

# SuperMonitor5

Professional Digital Signage Management Software

# User Manual



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SuperMonitor5 is the advanced management software dedicated for CAYIN digital signage networks. As the Window® based package software, SuperMonitor5 assists administrators in monitoring and managing multiple CMS servers and SMP players simultaneously by simply clicking, selecting, and drag-n-drop.

## 1. System Requirements

### IMPORTANT

Please DO NOT use SuperMonitor with incompatible versions of servers and players. It will cause the instability of CMS and also malfunction of some functions.

### NOTE

SuperMonitor 5 supports both new (v. 10.0 and above) and old versions of CMS servers. However, the operating steps between these two versions are quite different. This manual is written specifically for CMS 10.0 and above. Therefore, please refer to manuals of previous versions if you use CMS 9.0 (or earlier versions) to manage non-SMP-NEO series players.

**Operating System:** Windows® 7, Windows® 8, Windows® 10, Windows® 11, and Windows® Server 2012, Windows® Server 2016

**Display Resolution:** 1024 x 768 or above is recommended

**Processor:** Intel® Pentium® 4 compatible CPU or above

**Memory:** 1024 MB minimum. 2048 MB or more is recommended

**Hard Disk:** 200 MB for program and configurations

### Compatible Firmware Version

**CMS:** Version 7.5, 8.0, 8.5, 9.0, 10.0, 10.1, 10.2, 10.5

**SMP-WEB4, SMP-PRO4:** Version 1.0, 1.5, 2.0

**SMP-WEBDUO:** Version 1.5, 2.0, 2.5, 3.0

**SMP-200, SMP-300:** Version 1.0

**SMP-1000, SMP-2000, SMP- 4000, SMP- 6000, SMP- 8000:** Version 1.0

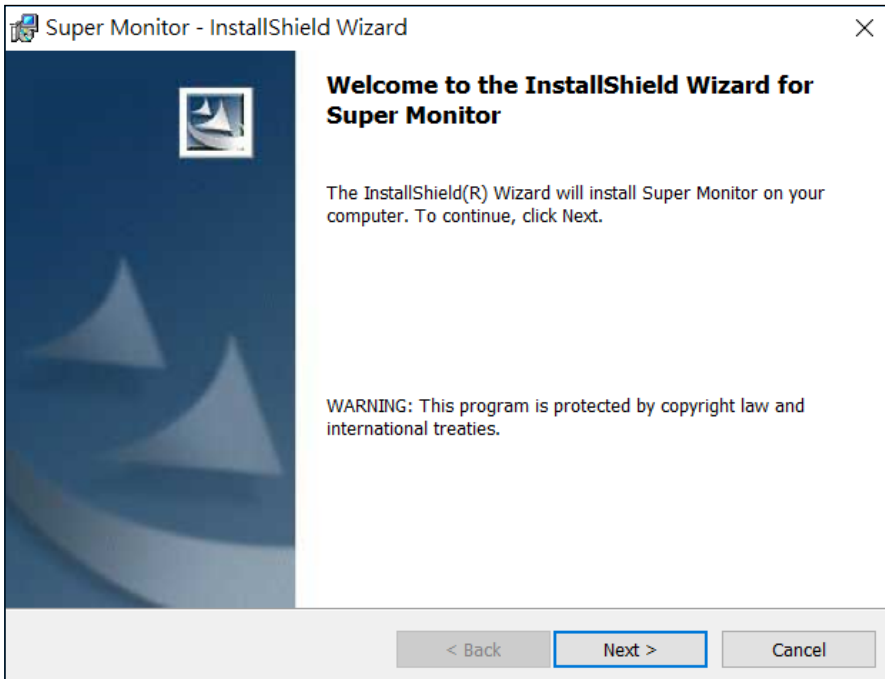
**SMP-2100, SMP-4000, SMP-6000, SMP-8000, SMP-8000QD:** Version 2.0, 2.1, 2.2, 2.5

