



NEXCOM International Co., Ltd.

Multi-Media Solutions

PowerDigis V2 Player

User Manual

NEXCOM International Co., Ltd.

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Chapter 1: Introduction

1.1 Manual Objective

The objective of this User Manual is to provide a comprehensive understanding of the PowerDigiS Digital Signage Player. Specifically, user will be able to reference this manual for assistance with the following:

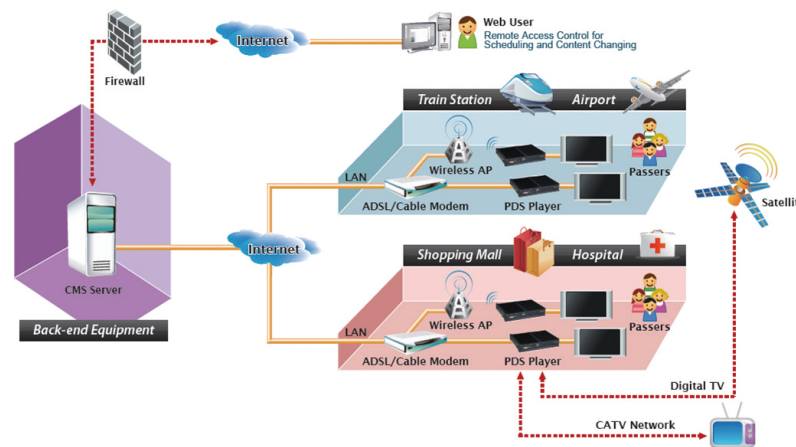
- PowerDigiS Player overview
- Detailed descriptions of PowerDigiS Player features and UI functions
- Step-by-Step PowerDigiS Player system installation and configuration procedures
- Basic and advanced settings for PowerDigiS Digital Signage Player configuration

1.2 Architecture

The PowerDigiS Digital Signage Player is a range of network based digital signage appliances designed to address a broad spectrum of digital signage applications. It integrates hardware and software technology seamlessly in digital signage application to provide high performance media player system and feature rich software solution tailored to handle high quality play of a great variety of multi-media contents on single or multiple display devices.

A comprehensive suite of presentation design, media player, presentation scheduler and web management tools are included with PowerDigiS solution package which makes for simplified deployment, management and operation of digital signage applications.

The PowerDigiS Digital Signage Player is composed of the following major components:



1.2.1 PowerDigiS Player

The PowerDigiS Player is pre-installed with all required software for digital signage application to display multi-media presentations on single or multiple display devices in accordance with user preferable time and sequence. By using LAN/WAN, multi-media presentations can be easily saved and scheduled for the PowerDigiS Player remotely through wired or wireless network.

- Playback ability of most of standard multimedia file types
- Player start/stop/pause/reboot/shutdown control
- Display resolution setting support
- Daily/Weekly/Monthly/Annual presentation scheduling support
- Screen rotation function (landscape/portrait) support
- Output to multiple display devices, independent, clone or combined
- Picture/video wall feature support
- Live TV program playback support
- Instant Emergency/Notification message display support

1.2.2 Web-based Presentation Designer

The PowerDigiS Web-based Designer allows users to design the presentation via Player or CMS Management Console for a single or multiple Players. This handy tool gives users the freedom and flexibility to add, modify and control different types of rich media files, from simple text messages to advanced combinations of ticker with dynamic animations, pictures, video files, TV channels or flash movies to presentation.

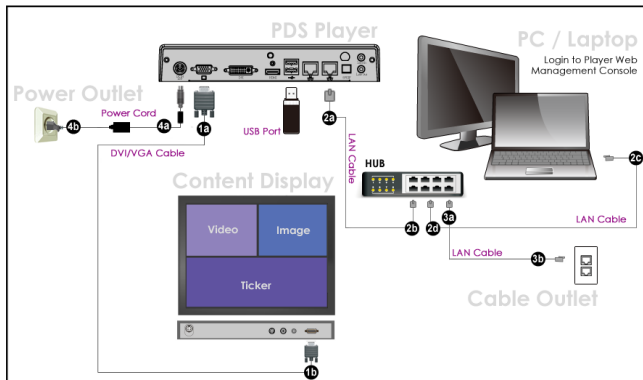
- Easy drag and drop content (play item) from content list to specific zones
- Support unlimited scenes and up to 9 zones in each scene
- Support both Default Layout Templates and User Defined Templates
- Images animation effect in each independent zone
- Web-based UI for intuitive, central management and easy operation
- Import/Export Presentations for more flexibility with Presentation design in different Players

CHAPTER 2: Player system installation and configuration

2.1 Player Cable Connection

You can use either of the following measures to configure the Player cable connection:

2.1.1 Managing Player from a separate management PC/ laptop



Step 1a Choose the video output (DVI/VGA/HDMI/LVDS) you would like to use to connect the cable.

Step 1b Connect another end of the cable to your display.

Step 2a Plug a LAN cable into PDS Player LAN port 1.

Step 2b Connect another end of LAN cable to LAN port 1 on the hub.

Step 2c Plug another LAN cable into Management PC/laptop LAN port

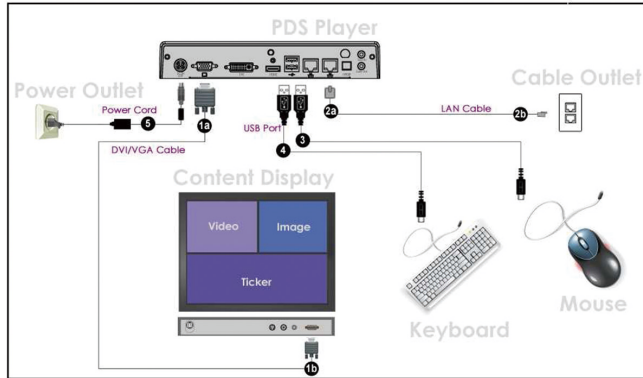
Step 2d Connect another end of LAN cable to LAN port 2 on the hub.

Step 3a Plug the third LAN cable to LAN port 3 on the hub

Step 3b Connect another end of LAN cable to the Cable Outlet

Step 4 Plug the DC end of the power adapter into the power connector of the PDS Player unit. Then, plug the AC end to an electrical outlet. Push the Power button and the PDS Player will power up immediately.

2.1.2 Managing Player directly



Step 5 Plug the DC end of the power adapter into the power connector of the PDS Player unit. Then, plug the AC end to an electrical outlet. Push the Power button and the PDS Player will power up immediately.

Step 1a Choose the video output (DVI/VGA/HDMI/LVDS) you would like to use to connect the cable.

Step 1b Connect another end of the cable to your display.

Step 2a Plug a LAN cable into PDS Player LAN port 1.

Step 2b Connect another end of LAN cable to Cable Outlet

Step 3 Plug the mouse cable into USB pen drive 1 on PDS Player

Step 4 Plug the keyboard cable into USB pen drive 2 on PDS Player

2.2 Player Management Console Login

The Player Web Management Console is an user interface which enables user to remotely control and administrate PDS Player, including designing and scheduling the presentation, managing Player's configuration as well as monitoring Player system information.

- Provide overall system information
- Support Service Restart, System Reboot and Firmware Update features
- Monitor and control major system services
- Manually select default TV channel for Player
- Schedule presentations to be played at specific time as predefined
- View and download Proof of Play message file.

If you log into Player Management Console from a PC/laptop, launch the browser and type in DHCP IP address appearing on the display attached to the Player to access the console.

If you log into Player Management Console directly from the Player, type "password" first to switch the default background image to the desktop, launch the browser and type in `http://localhost` to access the console.

Use the following combo to log into Player Management Console:

Username: administrator

Password: welcome

Select the language you would like to use. Currently English and Traditional Chinese are available.

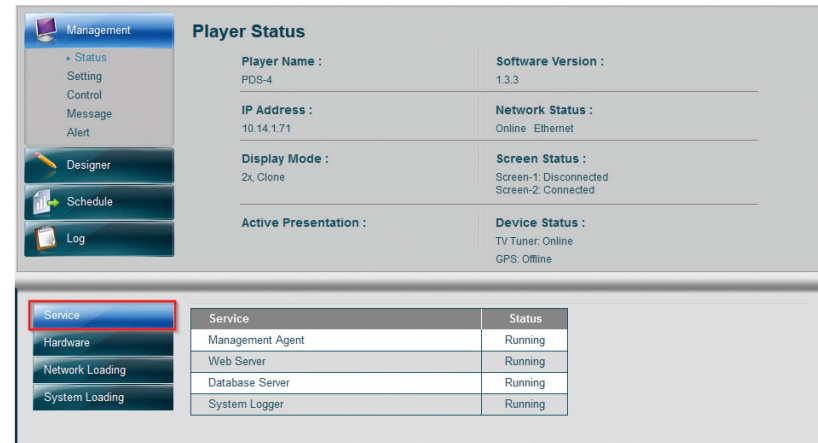
Chapter 3: Player web management console

3.1 Player Status

After you log into the Player Console, the first page you see is Player Status. From this page, you can view Player information, including Player Name, Software Version, IP Address, Network Status, Display Mode, Screen Status, Active Presentation and Device Status.

You can also view Player Service, Hardware and Network & System Loading on the bottom of the same page.

Service info provides Player main services status, including Management Agent, Web Server, Database Server and System Logger.



The screenshot displays the NEXCOM Player Status web management console. On the left is a navigation menu with options: Management (selected), Status, Setting, Control, Message, Alert, Designer, Schedule, and Log. The main content area is titled "Player Status" and contains several key-value pairs:

- Player Name :** PDS-4
- Software Version :** 1.3.3
- IP Address :** 10.14.1.71
- Network Status :** Online Ethernet
- Display Mode :** 2x Clone
- Screen Status :** Screen-1: Disconnected, Screen-2: Connected
- Active Presentation :**
- Device Status :** TV Tuner: Online, GPS: Offline

Below this, there is a "Service" section with a table showing the status of various services. The "Service" menu item in the left navigation bar is highlighted with a red box.

Service	Status
Management Agent	Running
Web Server	Running
Database Server	Running
System Logger	Running



Hardware info provides Player hardware configuration details.

Management

- Status
- Setting
- Control
- Message
- Alert

Designer

Schedule

Log

Player Status

Player Name :

Software Version :

1.3.3

IP Address :

10.14.5.17

Network Status :

Online Ethernet

Display Mode :

2x, Combine

Screen Status :

Screen-1: Connected
Screen-2: Connected

Active Presentation :

20130516

Device Status :

TV Tuner: Offline
GPS: Offline

Service

Hardware

Network Loading

System Loading

System	
Model Name	To Be Filled By O.E.M.
Serial Number	To Be Filled By O.E.M.
Processor	
Processor 1	Intel(R) Atom(TM) CPU D525 @ 1.80GHz
Processor 2	Intel(R) Atom(TM) CPU D525 @ 1.80GHz
Processor 3	Intel(R) Atom(TM) CPU D525 @ 1.80GHz
Processor 4	Intel(R) Atom(TM) CPU D525 @ 1.80GHz
Memory	
DMM 1	Size: 2048 MB
DMM 2	Size: undefined
DMM 3	Size: undefined
DMM 4	Size: undefined
Disk	
Disk /dev/sda	Capacity: 160.0 GB, 160041885696 bytes
Network Interface	
eth0	MAC: 70:54:d2:5e:59:8e, IP: 10.14.5.17

Network Traffic provide daily/weekly/monthly Player network bandwidth usage info.

Management

- Status
- Setting
- Control
- Message
- Alert

Designer

Schedule

Log

Player Status

Player Name :

Software Version :

1.3.3

IP Address :

10.14.5.17

Network Status :

Online Ethernet

Display Mode :

2x, Combine

Screen Status :

Screen-1: Connected
Screen-2: Connected

Active Presentation :

20130516

Device Status :

TV Tuner: Offline
GPS: Offline

Service

Hardware

Network Loading

System Loading

Network Analysis

Bandwidth Usage

Daily

Weekly

Monthly



System Loading provides Player CPU & Memory utilization information.

Management

- Status
- Setting
- Control
- Message
- Alert

Designer

Schedule

Log

Player Status

Player Name :	Software Version :
	1.3.3
IP Address :	Network Status :
10.14.5.17	Online Ethernet
Display Mode :	Screen Status :
2x, Combine	Screen-1: Connected Screen-2: Connected
Active Presentation :	Device Status :
20130516	TV Tuner: Offline GPS: Offline

Service

Hardware

Network Loading

System Loading

CPU utilization: 12.2%
Memory utilization: 1610 MB

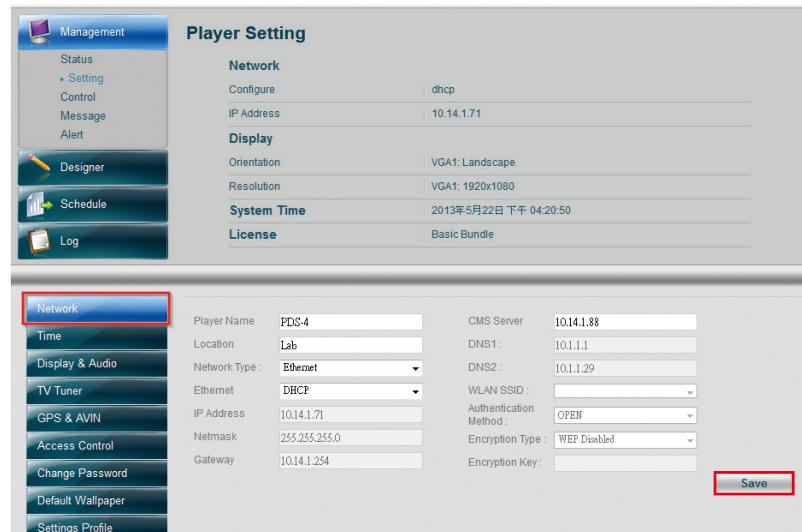
3.2 Player Setting

Player Setting allows user to configure different types of settings for the Player, including Network, Time, Display & Audio, TV Tuner, GPS & AVIN, Access Control, Change Password, Default Wallpaper, Settings Profile, Firmware Update and Reset to Factory Default.

In this Chapter, we are going to introduce the basic settings you need to configure for Player before you proceed with your presentation design. Please refer to **Chapter 4 “Advanced Settings for Player”** for more advanced settings steps for Player.

