ZEMSO-ODF550-AT

Server Software User Manual

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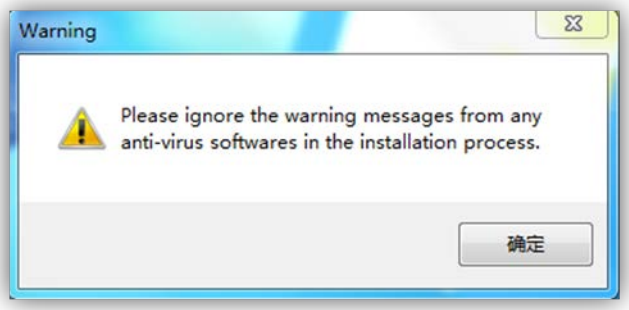
1 Server Software Installation

Note One: Please uninstall old version iDS6 software in advance. If user installs Tomcat and MySql and other software, please uninstall that software to avoid failed installation. It is recommended that close related anti-virus program

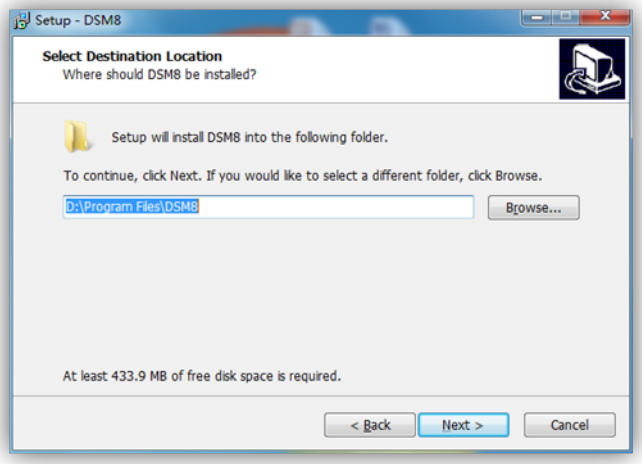
Note Two: If iDS6 Software has been installed, please click **Start->All Program->IDSV6->Uninstall**

iDS6 Software Running Environment can support Windows XP, Windows 7, Windows Server 2003, Windows Server 2008 and etc. The installation files name is similar as "**iDS6_Win64_En_V5.5_20150121.exe**" and then **Double Click** to directly enter installation progress.

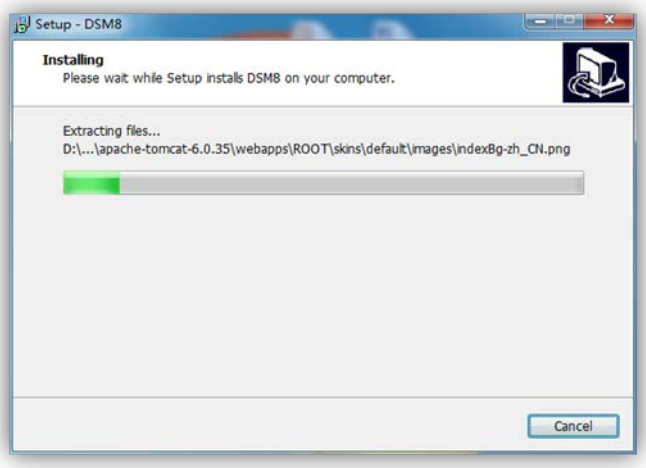


Pic 1.1

During installation, in order to avoid errors, Installation path should not appear Chinese or special characters. It is recommended that install software into root directory of hard disk and default is in D:\Program Files. If there is no D Hard Disk, please choose another one hard disk of root directory by yourself.

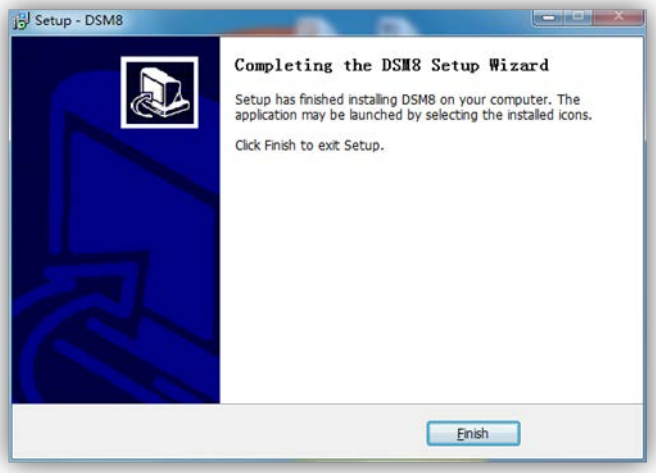


Pic 1.2



Pic 1.3

Then wait for several minutes, installation is finished.



Pic 1.4

Open Start->All Program->IDSV6->Setup iDS6 , make sure the services are working.

Pic 1.5

Or open the Task Manager->service, you can see three DSM service.

Then, Please click short cut on desktop “Login iDS6” to check Server Software is running well or not as bellow:

Pic 1.6

If service cannot run well, please contact with our IT engineers.

2 Software Introductions

Login Page:

iDS6 Software is web-based. Not only user can click “Login iDS6” on desktop, also open iDS6 software by inputting IP address through browser.

Q: If I install software into A computer, can I manage it though B computer?

A: No problem at all. Just need input IP address of A computer in B computer.

Default Login Info:

Username: admin Password: admin Corp ID: demoiDS6 Software Interface as bellow:

Pic 2.1

Server software includes Resources, Composer, Player, Monitor, Account, Statistics and etc. Normal operation process is that Upload Resources, Make Composer, Register Player, Set Playlist and Check Statues. Advanced setting includes Remote Monitor, Upgrade Player, and Analyze Problems, Player Report, Check Screenshot, Account Role, Record Statistics and etc.

2.1 Homepage

Pic 2.2

Zone 1: Server Software Info

Server IP: For it is local machine, so IP address shows 127.0.0.1. If user uses another computer to visit iDS6 software, then IP address is of server software.

Website Port: Default HTTP Port is 80. User can change it through "Setup iDS6".

Note: If Website Port is changed from 80 into 8080, then server software address is IP address: 8080.

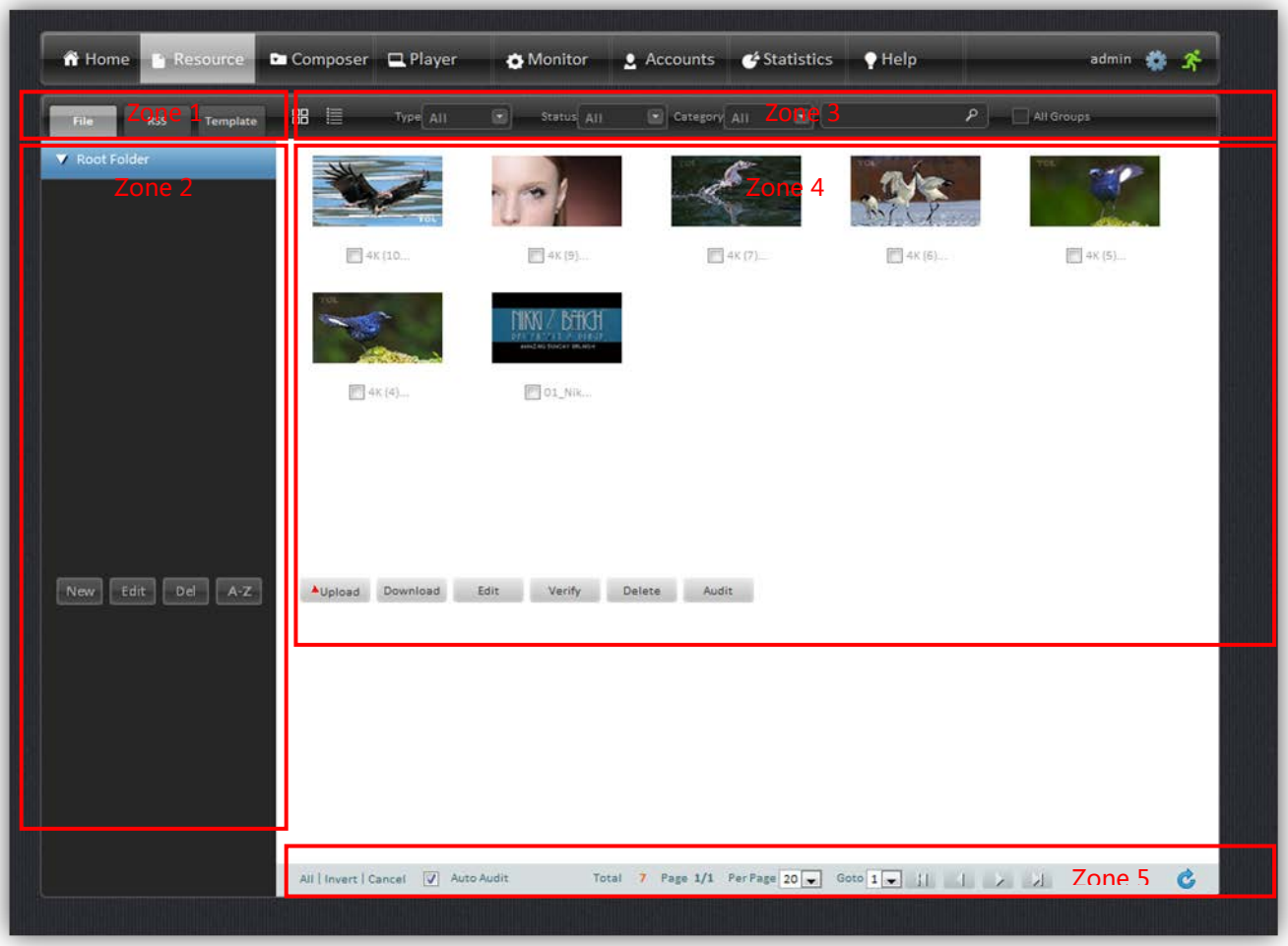
Control Port: Get communication between Server and Player.

Corp ID: Administrative domain after login iDS6 Software.

The following Control Services, Web Services and Database Services need to be shown "running".

Zone 2: It records connection of iDS6 Interface and Players Statues. User can check playlists statues of players through here.

2.2 Resources



Pic 2.3

Zone 1: Resources mainly includes File, RSS and Template. File includes Video, Image and etc.

Hereby, some RSS materials are offered and user can also create own RSS resources.

Template is for saving playlist templates which already have done. We also offer some templates for your reference.

Method of RSS and Template is almost similar. Hereby, it mainly introduces File as bellow:

Zone 2: User can set up various levels of file folders to make resources organized.

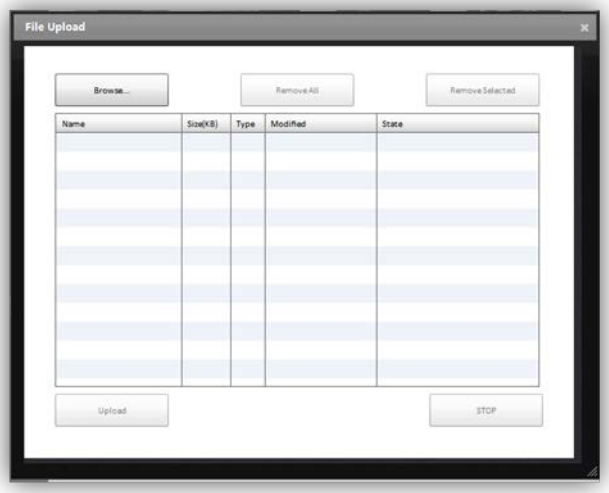
Zone 3: It is faster to locate resources which you would like through screening method.

Zone 4: Resources Show Zone and click Zone 2, Zone 4 will show them out.

Upload :upload resources from local computer.

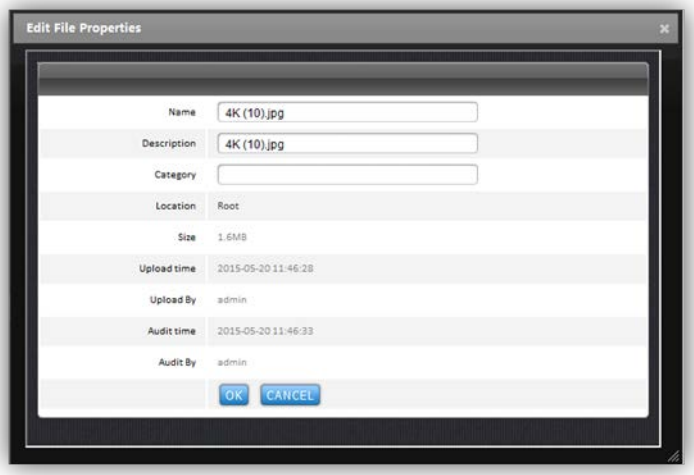
Note: Click "**Upload** "and appear Flash Upload Interface (there is installation suggestion if native machine does not install Flash programs). Or drag one file or multiple ones to upload. User also can click "Browser"to search files in computer.

"Download" is used for saving uniformed files into assigned root directory to back up or check. Click " Direct Preview " in file list or Thumbnails to preview files.



Pic 2.4

"Edit" is used for modifying related info as bellow:



Pic 2.5

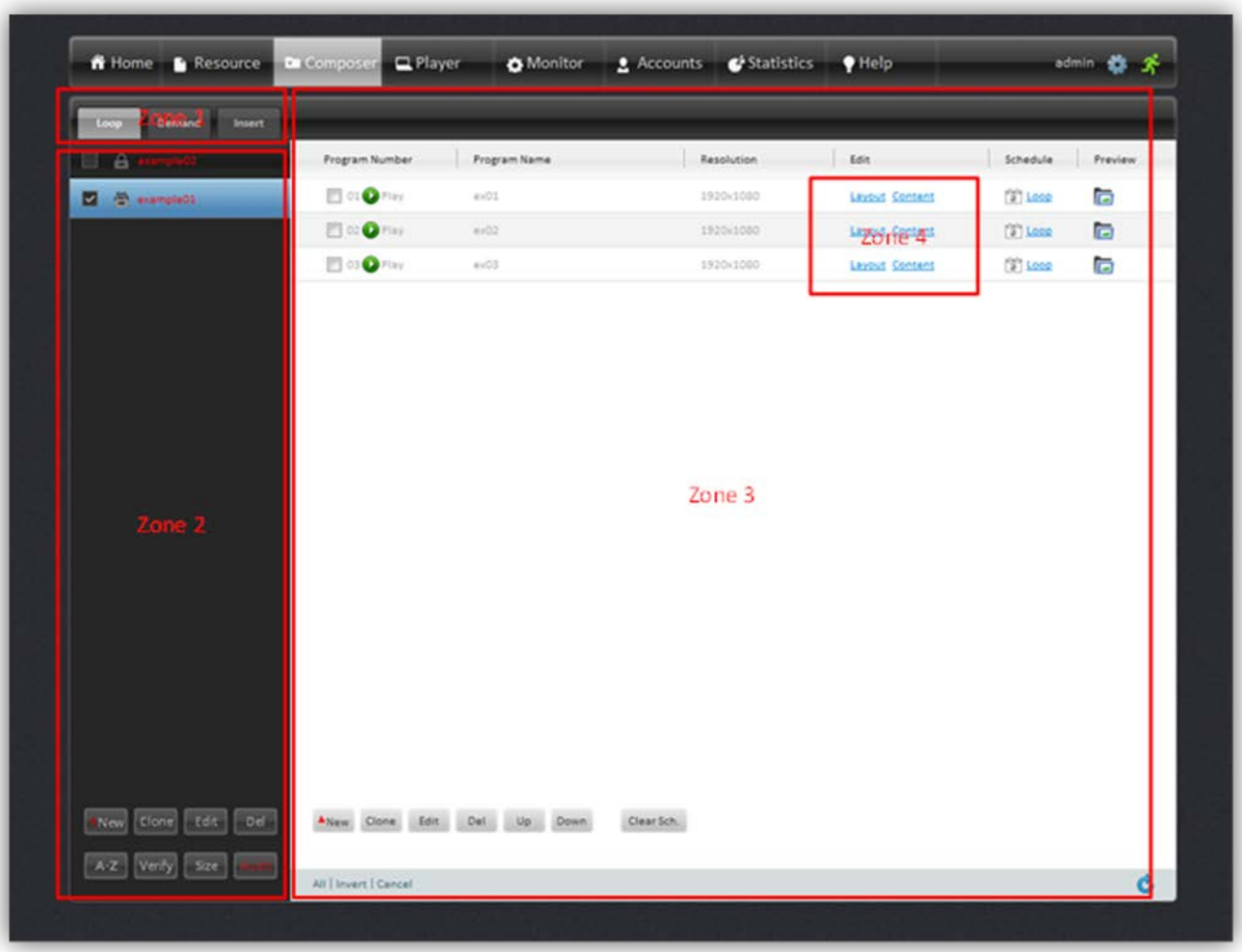
"Verify" is used for checking files abnormal. For example, if database or physical files occurs binary errors, or broken or deleted, and then verification is failed.