## 2. Getting Started

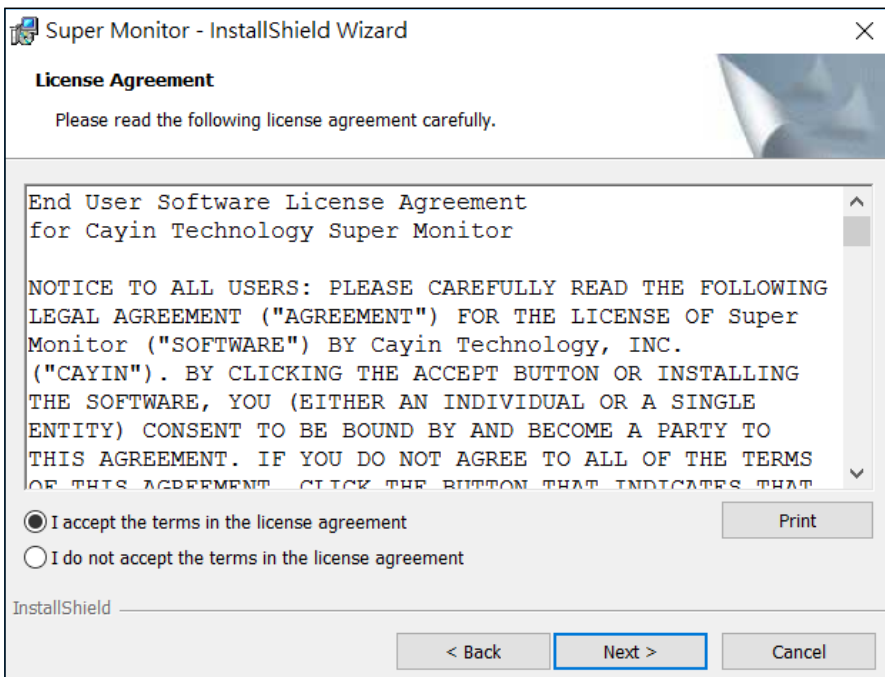
### 2.1 Software Installation

Follow the steps below to install SuperMonitor5 on a PC. Make sure the PC meets the system requirements beforehand.

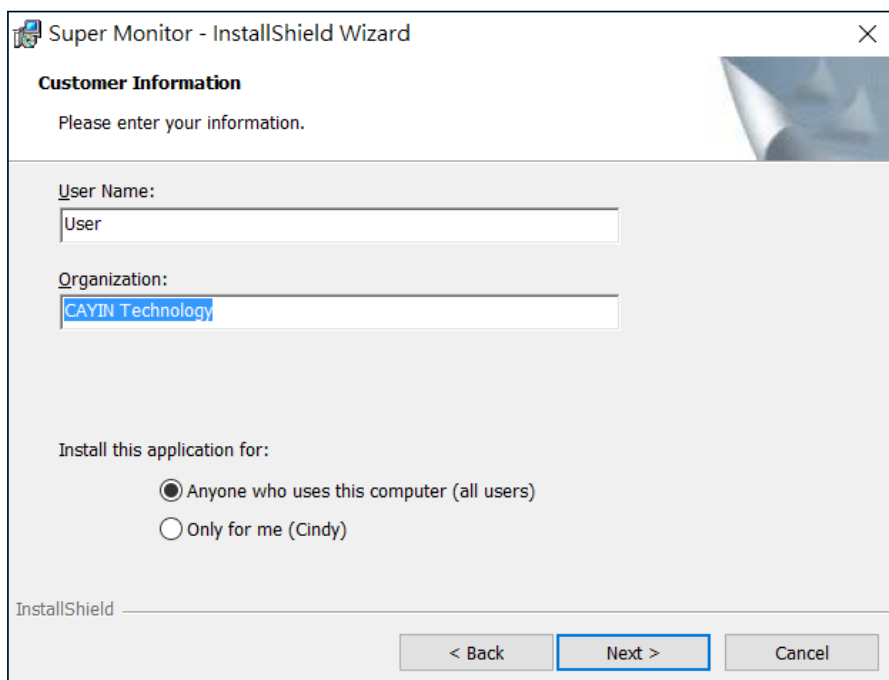
1. Double click on setup executable file.
2. Click **Next** at the welcome page to continue the installation process.