3.2.1 Configure Network Setting

- Click “**Network**” from the lower left panel
- Enter Player name and location info
- Select Ethernet type to be DHCP or static
- If you have selected static IP, manually enter relevant IP information
- Enter CMS server IP if you want to register Player to a specific CMS server
- Click Save to make settings to take effect



Player Setting

Network

Configure: dhcp

IP Address: 10.14.1.71

Display

Orientation: VGA1: Landscape

Resolution: VGA1: 1920x1080

System Time

2013年5月22日 下午 04:20:50

License

Basic Bundle

Network

Player Name: PDS-4

Location: Lab

Network Type: Ethernet

Ethernet: DHCP

IP Address: 10.14.1.71

Netmask: 255.255.255.0

Gateway: 10.14.1.254

CMS Server: 10.14.1.88

DNS1: 10.1.1.1

DNS2: 10.1.1.29

WLAN SSID:

Authentication Method: OPEN

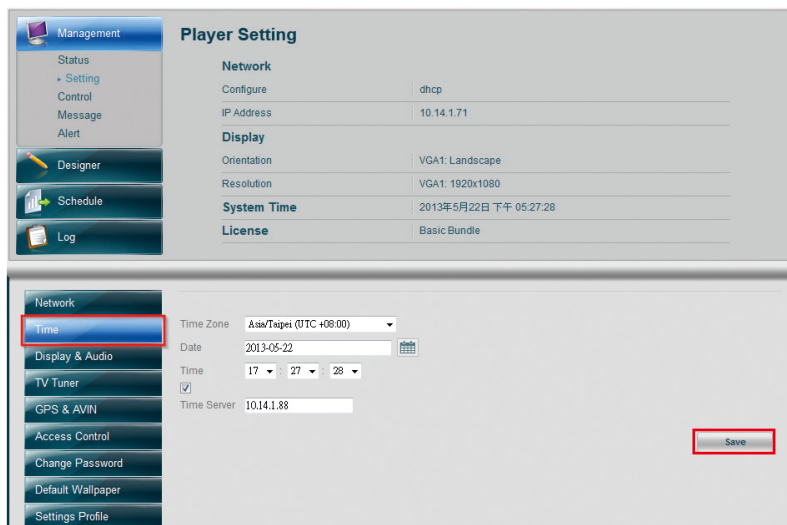
Encryption Type: WEP Disabled

Encryption Key:

Save

3.2.2 Configure Time Setting

- Click **"Time"** from the lower left panel
- Select Time Zone from the dropdown menu
- Select Date and Time from the calendar
- Check **Time Server** checkbox and enter time server info of to configure a time server
- Click **Save** to make settings to take effect



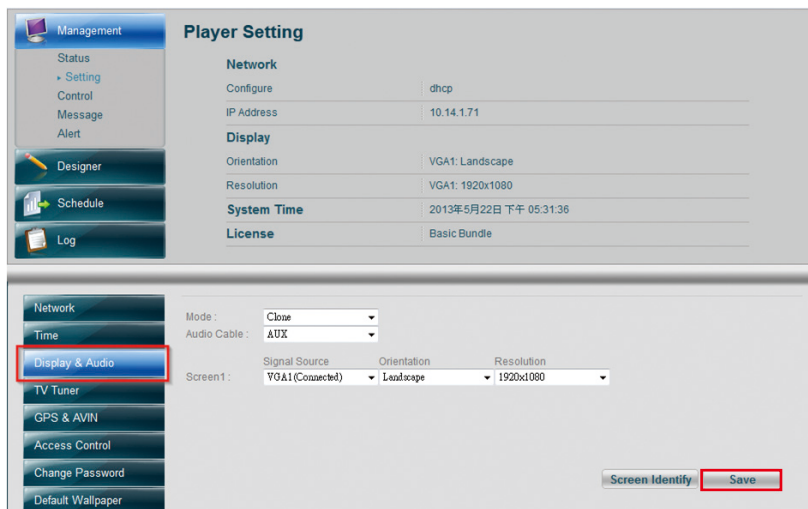
The screenshot displays the 'Player Setting' web interface. On the left, a 'Management' sidebar contains links for Status, Setting, Control, Message, Alert, Designer, Schedule, and Log. The main content area is titled 'Player Setting' and contains several sections: Network (Configure: dhcp, IP Address: 10.14.1.71), Display (Orientation: VGA1: Landscape, Resolution: VGA1: 1920x1080), System Time (2013年5月22日 下午 05:27:28), and License (Basic Bundle).

Below this, a 'Time' configuration section is shown. The 'Time' option in the left sidebar is highlighted with a red box. The 'Time' settings include:

- Time Zone: Asia/Taipei (UTC +08:00) (dropdown menu)
- Date: 2013-05-22 (calendar icon)
- Time: 17 : 27 : 28 (dropdowns)
- Time Server: 10.14.1.88 (checkbox checked)

 A 'Save' button is highlighted with a red box at the bottom right of the Time configuration area.

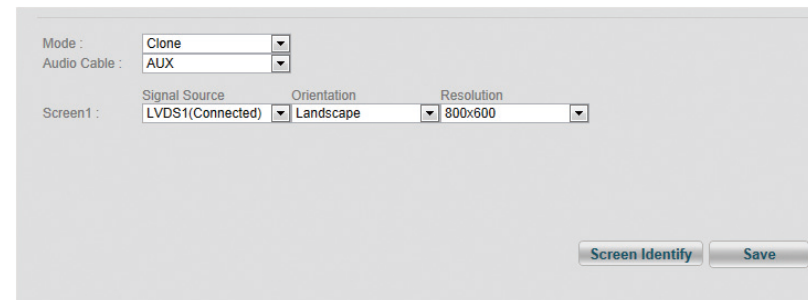
3.2.3 Configure Display Setting & Audio Setting



- Click **"Display & Audio"** from the lower left panel
- From the Mode dropdown menu, select display mode to be Clone, Combine or Independent

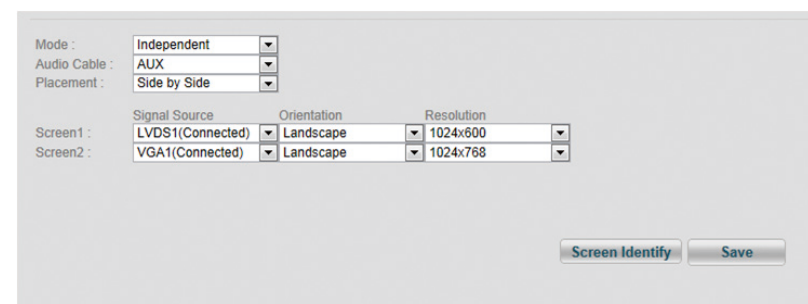
To set the display to clone mode:

- Select Clone mode
- Set Audio Output Cable to be AUX or HDMI
- Select the Display Signal Source, Orientation and Resolution for the display attached to Player
- Click "Screen Identify" to make sure display setting is correct
- Click "Save" to make the setting to take effect



To set the display to Combine or Independent mode:

- Select Combine/Independent mode
- Set Audio Output Cable to be AUX or HDMI
- Set Display Placement to be Side by Side or Top and Down
- Select Display Signal Source, Orientation and Resolution for each display attached to Player
- Click "Screen Identify" to make sure display setting is correct
- Click "Save" to make the setting to take effect



After you are done with the basic Player settings, you can proceed to Designer to create your own presentation.

3.3 Creating a Presentation

Designer allows user to manage content files and design Presentation, including creating/editing Presentation, managing Presentation List and importing/exporting Presentation.

3.3.1 Manage Content

Click **Manage Content** to add new content files or manage the content files you previously created.

Add Content from you local server

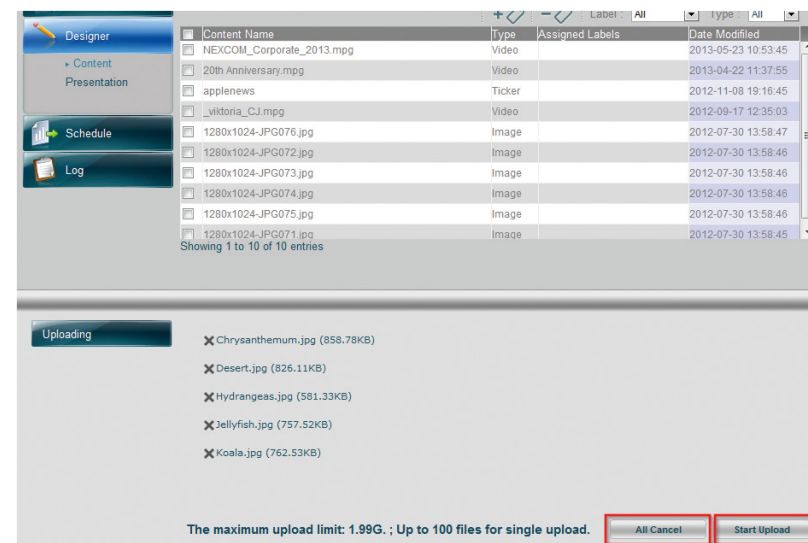


Step 1. Click **"Add Content"** icon at the top of the page

Step 2. Select any multimedia content file from your local storage . The maximum upload limit is 1.99G and you can upload up to 100 files for single upload.

Step 3. You can click **"x"** next to delete any content file or click **All Cancel** button to delete all the selected files.

Step 4. Click **Start Upload** to upload the files.



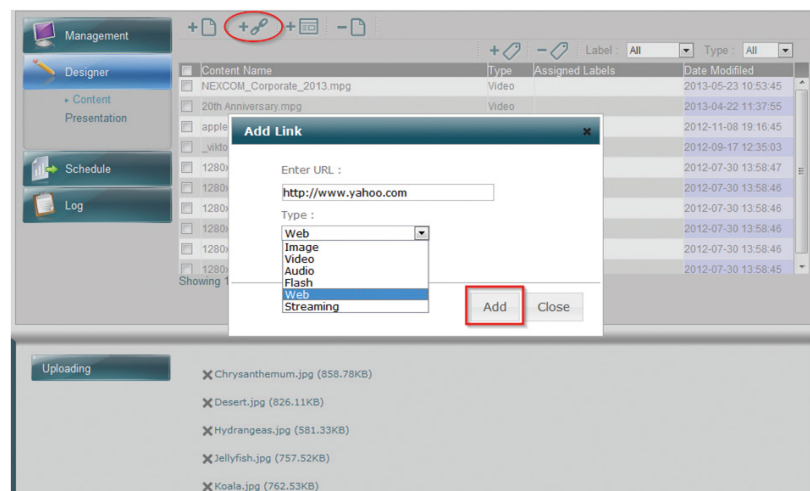
Add URL link

Step 1. Click **"Add Link"** icon at the top of the page

Step 2. Enter the URL link

Step 3. From the dropdown menu, select the URL type. Currently we support Image, Video, Audio, Flash, Web and Streaming file formats.

Step 4. Click **Add** to add the link



Add Ticker

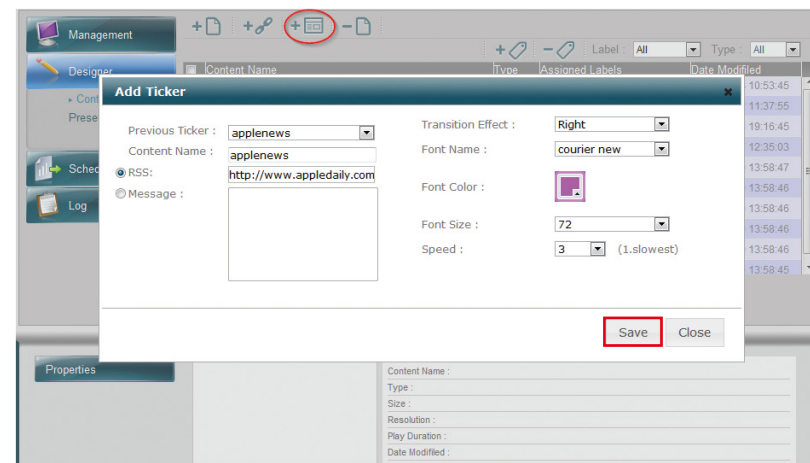
Step 1. Click **"Add Ticker"** icon on the top.

Step 2. Enter the name of the ticker in the **Content Name** field.

Step 3. You can either enter a RSS link or create your own message content.

Step 4. Select the Transition effect, Font Name, Color & Size and Speed for the ticker.

Step 5. Click **Save** to make the setting to take effect.

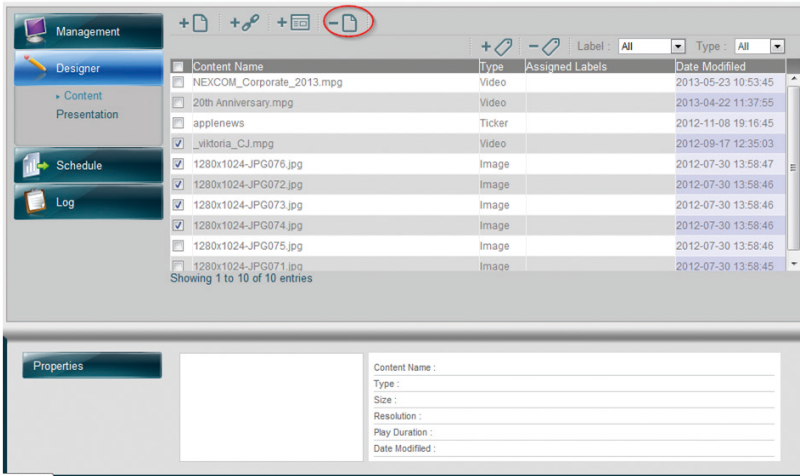


After all the content files are created, you can see them listed in the content table. Follow the below steps to delete the content files or further label them if necessary:

Delete Content Files:

Step 1. Check the content files to be deleted

Step 2. Click "Delete Content" icon to delete these files



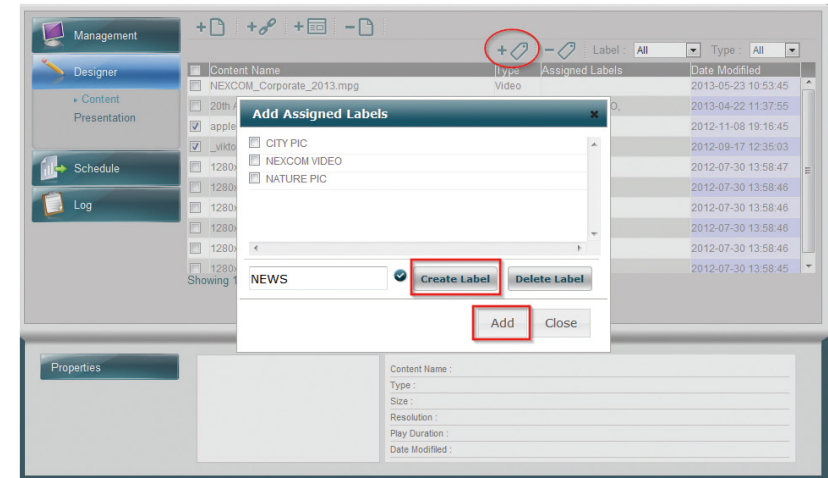
Add Labels

Step 1. From the content table, select the files to be labeled.