"Audit" is used for auditing resources. Only files which are audited and then they can be used for composer.

Notice: In Zone 5, please choose “Auto Audit”. If user does not choose it, resources need to be audited after uploading.

Zone 5: File list can be flexibly checked according to every page 10 /20/50. Or directly jump into certain page according to specific page number. Also user can click shortcut to enter into Home, Page-end, Last, Next and etc. Please take notice on “Auto Audit” and user need check it out.

2.3 Composer



Pic 2.6

Zone 1: Composer included Loop, Demand and Insert.

Loop Composer: It is most widely-used for player. Player displays every loop composer in circle and it comes with introduction in details as bellow.

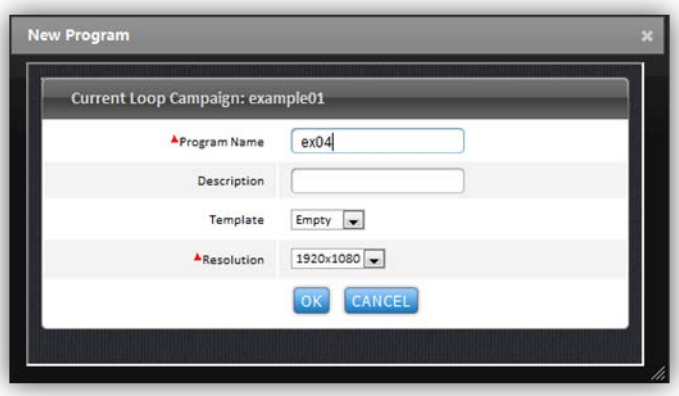
Demand Composer: Same as Loop Composer. Difference is that Demand Composer is not directly displayed

for player. It needs to be triggered by remote control, inductor or network command.

Insert Composer: According to Start Time/End Time & Display Times/Display Method, it finishes emergent news delivery.

2.3.1 Loop Composer

New: Click “New” to set one new composer and name it.



Pic 2.7

Clone: Click **“Clone “**to back up another copy. User can modify it for one certain composer.

Edit: Modify name of Composer.

Delete: Delete composer that selected.

A-Z: Arrangement Mode of Composer

Verify: Check Resources are complete or not.

Size: Related info of Composer.

Audit: Any modification for composer need to be audited again and then uploaded to player. It is red if composer is not audited. So please do not forget audit composer once edit composer.

Zone 3: User can create multiple programs, such as test 01. Display order is Top-down and when program statue is pause, it is missed displaying.

New: Click **“New”** to set up one program and user can choose Template and Resolution.

Notice: Resolution is chosen according to terminal resolution. Or it brings troubles for displaying programs.

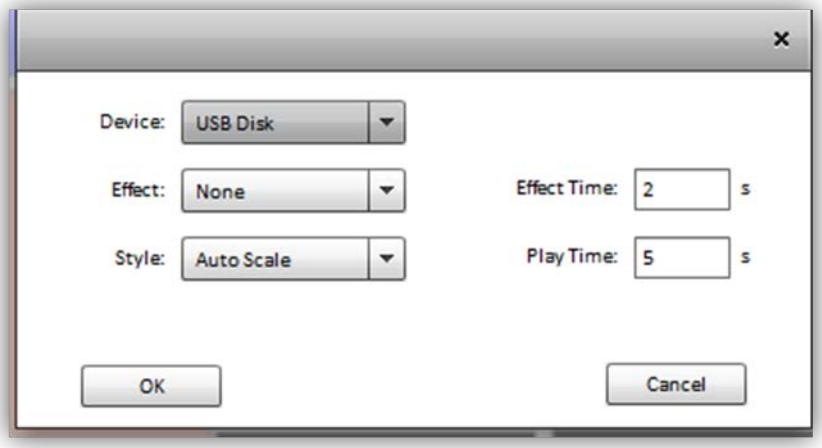
Zone 4: Hereby, user can edit and set layout & content for assigned program.

Pic 2.8

Like above image shows, user can add kinds of programs into layout. Each zone is adjusted by mouse cursers. Or directly input specific numbers in X and Y to adjust location coordinate.

"Hybrid": User can add kinds of resources into Hybrid Area. For example, user adds videos and images into Hybrid Area and then after player finishes displaying video and images are displayed.

"Device": Device area can display playlists of USB flash driver. Click Advance and user can check it as bellow **pic2.9**:

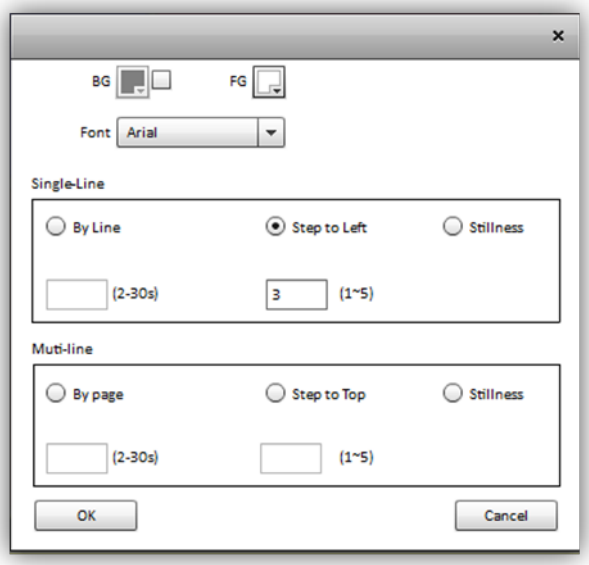


Pic 2.9

Choose U Flash driver, then player displays content from U flash driver. User needs copy images into U flash driver

in advance. Playback order is same as marshalling sequence of images. So user needs edit images properties and obtains desired playback effect.

“Advance”: Hereby, user can modify Color, Font, and Background of Text File.



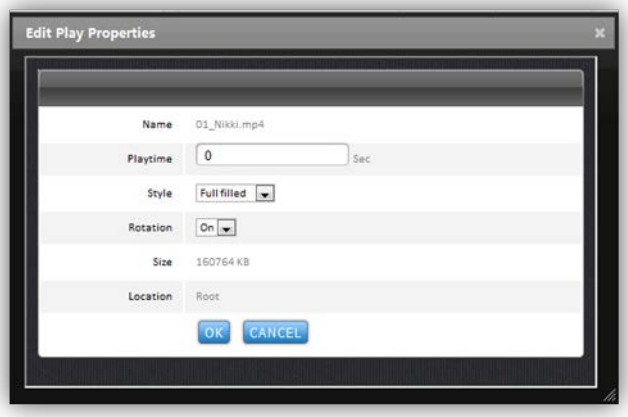
Pic 2.10

“Right Click “in layout, user can set ratio and use back ground image to intuitively design layout.

After finish Layout and then click **“Save ”**, go to **“ Content “** and add resources into related areas.

Pic 2.11

Hereby, click **“Edit”** and user can edit related resources.



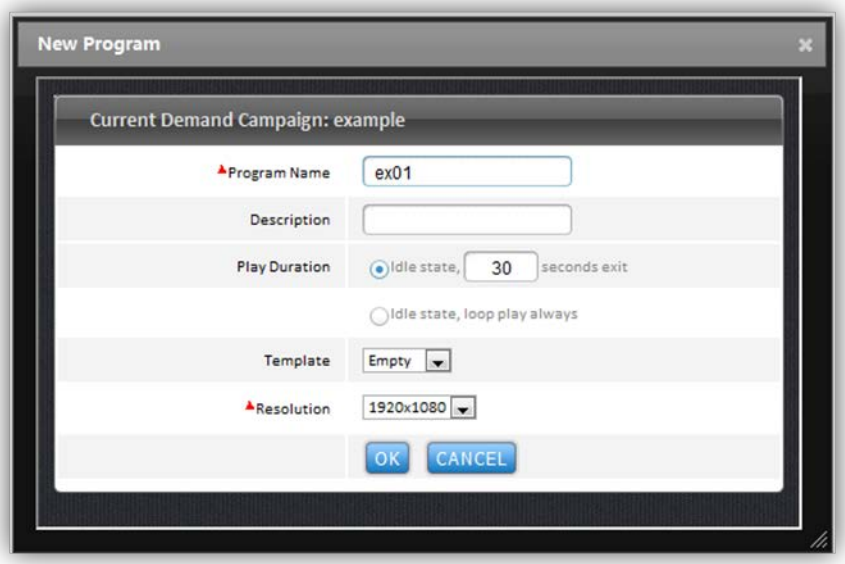
Pic 2.12

Notice: Playback time is set as 0 which means fully display for one time.

2.3.2 Demand Composer

Demand composer is triggered through pressing numbers on remote control; touch screen, mouse or network command. Click **"Demand "** and then click "New" to set up new demand composer. Main difference between Loop Composer and Demand Composer is that user need set playback method (times/playback time). If user sets Demand Composer according to times, then player displays it for assigned times. If user sets Demand Composer according to playback time, then player displays it for assigned playback time.

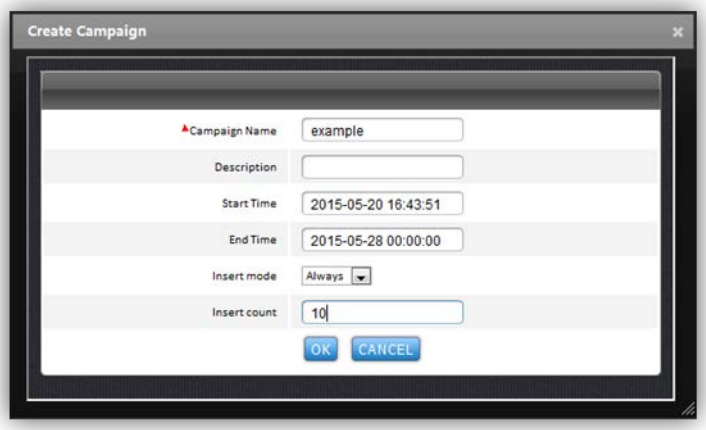
One Demand Composer allows up to 99 programs. Playback order can be adjusted through Up & Down. Program number is No 1 for first row and by this analogy.



Pic 2.13

2.3.3 Insert Composer

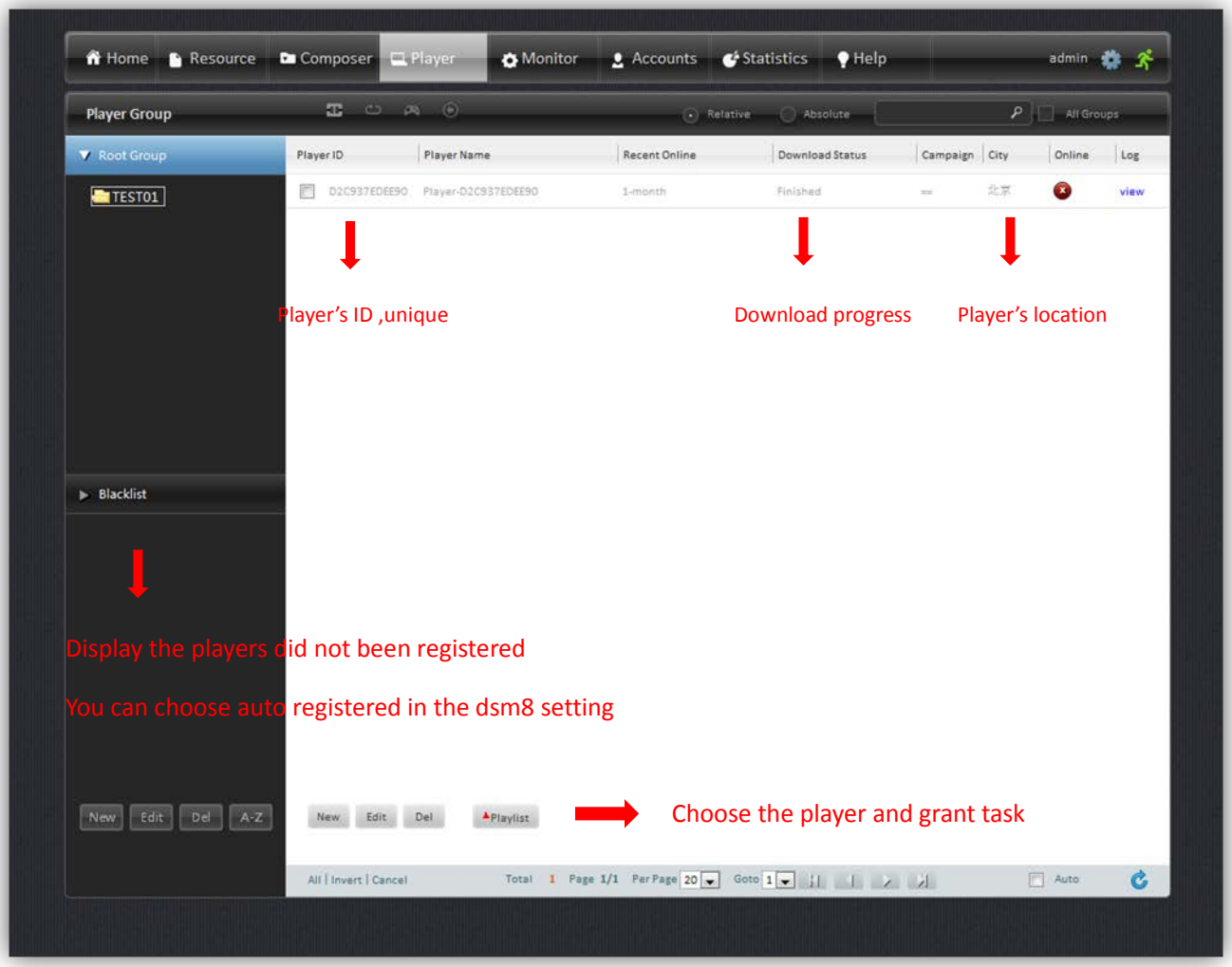
Insert Composer owns highest priority. When it arrives certain time point, player cuts other composer and display Insert composer. Click **"Insert "**and then choose **"New "**to set up one new Insert Composer. Main difference between Insert Composer and Demand Composer is that user need set Start & End time and Insert Mode & Insert Times. Player begins to display Insert Composer in certain assigned start time and ends in stop time. Insert Mode includes **"Always "**and **"Interval"**. If user chooses **"Always"**, insert times or insert time is not ended and then player cannot display other composers. If user chooses **"Interval"**, player display Insert Composer according to insert times in one period of time.



Pic 2.14

2.4 Player

Player can be grouped. User can set **"New"**, **"Edit"** and **"Delete"**. Click **"New"** to set up new group and also go on clicking **"New "**to set sub group. **"Edit "**can modify name and location of group.



Pic 2.15

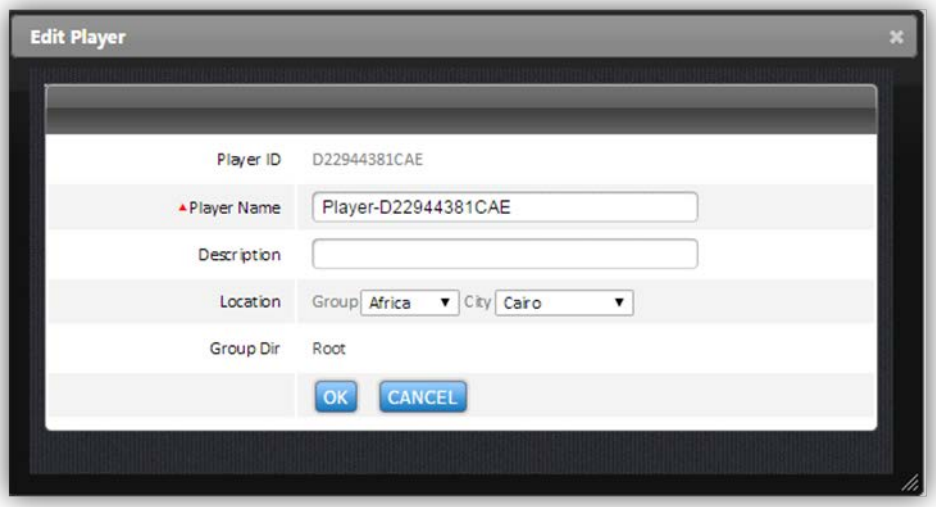
2.4.1 Auto Register

User sets right server software IP address, port number and Corp ID for unregistered Player and it is shown online in server software. Player automatically appears in root directory of Player Group.