3. Accept the terms in the license agreement and click **Next**.

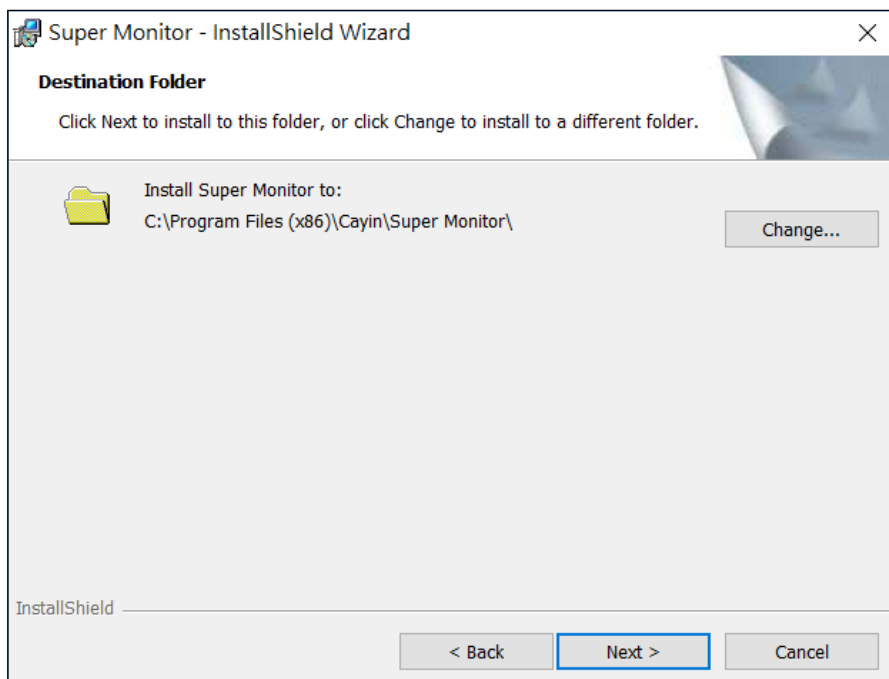


#### 4. Enter User Name and Organization, and click **Next**.



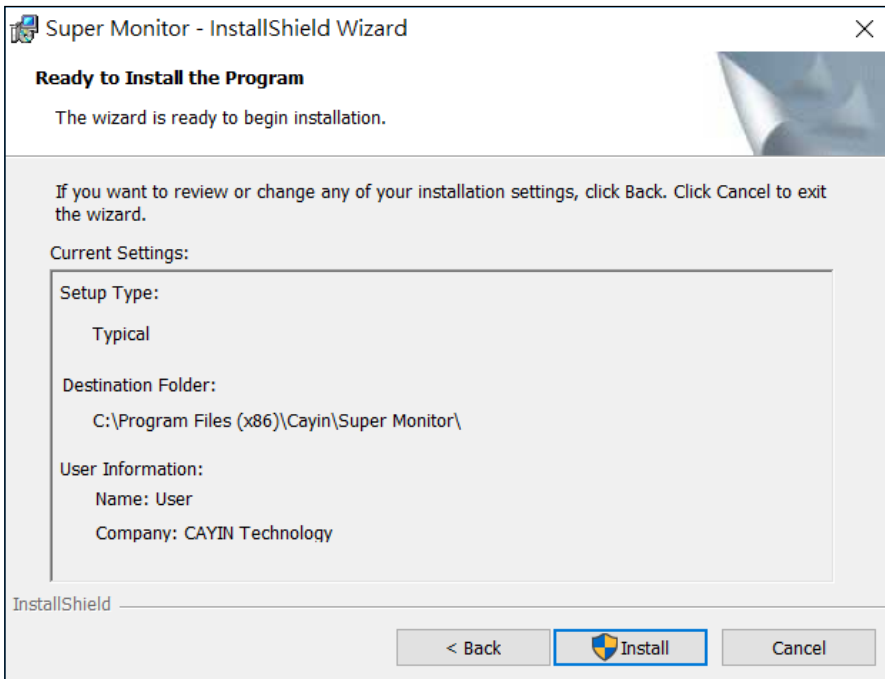
The screenshot shows the 'Customer Information' step of the 'Super Monitor - InstallShield Wizard'. The window title is 'Super Monitor - InstallShield Wizard'. Below the title bar, there is a close button (X) and a decorative graphic. The main content area is titled 'Customer Information' and contains the instruction 'Please enter your information.' There are two text input fields: 'User Name:' with the value 'User' and 'Organization:' with the value 'CAYIN Technology'. Below these fields, there is a section titled 'Install this application for:' with two radio button options: 'Anyone who uses this computer (all users)' (which is selected) and 'Only for me (Cindy)'. At the bottom left, the text 'InstallShield' is visible. At the bottom right, there are three buttons: '< Back', 'Next >' (highlighted with a blue border), and 'Cancel'.