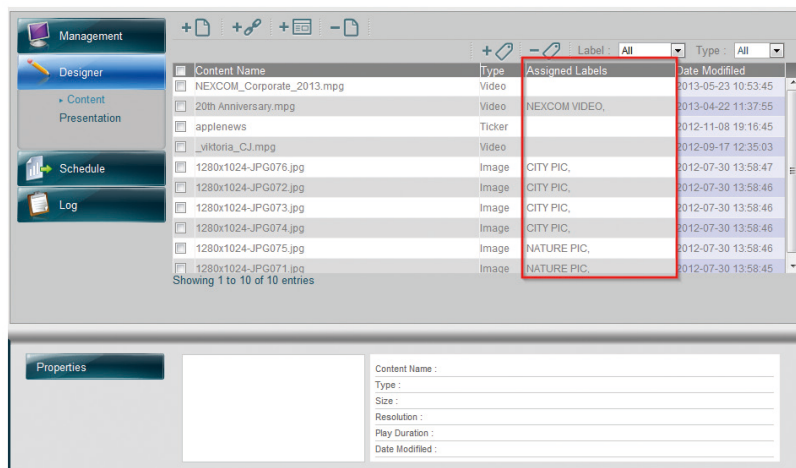
Step 2. Click **"Add Labels"** icon at the right top of the content table.

Step 3. In the pop-up window, enter a new label name and click **Create Label** button.

Step 4. Repeat Step 1-3 to create more labels.



Step 5. From the label list, select one more labels to be assigned to previously selected content files. Click **Add**. You can see the assigned labels listed in the content table.

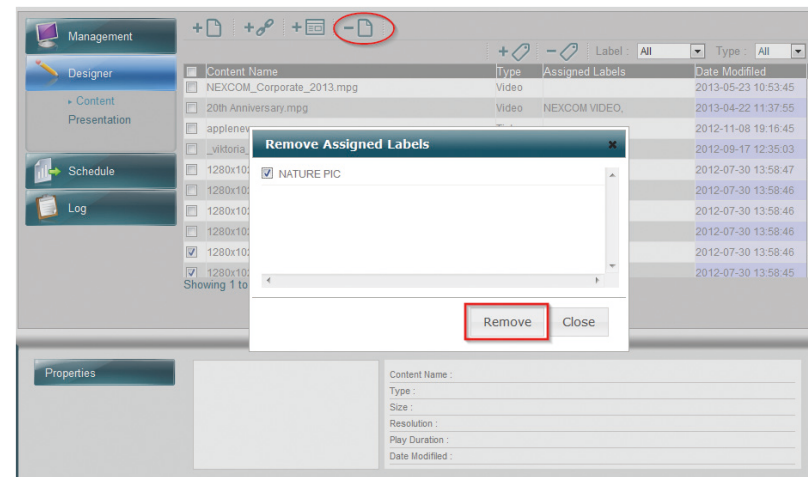


Remove labels:

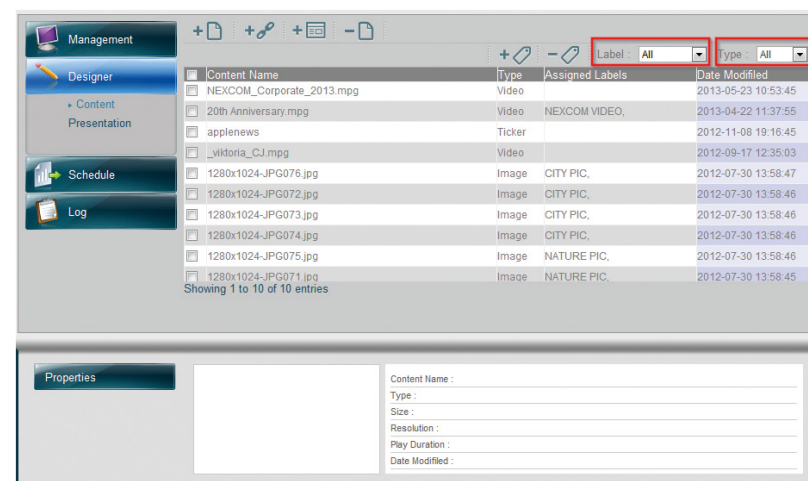
Step 1. From the content table, select the files to be un-labeled.

Step 2. Click **"Remove Labels"** icon at the right top of the content table.

Step 3. From the label list, select the labels to be removed. Click **Remove** button.

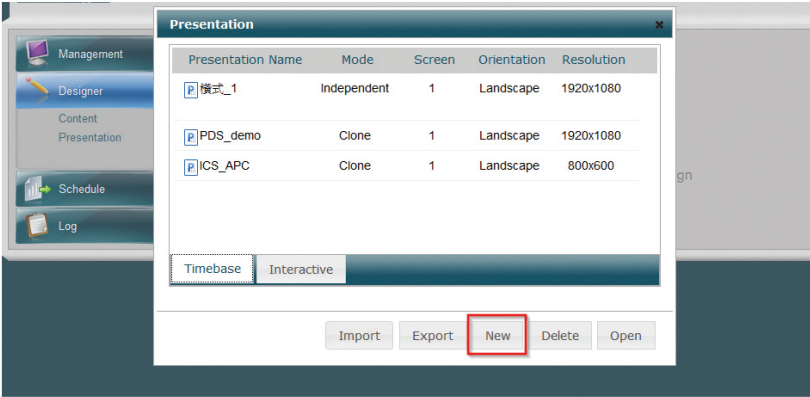


You can also choose to filter the files by label or file type.





After you have done with content management, next you can proceed with Presentation design.

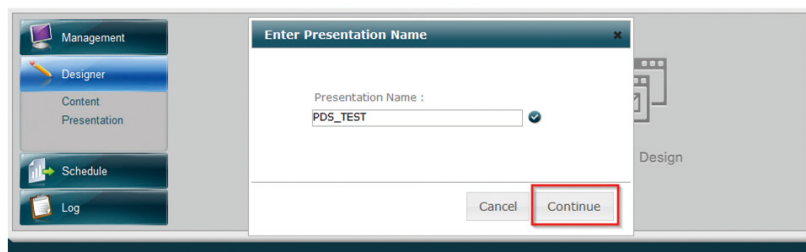


3.3.2 Creating a New Presentation

Creating a New Presentation

Step 1. Select **"New"**

Step 2. Enter **Presentation Name** and click **Continue**



Step 3. Select Presentation Type to be Timebase or Interactive

Step 4. Select Number of Displays attached to Player

Step 5. Set Display Mode to be Independent, Combine or Clone

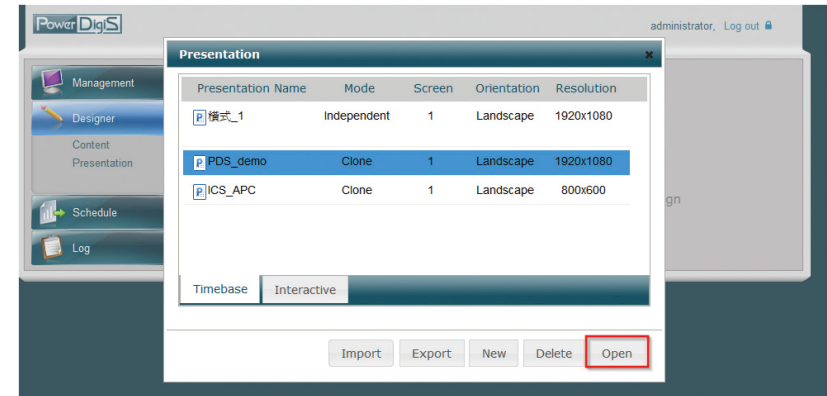
Step 6. Select Orientation (Landscape or Portrait)

Step 7. Select preferred Resolution detected from the attached display

Step 8. Click Continue to enter Scene Editor page

Editing an existing presentation

Step 1. Select an existing presentation and click **Open** to directly go to Scene Editor to edit your presentation.



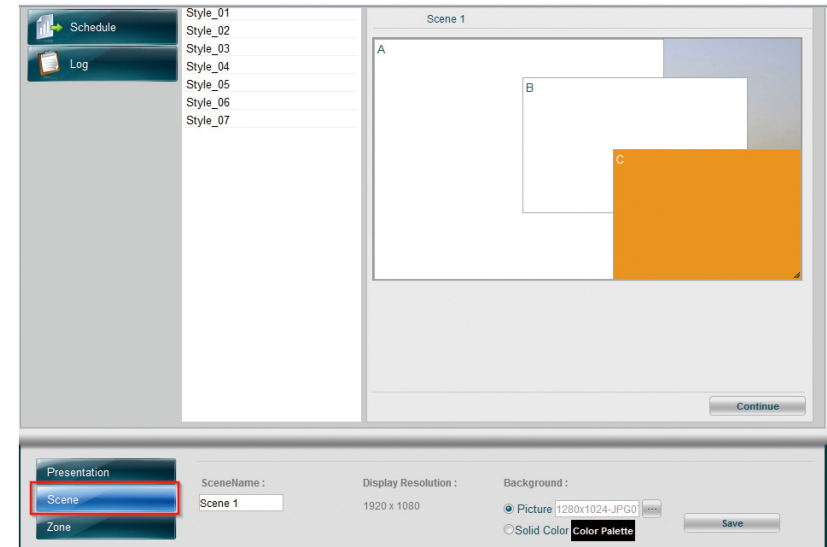
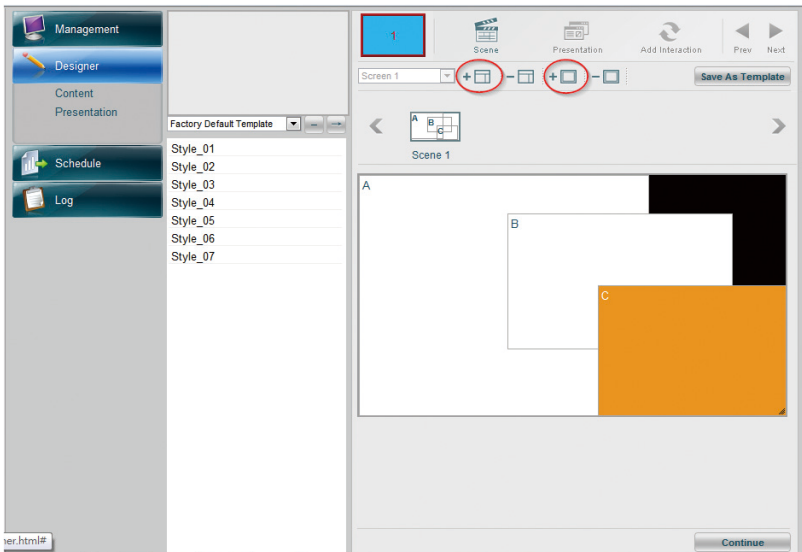
3.3.3 Scene Editor

In Scene Editor, you can either create your own scenes with multiple zones in each scene or simply choose scenes from the Factory Default Templates dropdown menu that best fit your layout design.

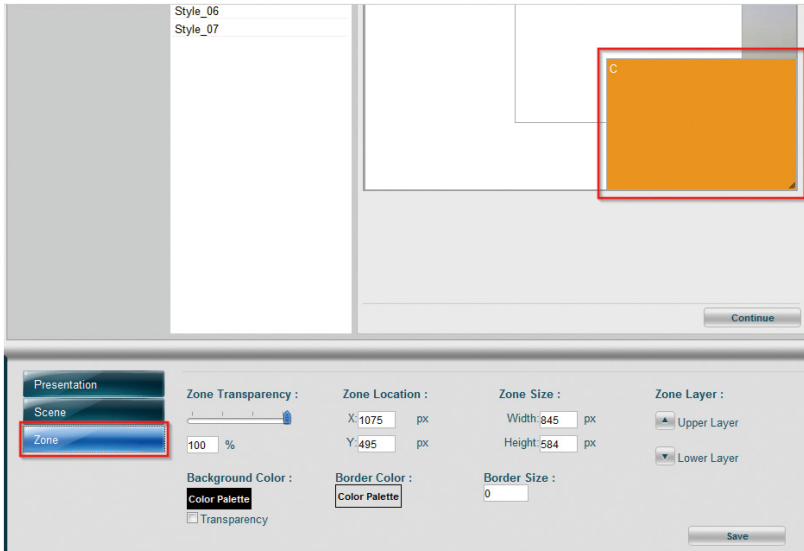
Step 1. Click **Add Scene** icon

Step 2. Click **Add Zone** icon to draw zones. You can adjust the zone size and location by drag & drop the mouse.

Step 3. To do further set Scene properties, click "Scene" on the bottom of the page.

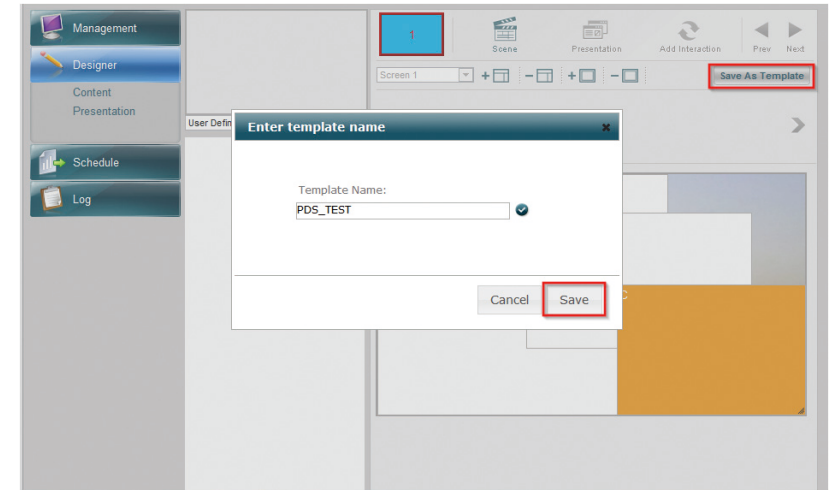


Step 4. To further set Zone properties, click specific zone first and then go to “Zone” on the bottom of the page.