2.4.2 Register by Hand

Choose one group and click **"New "**to register one Player ID. It must 12 ~ 16 system of Player Mac Address, Player name and etc. Player ID is sole serial number and it is usually called as MAC address ID.

2.4.3 Edit Player



Pic 2.16

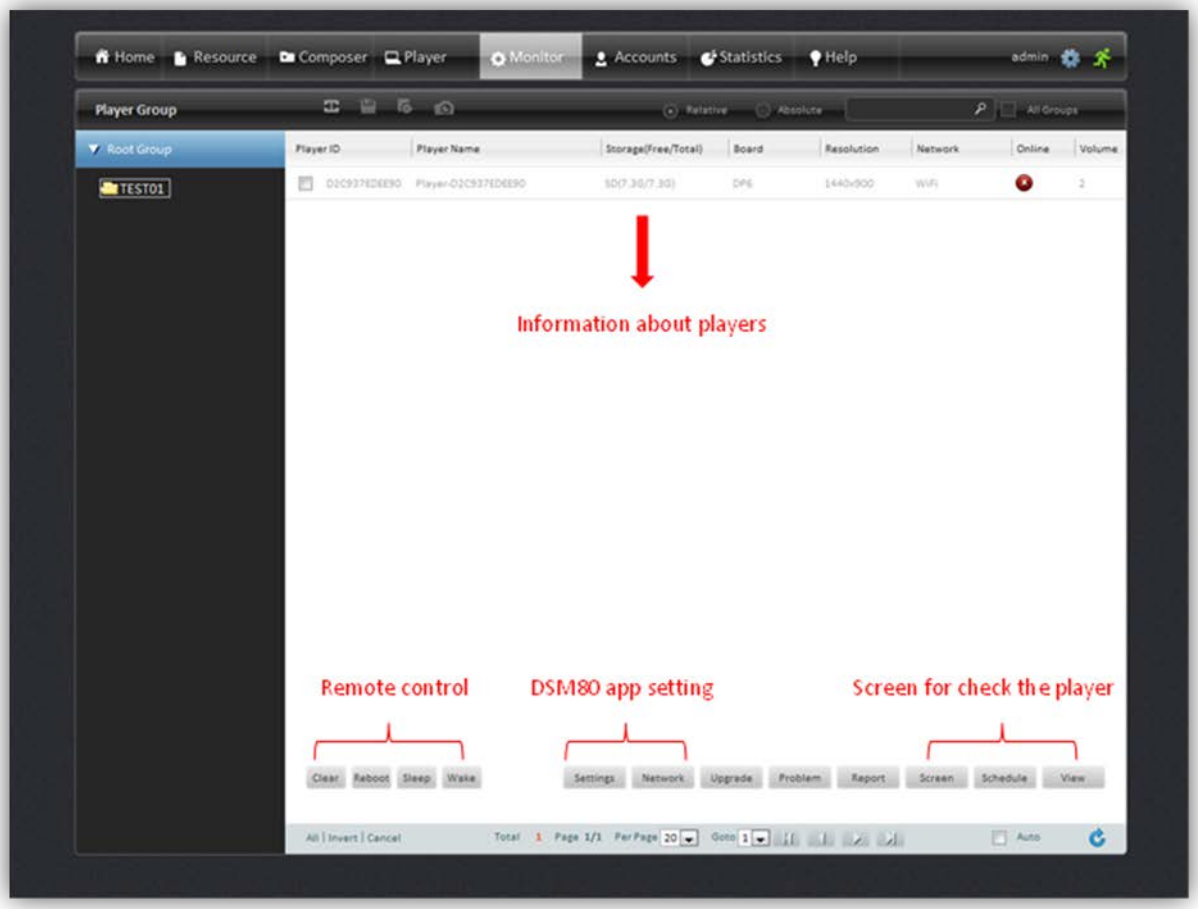
2.4.4 Set Playlist

Click "Playlist "and then choose one certain Loop Composer. Basic unit is based on one composer. Method of setting Demand Composer and Insert Composer is same as Loop Composer.

Pic 2.17

2.5 Monitor

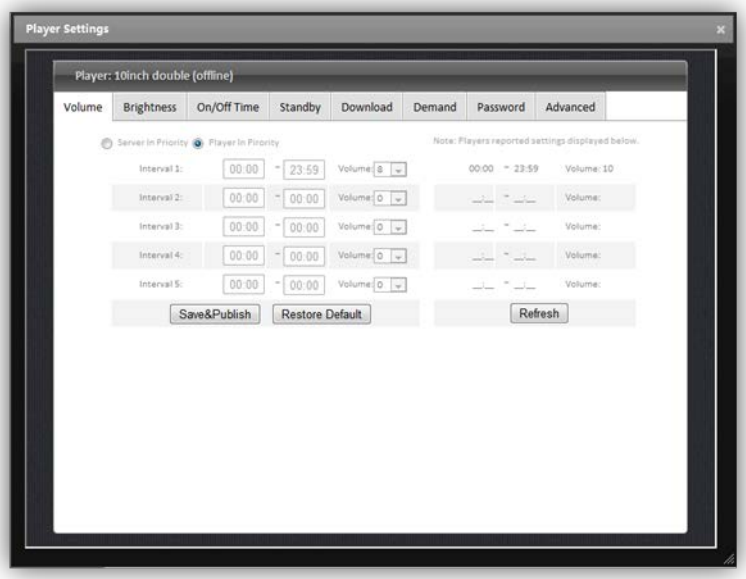
Remote Monitor can format SD card, Player Reboot, Standby, Wake Up and etc.



Pic 2.18

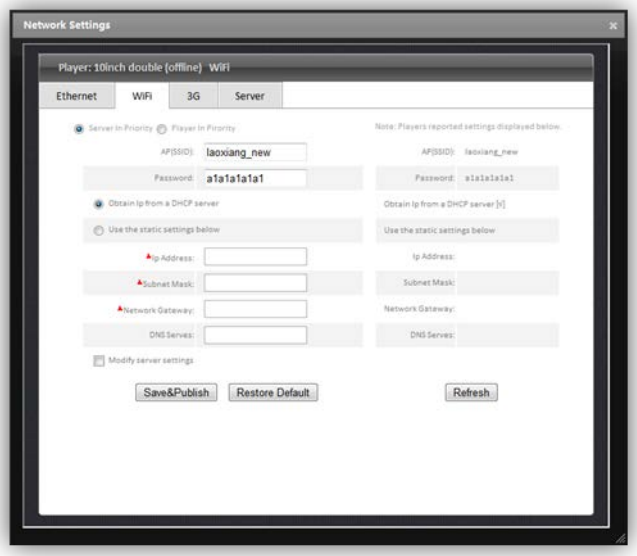
2.5.1 Player Setting:

Through **"Settings"** and **"Network"**, user can finish general preferences for multiple players remotely through network.



Pic 2.19

2.5.2 Network

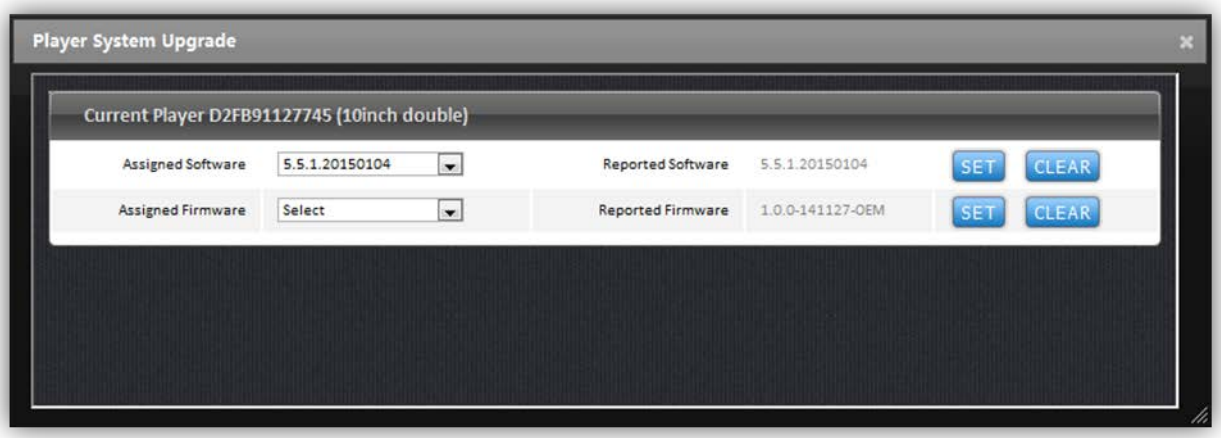


Pic 2.20

2.5.3 Upgrade

Upgrade: User can upgrade Software, Firmware and Settings and check version. Upgrade Packages need to be uploaded into server software from back-stage management.

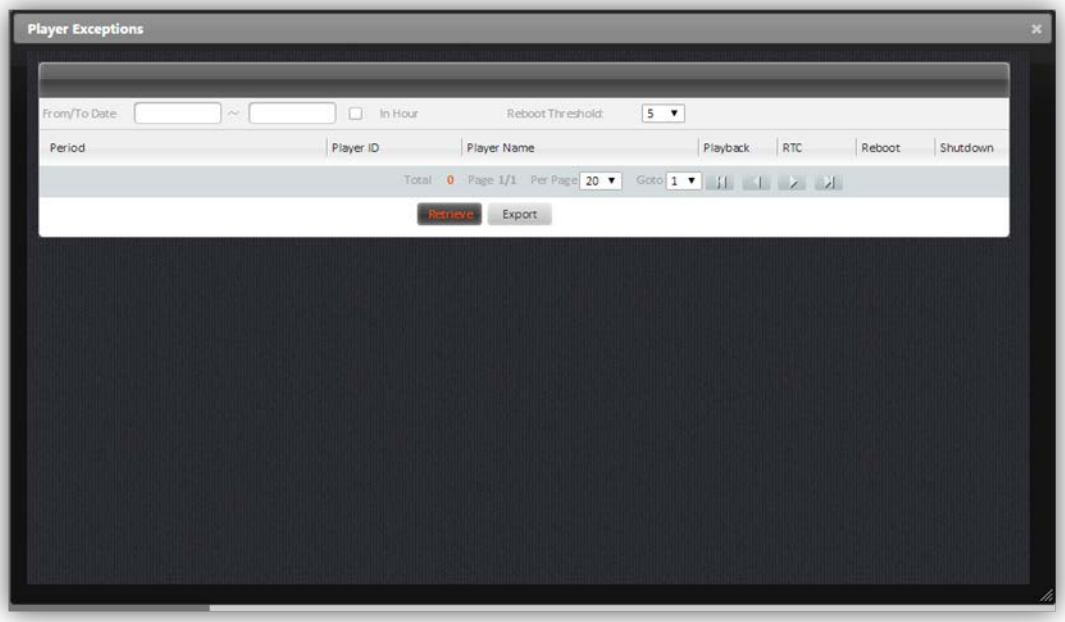
Notice: It should be very cautious during upgrading process and please keep player powered on.



Pic 2.21

2.5.4 Problems

"Problem": it can record Playback Abnormal, Time Abnormal, Reboot Abnormal and Power off statues. Playback Abnormal is defined as video playback is not finished in established time period plus another 30 seconds (like playback is dead or frozen). Time Abnormal is defined as time difference between server and player is beyond of five minutes. Reboot Abnormal is defined as reboot times is beyond of specified times (reboot times can be set in setting): Shutdown Abnormal is defined as player comes online or power on in off time period.



Pic 2.22

2.5.5 Report

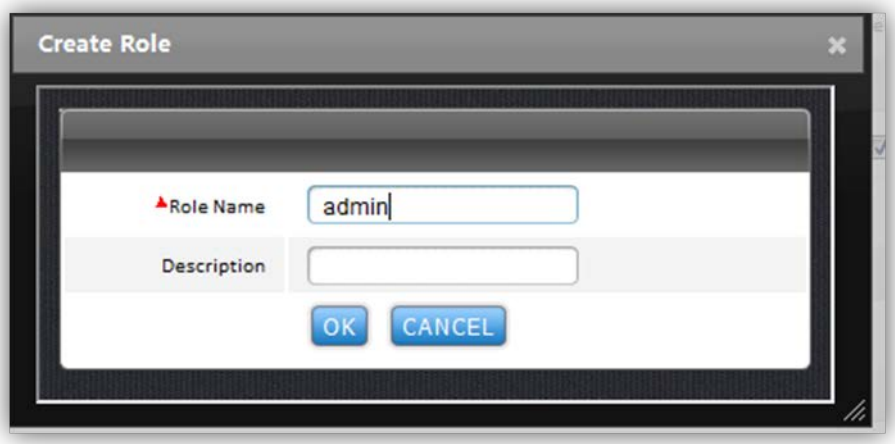
Pic 2.23

2.6 Accounts

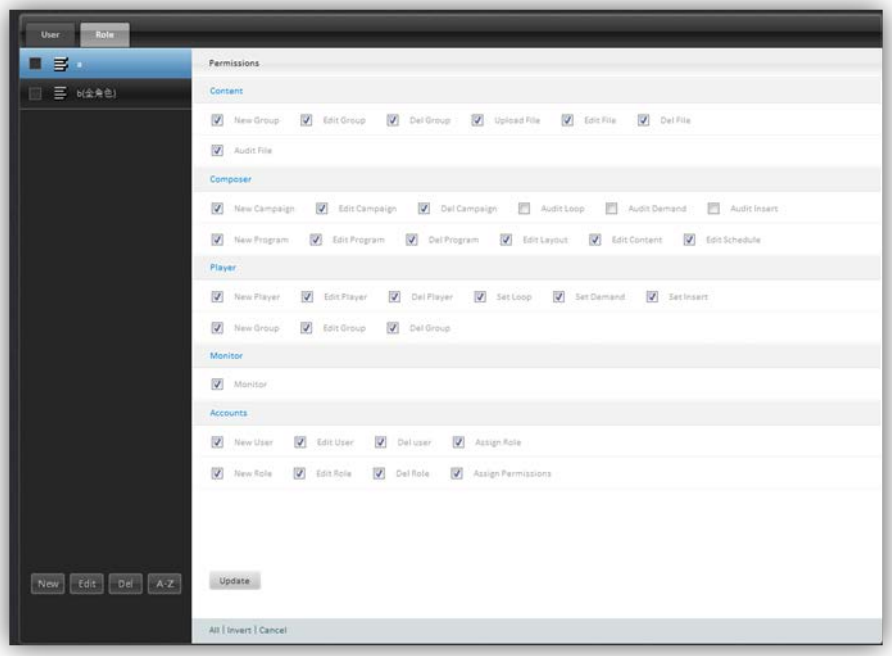
Accounts include User and Role. Set one Role or multiple ones. Each role can be assigned operation right. Then set one user or multiple ones and set certain role for each role.

Set Role and choose related roles and edit Permissions.