#### 5. Give the installation folder path of SuperMonitor and click **Next**.

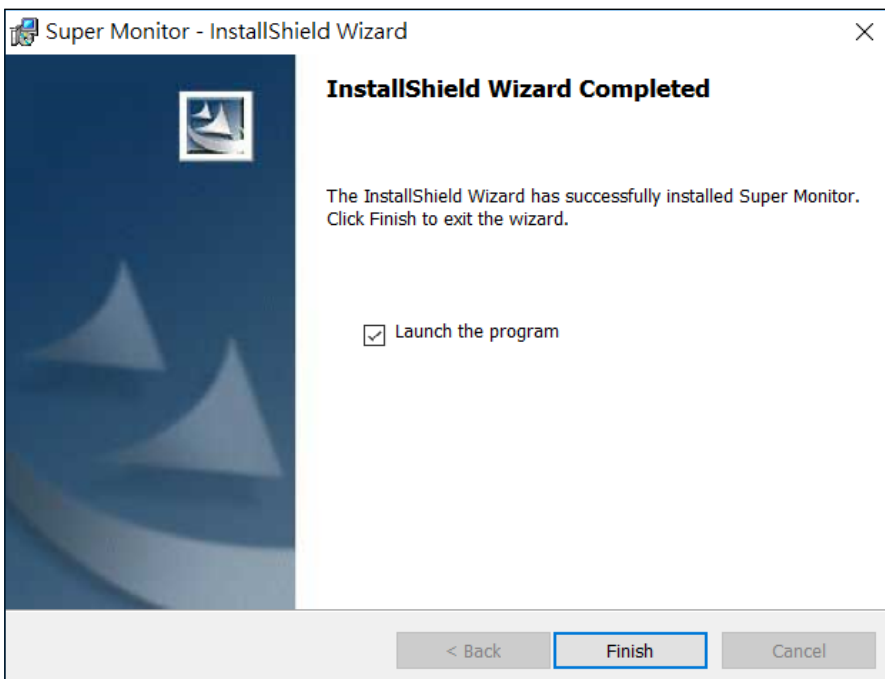


The screenshot shows the 'Destination Folder' step of the 'Super Monitor - InstallShield Wizard'. The window title is 'Super Monitor - InstallShield Wizard'. Below the title bar, there is a close button (X) and a decorative graphic. The main content area is titled 'Destination Folder' and contains the instruction 'Click Next to install to this folder, or click Change to install to a different folder.' There is a folder icon on the left and the text 'Install Super Monitor to:' followed by the path 'C:\Program Files (x86)\Cayin\Super Monitor\'. To the right of the path is a 'Change...' button. At the bottom left, the text 'InstallShield' is visible. At the bottom right, there are three buttons: '< Back', 'Next >' (highlighted with a blue border), and 'Cancel'.

6. Check your current settings. If you don't need to change any settings, please click **Install** to start the installation.