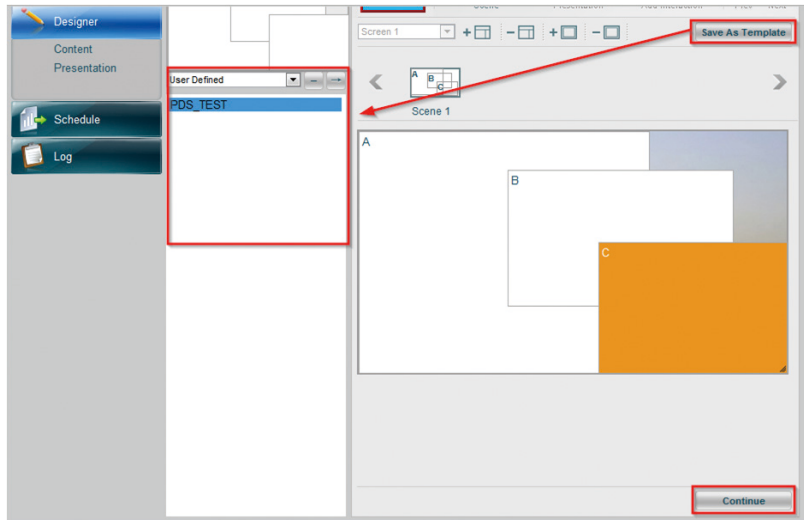
Step 5. Click **“Save As Template”** if you want to save the scene for future use

Step 6. Enter the name in the Template Name field and click “Save”



Step 7. The newly-added template will appear in User Defined Layout List

Step 8. Click “Continue” to go to Content Design page



3.3.4 Content Design

In Content Design page, you can easily drag & drop single or multiple media content files to each zone and adjust the content playback duration as desired. Here we will show you how to add the contents to the layout.

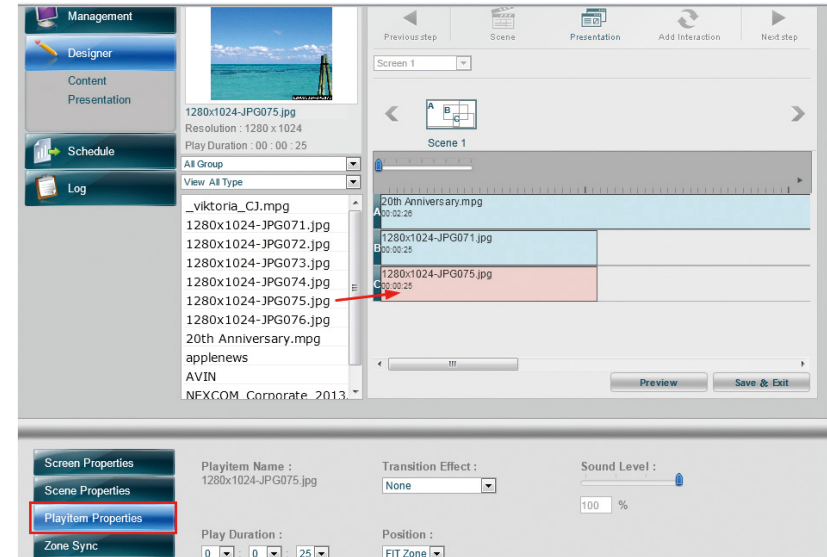
Add Contents to Zones

Step 1. From the **Content List**, select a video file previously created and drag & drop to A zone.

Step 2. Select the image file previously created and drag & drop to B zone

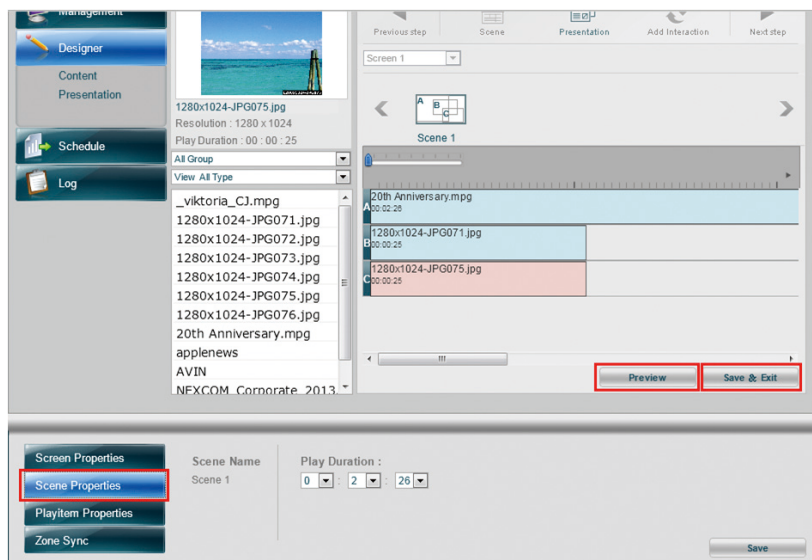
Step 3. Select the ticker previously created and drag & drop to C zone

Step 4. Adjust the content playback duration in each zone by dragging the file with the mouse. Or manually enter the duration of each playitem in the **Playitem Properties**.



Step 5. Repeat Step 1-4 to add more contents to the zone. Please note you can only add the same type of contents in each zone.

Step 6. You can check the total duration of your scene in **Scene Properties** at the bottom of the page.



Step 7. Click "Preview" to preview what the screen content layout will look like

Step 8. Click "Save & Exit" to finish content design

Step 9. Next select **Schedule** from the left function panel to schedule your Presentation

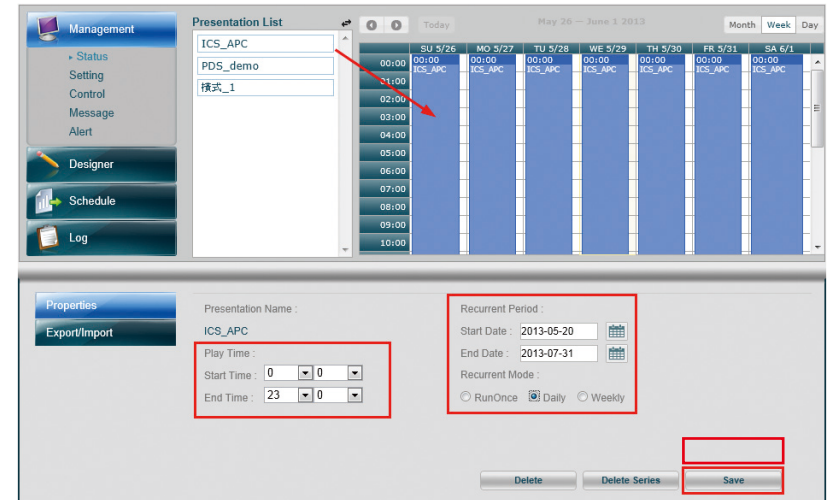
3.4 Scheduling a Presentation

Schedule page allows you to schedule your presentation by screen. You can drag and drop to schedule your presentation or single playlist hourly, daily, monthly, annual as well as any specific time. You can also select to view your schedule by day/week/month. Below is an example to show you how to schedule the Presentation from 0:00 to 23:00 with daily playback until the date you specify.

Step 1. From the **Presentation List**, select the presentation previously created and then drag & drop to the specific time slot on the right.

Step 2. Drag down the bar to adjust the presentation playback duration. Or select **Play Start Time, End Time** (0:00-23:00), **Recurrent Period** (2013-05-20-201307-31) and **Recurrent Mode** (Daily) in Schedule Properties on the bottom of the page.

Step 3. Click **Save** to save your schedule



The presentation will be applied to Player according to the preset schedule.

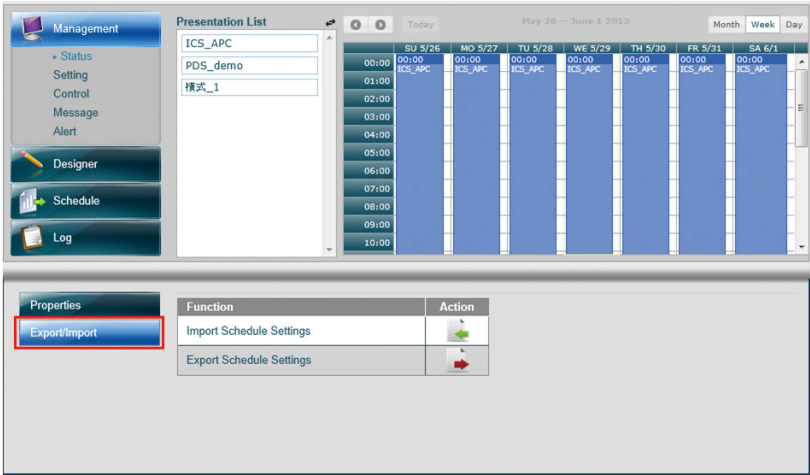


3.4.1 Export/Import a Schedule File

You can also export the schedule file to be applied to another Player or import an existing schedule file to apply to this Player.

Step 1. Click “Export/Import”

Step 2. Select to Import or Export Schedule Settings

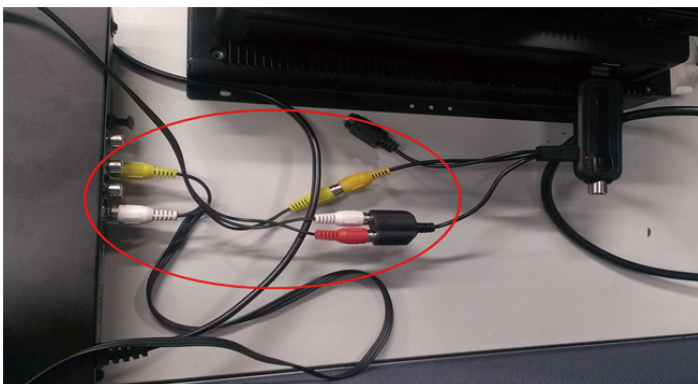


Chapter 4: Player Web Management Console

4.1 AVIN Standard Selection

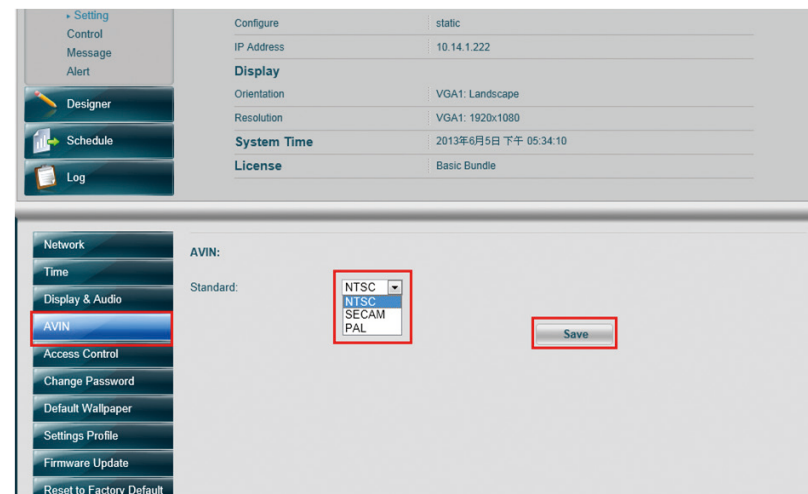
We support AV-IN content by receiving AVIN signal input from any connected DVD player or Setup box to Player. Follow below steps to play AV-IN content:

Step1. Connect DVD player or Setup box through composite video connectors

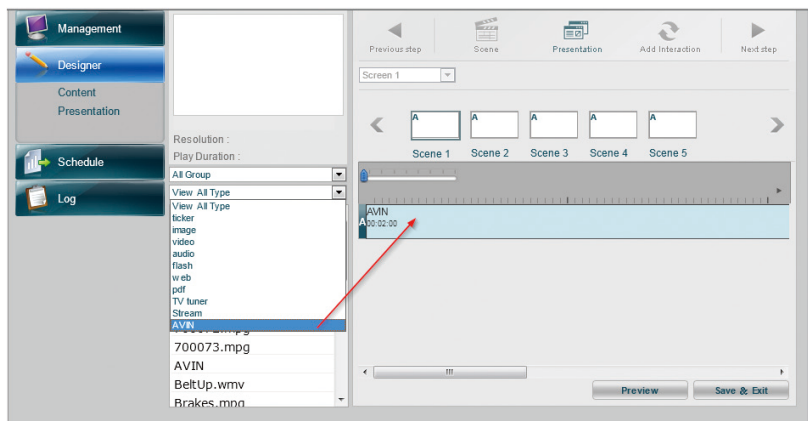


Step2. Select **AVIN** in Player Setting sub-menu

Step3. From the AVIN Standard dropdown menu, select the standard (NTSC, SECAM or PAL) to be used in your region for AV-IN presentation playback.



Step4. To upload AVIN content to presentation, follow the steps indicated in **3.3 Creating a Presentation**. When you add the content files to zones, you shall see AVIN list in the content list. Simply drag & drop the file to the zone.



4.2 Access Control List

Access Control List provides role based access control for higher security of Player Management Console operation. Follow below steps to create an account:

Step1. From Player Setting sub-menu, select **Access Control**.

Step2. Click **Add Account** button.

Step3. Enter account name and password.

Step4. Select the role to be assigned to this account. You can click **Permission** to get an overview of each role functionality.

Step5. Repeat Step2-4 to add more accounts.

Step6. Click **"x"** if you want to delete an account.

Step7. Click **Save** to save the setting.

Control
Message
Alert
Designer
Schedule
Log

Configure: dhcp
IP Address: 10.14.5.14
Display
Orientation: LVDS1: Landscape VGA1: Landscape
Resolution: LVDS1: 800x600 VGA1: 800x600
System Time: 2013年5月29日 下午 05:34:20
License: Advanced Bundle

Network
Time
Display & Audio
GPS & AVIN
Access Control
Change Password
Default Wallpaper
Settings Profile
Firmware Update
Reset to Factory Default

Add Account Remove Account **Permission**

	Account	Password	Role	Last Login
<input type="checkbox"/>	administrator	*****	Administrator	2013-05-29 16:53:41
<input checked="" type="checkbox"/>	User	*****	Designer	
<input checked="" type="checkbox"/>	Visitor	*****	Maintainer	

Save

Role Functionality Overview :

Function	Administrator	Designer	Maintainer
Content Editing	Yes	Yes	N/A
System Setting	Yes	N/A	R/O
Schedule Setting	Yes	Yes	R/O
Log Retrieve	Yes	N/A	Yes


4.3 TV Channel Setting

If you have purchased NEXCOM TV Tuner Module, you can use TV Channel Setting Tool in Designer to scan TV Channels and manage your favorite channel list. Below steps will show you how to configure your TV channel setting:

Step1. Select the compatible signal from Support Signal dropdown menu. You can only select one signal at a time.

