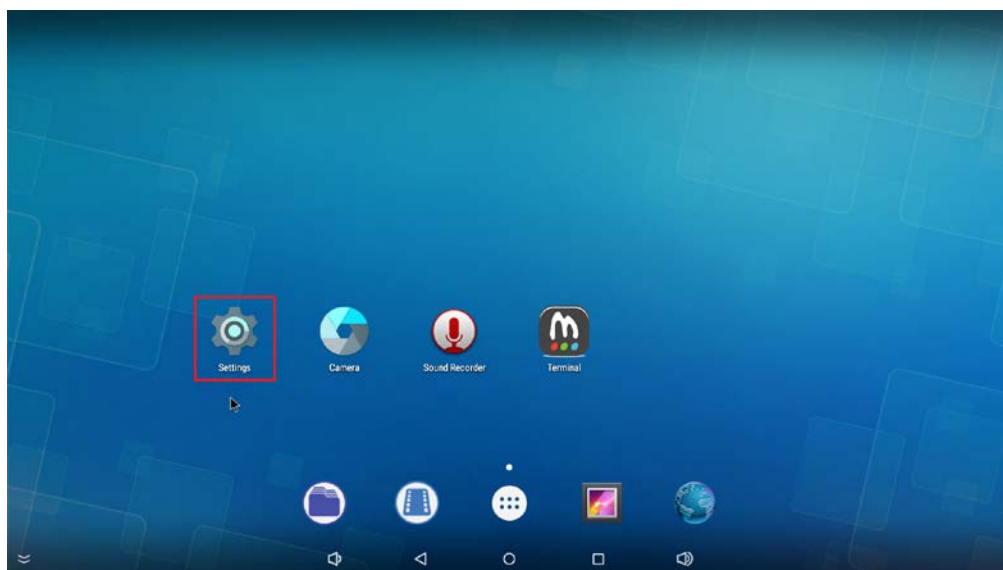


If your display supporting Full HD/1080P output resolution, please click “HDMI Resolution” icon, and select “1920x1080p-60”, per the diagram shown below.

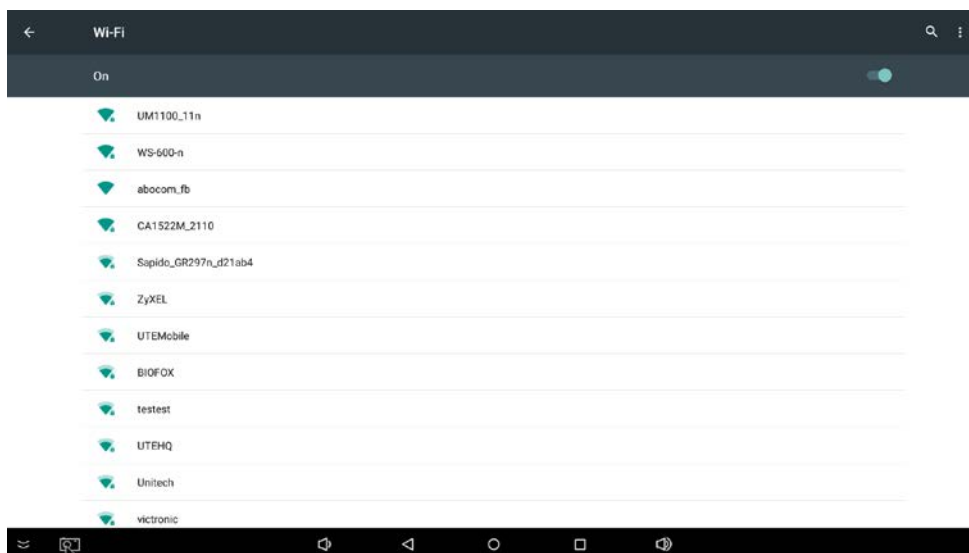
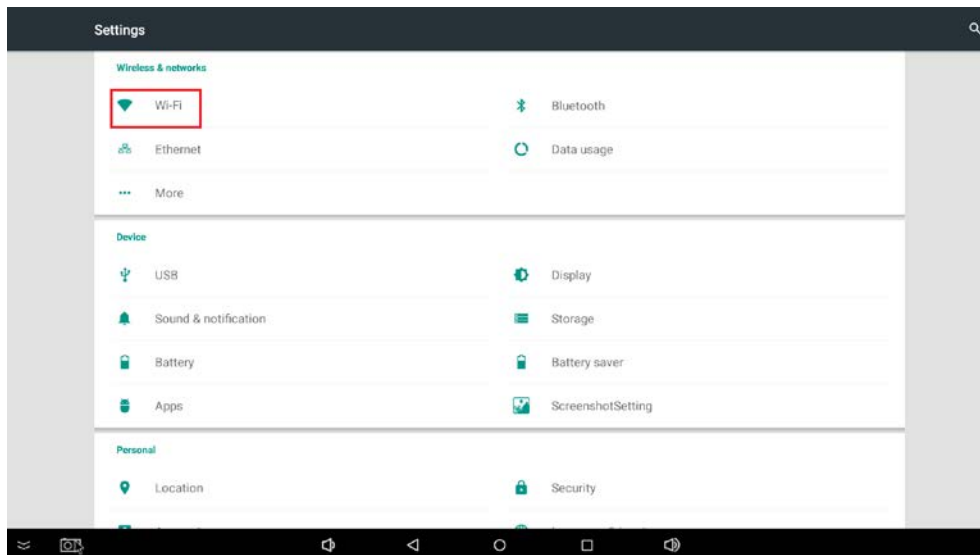


2.2.4 Network Setting :

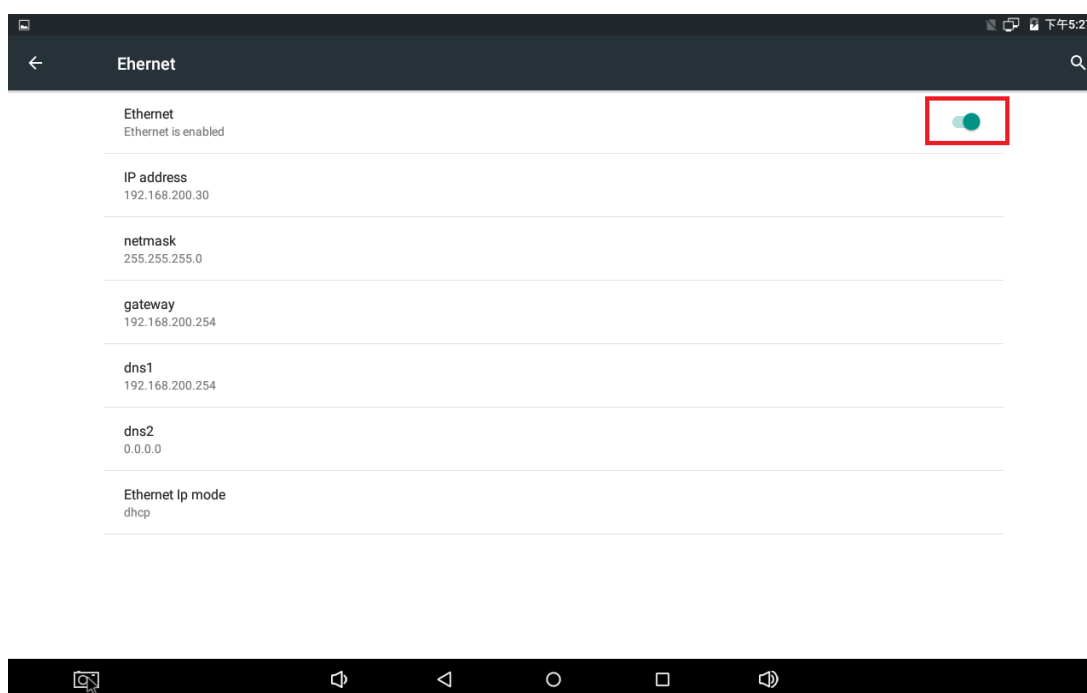
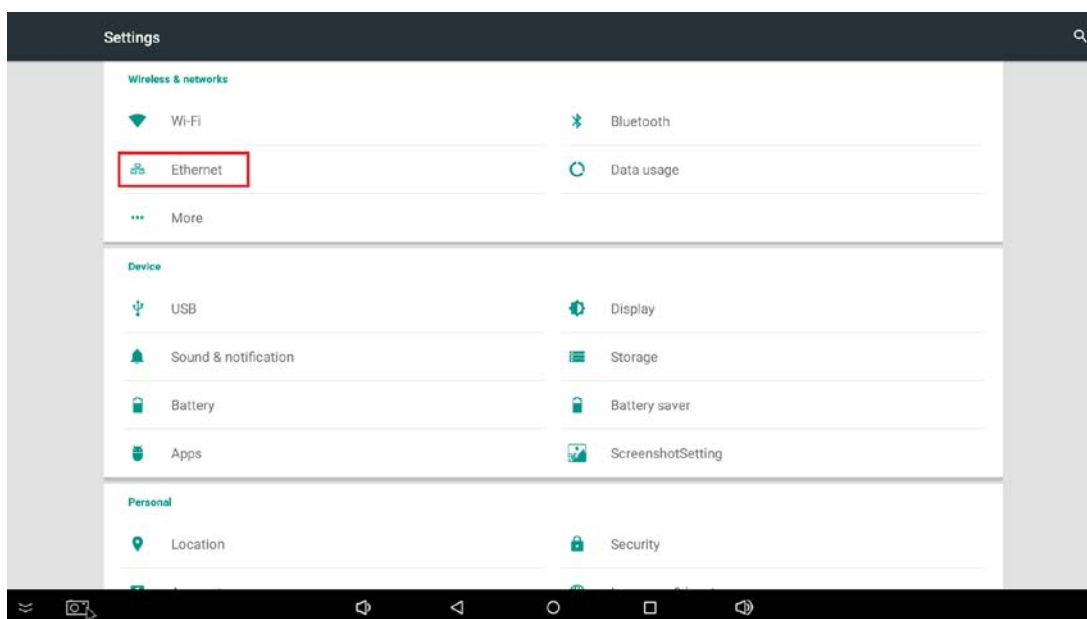
Please click the “Setting” icon on the Digital Signage Desktop screen, per the diagram shown below.



If intending to use Wireless networking connection, please click “Wi-Fi” in the “Wireless & Networks” menu, and turn on WiFi to enter into set procedures, per the diagram shown below.



If intending to use Ethernet networking connection, please click “More Options” in the “Wireless & Networks” menu, and click “Ethernet” to enter into set procedures, per the diagram shown below.



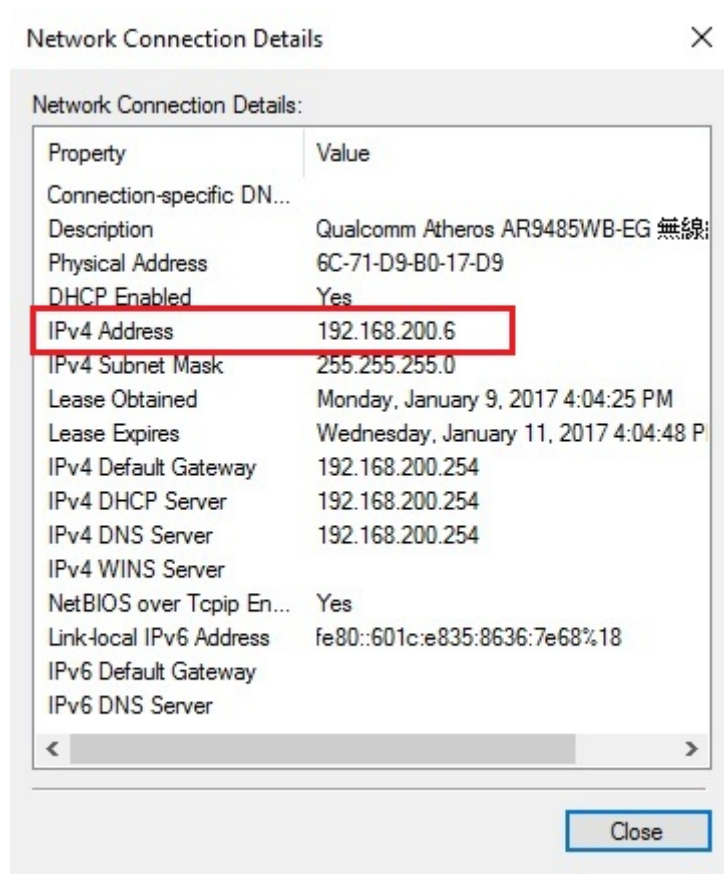
3. CMS Product Login-in

3.1 To ensure “Information publication system server” on the server is operational, (per the icon illustrated in the bottom-right-hand corner taskbar)

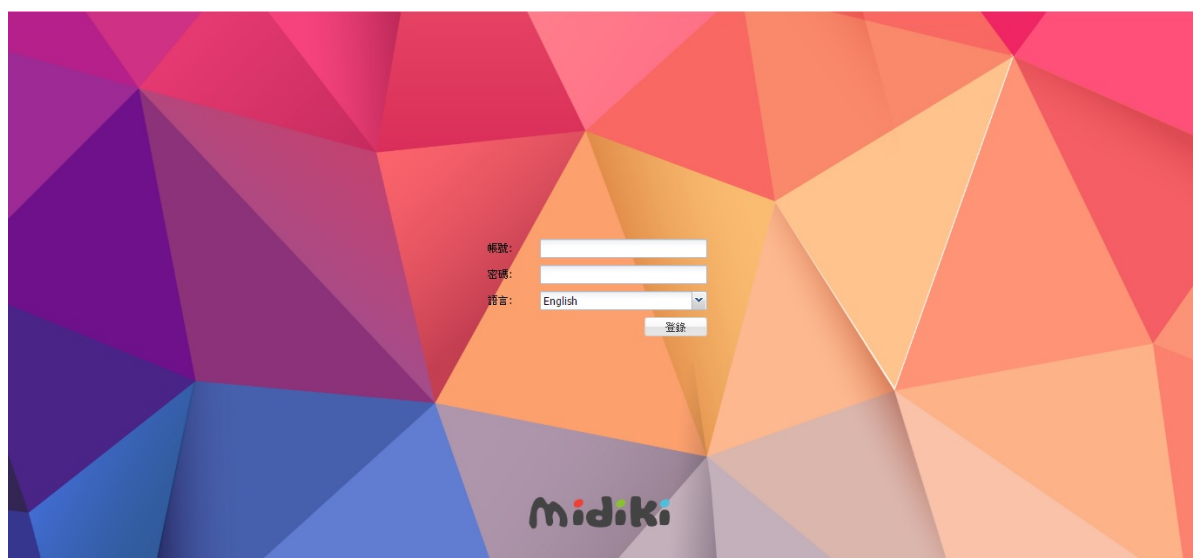
Please confirm that the built-in firewall of the Windows system has been turned off.