7. You will see the following picture after the program finishes the installation.

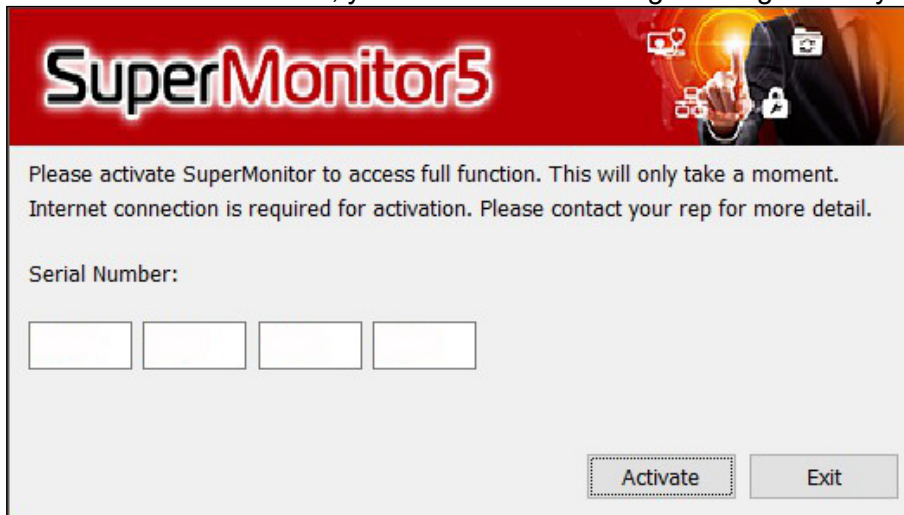


8. Click **Finish** and you can launch the program.



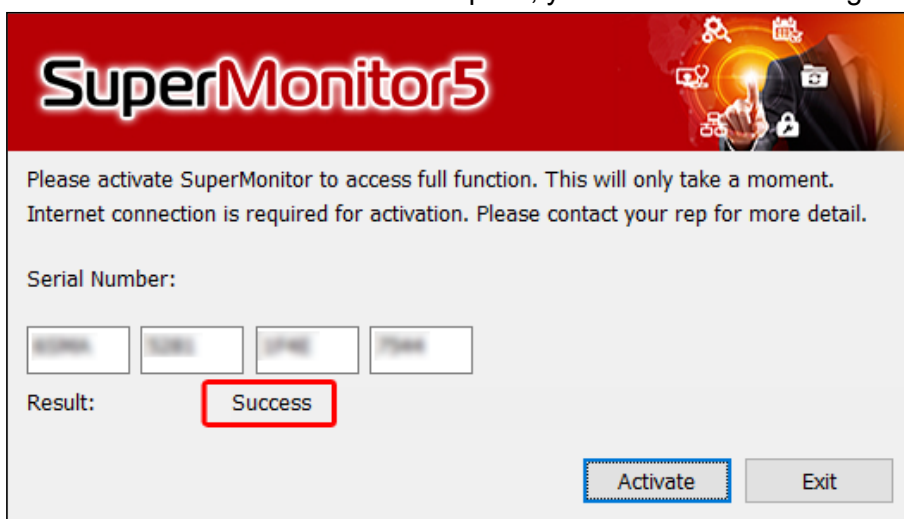
## 2.2 Activation

After the initial installation, you will see the following message when you launch the program.



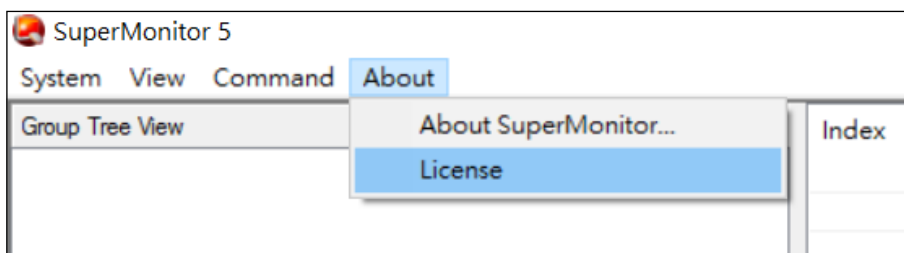
Please enter the serial number and click **Activate** to activate the software and receive full access. This will only take a moment and is required for the software to function properly.

If your computer is connected to the internet, the activation process should complete in a matter of seconds. Once the activation is complete, you will see the following message:



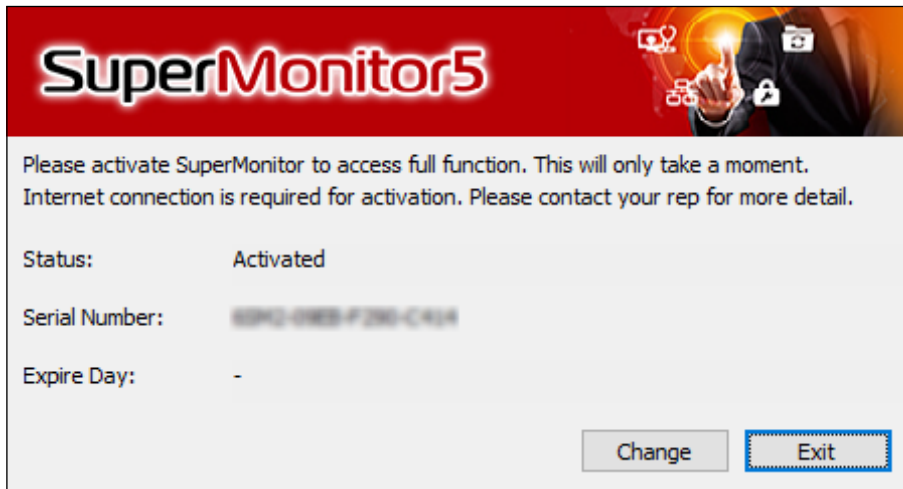
If you see a failure message, please check your internet connection and try again. If problem persists, please contact your representative.