2.6.1 Edit Role

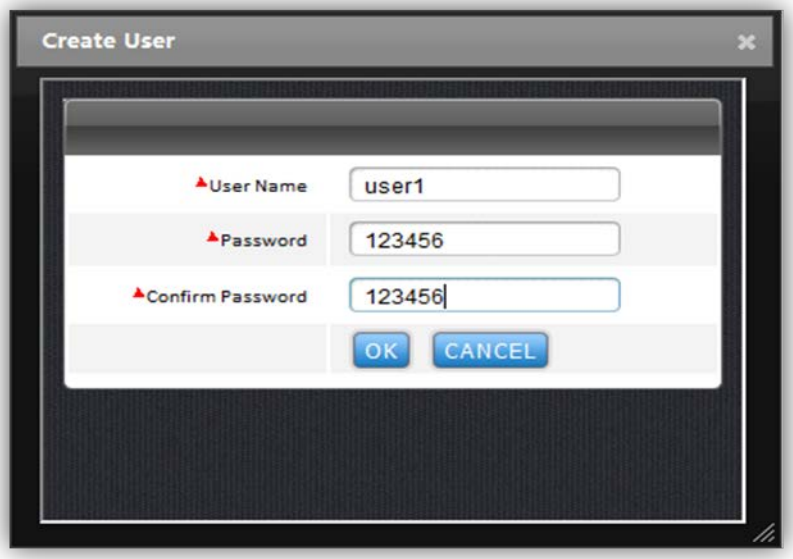


Pic 2.24



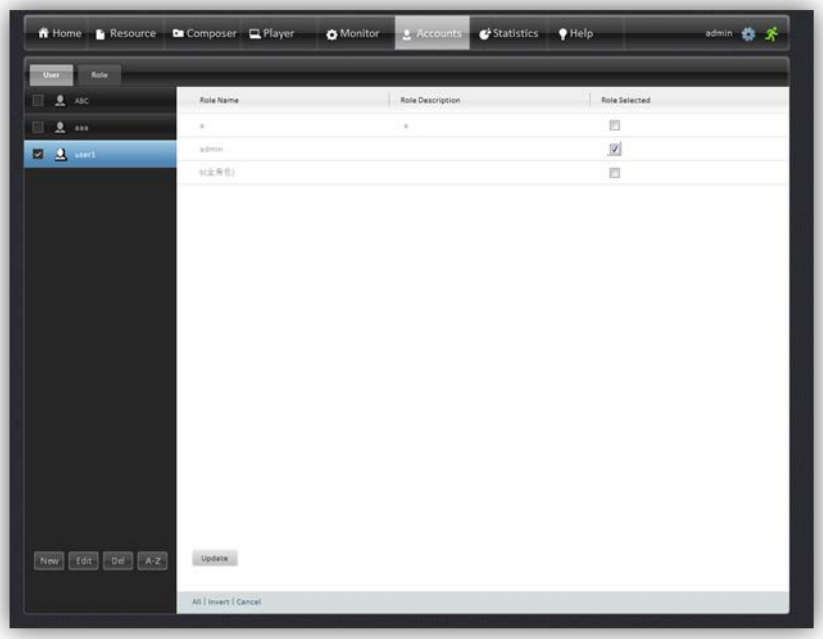
Pic 2.25

2.6.2 Create User



Pic 2.26

2.6.3 Assign Role

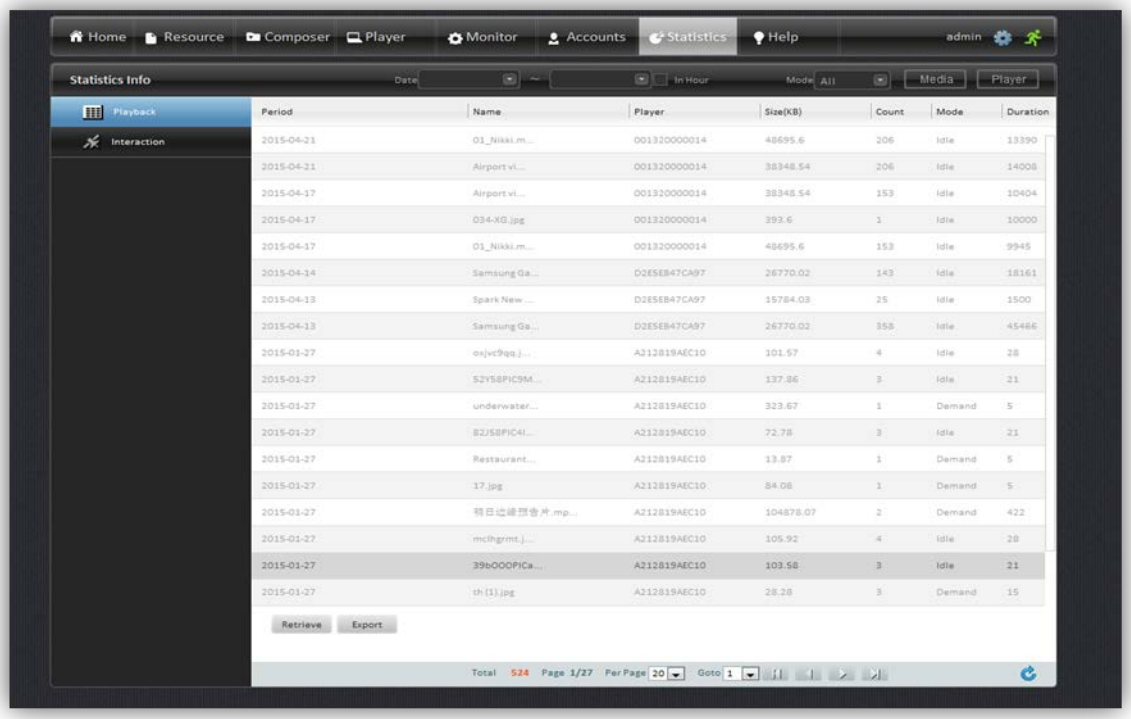


Pic 2.27

Choose related User and Role and then click “Update”.

2.7 Statistics

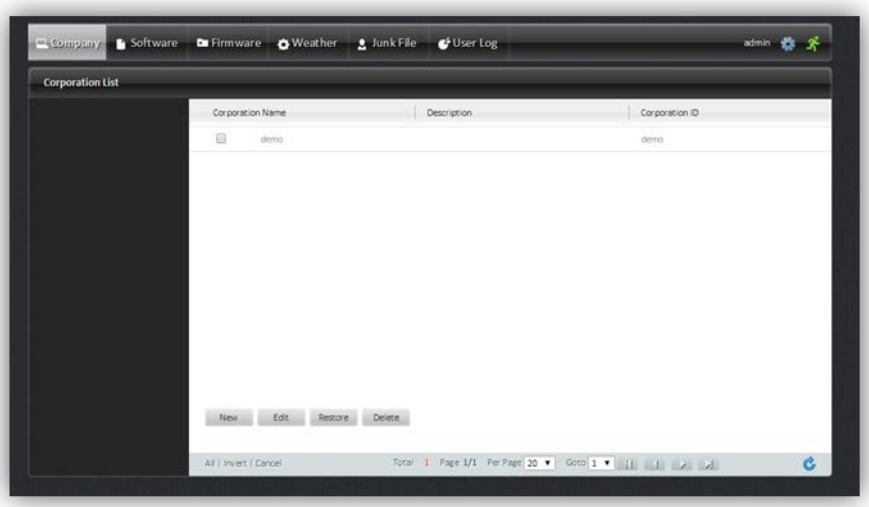
User needs to open Play-log in advanced setting of Player.



Pic 2.28

3 Back-stage Management

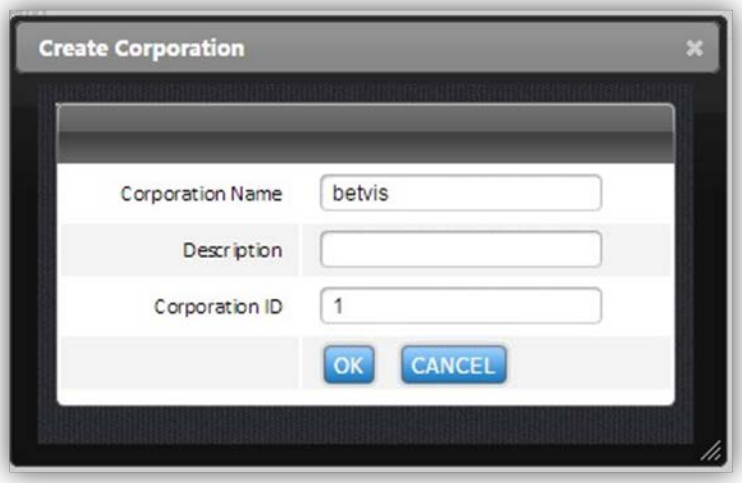
Back-stage Management needs to add admin after IP address: port number. For example, it is http://server IP address: port number/admin. Default Login Info is that Username (admin), Password (123456) and Verification Code. Back-stage Management includes Company, Software, Firmware, Weather, Junk File, User Log and etc.



Pic 3.1

3.1 Company

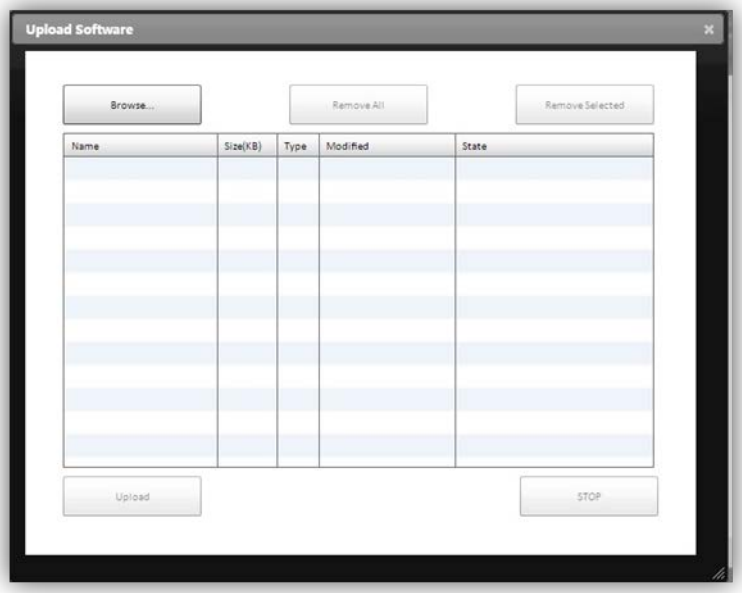
Default sub account is demo. User can create multiple companies. Every company is totally independent from each other.



Pic 3.2

3.2 Software

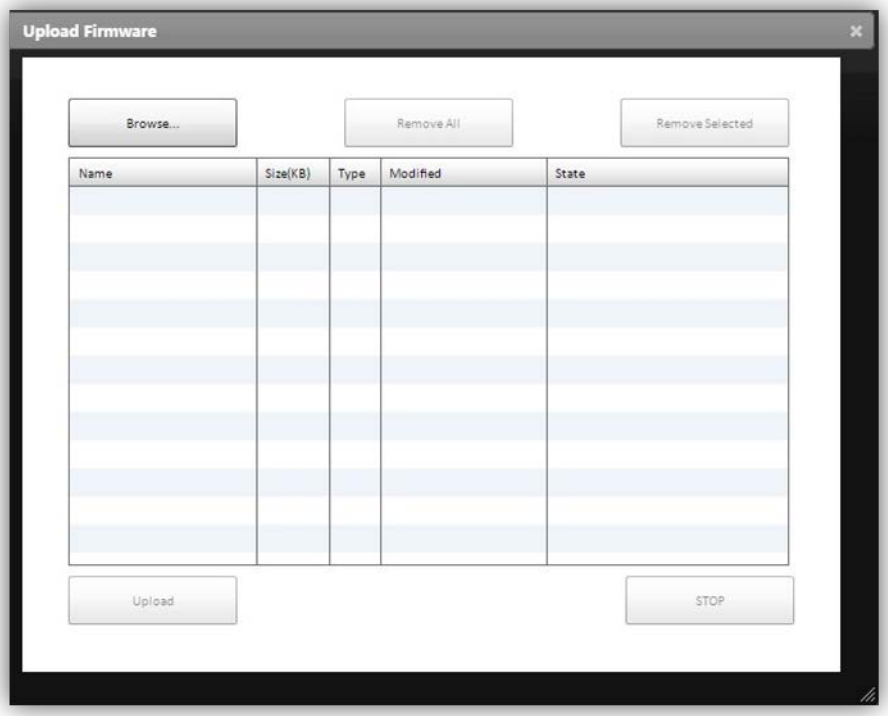
Here, user can upload Terminal Software Package (like tar_CEAPP_8900.tenhz). After finish uploading, user can assign Software Package to certain terminal and remote update software through network. Notice: Software Package must come from original Supplier. Or it causes failed upgrade or other accidents. It is scrupulous to upgrade Software for terminal and forbidden power off during upgrading process.



Pic 3.3

3.3 Firmware

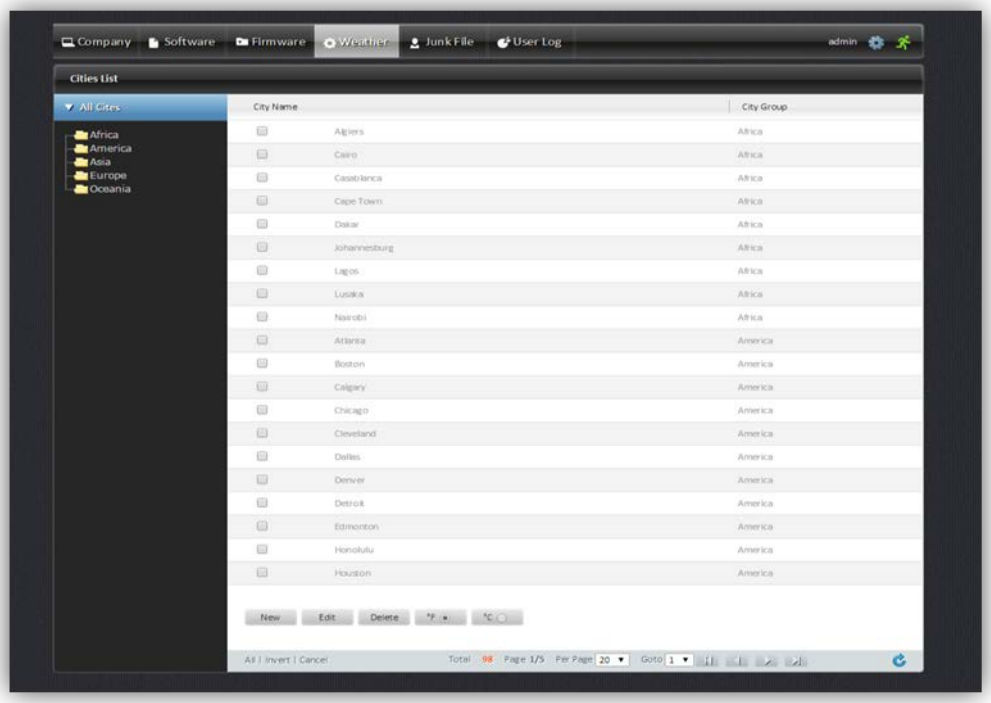
User can uniformly upload Terminal Firmware Package (like tar_CEROM_8900.tenhz) here. After finish uploading, user can assign Firmware Package to certain terminal and remote update software through network. Notice: Firmware Package must come from original Supplier. Or it causes failed upgrade or other accidents. It is scrupulous to upgrade Firmware for terminal and forbidden power off during upgrading process.



Pic 3.4

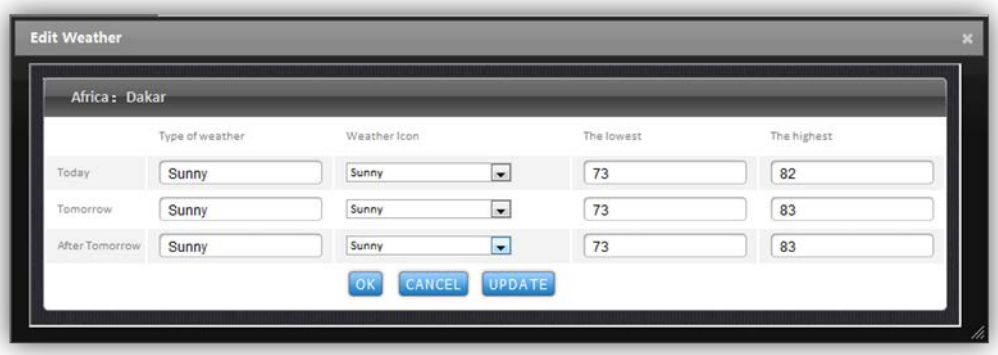
3.4 Weather

Weather Management can automatically get city weather info of latest two days from Yahoo Weather Platform. At same time, it supports add or delete cities and weather info by hand. Notice: It usually needs two hours to finish updating city weather info. If it requires instant updated weather info, please click “Refresh” button on bottom of Weather Page.