Activate “Control Panel” -> “Network & Sharing Center” -> “Local Area Network”, then click “Details” to check IPv4 address



- 3.2 Open up Google browser, and entering the IP address confirmed by Step 3.1 :
- After `http://Server IP:6101` (e.g. `http://120.24.78.70:6101`) is confirmed, and login-in page appears, please fill in the preset Login-in Name: admin, and Password: admin, before clicking to log-in.



Note: We recommend you to use “GOOGLE CHROME” browser or “FIRE FOX”

browser for system Login-in

3.3 After successful Log-in, the following picture shall appears, and you may begin to edit/create programs.



4. Product Setting

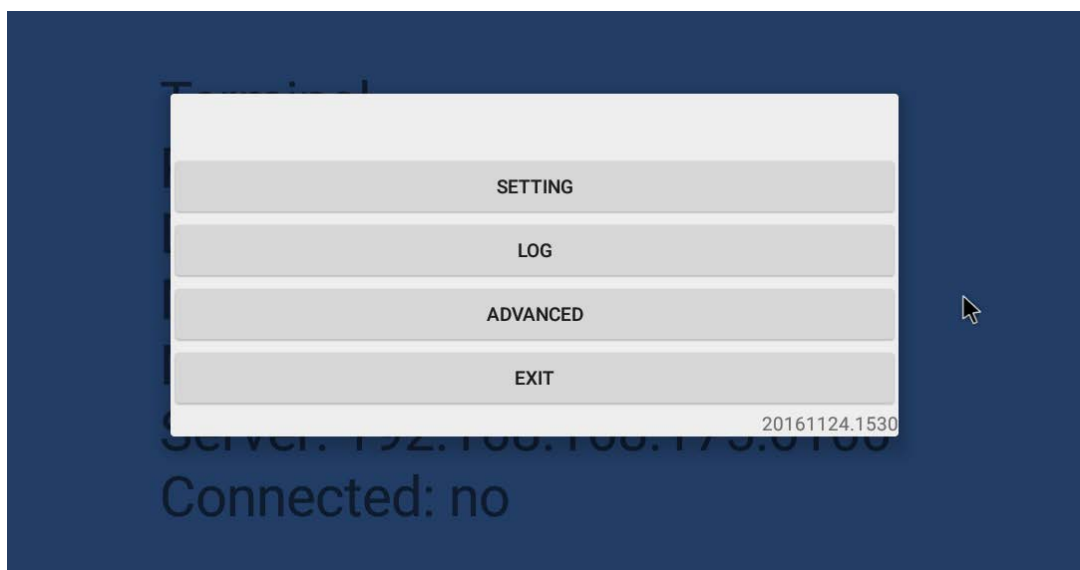
4.1 Android Terminal Setting

The Digital Signage needs to be connected with CMS server so as to allow CMS Management System to upload program content onto Digital Signage device-end. Please note that, this chapter contains outlined intro for Server CP and Digital Signage in the same “intranet segment”. For other connection format, please refer to Chapter 7 “Server and Digital Signage Connection Concept”.

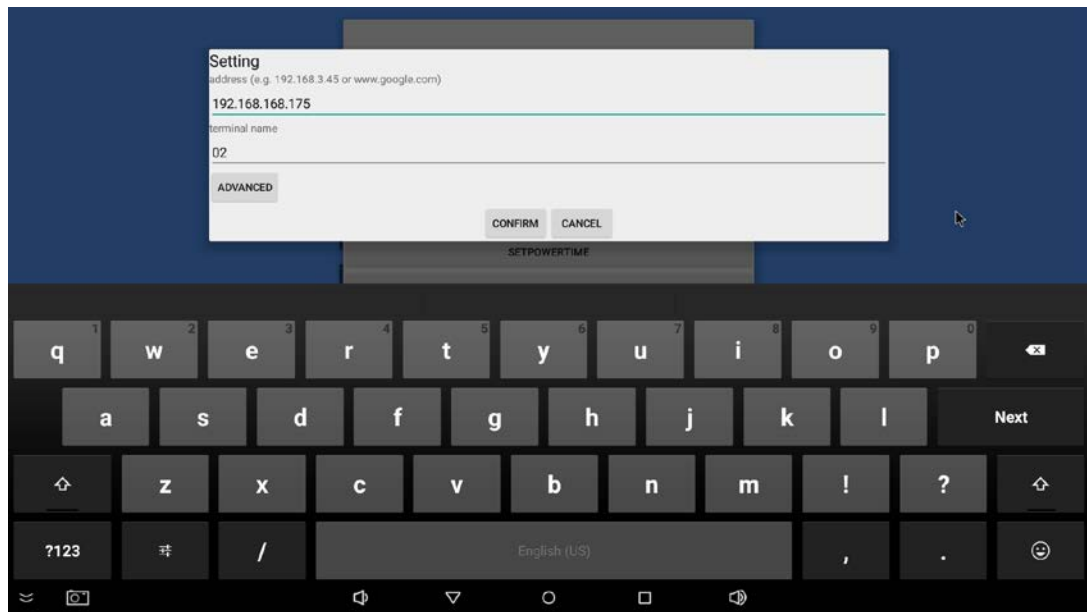
4.1.1 Maintain the terminal operation

```
Terminal
Program:
Device No.: DCCB253C3255
My Name: 02
My IP: 192.168.200.17
Server: 192.168.168.175:6100
Connected: no
```

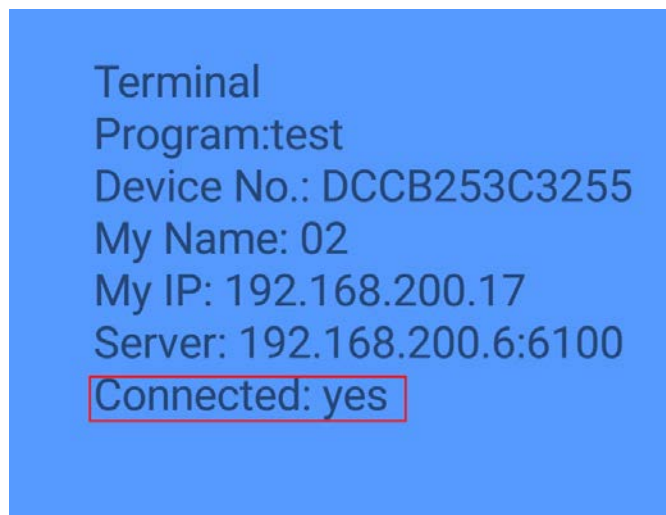
4.1.2 Quick double-click right-key of your mouse, or Return Key to have pop-up the setup window



4.1.3 After clicking Setting, input Server IP Address and terminal name

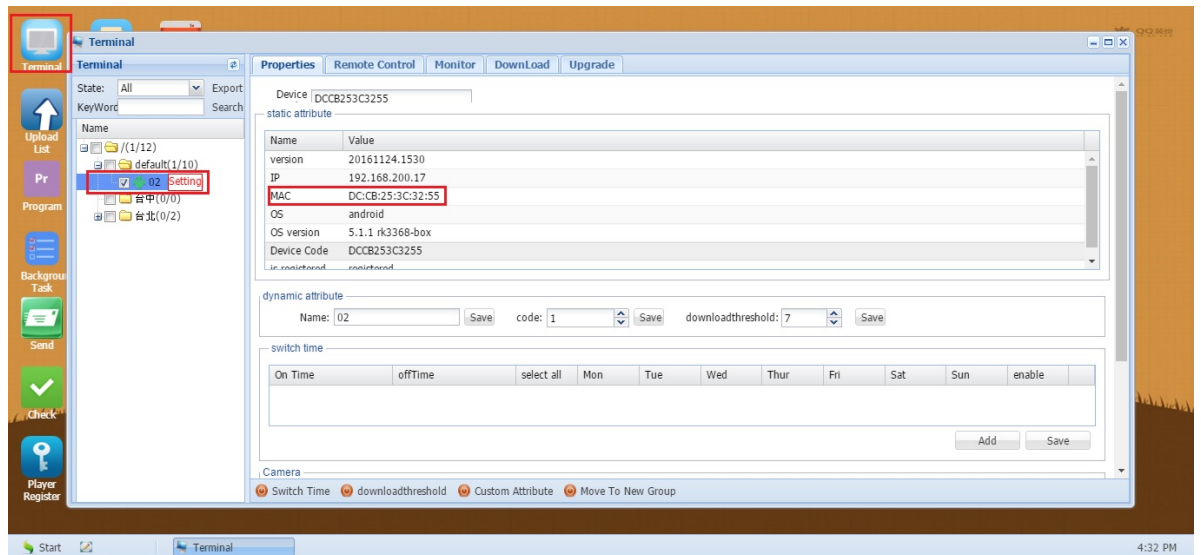


4.1.4 After successful set-up, connection status shall indicates “Yes” within one minute



NOTE: If after a while the connection status is still “No”, then please confirm whether SERVER computer and Digital Signage terminal are connected to internet, as well as the network is in the same subnet.

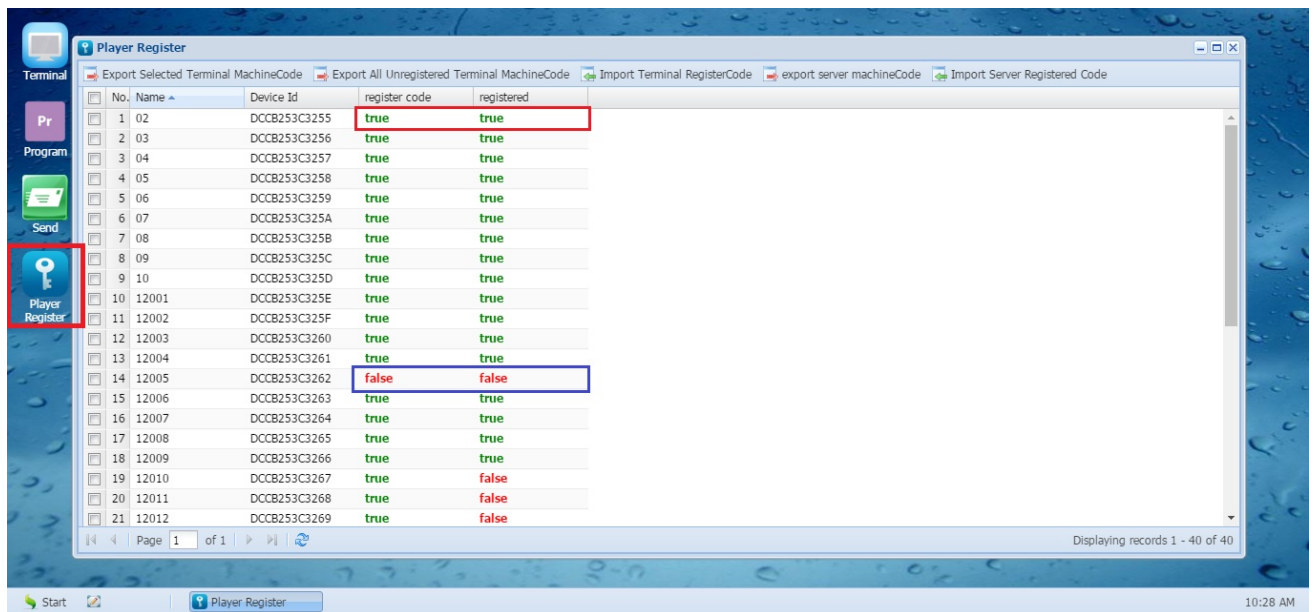
4.1.5 Please open the back-end page on the browser, and double-click “terminal management”, and if you can see one terminal being online (as displayed in color and kindly make sure the terminal name matches), then the set-up is complete.



5. Product Registration

5.1 Confirm Terminal Registration

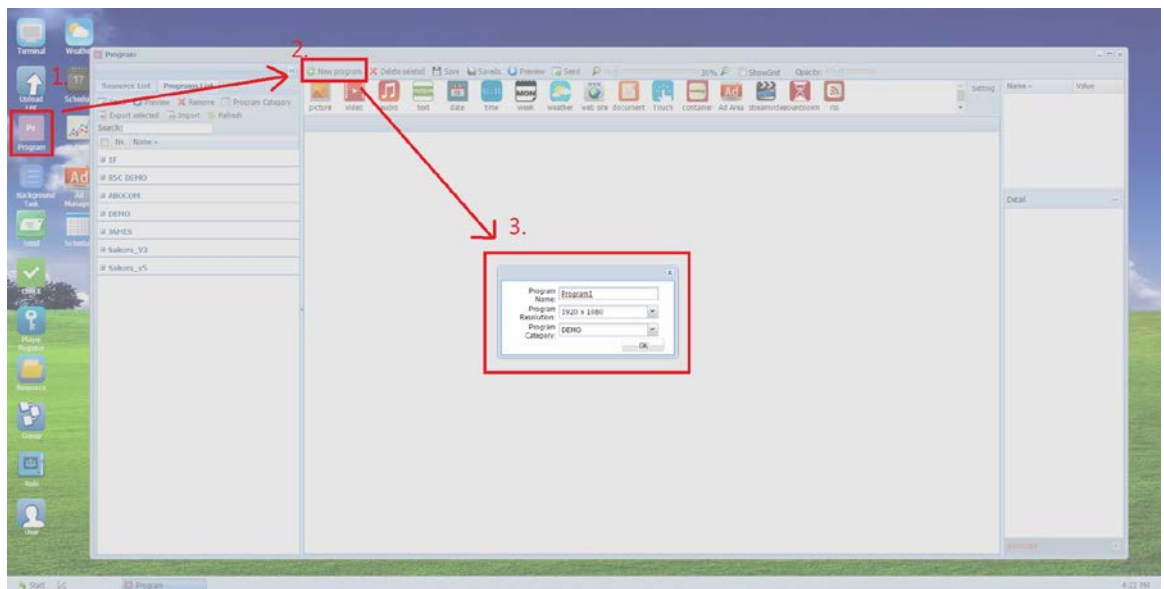
After opening Google browser and logging- in successfully, please double-click “Terminal Registration” on your Desktop to confirm whether the Digital Signage terminal has been registered. And if not, please immediately contact distributors and our company for assistance.