Step2. Select the country where the player is located. The corresponding TV format will be automatically detected based on the TV signal and country selected.

Step3. Click **Scan**. The scanned TV channels will be listed in the Channel List.

Step4. You can add specific channels to your favorite channel list by highlighting the channel and clicking .

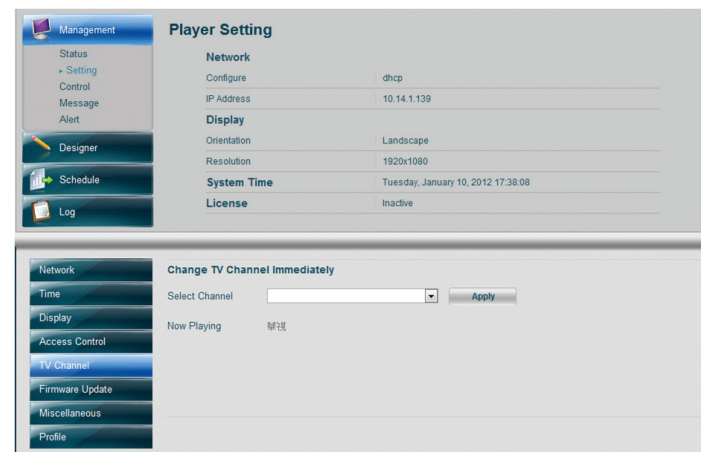
Step5. Click **Add** to allow your TV channel setting to take effect.

TV Channel setting provides you currently playing channel info and also allows you to change the default channel immediately. To change the default channel, follow below steps:

Step1. Select TV Tuner from Player Setting sub-menu.

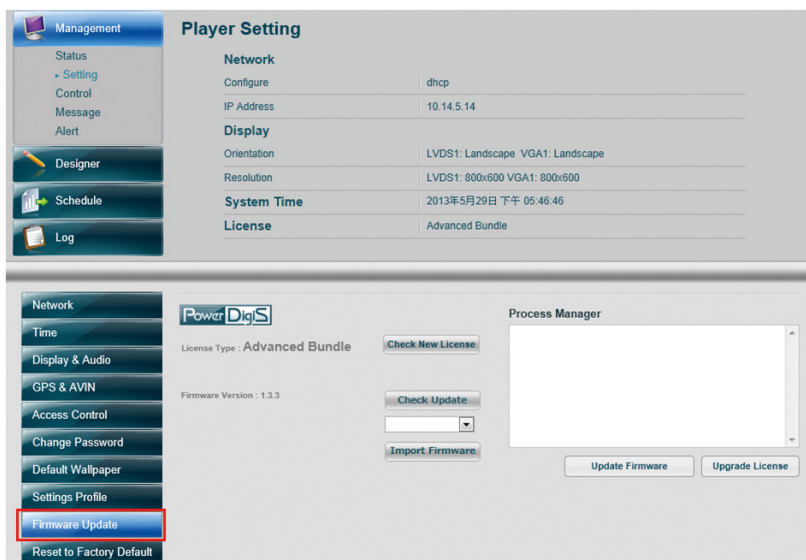
Step2. From the Channel dropdown menu, select a default channel

Step3. Click **Apply**. A pop-up window will appear confirming the setting is successful.



4.4 Firmware Update

Firmware Update function provides current installed license/firmware version and allows you to check newer versions and upgrade to the latest version.

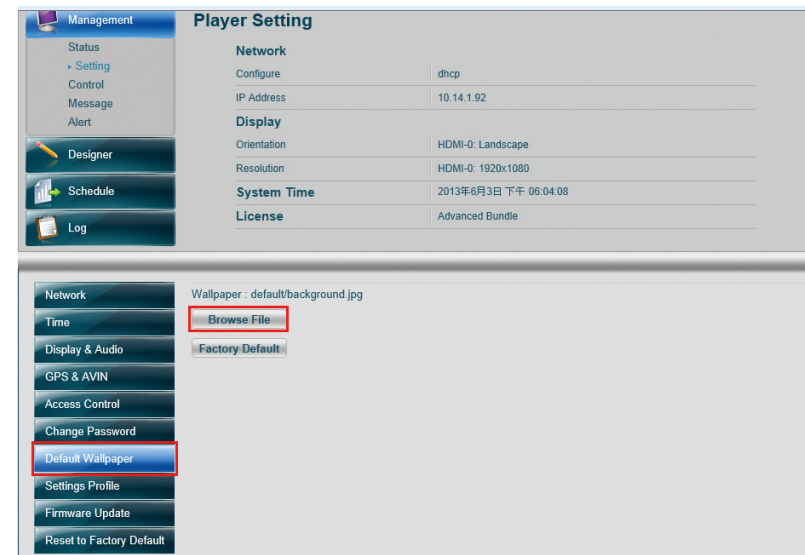


4.5 Default Wallpaper

You can change Player default background image by going to Default Wallpaper in the Setting. Follow below steps to change the image:

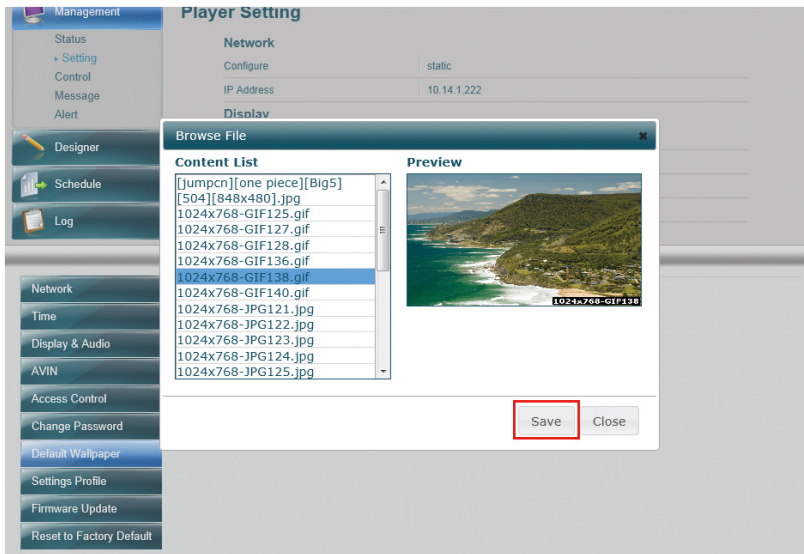
Step1. From Player setting sub-menu, select **Default Wallpaper**

Step2. Click browse to select the default image from your local machine



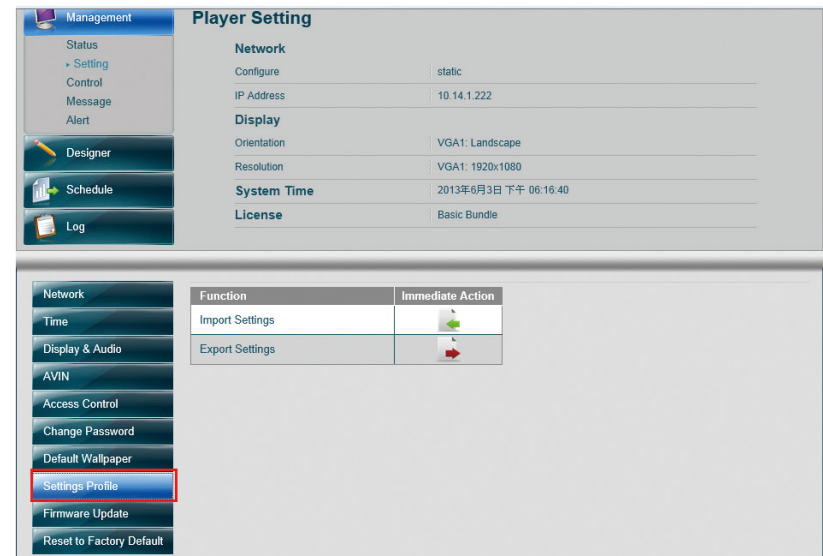
Step3. From the Content List, select an image to be Player default background image.

Step4. Click **Save** to set the default background image.



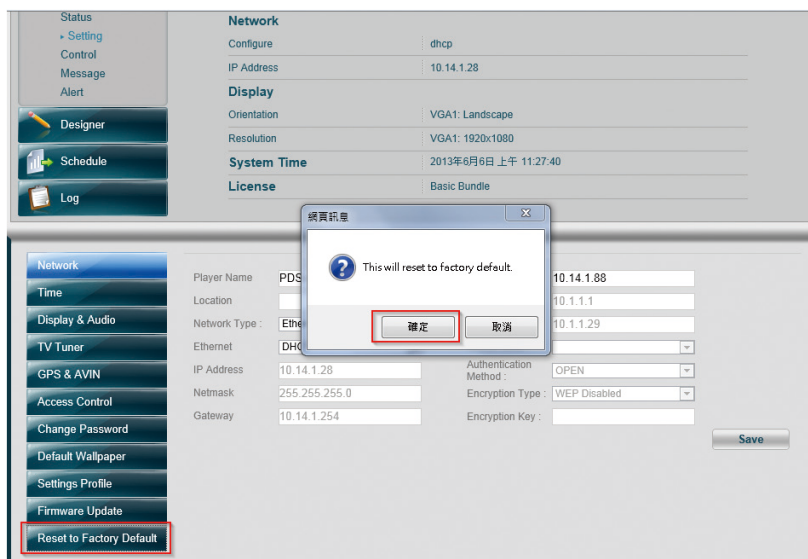
4.6 Import/Export Player Profile Settings

You can import an existing Player Signage Profile if you have deployed multiple PowerDigiS player systems which all share the same configuration. The Signage Profile should have been saved somewhere in your local drive. You can also export current Player profile setting for later use.

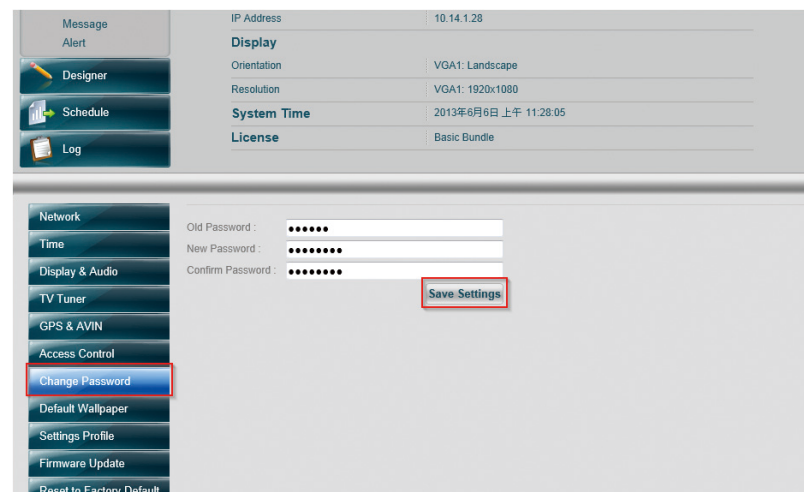


4.7 Reset to Factory Default & Change Password

You can also reset the setting to the default setting by clicking **Reset to Factory Default**. A pop-up message would appear saying "This will reset to factory default". Click Confirm to make the setting to take effect.



To change the administrator login password, select **Change Password**. Enter the old password and then enter the new password twice for confirmation. Click **Save Setting** to make the setting to take effect.



4.8 Player Control

Player Control function allows you to control Player systems, including Restart Presentation, Reboot System, Shutdown System, Power On System, Download Presentation and Configure RS232 Command.

In addition to perform immediate control for Player systems, you can also schedule control actions at specific time by preferred time in Schedule Action area.

4.8.1 Control Player Systems

Follow below steps to control Player systems immediately or schedule control actions at specific time:

Step1. Select **Control** from the Management sub menu.

Step2. Click **Restart** if you want to restart Presentation immediately.

Step3. Click **Reboot** if you want reboot Player system immediately.

Step4. If you want to shutdown Player system, be sure to schedule next Power On System time first, and then click **Shutdown**.

Step5. Click **Download** to immediately download Presentation dispatched from CMS server

Function	Immediate Action	Schedule Action
Restart Presentation	Restart	Disable
Reboot System	Reboot	Disable
Shutdown System	Shutdown	Disable
Power On System	Download	Disable
Download Presentation	Download	Disable

4.8.2 Configuring RS232 Command

Follow below steps to configure RS232 command:

Step1. Click **RS232 Command**

Step2. Enter the name of RS232 command

Step3. Enter the command

Step4. From the **COM Port** dropdown menu, select the COM port to be used.

Step5. From the **Baud Rate** dropdown menu, select the baud rate to be used.

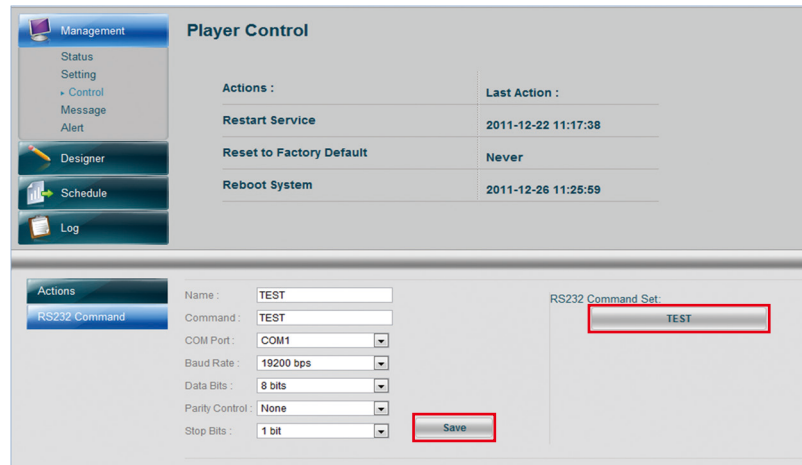
Step6. From the **Data Bits** dropdown menu, select the data bits to be used.

Step7. From the **Parity Control** dropdown menu, select the parity control type to be used.

Step8. From the **Stop Bits** dropdown menu, select the stop bits to be used.

Step9. Click **Save**.

Step10. After you complete all the required setting for RS232 command configuration, click TEST to verify if the RS232 command configuration works.



Actions :	Last Action :
Restart Service	2011-12-22 11:17:38
Reset to Factory Default	Never
Reboot System	2011-12-26 11:25:59

Actions RS232 Command	Name : TEST Command : TEST COM Port : COM1 Baud Rate : 19200 bps Data Bits : 8 bits Parity Control : None Stop Bits : 1 bit Save	RS232 Command Set: TEST
---------------------------------	---	----------------------------

4.9 Player Message

If you need to display urgent message on the player monitor screen, the Player Web Management Console allows you to send quick emergency and notification messages to the Player through signage network in a short time without the need to go through the presentation design and scheduling process

This feature can be applied to broadcast news, emergency message, new advertisement or product promotion information at any given time.