If you need to change your serial number, please click on **About > License**.

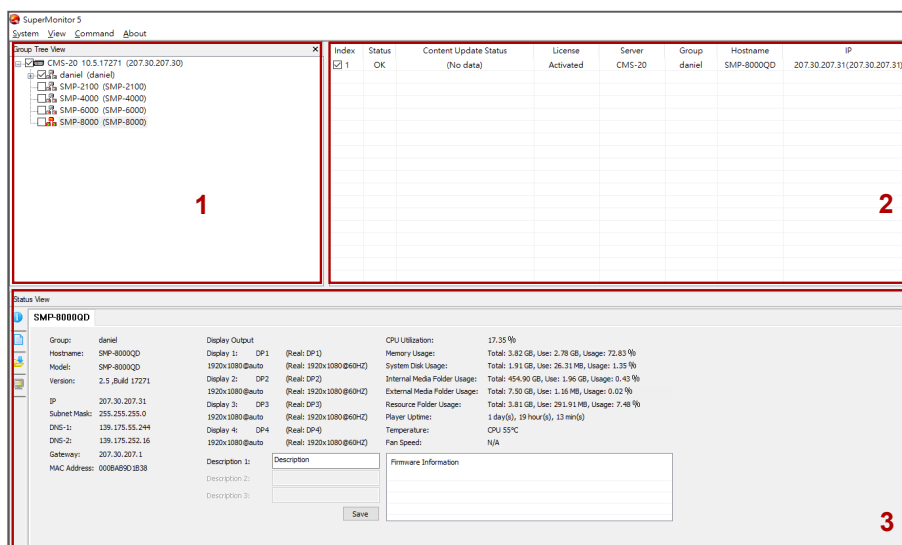




Then, you can click **Change** to modify your current serial number.



## 3. User Interface



### NOTE

SuperMonitor5 trial version can display only one SMP player connected to each CMS server.

### 1. Window of Group Tree View

Display all groups and SMP players connected to CMS server.

### 2. Window of Player View

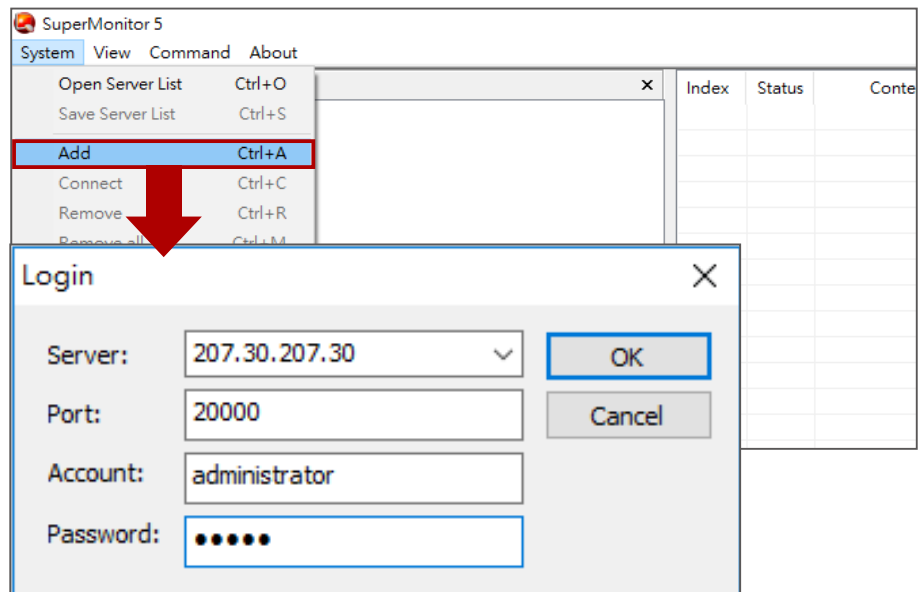
In the **Player View** window, all selected players in **Group Tree View** will be shown here. You can check the following information, such as group name, connection status, hostname, IP address, service port number, firmware version, and your own added description for each player.