6. Program Production

6.1 Information Publication Programming Production

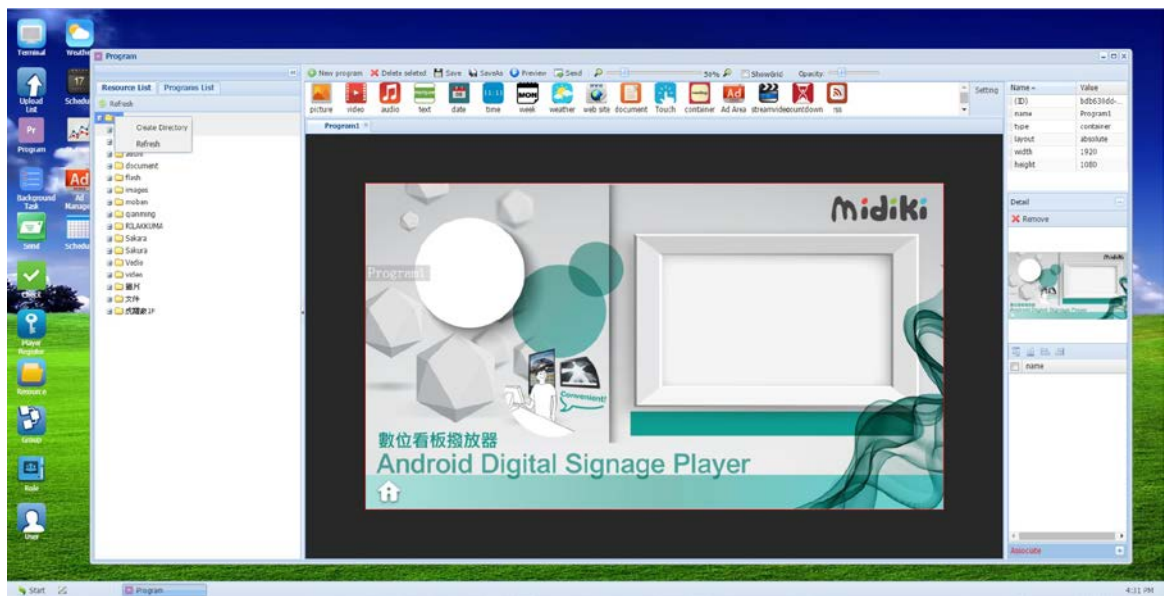
- 6.1.1 After successfully logging into back-end, double-click “Program Production”, click “New Program”, entering “Program Name”, selecting “Program Resolution”, entering “Program Category”, and click “Yes”



6.1.2 Dragging a built-in or uploaded background picture or frame as program background.

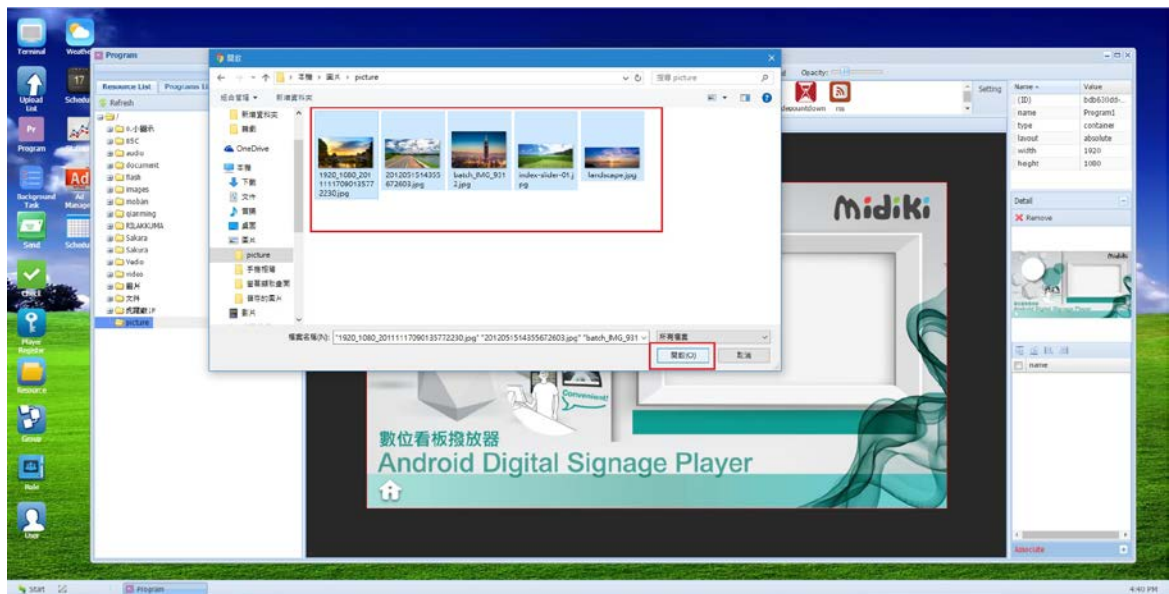


6.1.3 Within resource list, click Right-Mouse-Key to build “New Folder” (per the illustration)

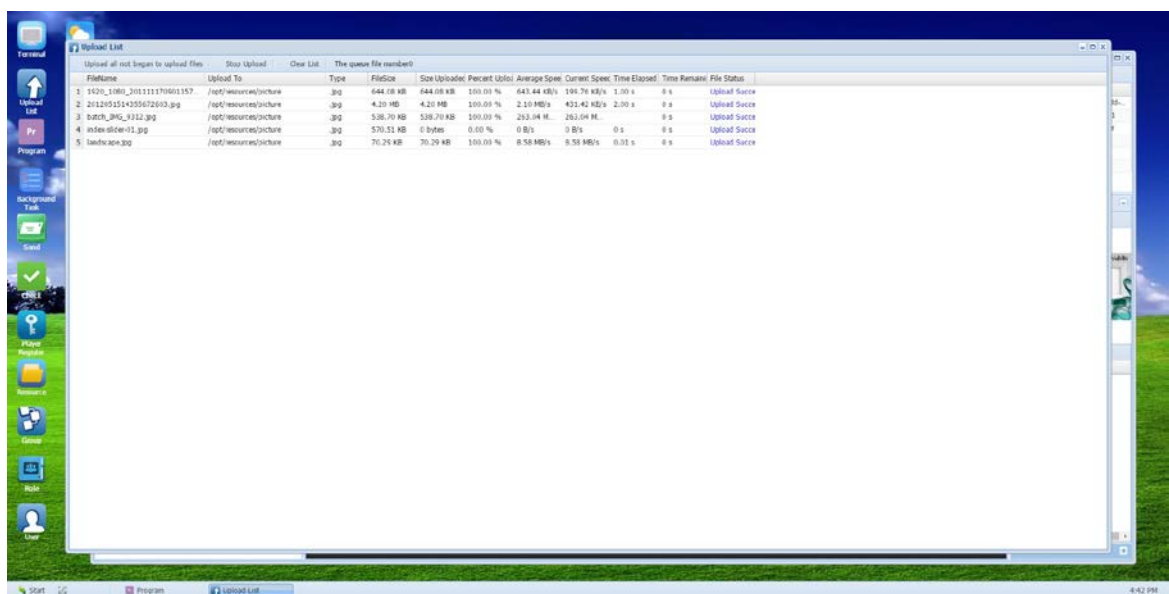


6.1.4 Click “Pictures” folder icon with Right-Mouse-Key and click “Upload Materials” to upload pictures.

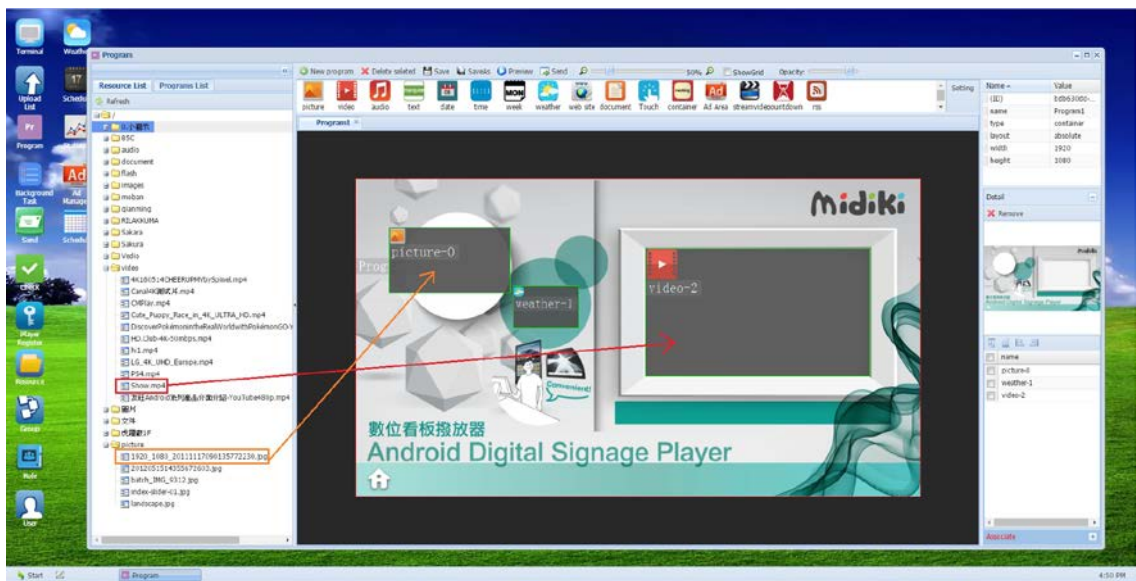
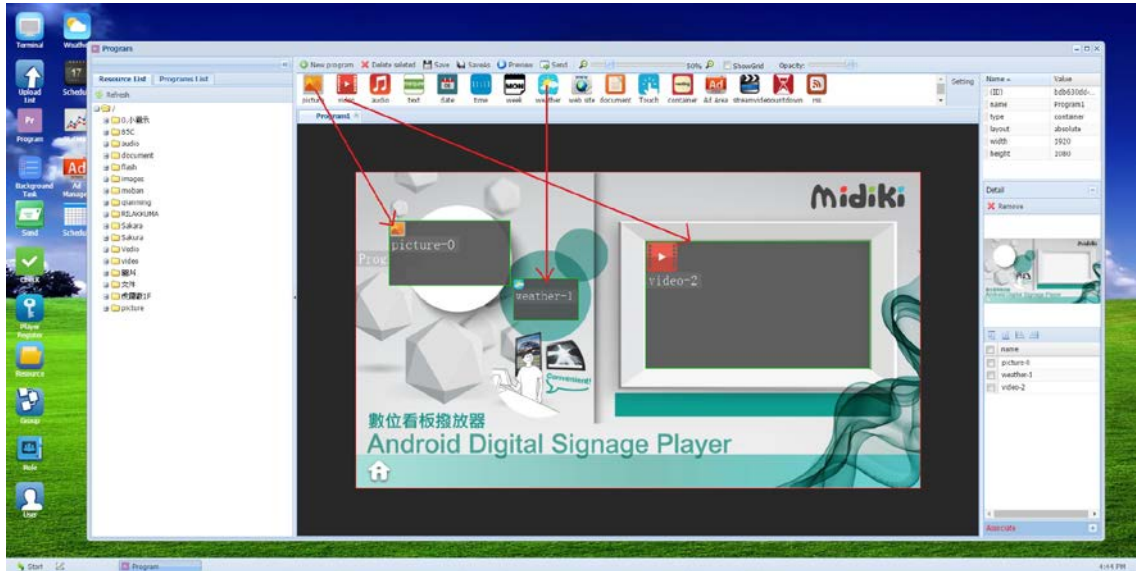




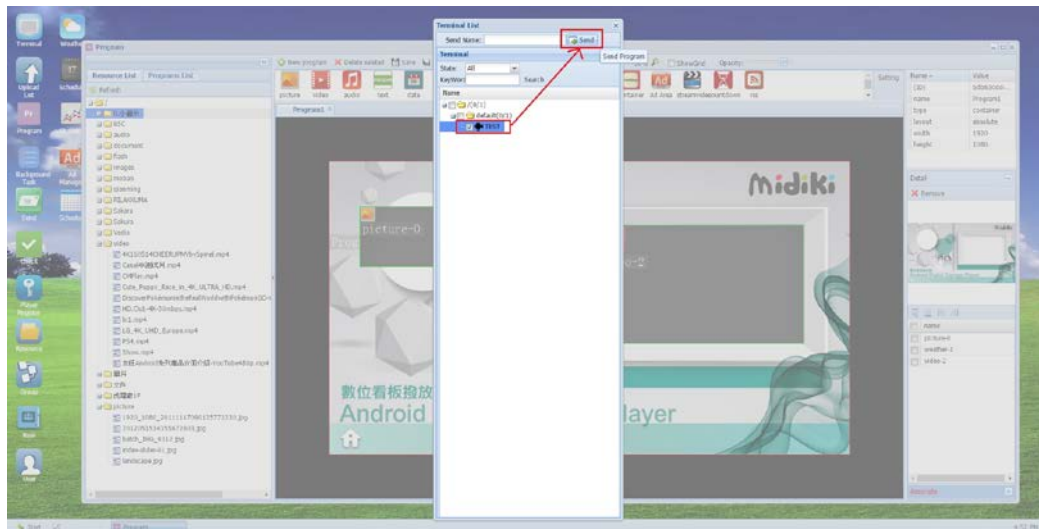
6.1.5 As the “upload list” prompt appears, click up-right-corner to close.