4.9.1 Composing Emergency Message

Follow below steps to compose an instant Emergency Message:

Step1. Select **Message** Under **Management** menu

Step2. Click **Emergency Message** button

Step3. Enter the **Title** name you want to save with this message

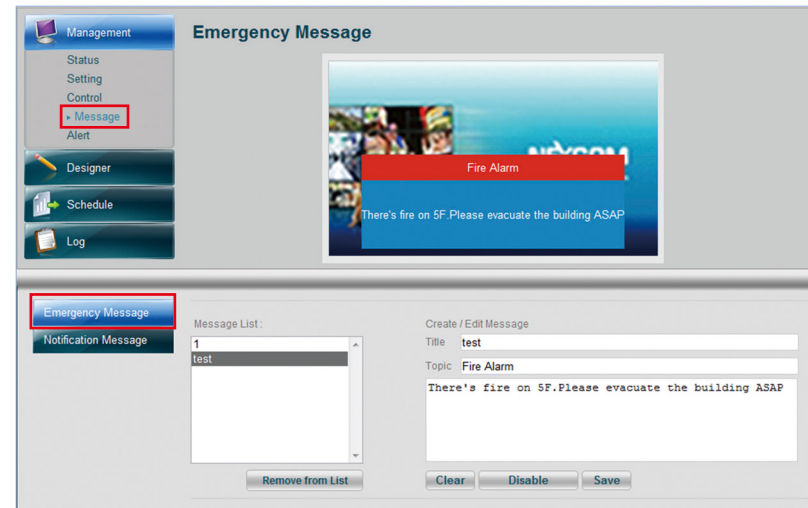
Step4. Enter the **Topic** name for this message

Step5. Enter the message content

Step6. Click **Save** to save the message to the Message List

Step7. Click **Enable** to post the message to the Player display immediately. You can also view how message appears on the top screen picture.

Step8. Click **Disable** if you want to remove the message from the display



4.9.2 Composing Notification Message

Follow below steps to compose an instant Notification Message:

Step1. Select **Message** Under **Management** menu

Step2. Click **Notification Message** button

Step3. Enter the **Title** name you want to save with this message

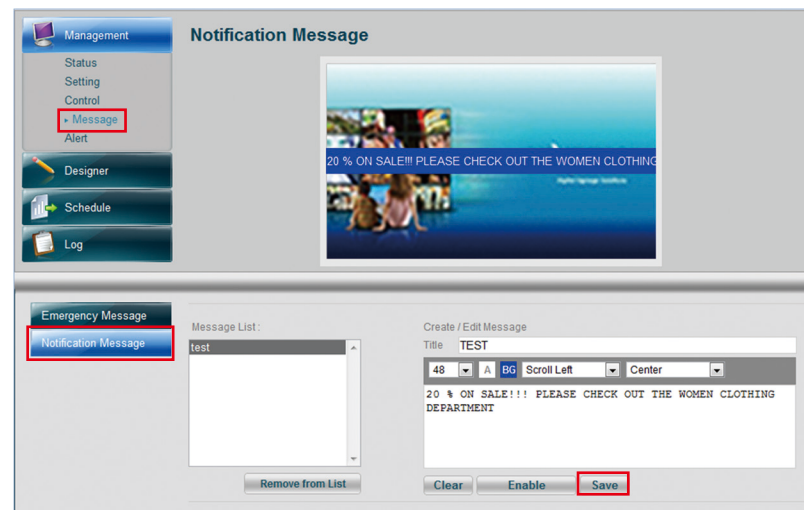
Step4. Enter the message content

Step5. Select the font size, color, animation effect and where the message should appear on the display. You can select Top, Center or Bottom.

Step6. Click **Save** to save the message to the **Message List**

Step7. Click **Enable** to post the message to the Player display immediately. You can also view how message appears on the top screen picture.

Step8. Click **Disable** if you want to remove the message from the display



4.10 Player Alert


Player Alert page allows you configure Player Alert Setting as well as Alert Email Notification Settings.

4.10.1 Configuring Alert Notification Event Settings

Step 1. Select **Alert** under **Management** menu

Step 2. Click **Notification Events** button

Step 3. Check the Player Alert Events you want to be notified. Enter the normal value range for the Events.

Step 4. Click **Save** to save the settings. If any Player event value is out of normal range, you will see  appear next to the abnormal events on the top of the page.


Step 5. If you want to reset the settings back to the default, click **Reset to Default** button.



Management

- Status
- Setting
- Control
- Message
- Alert**
- Designer
- Schedule
- Log

Alert

CPU Temperature	0 °C
System Temperature	0 °C
CPU Frequency	800 MHz
CPU Fan Speed	0 RPM
Free Storage Space	130 GB 
Free Memory	975 MB 

Notification Events

Player Alert

- ☒ Stalled Service Process
- ☒ Stalled System
- ☒ CPU Temperature is over 0 °C °F
- ☒ System Temperature is over 0 °C °F
- ☒ Fan speed is below 0 RPM
- ☒ CPU Voltage is over 0 V
- ☒ Storage Free Space is lower than 200 GB
- ☒ Free Memory is lower than 1000 MB

Email to... Reset to Default **Save**

4.10.2 Configuring Alert Email Notification Settings

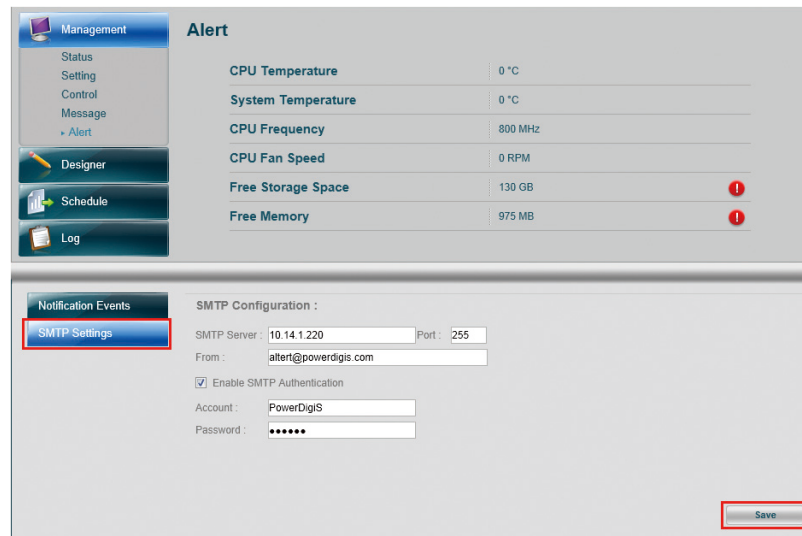
Step 1. Click **SMTP Settings**

Step 2. Enter SMTP server relevant info.

Step 3. Click checkbox if you want to Enable SMTP Authentication

Step 4. Type in Account name and Password

Step 5. Click **Save** to save the setting



The screenshot displays the NEXCOM web interface. On the left, a sidebar menu includes 'Management' (with sub-items: Status, Setting, Control, Message, and Alert), 'Designer', 'Schedule', and 'Log'. The 'Alert' section is active, showing a table of system metrics:

Alert	
CPU Temperature	0 °C
System Temperature	0 °C
CPU Frequency	800 MHz
CPU Fan Speed	0 RPM
Free Storage Space	130 GB
Free Memory	975 MB

Below the metrics, the 'Notification Events' section is visible, with 'SMTP Settings' highlighted. The 'SMTP Configuration' form includes the following fields:

- SMTP Server: 10.14.1.220
- Port: 255
- From: alert@powerdigiis.com
- ☒ Enable SMTP Authentication
- Account: PowerDigiS
- Password: [masked]

A 'Save' button is located at the bottom right of the configuration area.

4.10.3 Enabling Alert Email Settings

Step 1. Select **Notification Events**

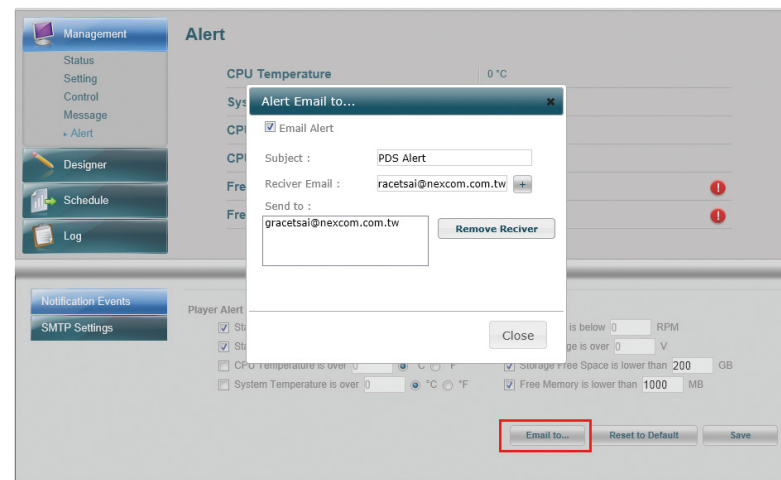
Step 2. Check **Email to** to enable email alert setting

Step 3. Enter the Subject of the Email Alert

Step 4. Type in the recipient's email address to have them receive the alert email

Step 5. Click  to add the email recipients into the Send to List

Step 6. Highlight any email recipient email and click **Remove Recipient** if you want to remove it from the list.



4.11 Player Log

Log page provides you with information on different types of Player Logs, including Application Log, Proof of Play and GPS Log messages. You can select to view all messages or just a particular type of message by filtering messages with a specified date range.

4.11.1 Application Log

Application Logs provide you with important info on Player application and system events.

To view Application/System logs, follow below steps:

Step 1. Select Log from the left main functional panel

Step 2. From the Log Type dropdown menu, select Application Log/System Log

Step 3. Enter the date range to filter the log within a specific time period

Step 4. Click **Filter**. You can view the filtered log raw data appearing on the top of the page

Step 5. If you want to save the logs to your local machine, click **Export to CSV File** to export the logs into a csv file.

Player Name	Time	Severity	Service Name	Event Message
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	SocketState =0
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	Status changed >>
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	QAbstractSocket: UnconnectedState
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	socketReadyRead
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	<<<<<<<<
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	changed >>
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	SocketState =6
kickseed	2011-12-14 23:57:39	Information	[ProgramMonitor]	Send polling command, IP:127.0.0.1
kickseed	2011-12-14 23:57:39	Error	Not	CMS mac address, Not CMS mac address

Showing 1 to 100 of 29,674 entries (filtered from 295,549 total entries)

Filter
Notification

Log Type: Application Log

Range:
From: 2011-12-01
Before: 2011-12-15

Filter
Export to CSV File

4.11.2 Proof of Play

Proof of play is the term used in digital signage to record presentation playback summary and raw play logs which keep track of what content file was played as well as the date and time when it was played and the playback duration.

To view proof of Play logs, follow below steps:

Step 1. From the **Log Type** dropdown menu, select Proof of Play

Step 2. Refer to Step 3-5 in Viewing Application/System Event Logs to filter and export the log to your local machine.

Management

Status

Setting

Control

Message

Alert

Designer

Schedule

Log

Proof of Play

Search :

Play Time	Presentation Name	Media File	Duration (hh : mm : ss)
2011-12-12 06:58:49	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:58:01	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:57:13	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:56:25	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:55:37	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:54:49	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:54:01	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:53:13	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48
2011-12-12 06:52:25	123	http://hw.msn.com/?ocid=OIE9HP	00:00:48

Showing 1 to 50 of 19,558 entries

Filter

Notification

Log Type :
Proof of Play

Range :
From : 2011-12-01
Before : 2011-12-15

Filter

Export to CSV File

4.11.3 Enabling Log Email Alert Setting

Step 1. Select **Notification**

Step 2. Check **Email Alert** to enable log email alert setting

Step 3. Enter the Subject of the Log Email Alert

Step 4. Type in the recipient's email address to have them receive the log alert email

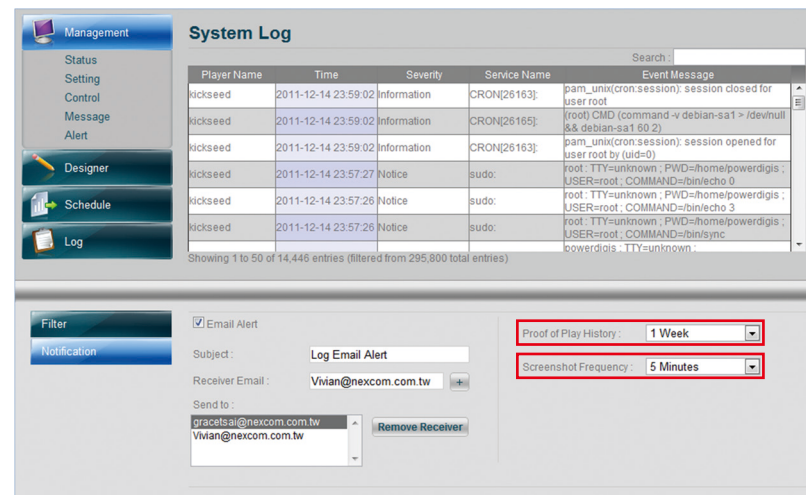
Step 5. Click  to add the email recipients into the Send to List

Step 6. Highlight any email recipient email and click **Remove** Recipient if you want to remove it from the list.

Step 7. From the Proof of Play History dropdown menu, select the time you want to keep Proof of Play logs. You can keep them up to 2 months. The old messages will be cleaned up automatically afterwards.

Step 8. If you want to take screenshot of your Player display activity, you can select the time interval from the Screenshot Frequency dropdown menu. The minimum and maximum intervals are 1 minute and 5 minutes.

Step 9. Select **Disable** if you do not want the screenshot activity to occur.



Chapter 5: Interactive Presentation Design & License Upgrade

5.1 Interactive Presentation Design

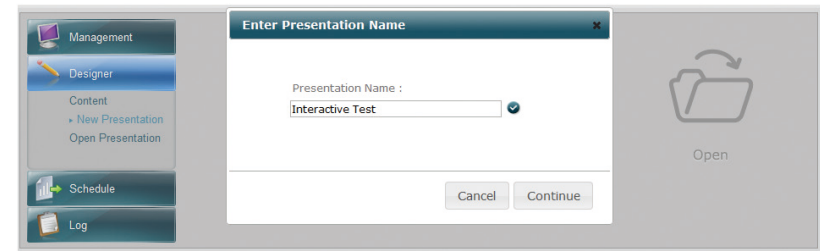
Our Designer not only allows user to create a time-based presentation, but also gives user flexibility to create an interactive presentation using Event Trigger tree list. With this feature, you can predefine different trigger methods and correspondingly triggered events for your presentation. Currently we support touch and GPS events.