Pic 3.5

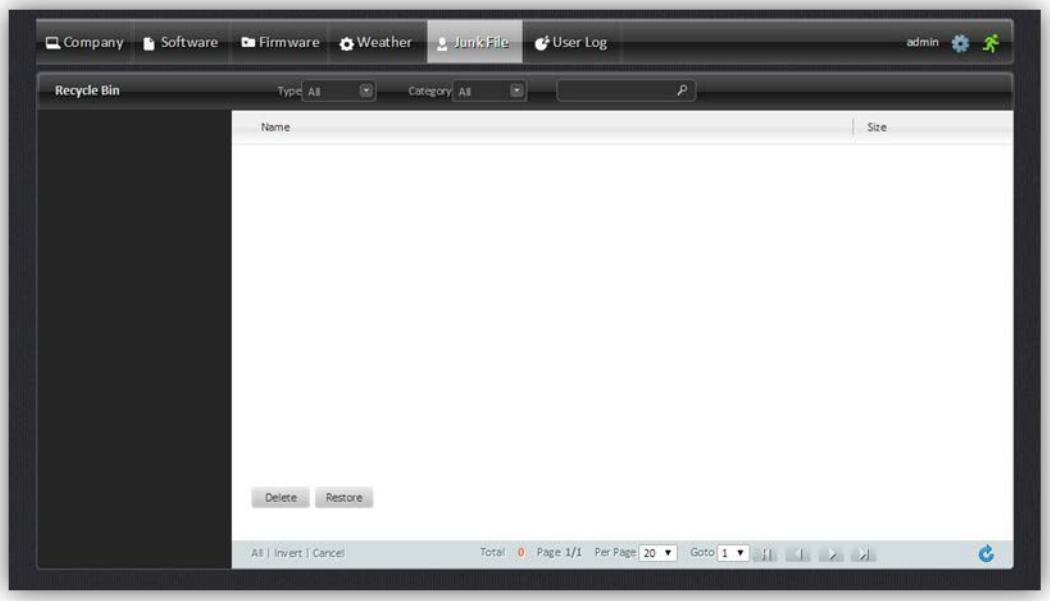
Edit Weather:



Pic 3.6

3.5 Junk File

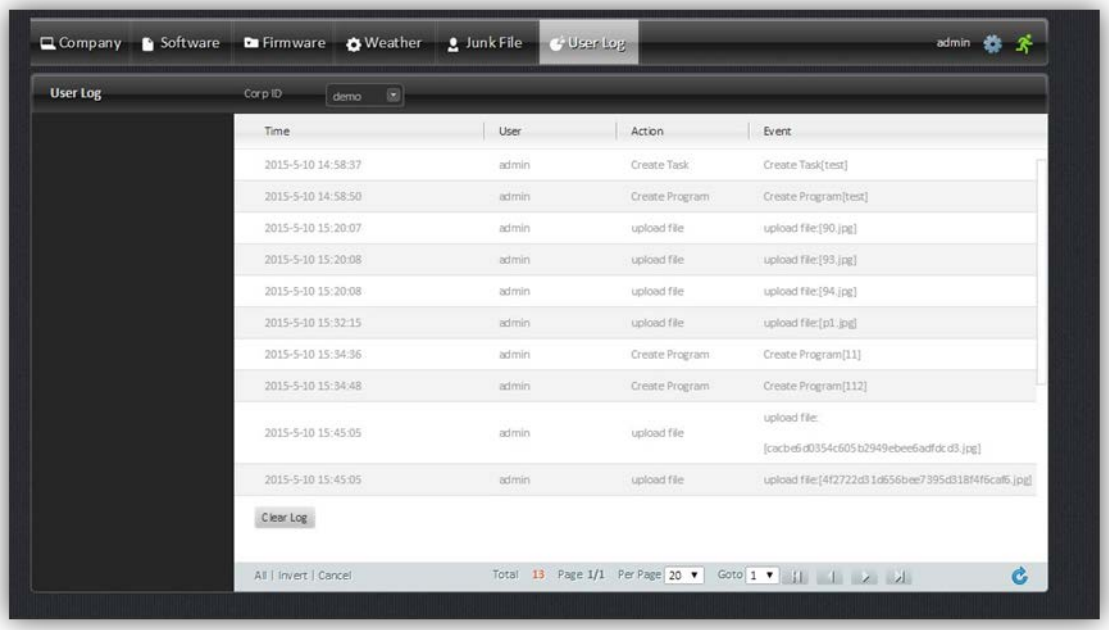
Files which are deleted are temporarily saved in Junk File. User can choose Delete or Restore them. Restore operation will make file be back to root directory of Resources of related Administrative Domain.



Pic 3.7

3.6 Statistics

In Statistics, user can check all play-log or delete them all.



Pic 3.8

4 Common Tools

4.1 Standalone Export Software

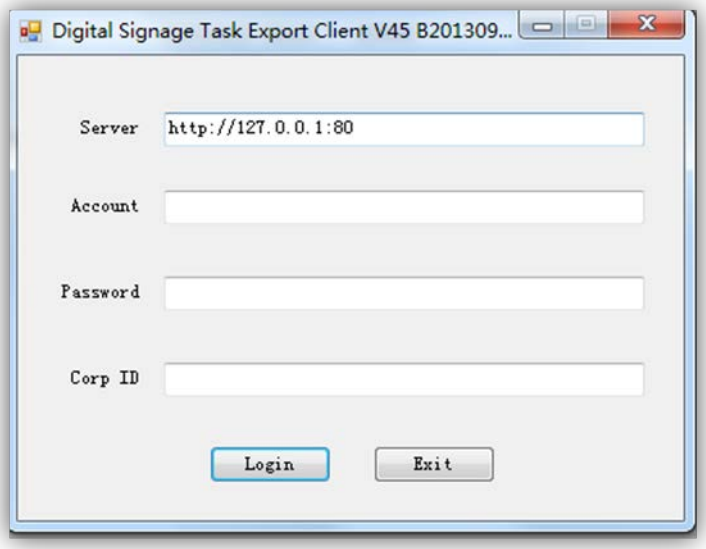
If network is not available for hardware terminals or the player cannot connect to the server, users can use Standalone Export Software to export the playlist into the root directory of the empty USB drive or directly publish to the SD card. Standalone Export Software running environment needs Microsoft .Net Framework 2.0, please install Microsoft .Net Framework 2.0 if it is not in your computer. The installation package names are as follows:

dotNetFx20_Full_x86.exe (32 bit operating system)

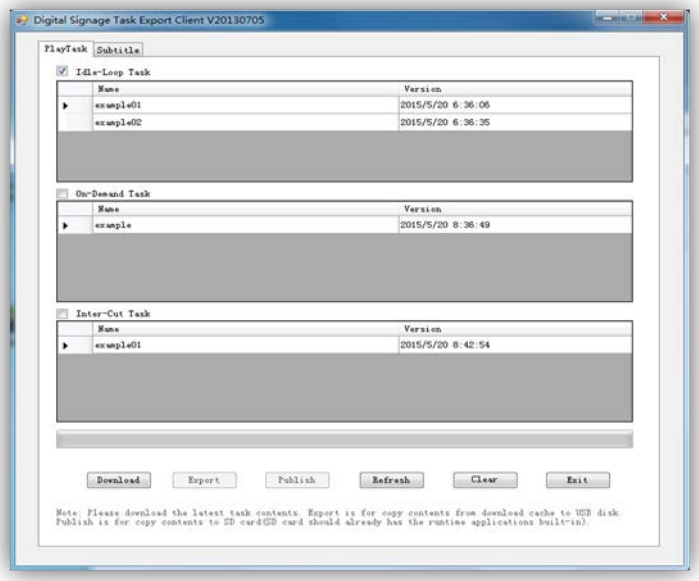
dotNetFx20_Full_x64.exe (64 bit operating system)

After opening the Standalone Export Software, please input the IP address:download port, user name, password to access into the interface; then select related loop program, demand and insert programs, select the playlist as you want, then click “download”, then “export” or “publish”. Playlist will be exported into the USB drive for hardware terminal playing; “Publish” means publish the playlist into the SD card of the hardware terminals, and then insert the SD card back to the hardware screen for directly playing.

Note: When directly publish the playlist into SD card, requires SD card has embedded hardware terminal playing program, otherwise it cannot be played; As for updating contents via USB drive, please refer to the related guideline file “User Manual for iDS6 Software Running on Hardware terminal”.



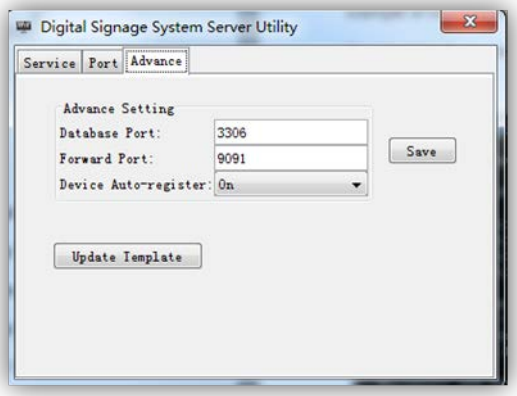
Pic 4.1



Pic 4.2

4.2 Templates Update

iDS6 V5.0 or higher version can support templates management functions, which allows to install and import the embedded templates package, also can support to build new templates based on the embedded templates, in program making users can quote/use the embedded templates or new defined templates. Regarding embedded templates import, please go to START- All Programs-iDS6 Set – Advanced-Update Templates (name for example: iDS6_RES_yyyymmdd.tup), templates files are to be selected from CD sent along with goods, it will warn that update successfully after import finish, which needs 5s-30s to finish import based on the templates file sizes.



Pic 4.3

5 FAQ

5.1 Hardware Terminal Offline

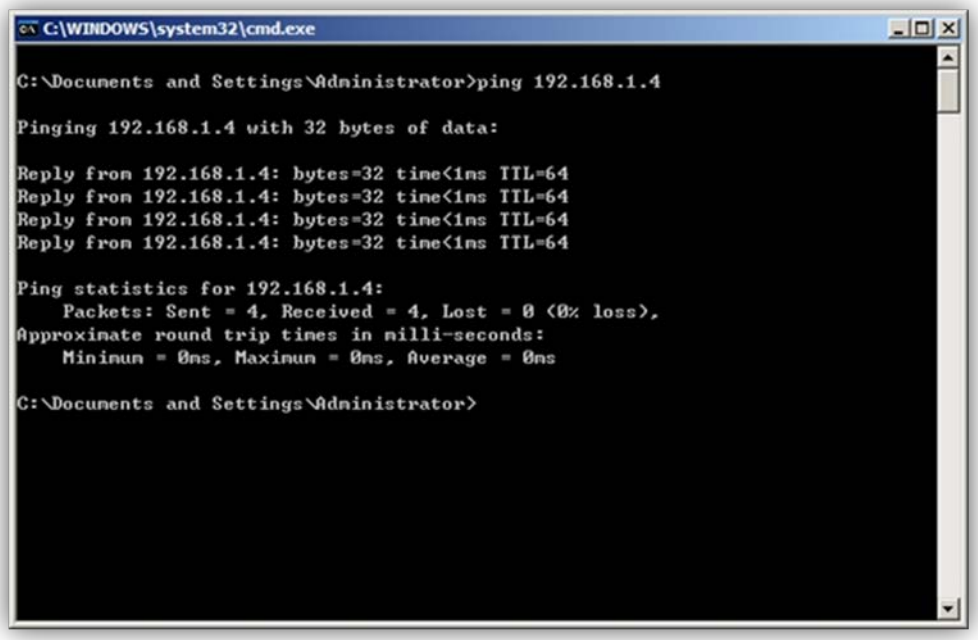
Three necessary conditions make hardware terminals connected to server are as follows:

1, Hardware terminals network, server and configuration should be correct, please refer to “User Manual for iDS6 Software Running on Hardware terminal” to check hardware terminal configuration;

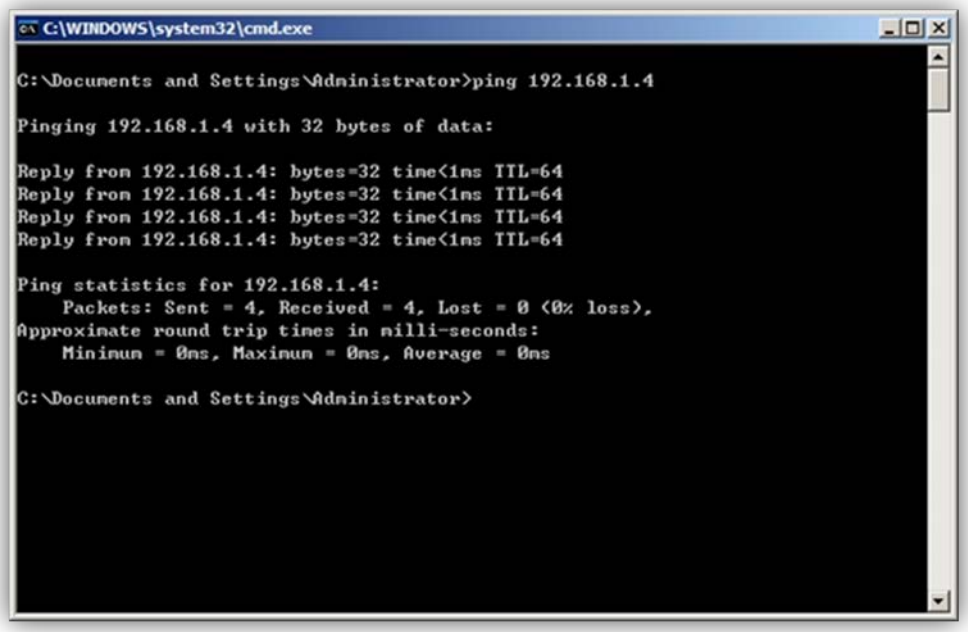
2, The network connectivity of the hardware terminals to the server should be normal, please check if network connectivity of the hardware terminal and server has problem via ping IP address;

3, Make sure all the services of the server can be started normally, and the server website port and control port are not blocked, ports can be checked by telnet.

Example of checking if network connectivity of the hardware terminal and server has problem via ping IP address (assumed hardware terminal IP address is 192.168.1.4, can run the ping operation in the server) as following picture **pic 4.4**:

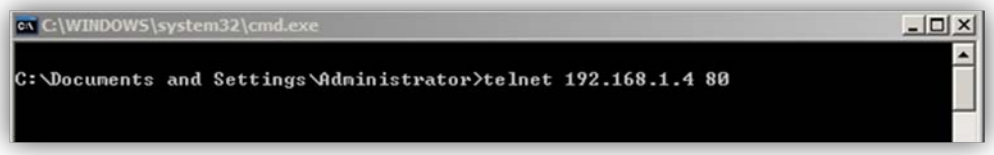


Pic 4.4



Pic 4.5

Example of checking the server website port and control port by telnet (Assumed that server IP address is 192.168.1.4. telnet to the server from other computers with same network with server), as shown in the below picture, if all black interface occurred, which means telnet is normal.



Pic 4.6

5.2 Java Plug in Abnormal

Contents uploading, layout and program making are all related to the Java Plug in program, which cannot support the aforementioned software operation if the running environment has no JRE installation or the browser blocked the Java plug in program. For IE browser, users can check if JRE and related Active X are installed and applied by checking the browser interface tool “Internet” ”Advance”; For Google Chrome, it will directly warn if install or update the Java Plug in program wen software running.

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5.3 Flag Plug in Program Installation

V4.3 iDS6 software or higher version has not adopted the Java Plug in program for contents uploading and program making, which adopts flash plug in. Generally, IE and Chrome browsers will automatically install or has embedded Adobe Flash Player. If the computer browser has not installed the Adobe Flash Player, the software operation interface for contents uploading or layout making will be like the follow pictures (a interface with flash mark will show), if the computer is connected to the internet, users can click the flash mark to download and install the Adobe Flash Player, or obtain the offline installation program for manual installation (Note: Adobe flash player installation programs are different for IE and Chrome Browser).

5.4 Browser Compatibility

Since the server website adopted certain pattern and Javascript, so the compatibility issue might be shown under different browsers, it is recommended to use IE 8.0 or above browser or Google Chrome with 21.0 or higher version, it is strongly recommended to use fast and reliable Google Chrome Browser.

5.5 Data Backup

Data should be backup before server software reinstallation or updates. Please stop all services of iDS6 software before data backup (Solution 1: **Start** - **All program - IDSV6**, and then select **Setup IDSV6,** stop all services; Solution 2: Open installation directory admin-tools, go to ServerTool.exe to realize it), or users can directly stop all IDS related services via service manager in computer.

Database file backup needs manually copy the “**mysql-server-5.5.25\data**” under the software installation directory and save it. Then replace the file with same name in newly installed software.

Resources file backup needs manually copy the “**apache-tomcat-6.0.35\webapps\ROOT\gnamp_work**” and

save it. Then replace the file with same name in newly installed software.

Note: Since different versions of software adopts different mysql-server and apache-tomcat programs, so the numbers in the above mentioned files might be different, users just need to check the detailed directory with same prefix.