6.1.6 Click elements of “Picture”, “Video” or “Weather” and adjust them to suitable sizes while placing them in the suitable position, while dragging the to-be-uploaded picture or video files to the corresponding “Pictures” and “Video” frames.



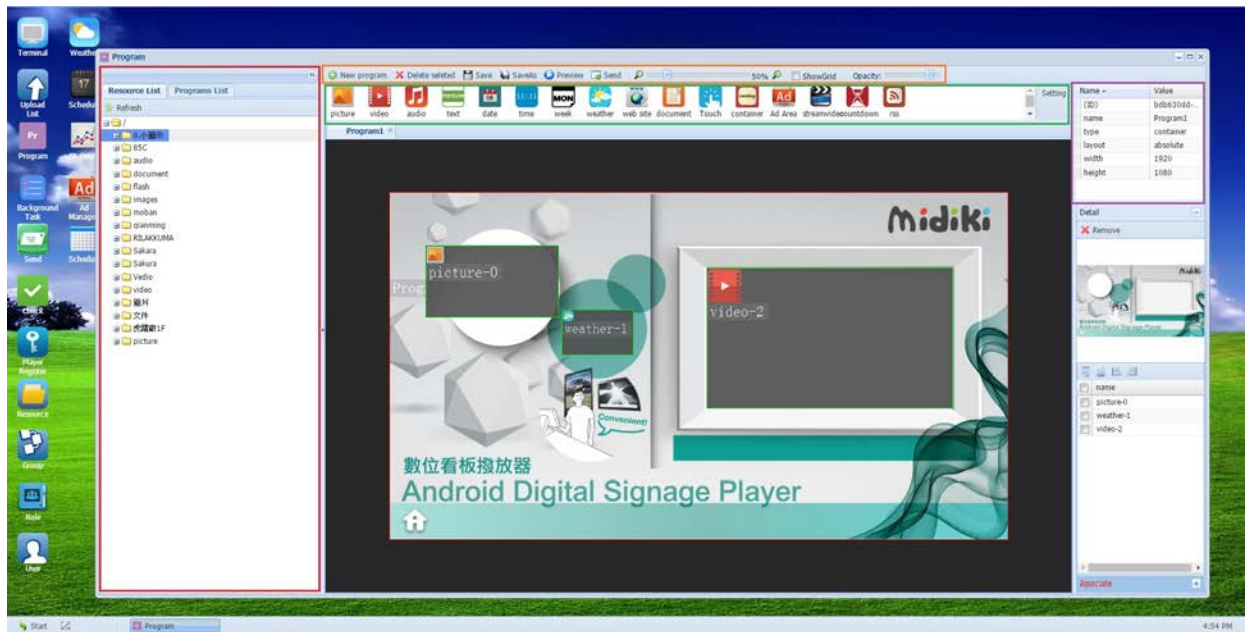
6.1.7 Clicking “Send” to the terminals selected from “Terminal” list.



6.1.8 The operation of terminal programming for videos, weather are similar with pictures.



6.2 Introduction of Program Production Interface



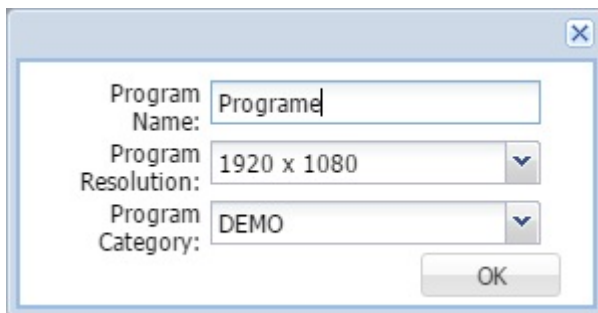
Separate Introductions for 4 frames framed in RED, as illustrated above.

6.2.1 The top-layer functions in the program production window, as shown below :



New Program: Create one new program

The following window appears after clicking “New Program” :



” Program Name”: User to define Program Name

Program resolution: Select “Output resolution” to TV (After initial set-up, resolution can adjust to suit)

Program Category: to set the location of program saved

Deleted Selected: To delete the selected Program Elements

Save: Saving the current program

Save As: Save the current Program as another New Program

Preview: To create HTML page to preview the current program in focus (however, not all the effects in the program shall be completely demonstrated)

Send: To broadcast current program in focus to the terminal player

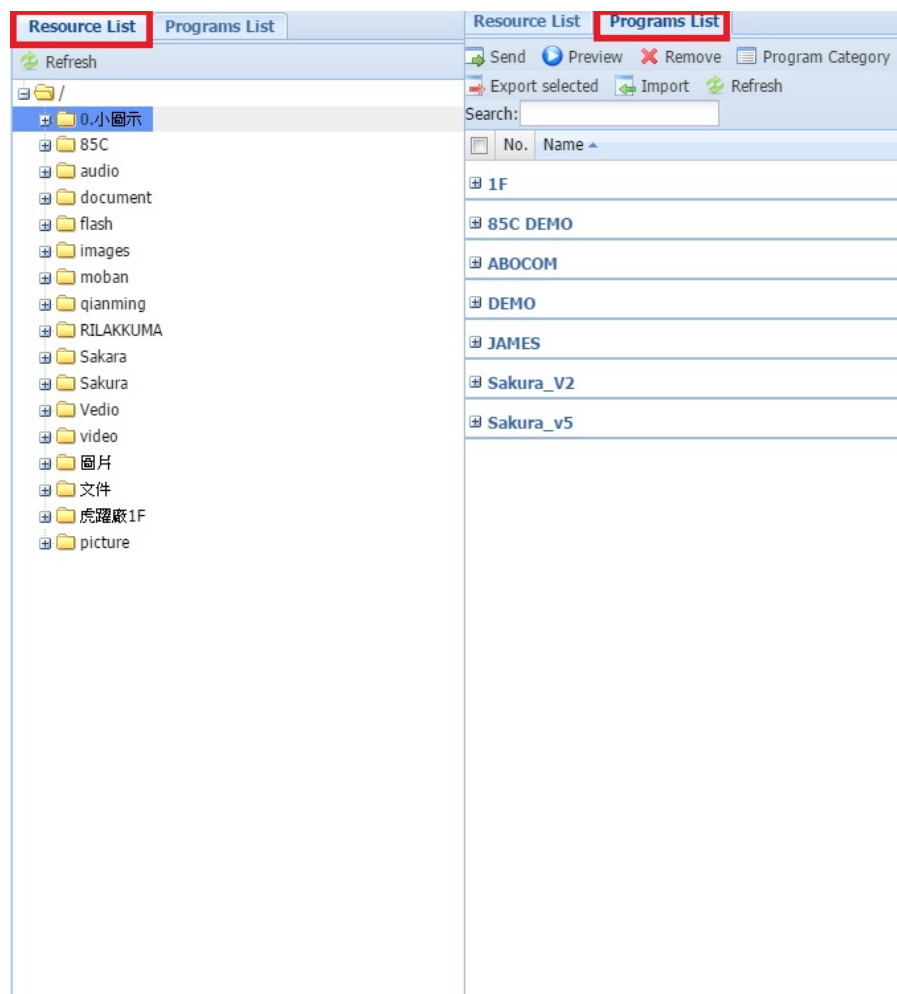
Zoom In/Out: Zoom In & Out for the window of the program

Show Grid: Show Grid lines for the ease of aligning program elements.

Transparency: Adjusting the transparency of program elements

6.2.2 Functions in the left-hand-side columns in the program production window, as shown

below :



Introduction of function buttons in the column of program list :

Send: To broadcast the selected program to terminal player for playback

Preview: To create HTML page to preview the selected program (however, not all the effects in the program shall be completely demonstrated)

Remove: To remove the selected program

Program Category: Used to create or delete different categories of programs

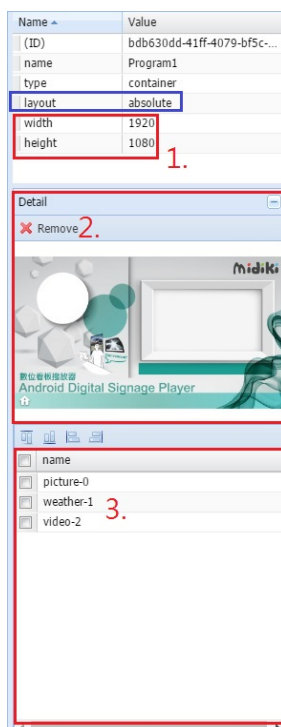
Export Selected: To export the selected program (Please refer to the following chapters for detailed introduction)

Import: To import compressed file of the program

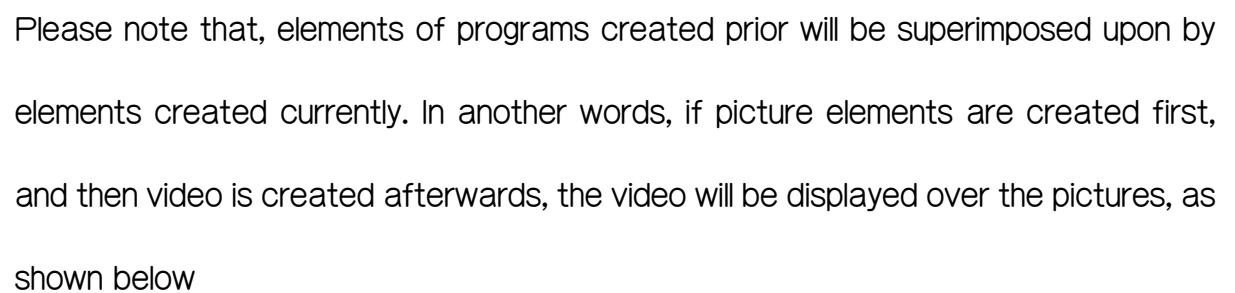
Refresh: To refresh page/content

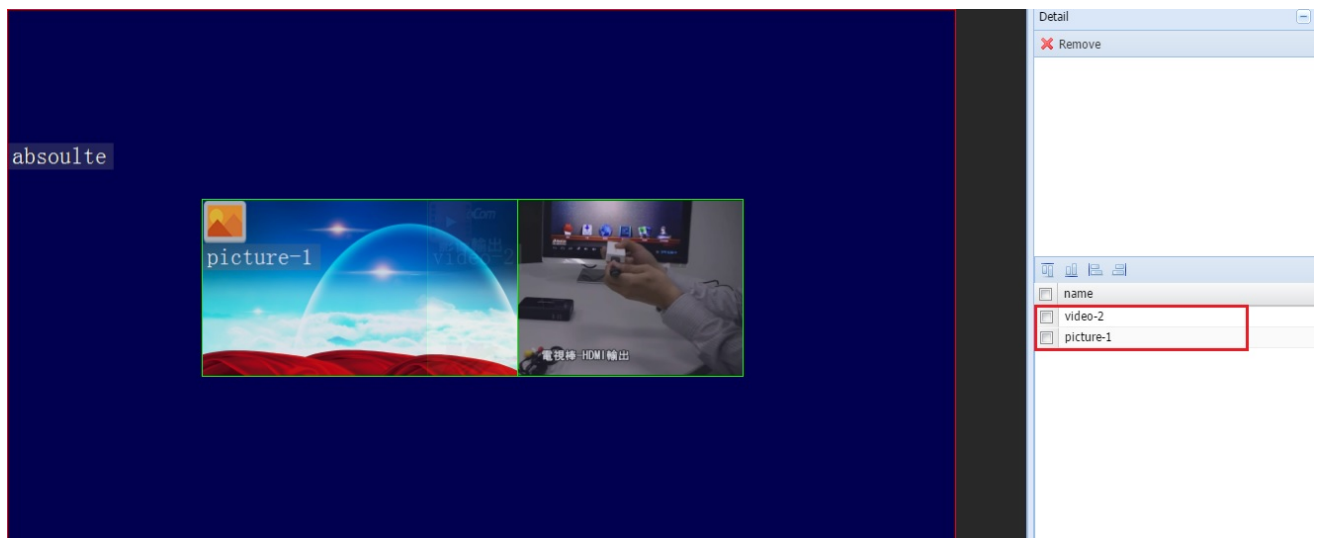
Resource list: All folders of usable materials are shown here, and all those materials can be dragged to be used as program elements.