Below are steps that show you how to create these specific triggered events.

5.1.1 Creating an Interactive Presentation

Step 1. Open **Designer** and select **"New Presentation"**.

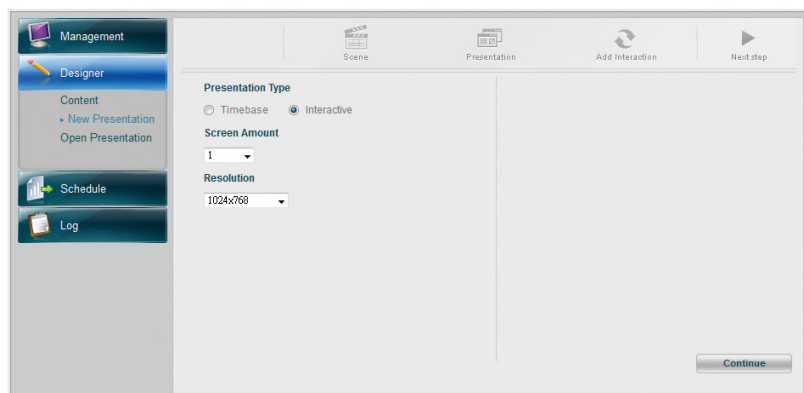
Step 2. Enter **Presentation Name** and click **Continue**.



Step 3. Select Interactive for **Presentation Type**.

Step 4. Select **Screen Amount**. You can select up to 4 screens. (We will use single screen here as an example.)

Step 5. Click **Continue** to enter **Scene Editor** page.



5.1.2 Scene Editor

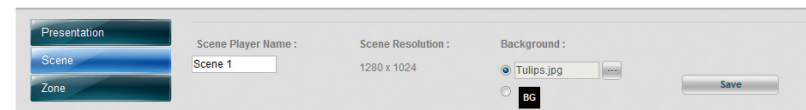
In Scene Editor, you can either create your own scenes with up to 9 zones in each Scene or simply choose scenes from the Default Templates that best fit your layout design.

Step 1. Click **Add Scene** icon.

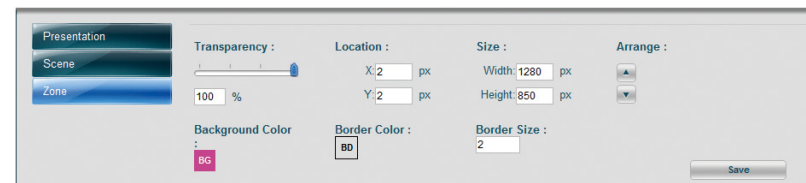
Step 2. Click **Add Zone** icon to draw the first zone.

Step 3. Repeat Step 1 & 2 to create more scenes and zones.

Step 4. You can do further scene settings (Name your scene, change the background image or color for your scene) by going to Scene properties on the bottom of the page.



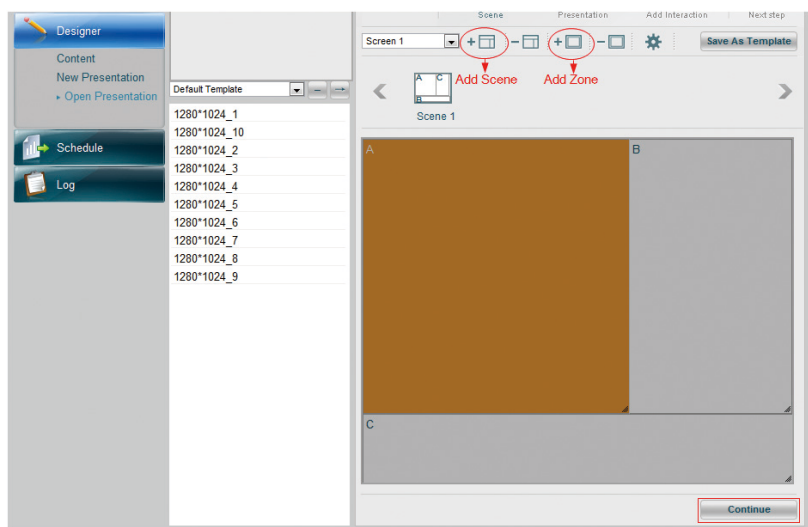
Step 5. You can adjust the zone size by either dragging the zone or go to the Zone properties at the bottom of the page to do more further settings.



Step 6. Click **Delete Scene** and **Delete Zone** icons to delete scenes/zones if necessary.

Step 7. Click **"Save As Template"** if you want to save the scene for future use.

Step 8. Click **Continue** to continue your content design.



5.1.3 Content Design

In Content Design page, you can easily drag & drop single or multiple media content files to each zone and adjust the content playback duration as desired. Here we will show you how to add the contents to the layout you just created.

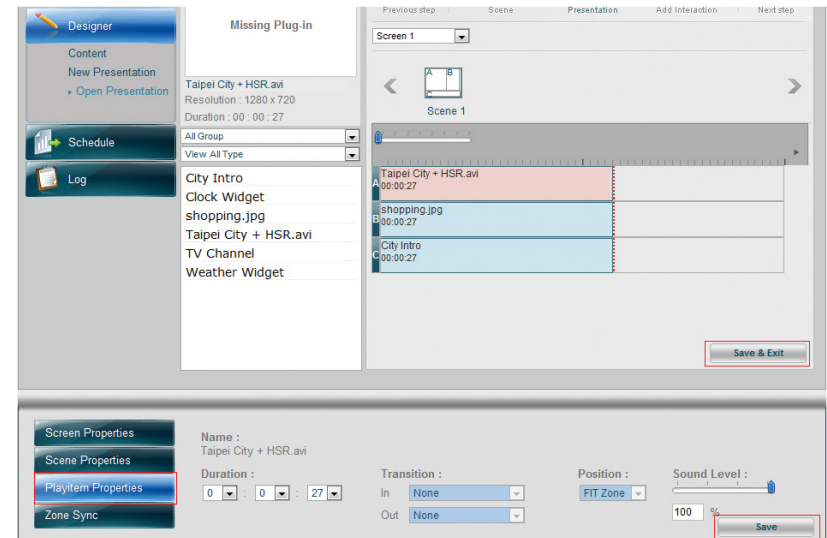
Add Contents to Zones

Step 1. From the **Content List**, select a video file previously created and drag & drop to A zone.

Step 2. Select the image file previously created and drag & drop to B zone.

Step 3. Select the ticker previously created and drag & drop to C zone.

Step 4. Adjust the content playback duration in each zone by dragging the file with the mouse. Or manually enter the duration of each playitem in the **Playitem Properties**.



Step 5. Repeat Step 1-4 to add more contents to the zone. Please note you can only add the same type of contents in each zone.

Step 6. You can check the total duration of your scene in **Scene Properties** at the bottom of the page.



Step 7. Click **Save & Exit** to finish content design.

Step 8. Next select **Schedule** from the left function panel to schedule your Presentation.

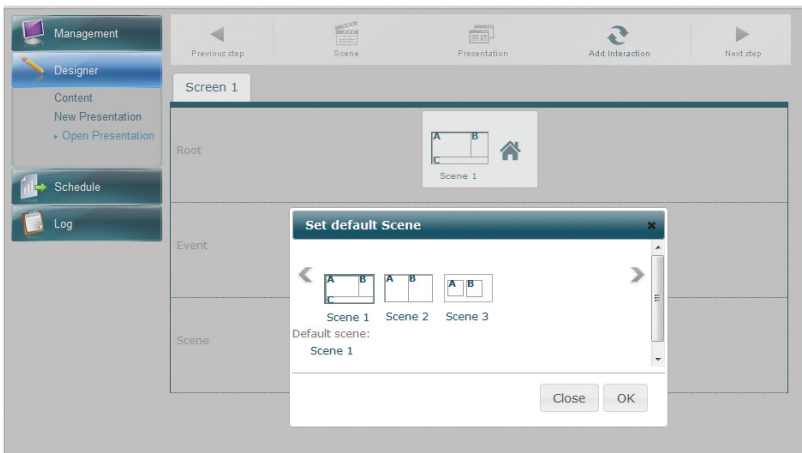
5.1.4 Event Trigger Tree List

After you have done with scene editing and content design, you can go on with interactive presentation design using Event Trigger Tree List on the next page. We will give an example here to show you how to create an interactive presentation with predefined touch and GPS event settings.

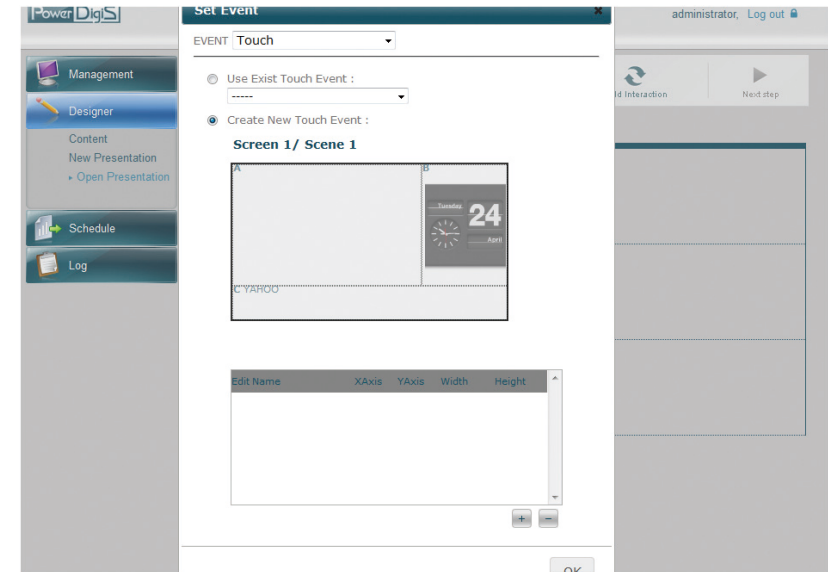
Create Touch Events

The user-friendly GUI allows you to define active areas and corresponding actions. When user touches the touch screen, it sends a command to Player and triggers the playback of the pre-defined playlist. Follow below steps to create touch events:

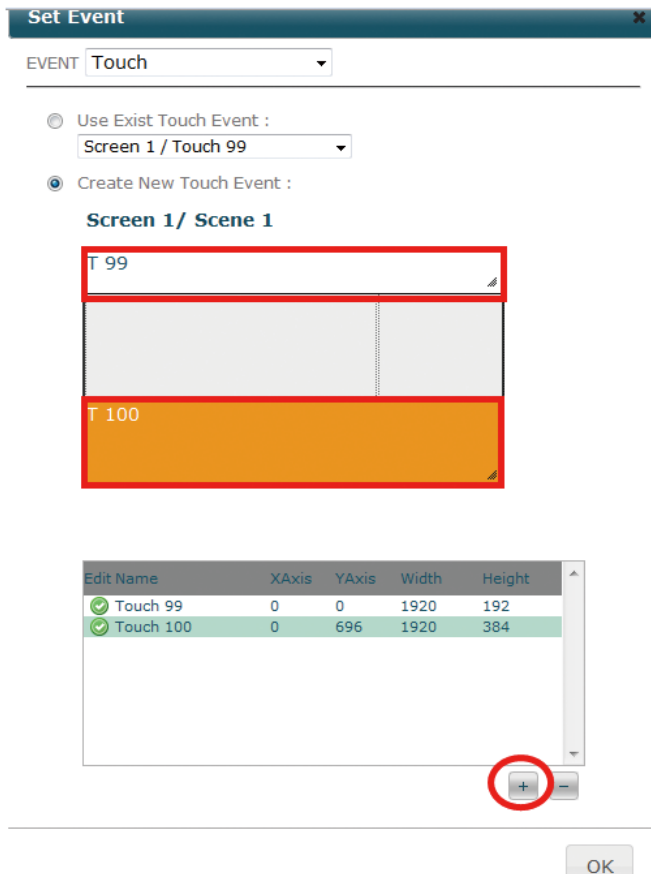
Step 1. Click home icon in the root layer to set the default scene. Default scene is the home scene where the sequential events can be triggered from.



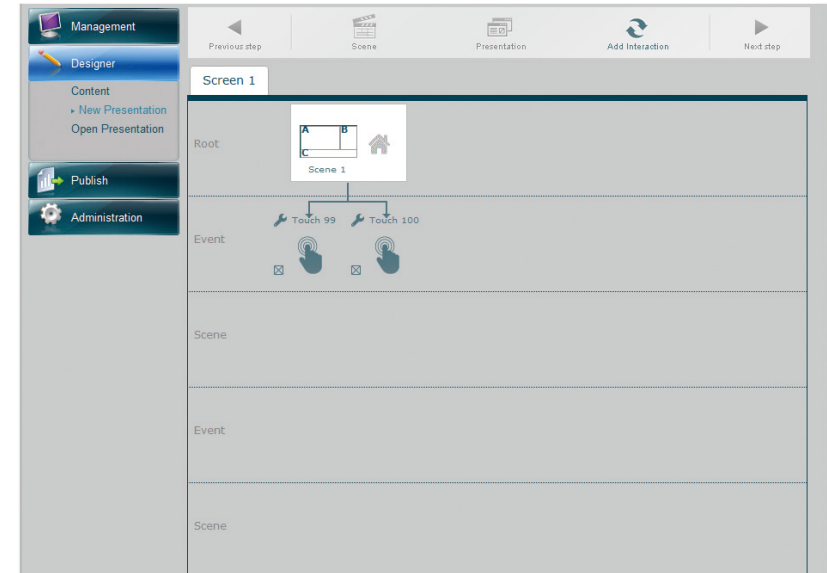
Step 2. Then click the default scene to set the event. From the Event Type dropdown menu, select Touch. The touch event setting window will appear as below. From this window, you can create multiple touch areas on the scene and adjust their location and size.