5.6 Add City Weather

V4.5 iDS6 software or higher version supports Yahoo weather list, if users want to add the city weather that not listed in software, they can manually revise the city configuration files in installation directory to add city weather as he wants (detailed directory prefix needs adjustment):

D:\Program Files\iDS6\apache-tomcat-6.0.35\webapps\ROOT\WEB-INF\classes\chinacity.xml （Chinese version software）or globalcity.xml（English version software）。

Firstly, open the yahoo weather website http://weather.yahoo.com, and search the related city name or post code of the city, then click “search weather”, it will feedback related city information such as “1061688” shown in the following picture.

Pic 4.7

Then find the related province in chinacity.xml and then add the related city in it according to the format given.

```
46      <city name="Rio de Janeiro" woeid="455825"/>
47      <city name="Santiago" woeid="349859"/>
48      <city name="Sao Paulo" woeid="455827"/>
49      <city name="Bogota" woeid="368148"/>
50    </state>
51    <state name="Asia">
52      <city name="Bandar Seri Begawan" woeid="1020725"/>
53      <city name="Bangkok" woeid="1225448"/>
54      <city name="Beijing" woeid="2151330"/>
55      <city name="Hanoi" woeid="1061688"/>
56      <city name="Hongkong" woeid="2165352"/>
57      <city name="Ho Chi Minh City" woeid="1252431"/>
58      <city name="Jakarta" woeid="1047378"/>
59      <city name="Jerusalem" woeid="1968222"/>
60      <city name="Islamabad" woeid="2211027"/>
61      <city name="Karachi" woeid="2211096"/>
62      <city name="Kuala Lumpur" woeid="1154781"/>
63      <city name="Macau" woeid="1887901"/>
64      <city name="Manila" woeid="1199477"/>
65      <city name="Mumbai" woeid="2295411"/>
66      <city name="Muscat" woeid="2268284"/>
67      <city name="New Delhi" woeid="2295019"/>
68      <city name="Phnom Penh" woeid="1020985"/>
69      <city name="Pyongyang" woeid="1079132"/>
```

Pic 4.8

User Manual for ZEMSO-ODF550-AT

Running on Hardware Terminals

Version：5.5

Date Updated：2015.4.17

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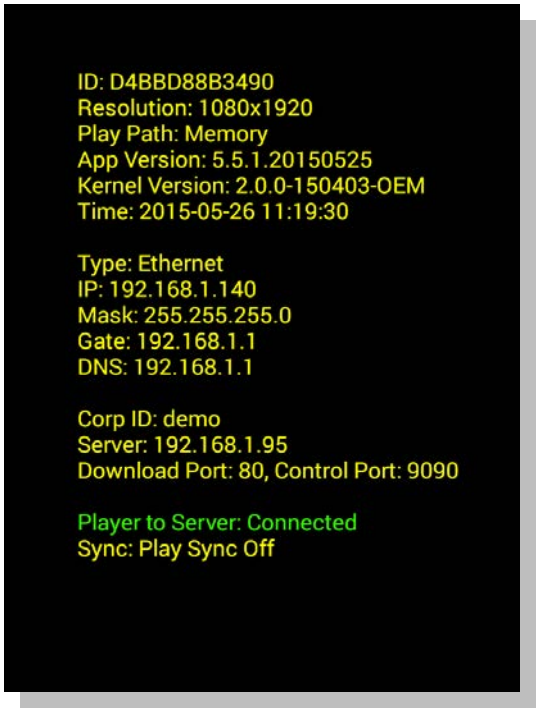
1 Introduction

Hardware Terminal iDS6 Software is embedded on the Android board of the media player or all in one screen, which will automatically run the terminal program to access into the playing status after the mainboard turned on,

Press “Info” button on remote control (for non-touch screen) or quickly click any corner 4 times on screen (only for touch screen) can allow users to view the hardware terminals running status information including Player ID, Resolution, Play Path, APP Version, Kernel Version, Player time, Network Parameters, Server Parameters, Connection Status of Player to Server and Multiplayers sync function status.



Pic 1

Press any color button (red, green, yellow and blue) on remote control (for non-touch screen) or quickly click any corner 8 times on screen (only for touch screen) can allow users to access the Android setting interface, which will automatically return to the iDS6 contents playing interface without any operation on the Android setting interface within 1 minute.

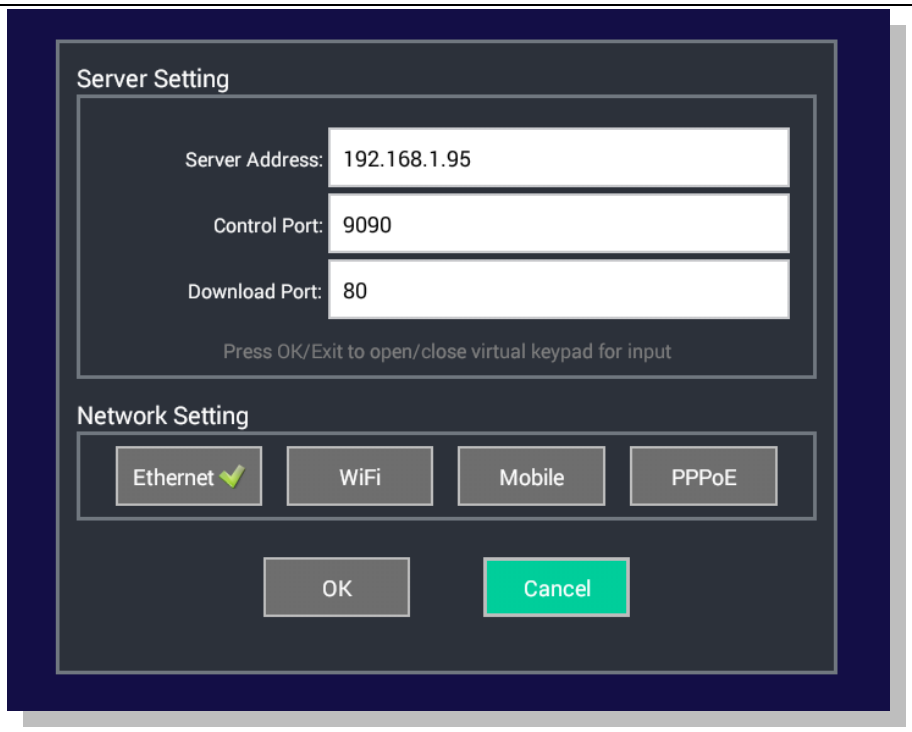
2 Functionalities Introduction

Hardware Terminal Setting Interface includes 7 functionality buttons: Network, Player, Advanced, Online/Offline, Guide, Reboot and Start Player.

Pic 2

2.1 Network Setting

Access into “Network” and “Server” interface, and you will see interface as below:



Pic 3

In Hardware terminal "**Sever setting**", "Server IP" should be the IP address or domain name of the information publication server (computer with iDS6 software installation). Please kindly note that if for domain name inputting, do not add "http://";

"**Control port**" is your information publication server control port, for example: 9090;

"**Download port**" is your information publication server website port, for example: 8080;

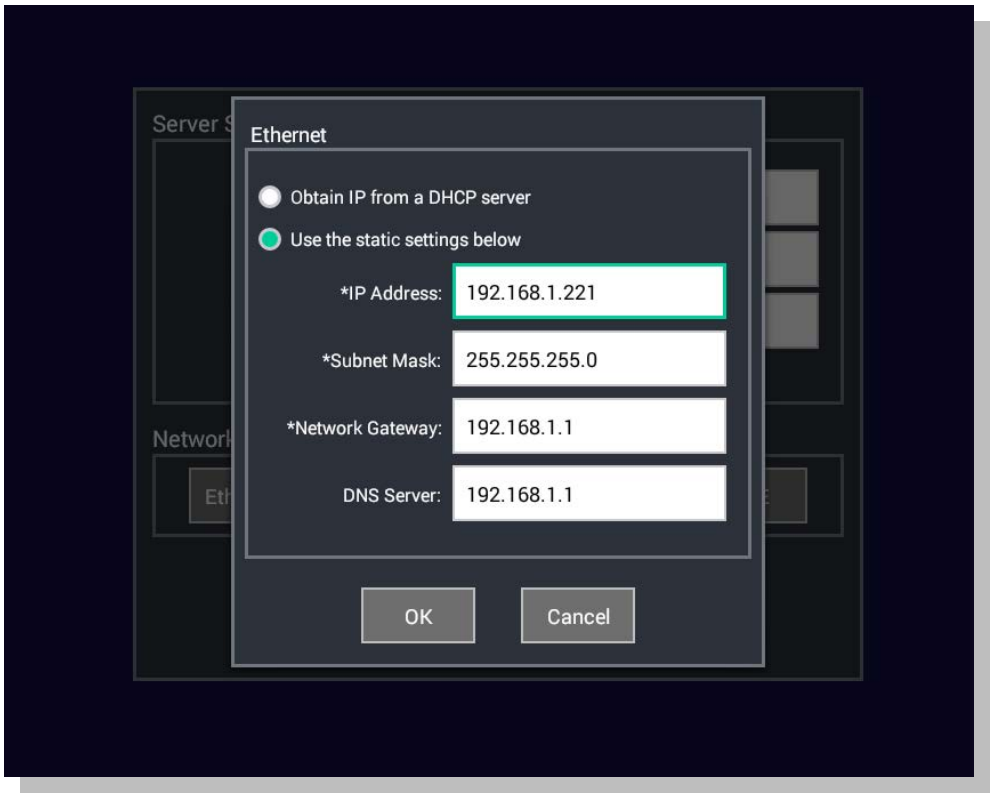
Control port and download port are the server configuration parameters, only those two ports of the hardware terminal are same as the server control port and website port; the player can connect to the server.

Note: When users need to input the numbers or letters in the configuration, "OK" button on remote control or click the input field/box can allow users to use the virtual keyboard. Users can input any number and letters via the Up, Down, Right and Left directions on the remote control. "OK" button on remote control is used to select the numbers and letters, and "Exit" button on remote control or on virtual keyboard is used to exit after inputting finished.

In Hardware Terminal Network Configuration, Users can select Ethernet, WiFi or Mobile network according to actual conditions and to make configuration.

Ethernet setting is as follows:

Users can select “Obtain IP from a DHCP Server”(it is recommended to use if the local network area has DHCP server) or use the static settings below (It is recommended to use if local network area has no DHCP server or DHCP IP address is not allowed to use)



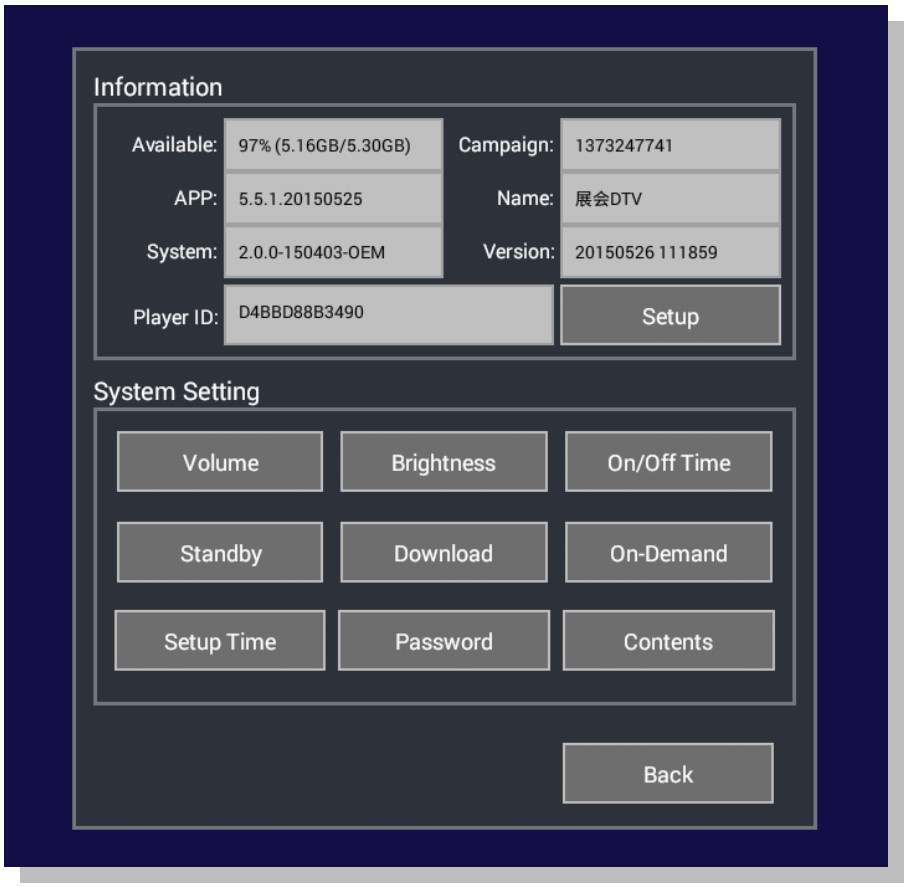
Pic 4

WiFi Network Setting is as follows:

Users can use the “search” button to search WiFi by refresh or update the wireless AP list and select the suitable AP (users also can input the AP by hands with the help of remote control), and then input the password of the WiFi and click “OK” to finish the WiFi setting. If some AP does not support DHCP IP address or his network environment does not allow using the DHCP IP address, users can go to the “Advanced” to manually set the IP address interface (similar setting as tat for Ethernet).

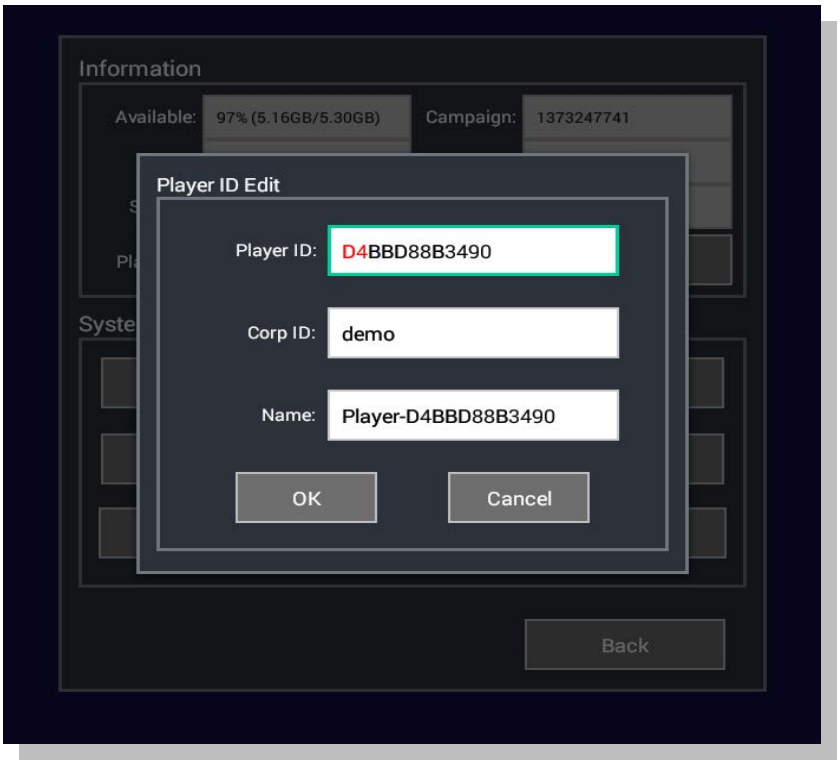
2.2 Player Setting

Player setting interface is shown in the following picture, including player information displaying (Available space, APP version, System Version, Campaign and Player ID), player information editing and settings for parameters of all personalities of the hardware terminals.



Pic 7

"Setup" button interface on the information of the player is shown in the following picture, which allows users to edit the **player ID**, **Corp ID** and **Player Name**. Player Corp ID defines player can be shown on the domain (Corp ID) of the server, if it is blank, blank means "demo". Please kindly note that once server listed the player in one domain (Corp ID), the player will be transferred into that domain automatically once the player is connected to network.