6.2.3 Functions in the right-hand-side columns in the program production window, as shown below :

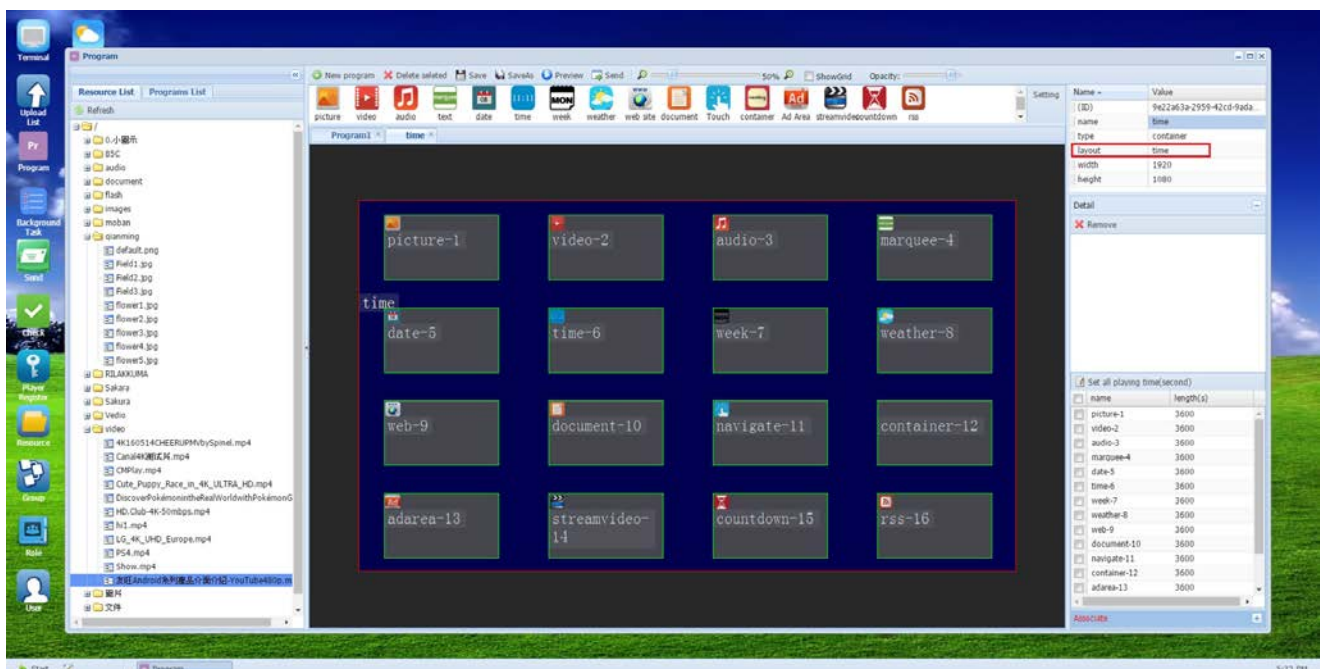


1. **Layout by absolute:** Users are able to freely compose program elements in program layout, as shown below :

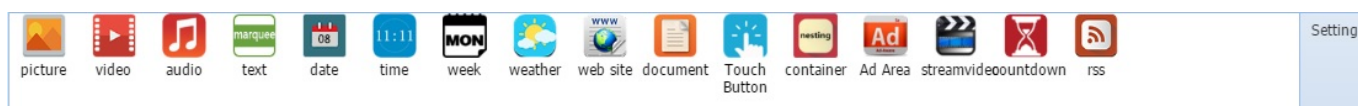




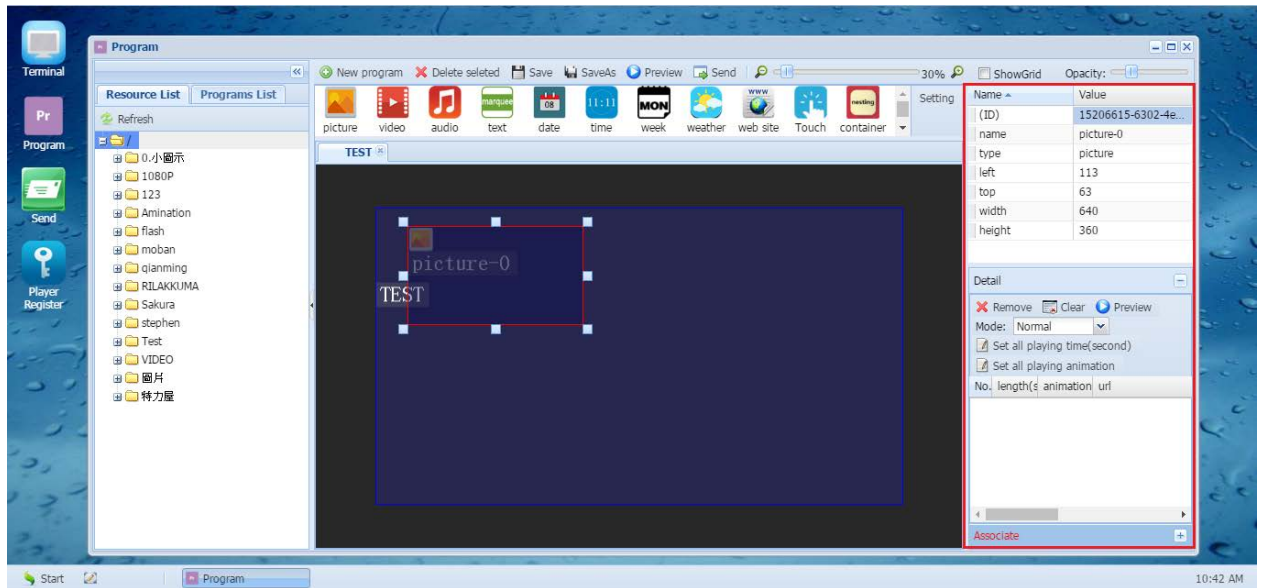
B. Layout by Time: Elements generated will be played based on the order in which they are generated, or the time they are set to be played. When in playback, the heights and widths of all program elements are the same as those of the overall program. The playback length of all contents can be set as designated, as program rotation.



6.2.4 Introduction of functions of program elements :



Signage Program Element Basic Listing, per the diagram tables shown below :



ID: ID number generated for elements by the system

Name: Names of elements, which can be modified, as required

Type: Type of element frames

Left: X-Coordinates of the left-hand-top corner of element frame

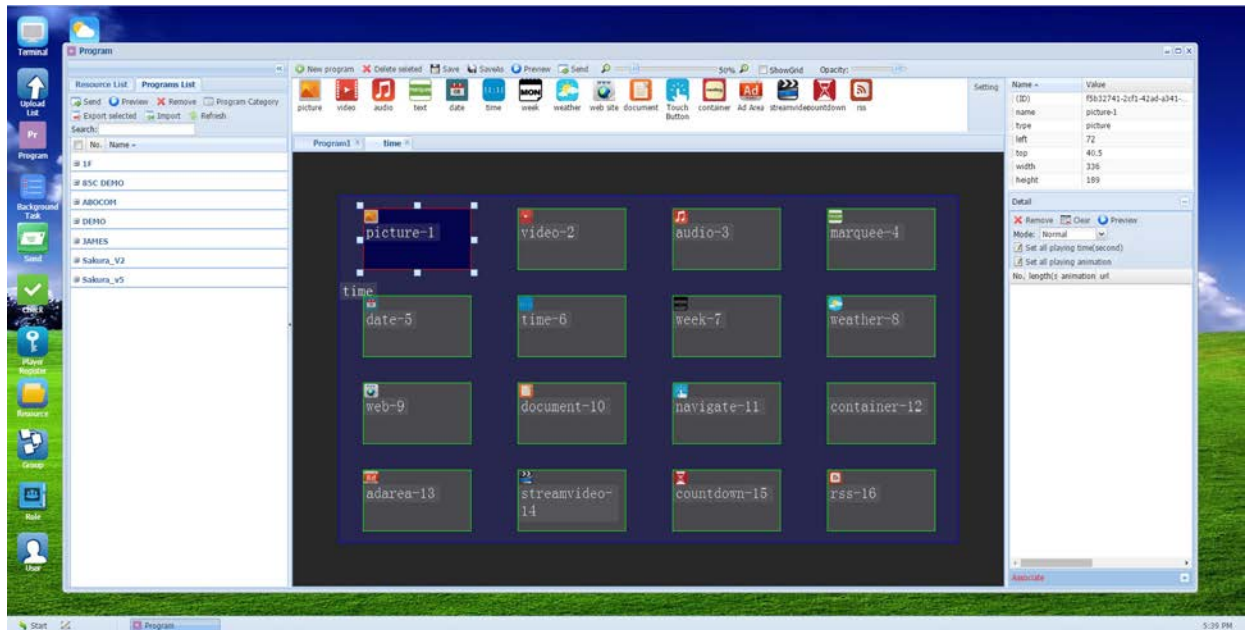
Top: Y-Coordinates of the left-hand-top corner of element frame

Width: The horizontal resolution of element frame

Height: The vertical resolution of element frame

P.S. Only when the layout of program elements is “Absolute”, the width and height of elements frame are hence changeable.

6.2.4.1 **Picture:** Drag material file to picture element frame showing the picture (supported formats: png, jpg, jpeg, gif, bmp)



Remove: To remove the selected item

Clear: To clear all the deployed materials

Preview: To preview selected items

Mode (Norm/Synchronized): If “Synchronized” is selected, it will synchronize all terminals
broadcasting this particular program

Set all playing time(second): Uniformly adjusting broadcast length of all materials

Set all playing animation: Uniformly adjusting broadcast effect of all materials

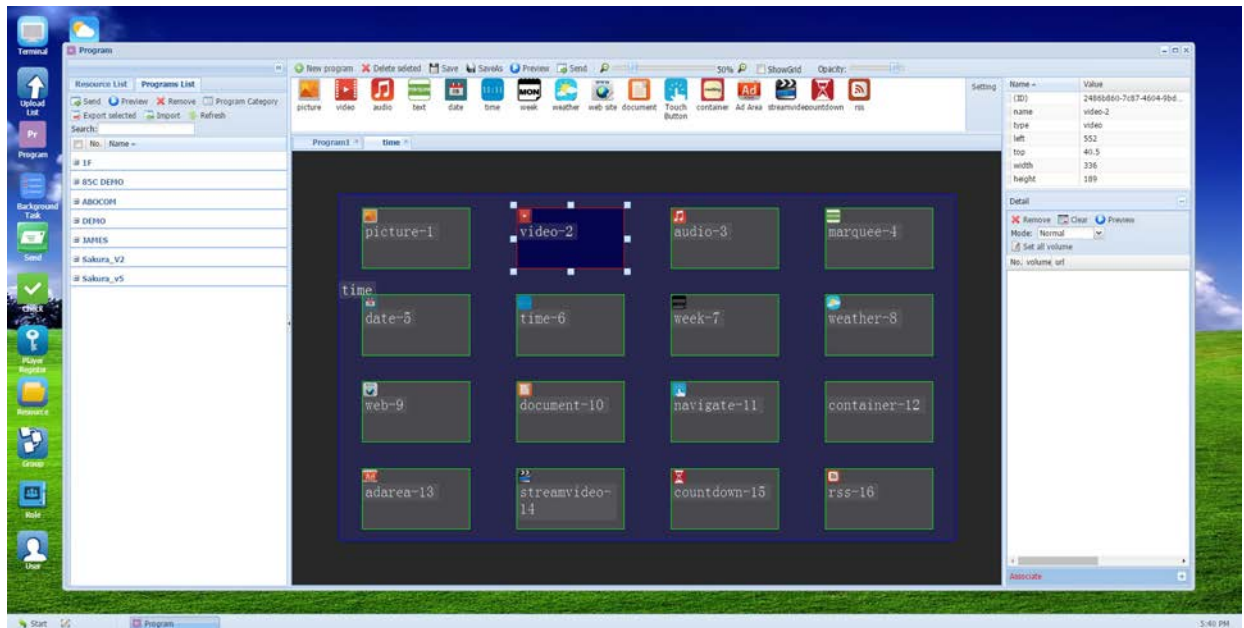
NO.: Broadcasting order can be scroll-adjusted by users

Length : Broadcast length of time of materials

Animation: The special effect for changing frame of pictures

URL: Path to Material, listed in the resource table

6.2.4.2 Video Setting: Drag material file to video element frame showing the video (formats of mp4, 3gp, rmvb, avi, wmv, mkv, mpg, flv, mov are supported)



Remove: To remove the selected item

Clear: To clear all the deployed materials

Preview: To preview selected items

Mode (Norm/Synchronized): If “Synchronized” is selected, it will synchronize all terminals
broadcasting this particular program

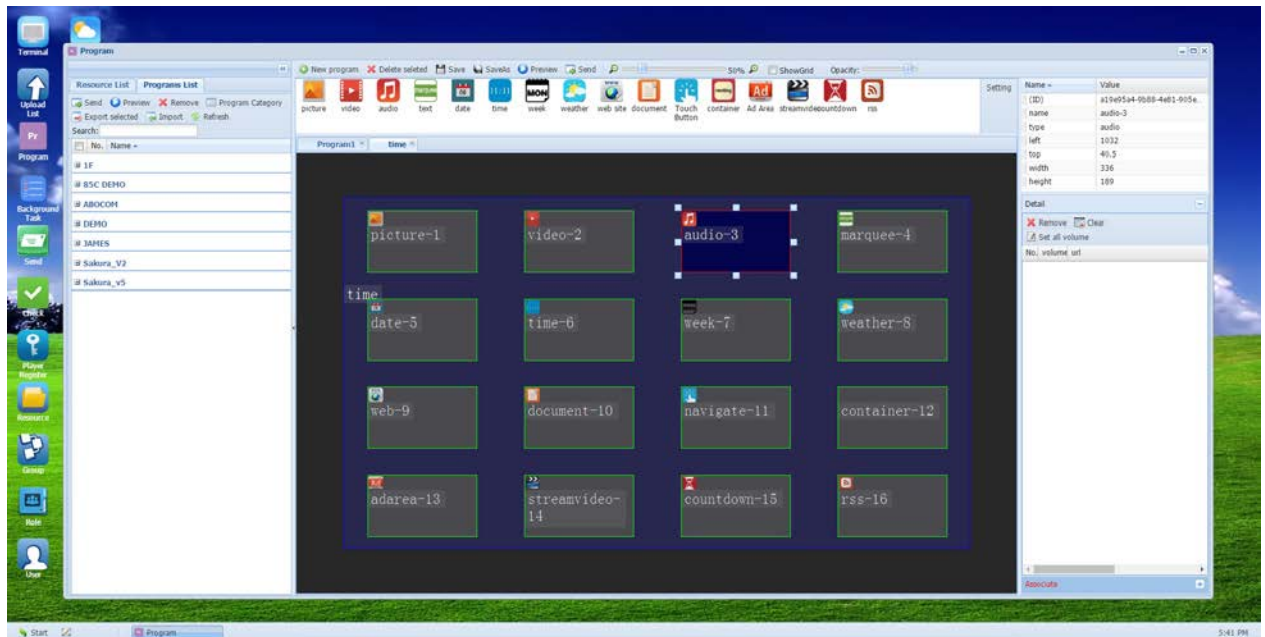
Set all volume: Uniformly adjusting broadcast volume of all materials

NO.: Broadcasting order can be scroll-adjusted by users

Volume: To adjust volume

URL: Path to Material, listed in the resource table

6.2.4.3 Sound Setting: Drag material file to sound element frame playing the sound (formats of
aac, arm, m4a, mp2, mp3, ogg, wav, wma are supported)