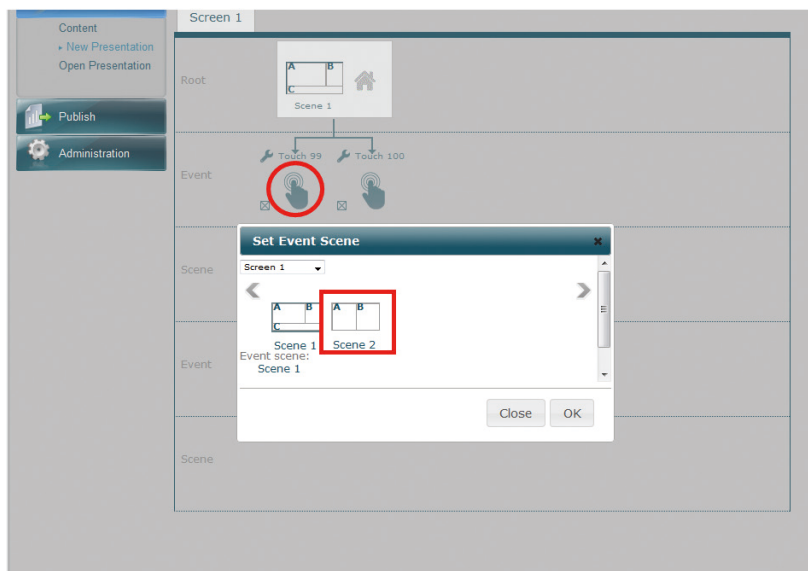
Step 3. Click **"Add"** icon to add a touch area on the scene. You can drag the mouse to adjust the location and the size of the touch area. Repeat this step to create more touch areas.



Step 4. Click **OK**. You will see the touch events you created appear in the Event Trigger tree list.

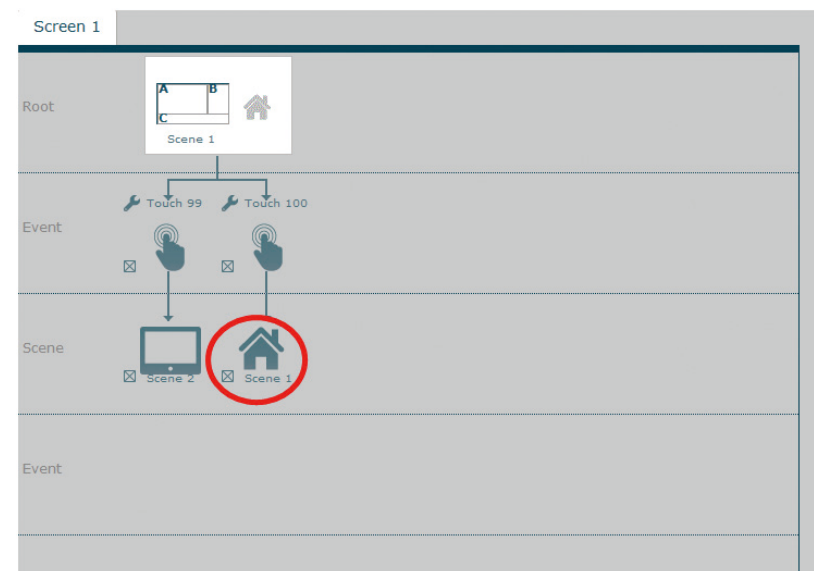


Step 5. From the Event Trigger list, click the touch even icon you just created and select the triggered scene from the Set Event Scene pop-up window. Then Click OK.

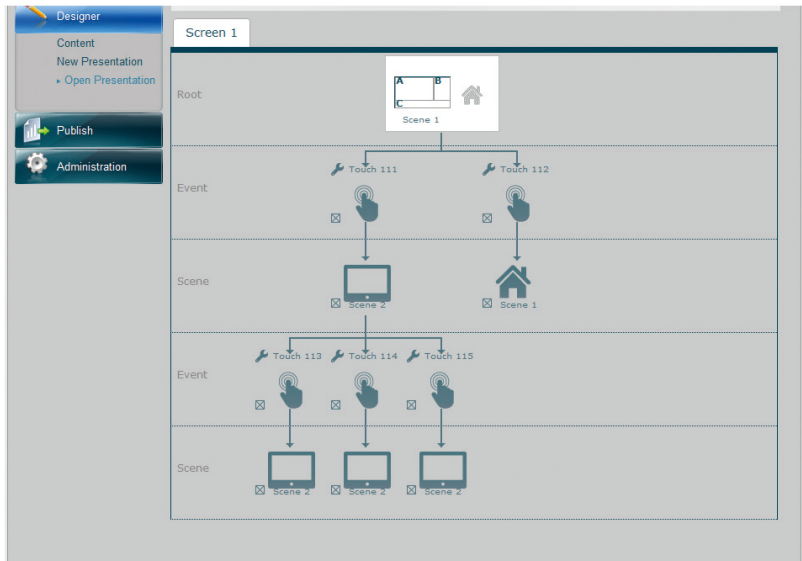


Step 6. Repeat Step 5 to set event scene for other touch events created.

Note: if you select default scene as a event scene, then it will lead you back to the default/home scene.



Step 7. You can then click the event scene to create more touch events and trigger scenes as below.



Create GPS Events

In addition to touch events, you can also create GPS events in the same interactive presentation. GPS technology integration provides excellent location-based digital signage. User can define playlists for each location on the Google map to be displayed in moving vehicles. Follow below steps to create GPS events.

Step 1. Click the default scene icon in the Root Layer to set a new event.

Step 2. From the Event Type dropdown menu, select GPS.

Step 3. Enter the GPS event name in the Event field.

Step 4. You can either manually enter the values of Longitude & Latitude of this location or simply drag the Coordinate on Google Map to define the area of the GPS event.

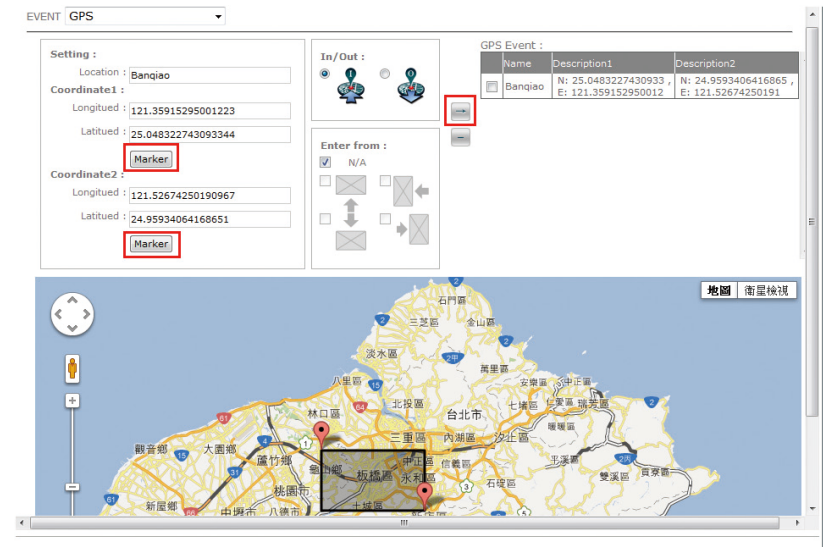
If you choose to manually enter the Longitude & Latitude values, make sure to click "Marker" to fix Coordinate 1 & 2.

If you choose to drag the Coordinate on the map, click Coordinate1 first to drag to specific spot and then click Coordinate 2 to define the GPS event area.

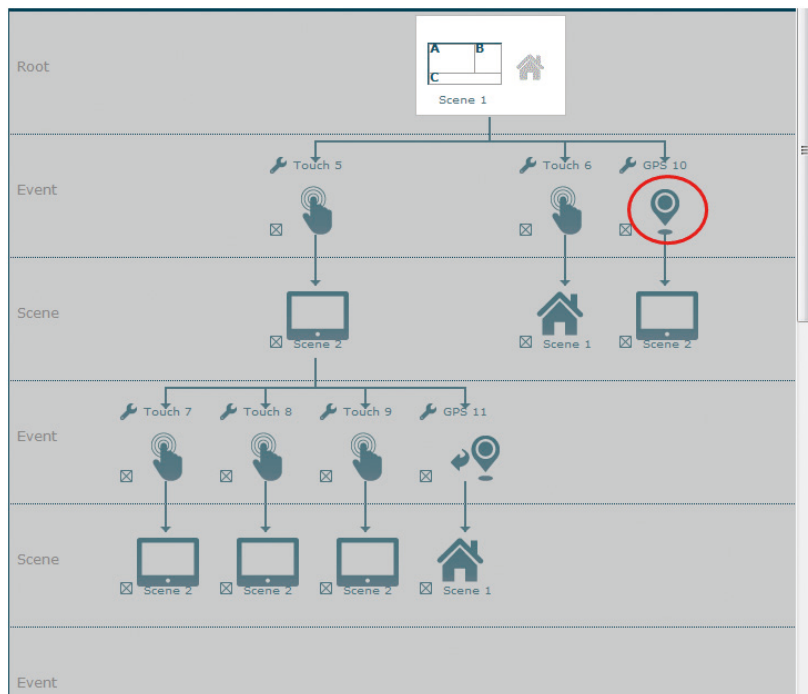
Step 5. Next you can select "In or Out" of this GPS event. "In" means the event will be triggered if the vehicle enters this area while "Out" means the event will be trigger when the vehicle exits from this area.

Step 6. Then you can select which from which direction the vehicle enters/exits from this area the event will be triggered. You can select "N/A" if no specific direction is defined or North, South, East, West or multiple directions if required.

Step 7. Click “Add” icon to add this event to the GPS Event list on the right.



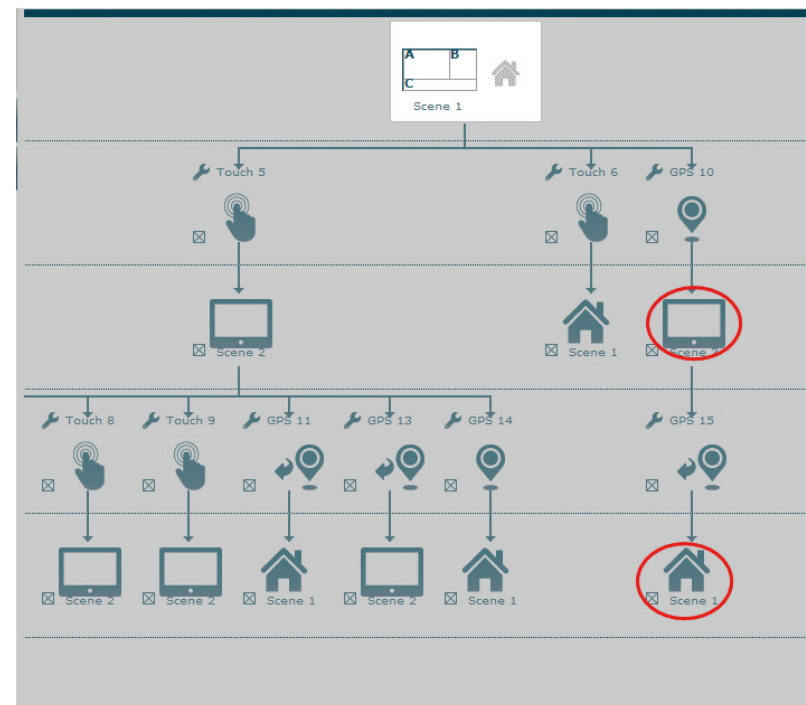
Step 8. You can see the GPS event you created appear in the Event Trigger tree list. Click the event to select the triggered scene.



Step 9. Repeat above steps to create more GPS events and correspondent triggered scenes.

Step 10. You can also click the event scene to create more GPS events and trigger scenes as below.

Note: if you select default scene as an event scene, then it will lead you back to the default/home scene.



5.2 License Upgrade

Currently there are two licensing packages for PDS user to choose from:

- Standard Version (Content Playback) – Includes various media codec, TV tuner and streaming protocols support.
- Advanced Version (Event Trigger) – Integrates with Event Trigger functions, including touch and GPS interactive presentation design.

Please contact NEXCOM sales if you wish to change/upgrade your Player license. After your request has been confirmed, you can upgrade the license online through the Player management console or through an offline upgrade.

Category	Features	Standard Version	Advanced Version
Content Support	Video/audio/flash/graphic support	✓	✓
	Flash: SWF and FLV	✓	✓
	Ticker/RSS News Feed	✓	✓
	TV Tuner	✓	✓
Content Editing Tool	Scene (layout) editor	✓	✓
	Default layout template	✓	✓
	Multiple output	✗	✓
	Independent content	✗	✓
	Combined screen	✗	✓
	Multiple zone support	Max. 9 zones	Max. 9 zones
Interactive	Zone sync support	✗	✓
	Response to GPS triggered events	✗	✓
	Response to trigger events from touch panel	✗	✓
Log and Report	Application event log	✓	✓
	Proof of play log	✓	✓
Web Management Console	Web-based management console	✓	✓
	Player Power On/Off	✓	✓
	Emergency message	✓	✓

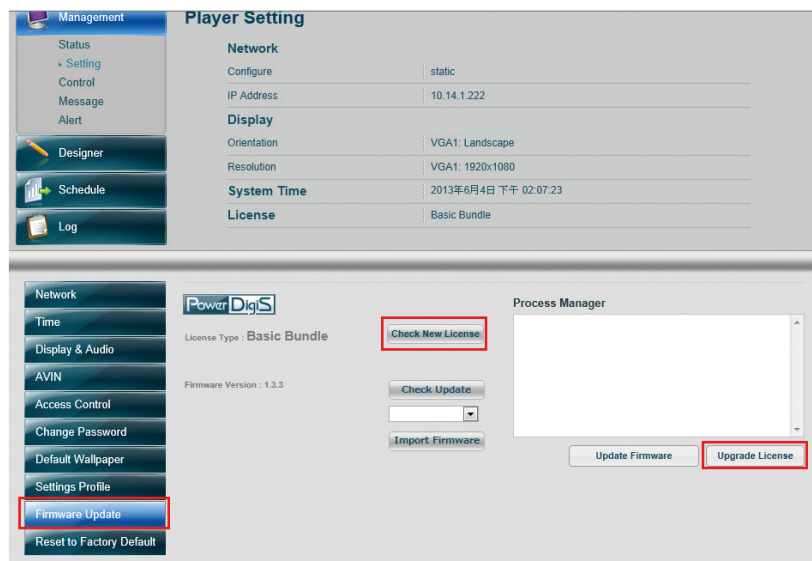
5.2.1 Online License Upgrade

Follow the below steps to upgrade the Player license online:

Step 1. Select **Firmware Update**. You can see current license type for the Player.

Step 2. Click **Check New License** if you want to check special features each license type has to offer.

Step 3. Click **Upgrade License** to upgrade Player license type.



5.2.2 Offline License Upgrade

If there is no network setting configured for your Player, please contact NEXCOM sales for offline license upgrade procedure.