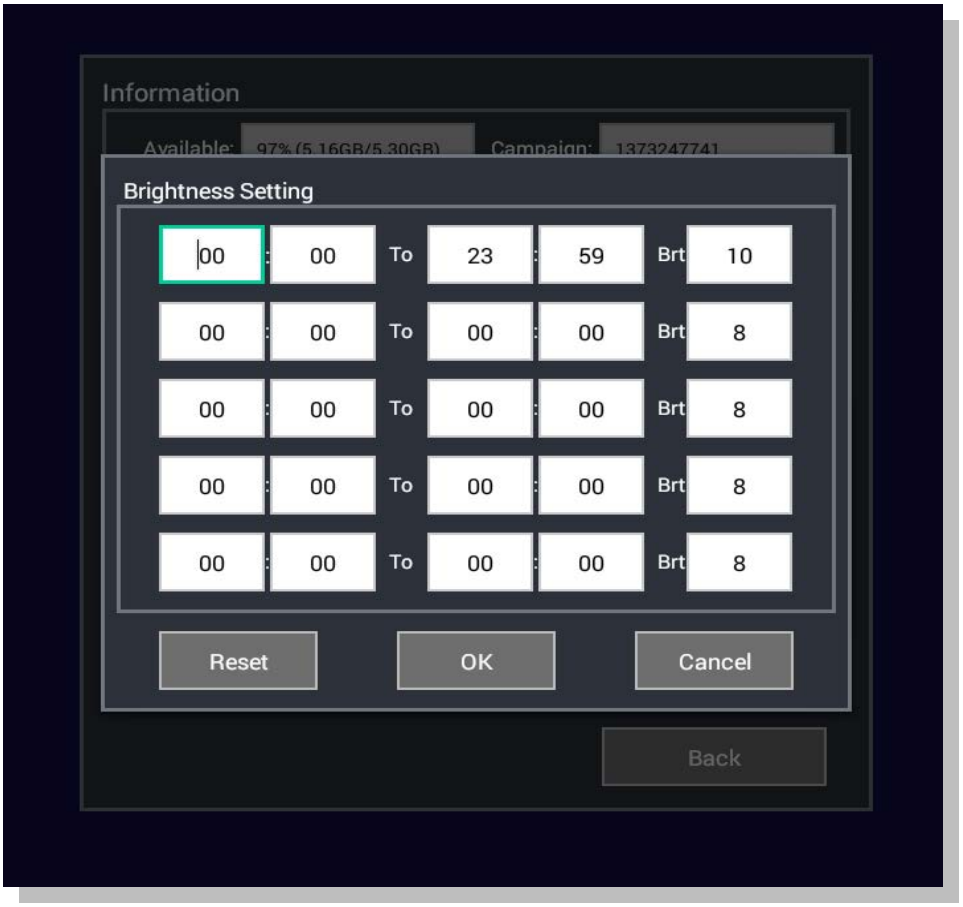
Pic 8

Player system configuration functions include volume setting, brightness setting, power on/off time setting, standby setting, downloading intervals setting, On-demand intervals setting, date and time setting, Login password setting, contents management…

Volume settings interface is as shown in the below picture, users can set max five time periods volumes for hardware terminal. In default, hardware terminals have a volume for 00:00~23:59.

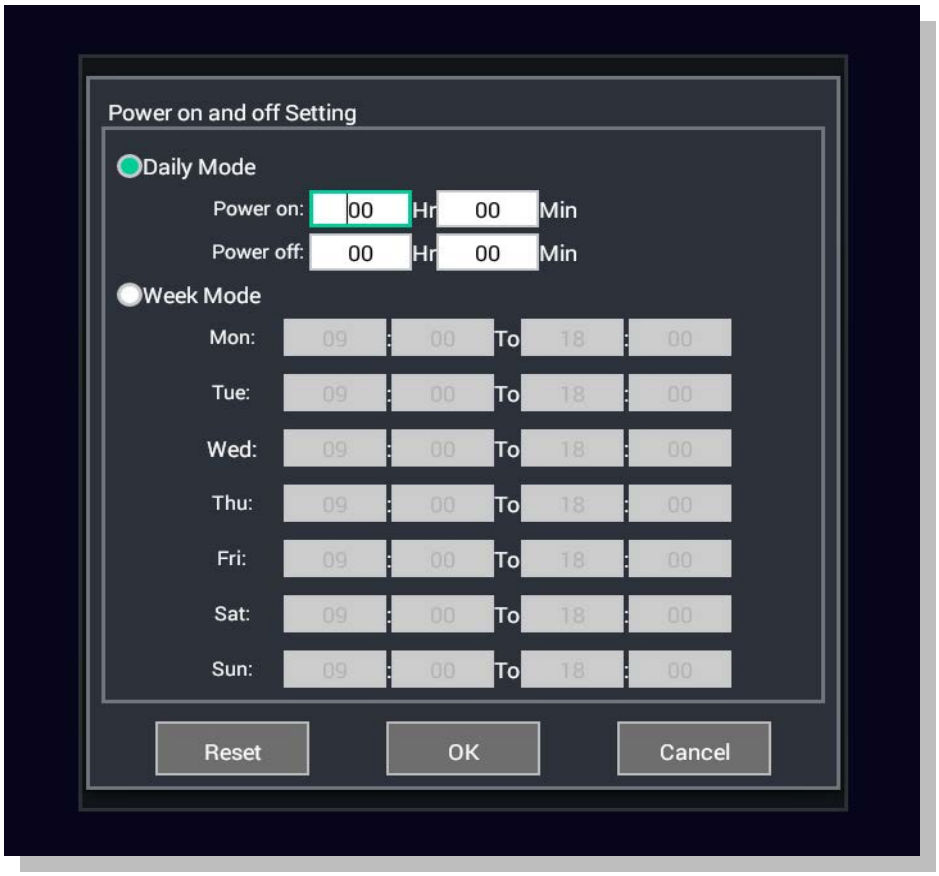
Pic 9

Brightness settings interface is as shown in the below picture, users can set max five time periods brightness for hardware terminal. In default, hardware terminals have certain brightness for 00:00~23:59. Generally, brightness value 0 is darkest, 10 means most bright. However, some LED screen has an opposite logic on brightness.



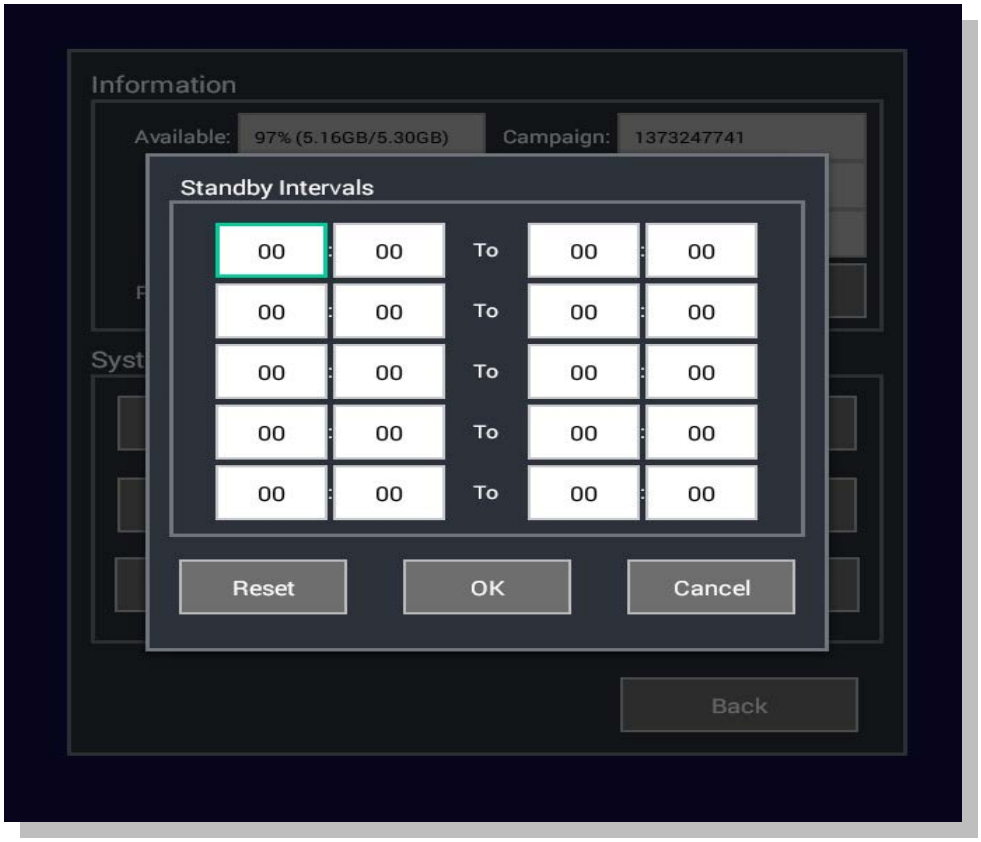
Pic 10

Power on and off setting interface is as shown in the below picture, including daily mode and weekly mode. Daily mode means users can define daily on/off time for hardware terminals; if users want 24hours working set it 00:00~00:00. Weekly mode means users can define power on/off time based on week for hardware terminals; if users want 24hours on Sunday, set it 00:00~00:00.



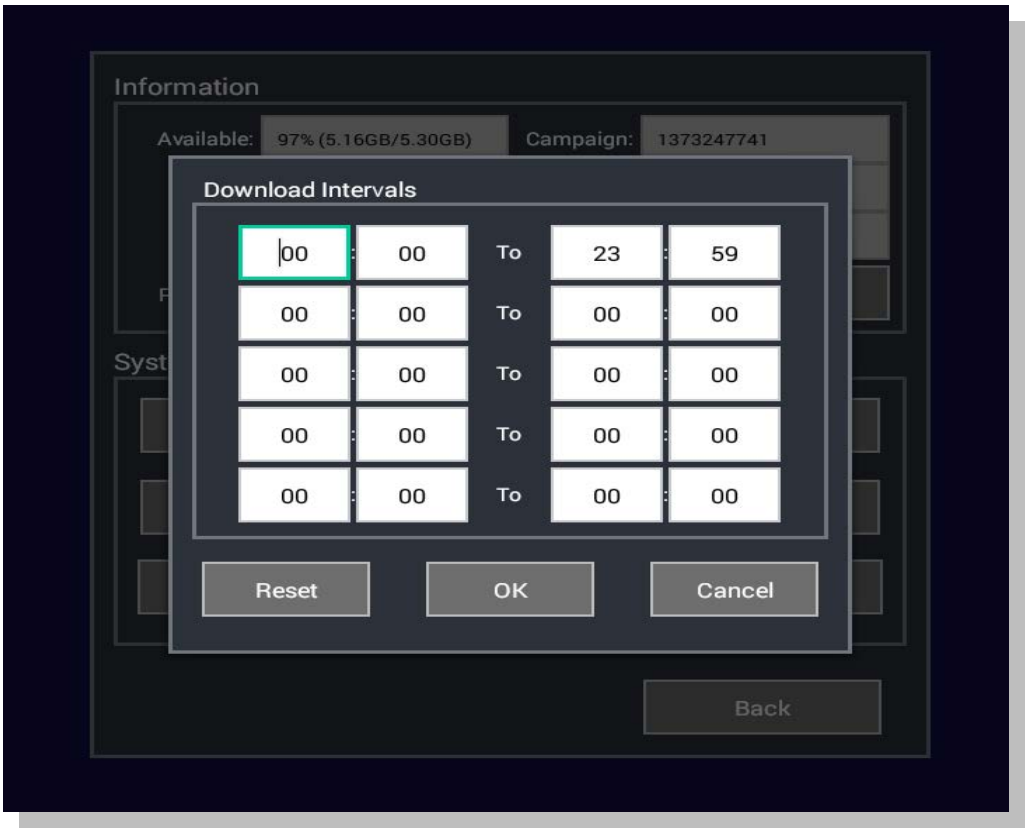
Pic 11

Standby intervals setting is shown as in the below picture, users can set max five standby intervals for a hardware terminal. 00:00~00:00 means the blank configuration. Contents will stop playing and screen will go to black once the hardware terminal accesses into the standby condition.



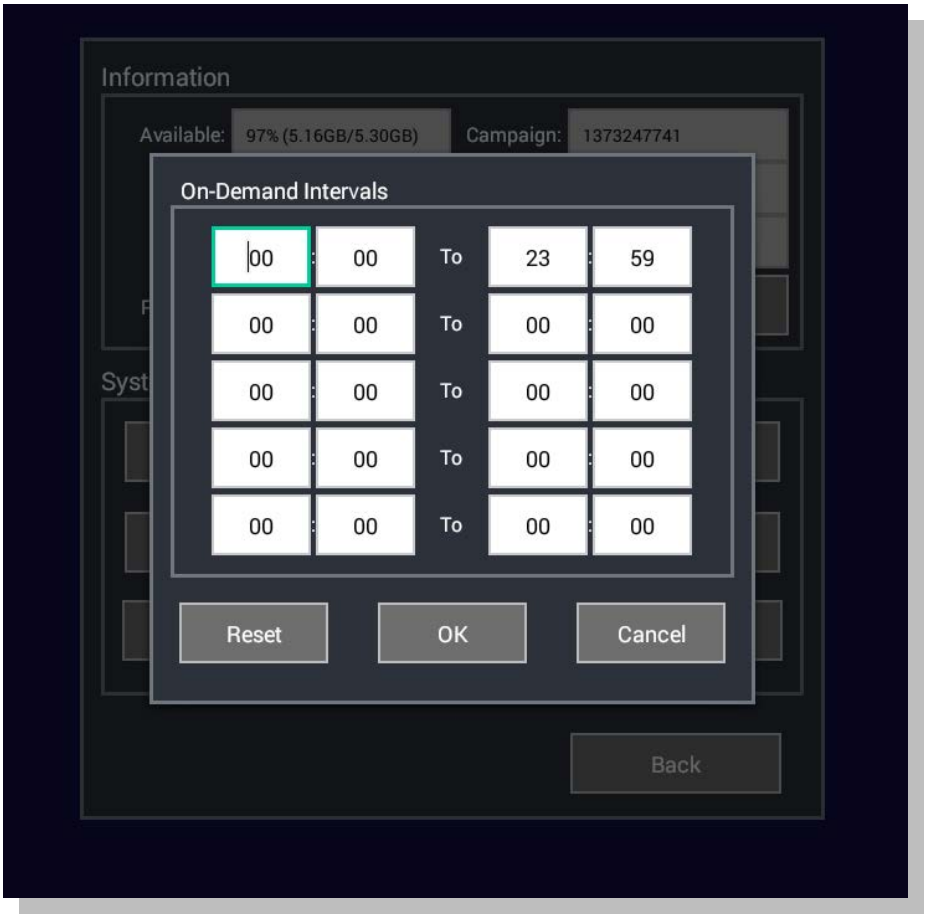
Pic 12

Download intervals interface is as shown in the below picture, users can set max five download intervals for a hardware terminal, 00:00~00:00 means blank configuration; 00:00~23:59 means downloading can be available for any time of the whole day. Hardware terminals only download contents from server within the download intervals set by users. Note: configuration, program and system package downloading is not limited to the download intervals.



Pic 13

On-demand Intervals interface is as shown on the below picture, users can set max five on-demand intervals for a hardware terminal, 00:00~00:00 means blank configuration; 00:00~23:59 means on-demand is available any time of the whole day. Hardware terminal only can play on-demand programs within the on-demand intervals set by users.

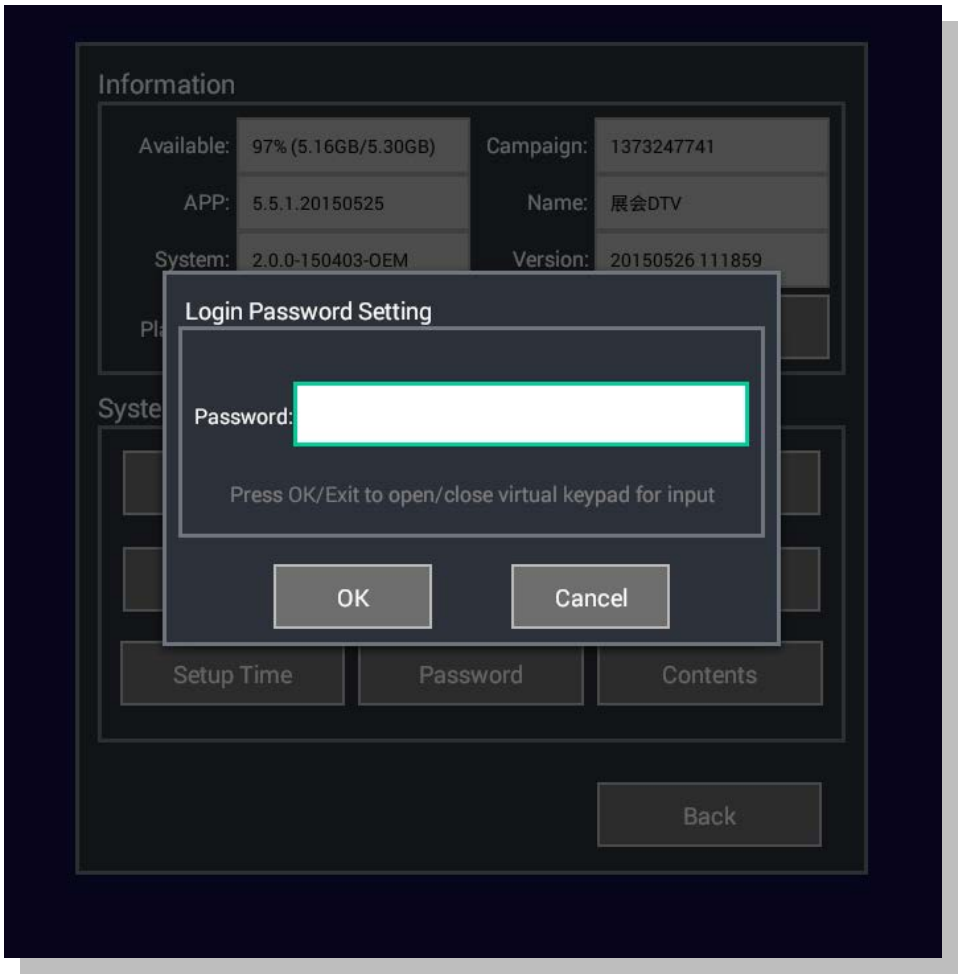


Pic 14

Hardware Terminal Date and Time setting interface is as shown in the below picture. Users can manually set the terminal date and time. The terminal will check with the server once terminal rebooted, it will be automatically revised to the server time if the difference between it and server more than 5s.