Remove: To remove the selected item

Clear: To clear all the deployed materials

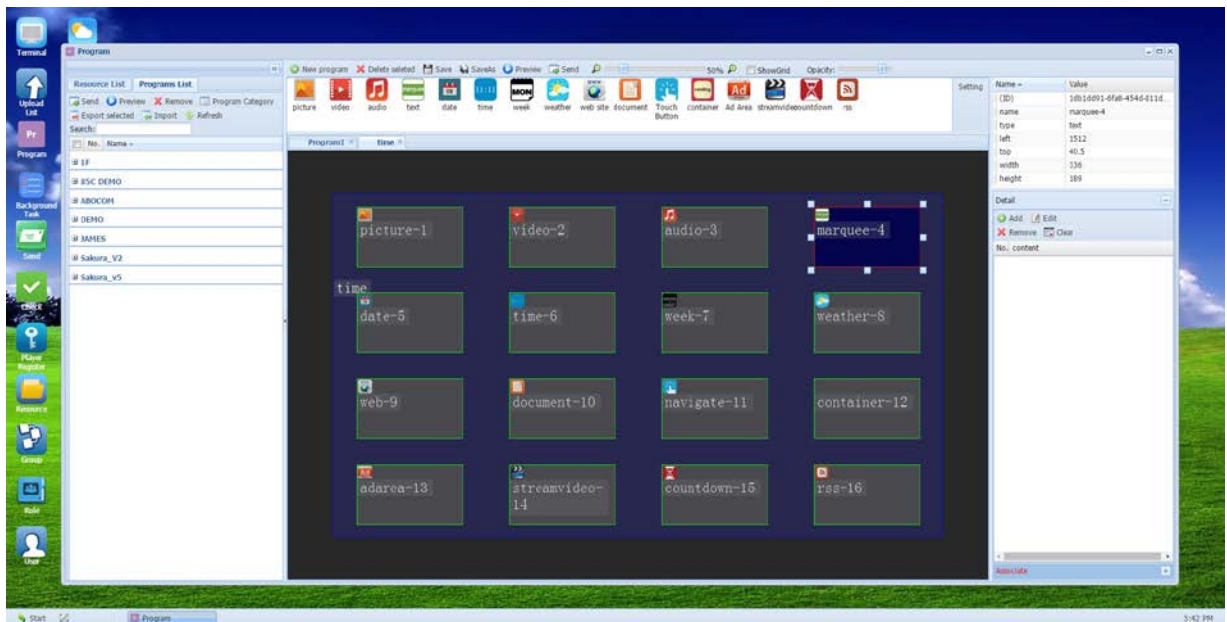
Set all volume: Uniformly adjusting broadcast volume of all materials

NO.: Broadcasting order can be scroll-adjusted by users

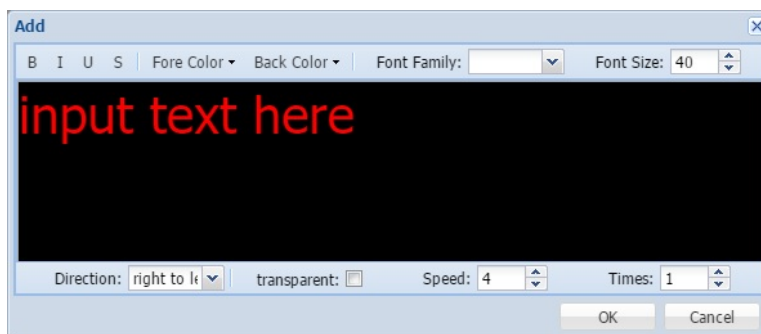
Volume: To adjust volume

URL: Path to Material, listed in the resource table

6.2.4.4 Text (Marquee Setting): Adding texts, as marquee text, to content



Add: To add text to current display



Direction: Can be set right to left

Background Transparency: When selected, background becomes transparent

Speed: Speed at which texts moves in display

Times: Times at which texts appear in display

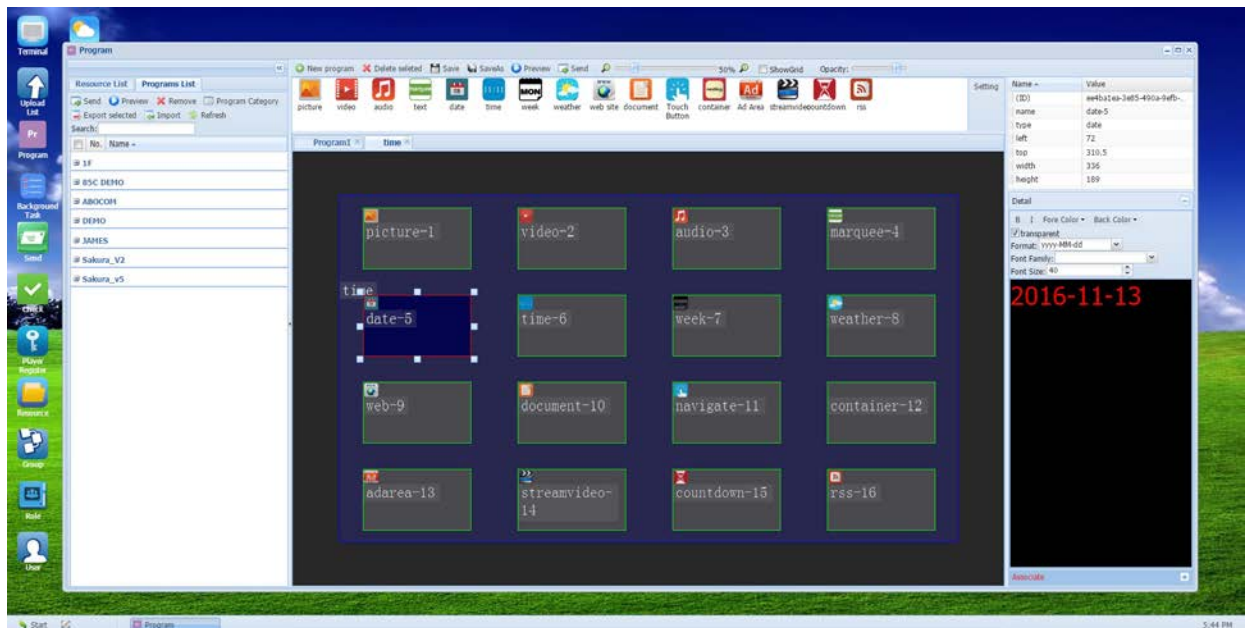
Remove: To remove the selected item

Clear: To clear all shown(marquee) texts.

NO.: Broadcasting order can be scroll-adjusted by users

Content: Content of (marquee) texts

6.2.4.5 Date: Support display of date information (provided that terminals are connected to internet)



B : To embolden text

I : To italicize text

Fore Color: Setting the color of texts

Back Color: Setting the color of background

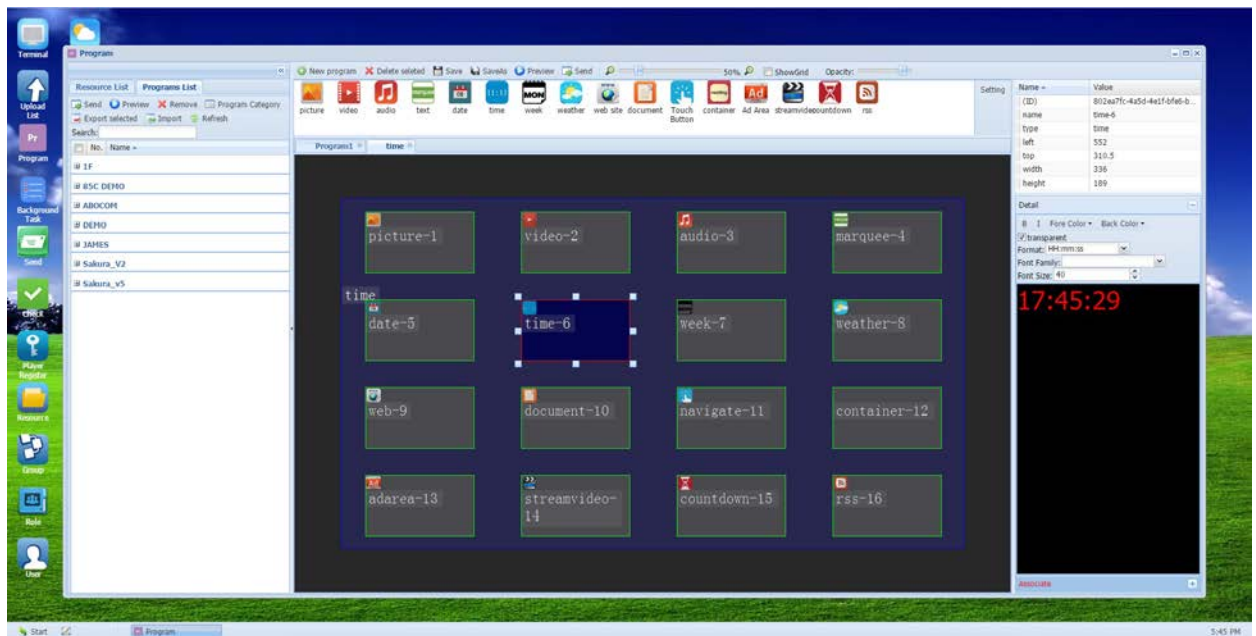
Transparent: When selected, background becomes transparent

Format: Setting the display format of date

Font family: Setting of font

Font Size: Setting font size

6.2.4.6 Background Transparency: When selected, background becomes transparent (provided that terminals are connected to internet)



B : To embolden text

I : To italicize text

Fore Color: Setting the color of texts

Back Color: Setting the color of background

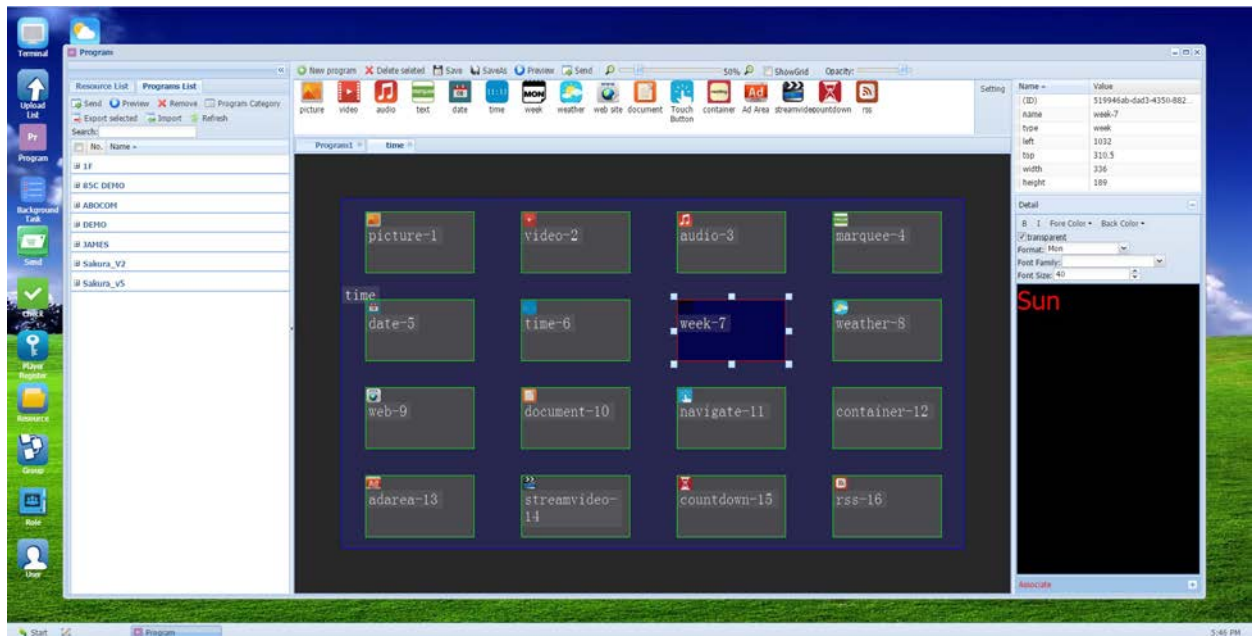
Transparent: When selected, background becomes transparent

Format: Setting the display format of date

Font family: Setting of font

Font Size: Setting font size

6.2.4.7 Week: Support displaying Weekly information (provided that terminals are connected to internet)



B : To embolden text

I : To italicize text

Fore Color: Setting the color of texts

Back Color: Setting the color of background

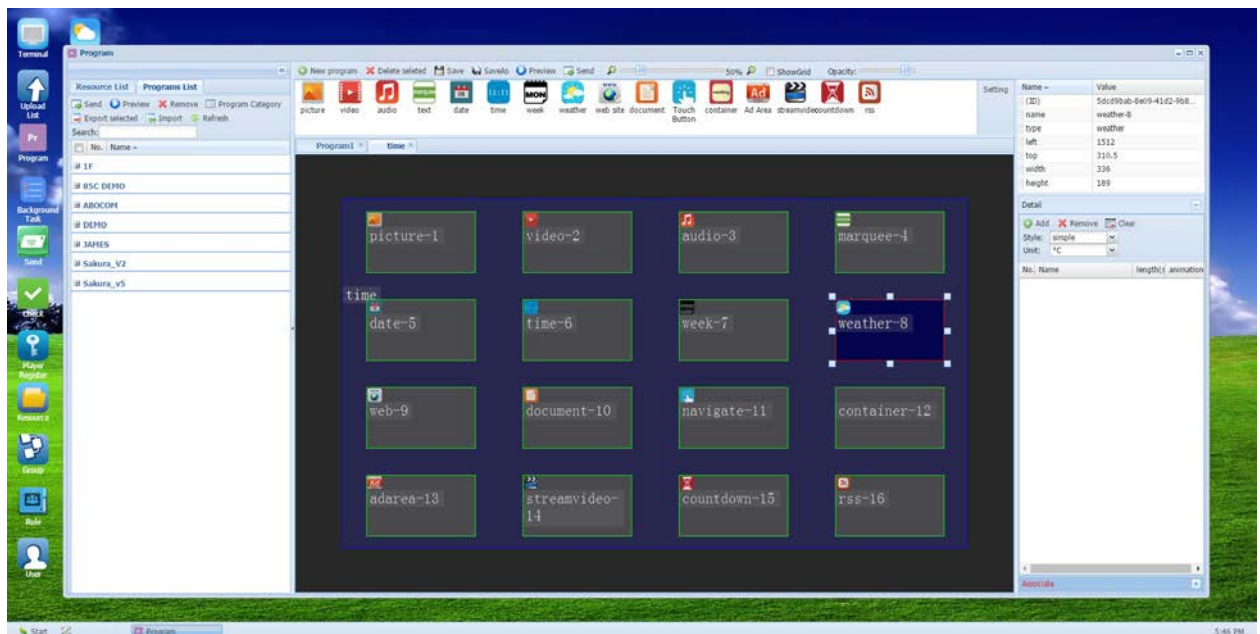
Transparent: When selected, background becomes transparent