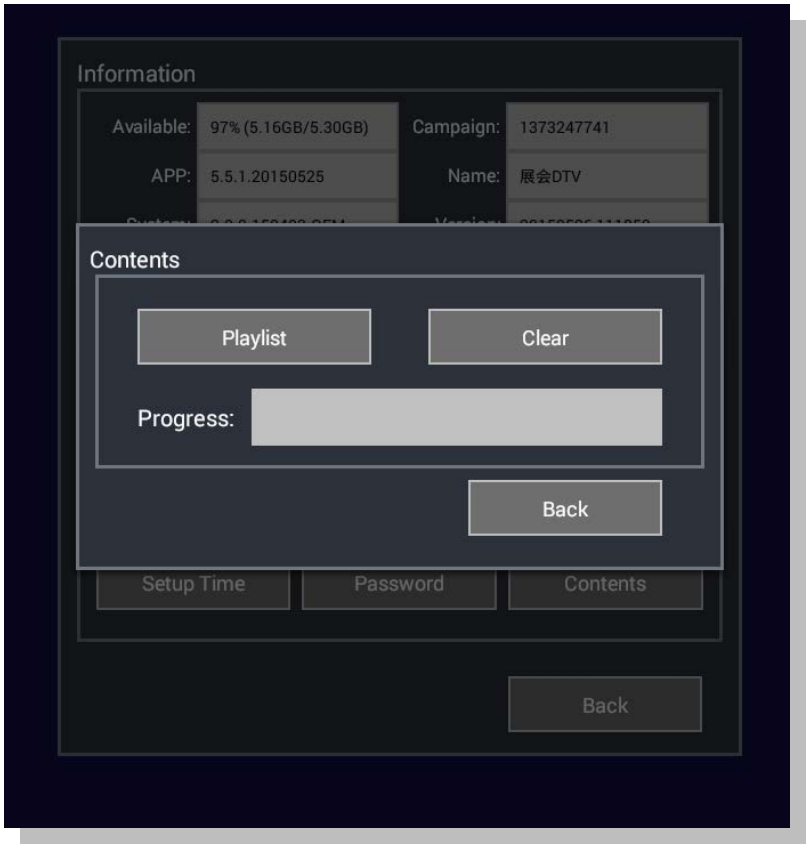
Pic 15

Hardware Terminal Login Password Setting is shown as in below picture, users can set a password consisting of 6 numbers. Once password set, a login password interface will be shown if the users want to go to setting interface for setting. If users forgot password, can set or clear the password by remote control via server.

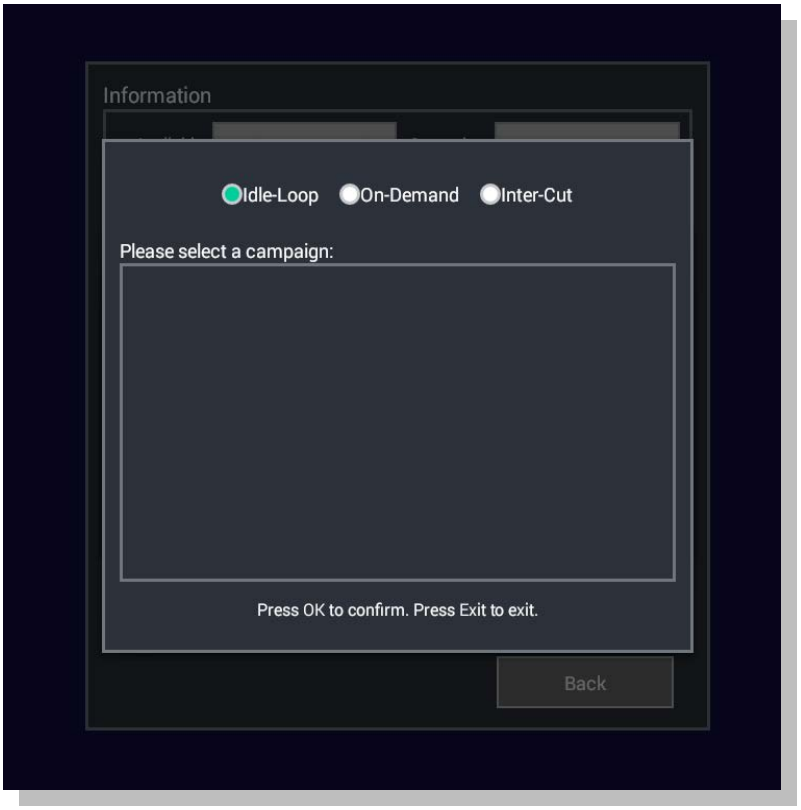


Pic 16

Contents management interface is shown as in the below picture, users can access into the loop, on-demand and insert campaigns via “playlist” button. The updated contents come from the external USB drive (exported from the server via the standalone export software). “Clear” button means manually clear all the playing contents, please be careful to use this button.


Information
Available:
97% (5.16GB/5.30GB)
Campaign:
1373247741
APP:
5.5.1.20150525
Name:
展会DTV
Contents
Playlist
Clear
Progress:
Back
Setup Time
Password
Contents
Back

Pic 17


Information
Idle-Loop
On-Demand
Inter-Cut
Please select a campaign:
Press OK to confirm. Press Exit to exit.
Back

Pic 18

2.3 Advanced Settings

Hardware terminal advanced settings is shown as in the below picture.

“Play Path” means the storage place of the current contents playing, including mainboard memory, SD card, USB disk; if the hardware terminal shows “no playlist”, users can check if the play path is correct or not.

“Rotation” button is used to set the rotation angle of the Android system; 0 and 180° is suitable for landscape model, and 90 and 270° is suitable for portrait model.

“Sync Play” button is used to make multiplayers (in same local network area) to play the loop campaign in synchronization.

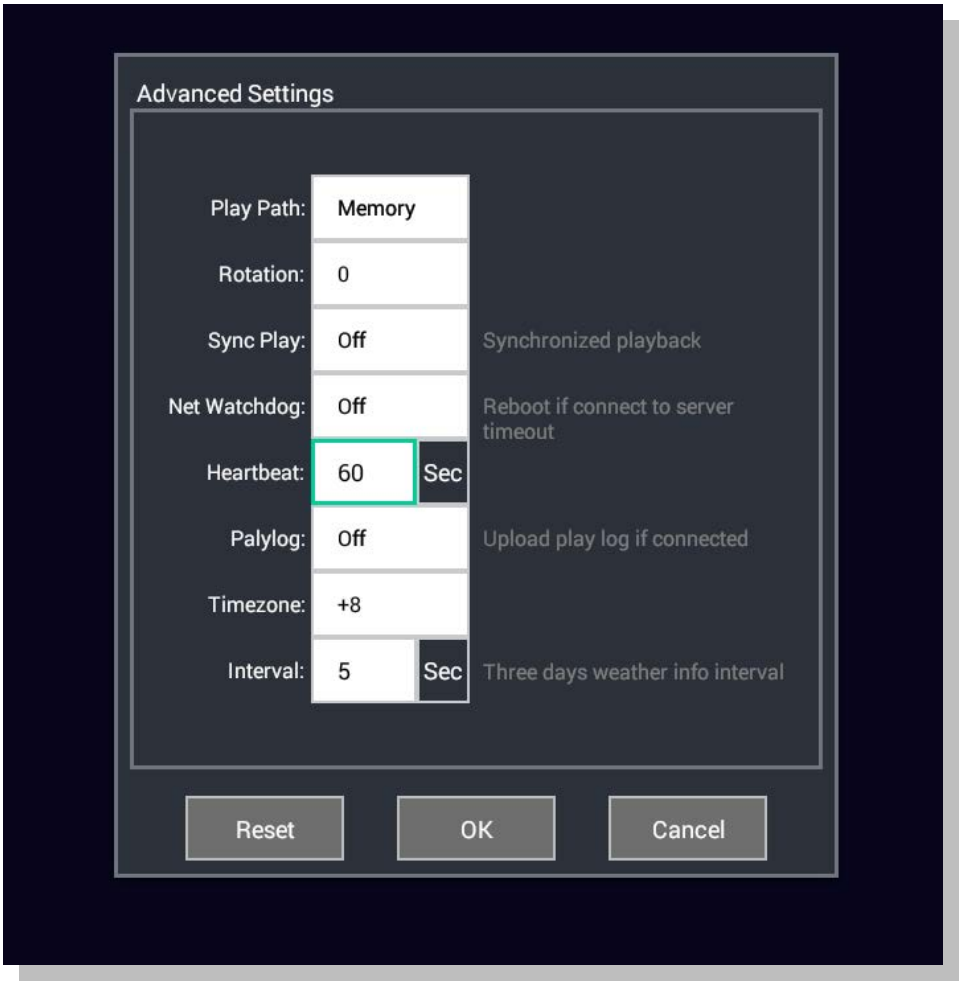
“Network Watchdog”, if network watchdog is opened, the hardware terminal will count from the first time of disconnection with server, after heartbeat time, if the connection to the server still fails, the hardware terminal will be automatically rebooted if connect to server time out.

“Heartbeat” means the intervals of the hardware terminal reports the connection status to the server, this parameter is related to the server configuration, please do not change the default value without our permission.

“Play log” button is used to set if the play log temporarily saved in local and upload to the server. “off” means do not save and upload play log to the server; setting time for storage means the date of un-uploaded play log storage; Even setting the saving time, once the play log are uploaded to the server, the local storage information will be automatically deleted.

“Time zone” is used to set the time zone of the hardware terminal.

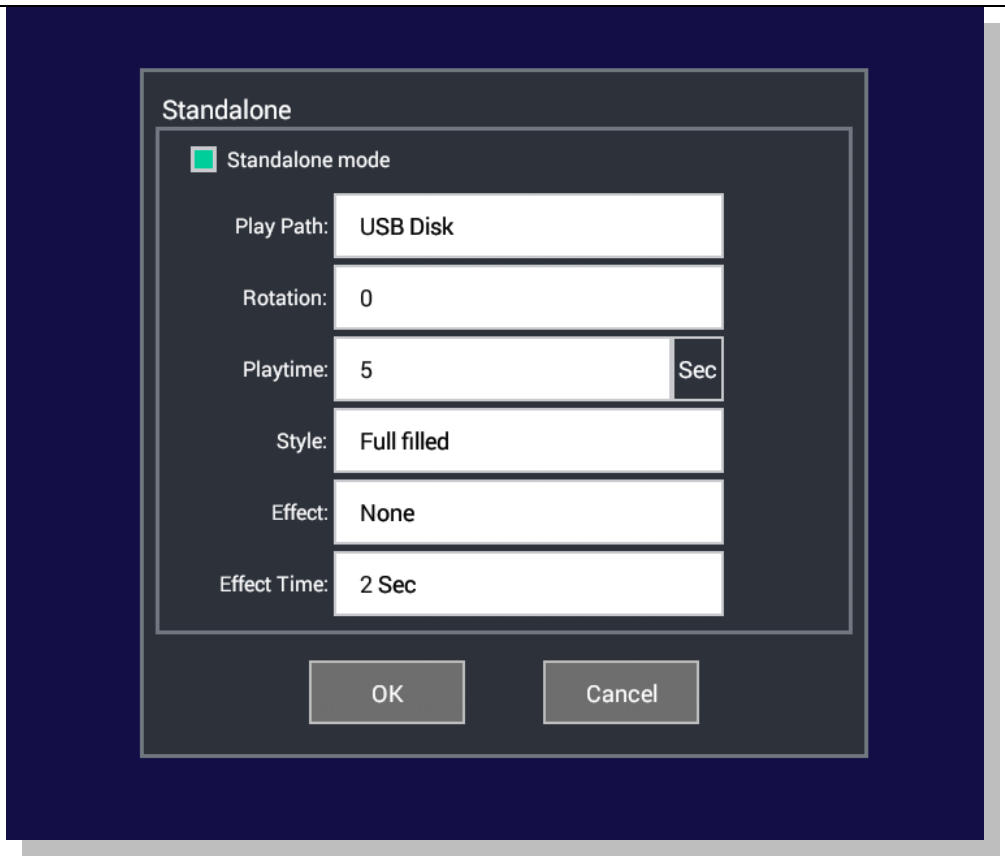
“Interval” is used to setting interval for each day’s weather information when multiple days weather information are set.



Pic 19

2.4 Network & Standalone Mode

Network and standalone modes exchange interface is as shown in the below picture. The default mode is network mode. If setting as standalone mode, hardware terminal can automatically play the current contents in full screen from pictures, videos in sequence from designated storage path. “Rotation” button is used to set the rotation of the screen and contents. “Playtime” means each picture playing time. “Style” is sued to define the full filled or auto scale of the picture and video. “Effect” is used to control the picture transition effect.



Pic 20

2.5 Reboot

"Reboot" button is used to reboot the hardware terminal.

2.6 Start Player

Press **"Start Player"** button after hardware terminal configuration finished. Terminal will play the program made in sever.

3 ANNEX

3.1 Resolution for each size of the panel

Screen Size	Landscape	Portrait
12’’	1280x800	800x1280
19’’	1368x768	768x1368
22’’	1920x1080	1080x1920
26’’	1368x768	768x1368
32’’	1368x768	768x1368
42’’ or larger	1920x1080	1080x1920
HDMI HD	1280x720	720x1280
HDMI Full HD	1920x1080	1080x1920
VGA General	1360x768	768x1360
AV PAL	720x576	576x720
AV NTSC	720x480	480x720

3.2 Media Support

Image Formats: JPG, PNG, BMP and etc…

In JPG, only RGB color is supported, while CMYK is not supported.

Images resolution exceeded 2000*2000 will automatically lossless uploaded proportionally scaled to within 2000*2000 once submitted.

Audio Formats：MP3, WMA, WAV, EAAC+, APE, FLAC, BSAC, OGG and etc…

AC3 and DTS are not supported because of uncommitted.

Video Coding supported: MPEG-1/2/4, H.263, H.264, WMV9, RV8/9/10, Divx-3/4/5

Video Formats：MKV, MOV, MP4, AVI, TS, MPG, ASF, FLV, OGG, RM and etc…

*Notice: The best is H.264 encapsulated by AVI, 1920*1080 resolution, and the recommended stream is 8~10Mbps; It needs more resources to decode WMV formats. And its formats is 4~6Mbps by recommended.*

3.3 Player Start

Power on the hardware terminal, the default start interface is the 5 colors interface, the hardware terminal will access into the program playing after 40s, the interface will be “playlist uploading…”, and then it will play the programs stored in the SD card inside the hardware terminal. It will show “no playlist” if there is no contents to play.

Note: if the hardware terminal shows a window of TCC8900 OEMCTRL after player starts 1 minute, which means there is no SD card or SD card has no playing programs, users need to decompress the file of name of “V4xRxxx.zip” and copy the decompressed files (GNAMP, demo.exe and demo.bat) into the root directory of the SD card.

FCC WARNING

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, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment 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 equipment 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 equipment 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.

To maintain compliance with FCC’s RF Exposure guidelines, This equipment should be installed and operated with minimum distance between 20cm the radiator your body: Use only the supplied antenna.