Format: Setting the display format of week

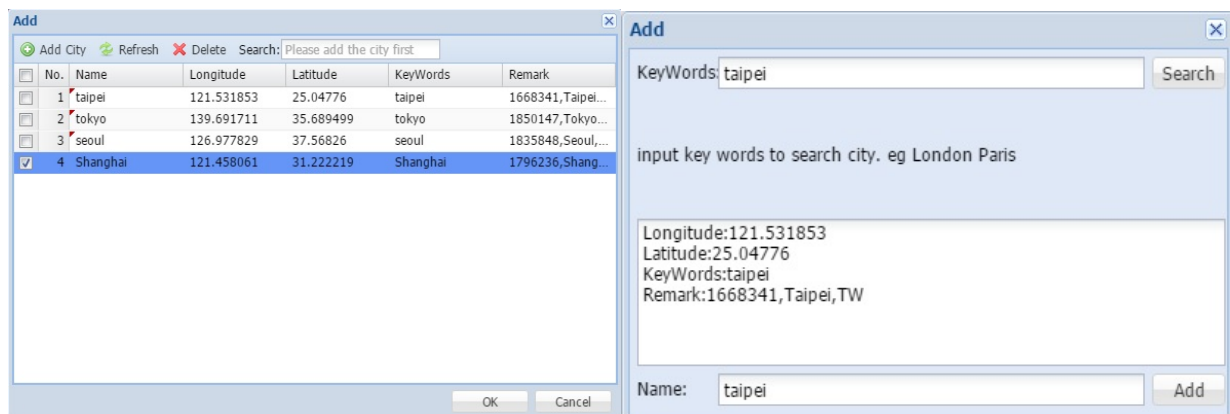
Font family: Setting of font

Font Size: Setting font size

6.2.4.8 Weather: Adding city information to display weather information of cities in each region (provided that terminals are connected to internet)



Add: To add new city, by clicking “Add City” and key-in city name (either Chinese or English),
and once system search generated results, then the city name can be added.



Remove: To remove the selected item

Clear: To delete all items

Style: 3 Built-in display styles

Unit: Celsius/Fahrenheit

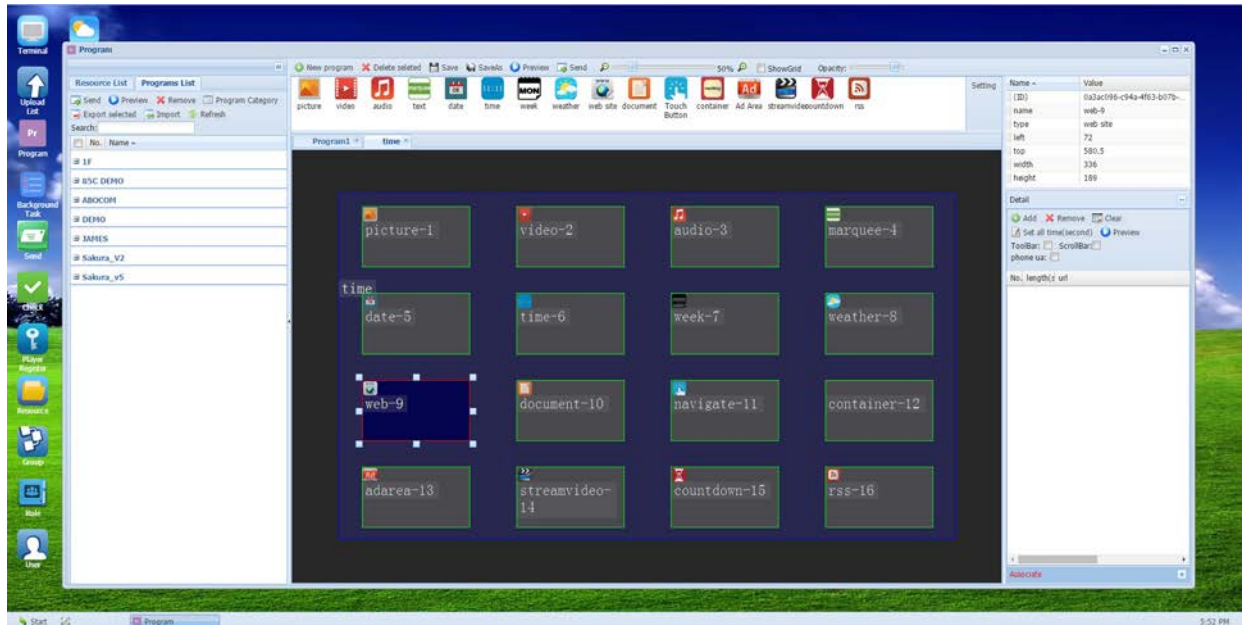
NO.: Broadcasting order can be scroll-adjusted by users

Name: City Names

Length: Time duration of display

Amination: Special effects for switching between different weather displays

6.2.4.9 Web Page: To add URL to show web page content, supporting formats such as, aac, arm, m4a, mp2, mp3, ogg, wav, wma, (provided that terminals are connected to internet.)



Add: Add new URL

Remove: To remove the selected item

Clear: To delete all items

Preview: To preview selected items

Setting all Time(Second): Synchronize all web pages time

ToolBar: Showing “Tools”

ScrollBar: To show up-and-down scroll-bar

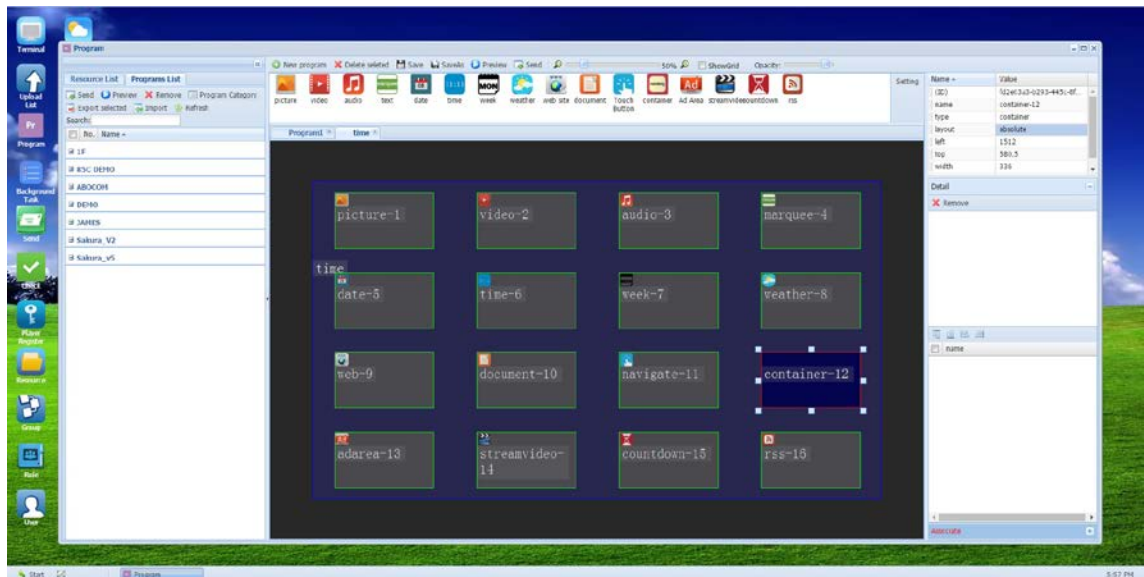
Mobile phone: The page will be shown in mobile phone as well.

NO: Broadcasting order can be scroll-adjusted by users

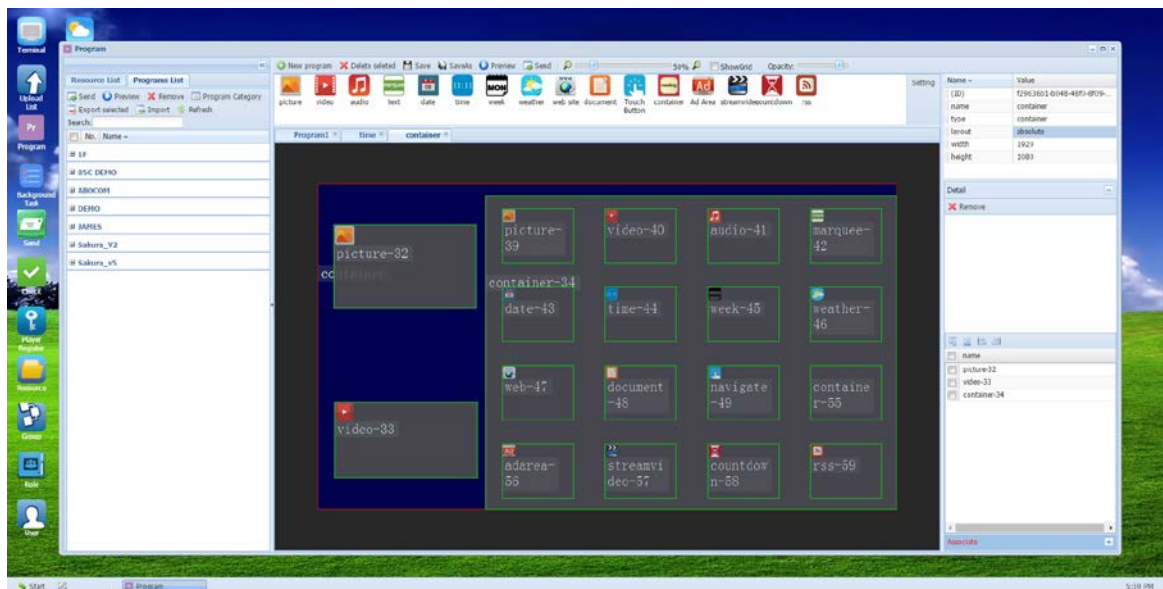
Length: Time duration of web page display

URL: Web page URL Address

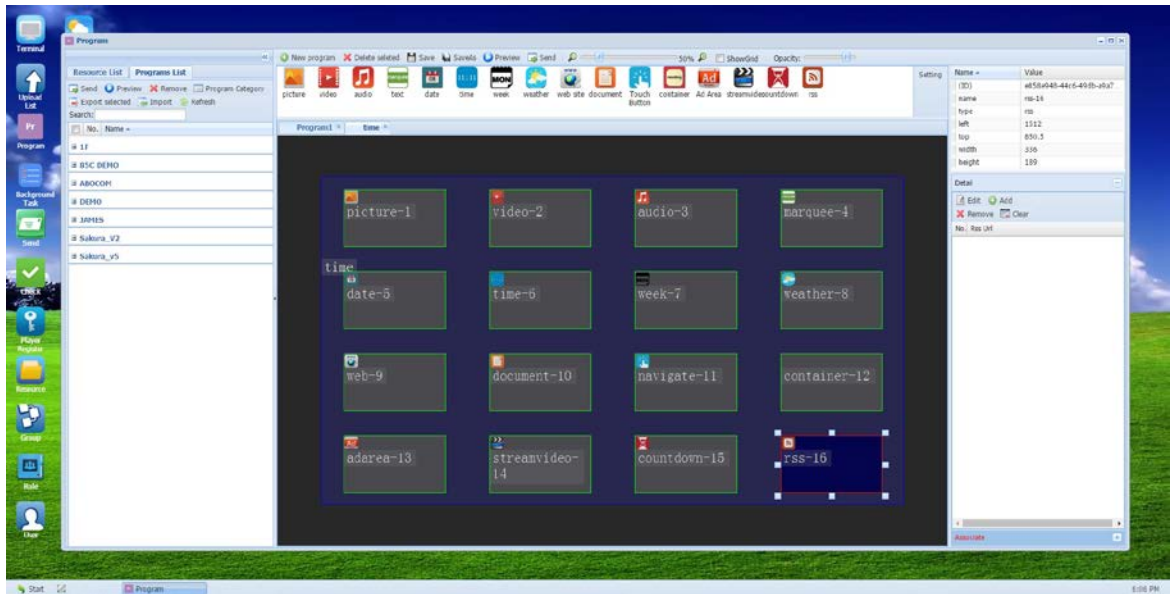
6.2.4.10 **Container:** Mainly used to embed other program elements, as all kinds of elements to be placed within the same frame. ◦



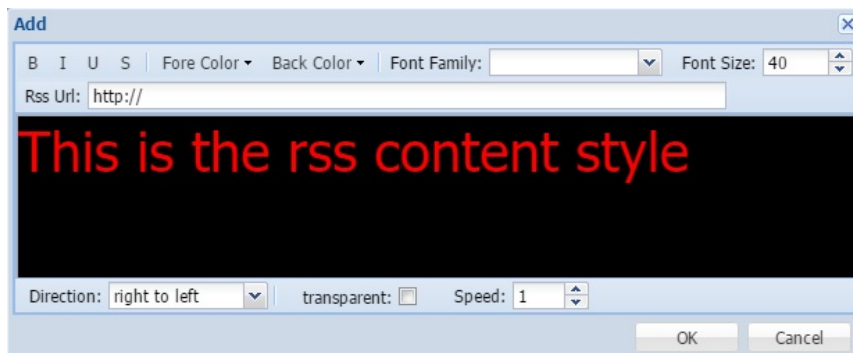
Simple explanation, put one program within another program



6.2.4.1 1 RSS: To display content of RSS subscription



Add: Click to add new edited RSS content



Direction: To set direction of text movement

Transparent: When selected, background becomes transparent

Speed: Speed of text movement

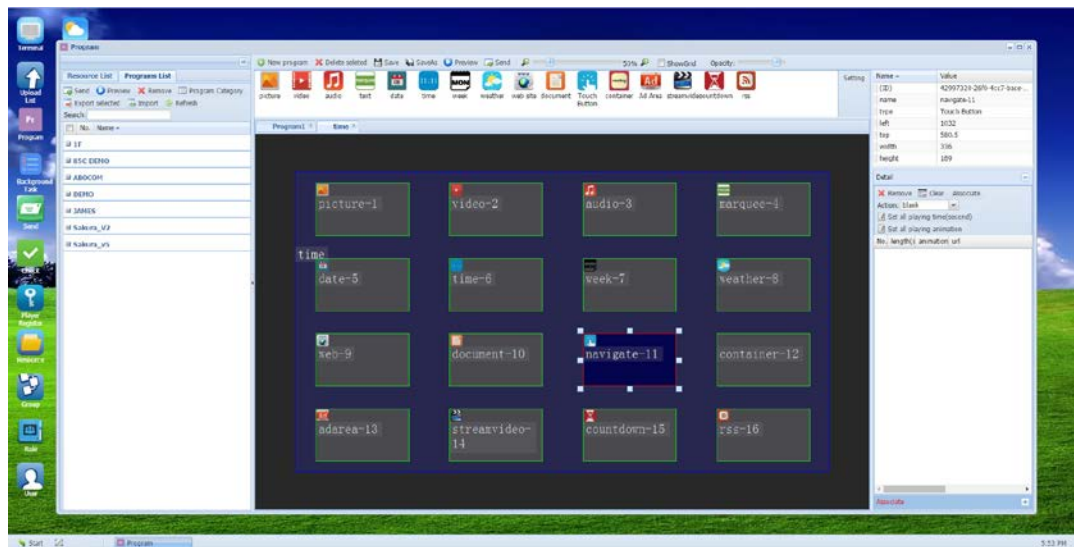
Remove: To remove the selected item

Clear: To delete all generated items

NO.: Broadcast order can be scroll-adjusted by users

RSS URL: URL path for RSS

6.2.4.12 Touch Button : To design an area that can active by touch the touch-screen. (This function apply for CMSO2 and CMSO3)



Only graphic file can be used for this element.

Remove : To remove the selected item

Clear : To delete all of used elements

Set all playing time : Set the display time for all of elements

Set all playing animation : Set the animation for all of elements

NO. : Playing ordering , can be adjusted by dragging the element

length : The playing time length

animation : The animation effect during the element change

url : The resource path for the element

Action : To select the interactive as " blank" "Home Page" "Return"

Associate : Click to lunch the advance setting:

The screenshot shows a software window with a toolbar at the top containing icons for 'Add', 'Edit', 'Remove', 'Clear', and 'Set all timeout(second)'. Below the toolbar is a table with four columns: 'Type', 'Timeout', 'Destination', and 'Remark'. The table is currently empty. At the bottom right of the window are 'Submit' and 'Cancel' buttons.

Edit : To edit the active content

Remove : To remove the selected item

Clear : To clear the item

Set all timeout : To set the time that back to home page

Add : To add the active item:

The screenshot shows a software window titled 'Interactive Content'. It has several input fields: 'Show Area:' with a dropdown menu showing '>time', 'Interactive Type:' with a dropdown menu showing 'data', 'No touch return time(S):' with a numeric input field showing '60', and a 'Remark:' text field. Below these fields are radio buttons for 'picture', 'video', 'document', 'flash', 'web site', and 'Linked Program' (which is selected). Under the 'Detail' section, there is a 'Search:' field with a 'Refresh' button. Below the search field is a list of items with expandable icons (plus signs) and names: '1F', 'B5C DEMO', 'ABOCOM', 'DEMO', 'JAMES', 'Sakura_V2', and 'Sakura_v5'. At the bottom right are 'Submit' and 'Cancel' buttons.

Show Area : The area to active after touch

Interactive Type :

data : To display graphic, video, web page, program

condition : (This item only apply for windows based media player)

next : To display next content

previous : To display previous content

play : To display current content

pause : To pause the display

stop : To stop the display

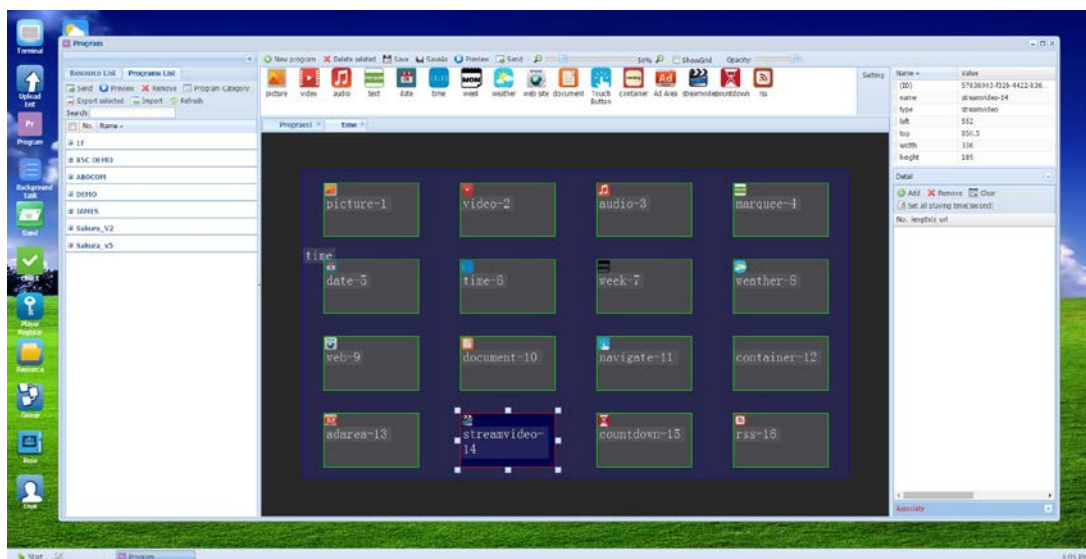
rewind : To rewind the display

fastforward : To forward the display

No touch return : To set the time return to home page without any touch

Interactive Content : To select picture, video, web site, and linked Program if you select the data in Interactive Type.

6.2.4.13 Streamvideo : To display the stream video from the hyper link with “rtsp://” head address. (This function only apply for CMSO3)



Add : To add a new hyperlink address

Remove : To remove the selected item

Clear : To clear the used item

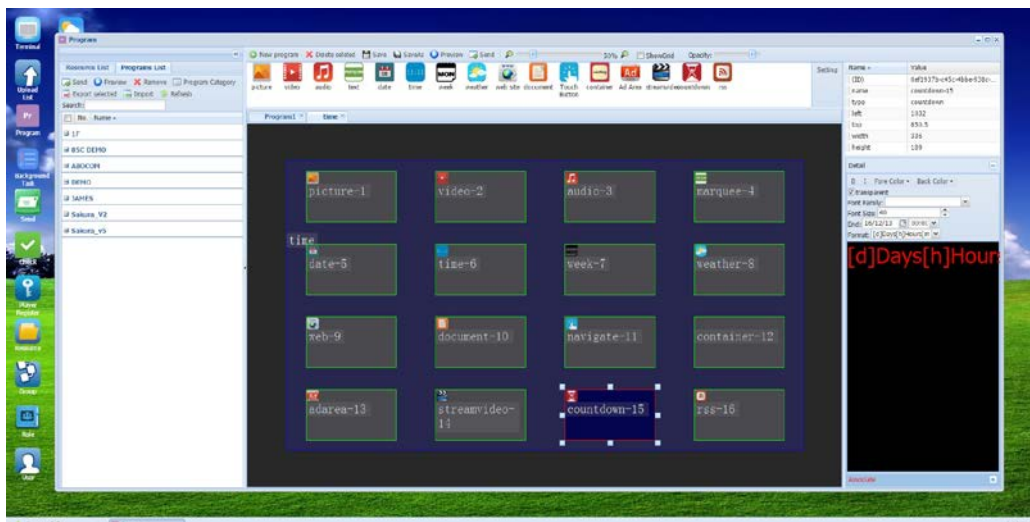
Set all playing time : Set the playing time for all of web page

No. : Play ordering , can be adjust by dragging the item

length : The play time length

url : The hyper link address for rtsp://

6.2.4.14 countdown : The timer for countdown (This function only apply for CMSO3)



B : To set the font type with Blod

I : To set the font type with Italics

Fore color: To set the color for the prospect

Back color: To set the color for the background

Transparent : To select and make the background as transparent

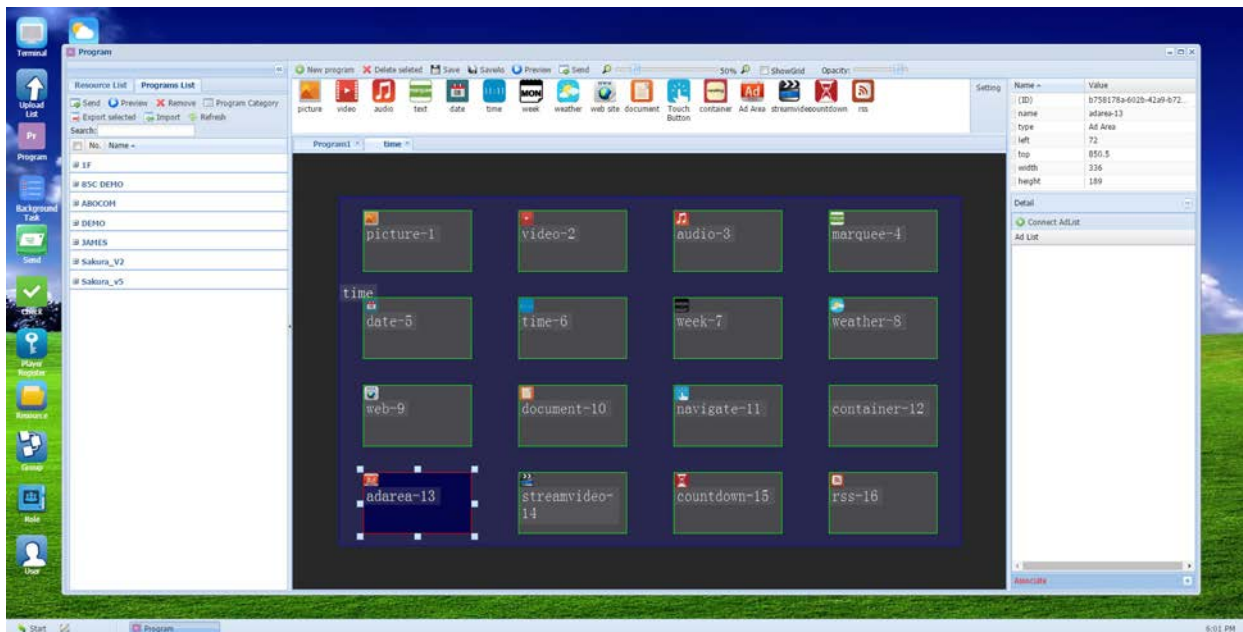
Font Family : To select the font type

Font Size : To set the font size

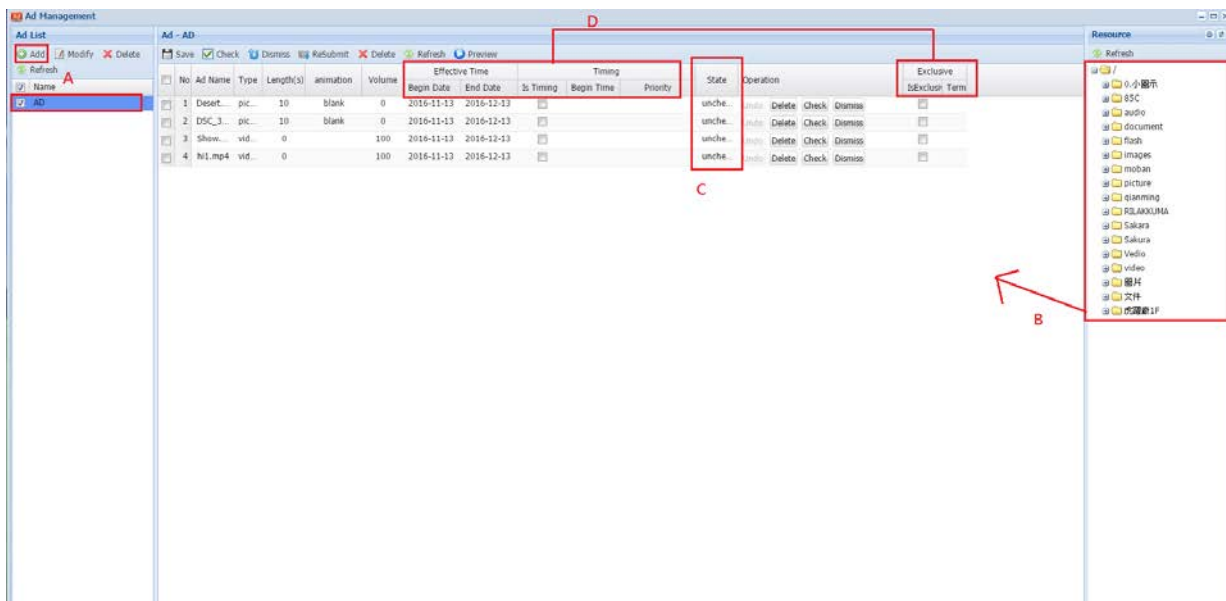
Format : To set the date and time display format

End : To set the countdown time and date

6.2.4.15 Ad Area : To create an area to display a temporary ad content during the regular program. (This function only apply for CMSO3)



To edit the ad content in “Ad Management”



- A. Click the “Add” to create a new ad , double click the item and star edit
- B. Dragging the picture or video elements
- C. Before to push the ad to media player, please make sure the element should be in “examination passed” status

D. To set the display time and date

7. Server and Digital Signage Connection Concept

CMS Signage Content Management System provides centralized CMS (Content Management System) through internet connection. And via server control, it provides trilateral remote-control mechanism to operate the Digital Signage under networking connection. From that, there are 3 roles of Server-End, Console-End and Player, per the explanation below :

Server : Server: In charge of mission management of back-end database and operation management, execute console-end and Player.

Console : Connected to the operation interface of Server, mainly through web pages, to provide management, design and scheduling functionalities, and also uploading to server.

Player : Playback terminal device that receives program content broadcast