### 3. Window of Status View

In the **Status View** window, SuperMonitor5 will show the detailed information about selected players.

## 4. Start and Add CMS Server

Choose **Start > All Programs > Cayin > SuperMonitor** to start SuperMonitor. Click on **“System > Add”** to connect to your selected CMS server. Please enter account name, password, and CMS's IP address in the login window. Please note the username here must already be created in the section, **ACCESS > Account**, of the CMS server with **Allow SuperMonitor access** enabled.



### NOTE

SuperMonitor5 uses service port 20000 to connect CMS server. Configure the NAT firewall, if the CMS locates behind it. Please refer to CMS User's Manual about CMS' service and port number for details.

### NOTE

Please check if SMP players are configured to connect to this CMS in section **CMS > CMS Connection** under SMP Web Manager.

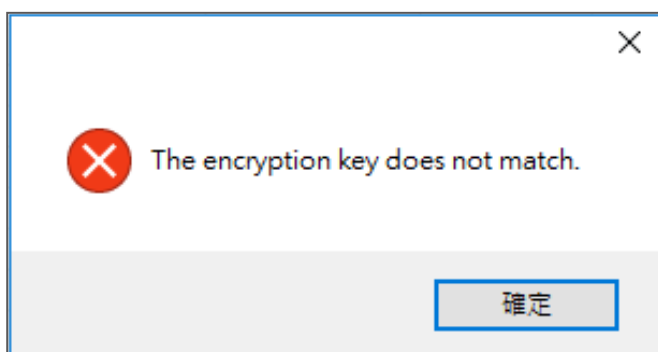
- **Server:** Enter CMS's IP address or FQDN (e.g. cms.cayintech.com).
- **Port:** Enter SuperMonitor5 service port number. The default service port number is 20000. You can change this port number at CMS Web Manager.
- **Account/Password:** Enter the account and password of CMS. Please enter an account that is allowed to access functions, such as **Access - Group** and **Allow SuperMonitor access**.

After Logging in, you can see all groups in CMS server's window **Group Tree View**.

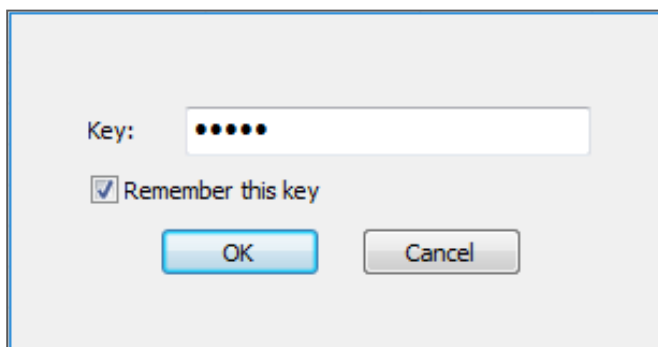
## Change SuperMonitor Encryption key in CMS server

The default SuperMonitor5 encryption key of all shipped CMS server is identical. Therefore, you can change the encryption key to avoid other SuperMonitor5 users accessing your CMS server. Please go to CMS' Web Manager (**SYSTEM > Service > SuperMonitor**) to modify the encryption key or refer to CMS's user manual for further information.

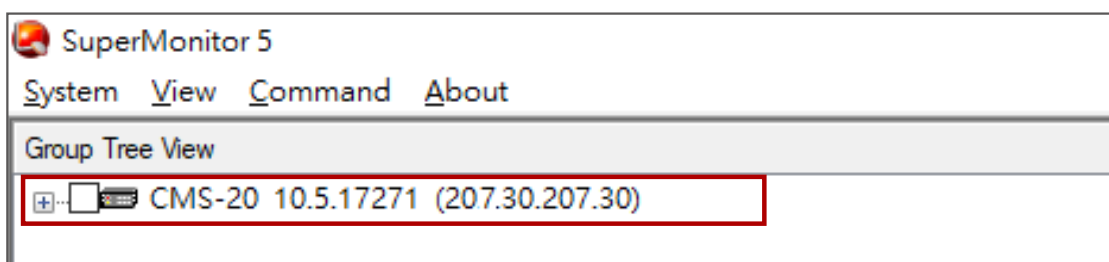
After you reset the password in your CMS server, you will find a pop-up window when you try to log into SuperMonitor5.



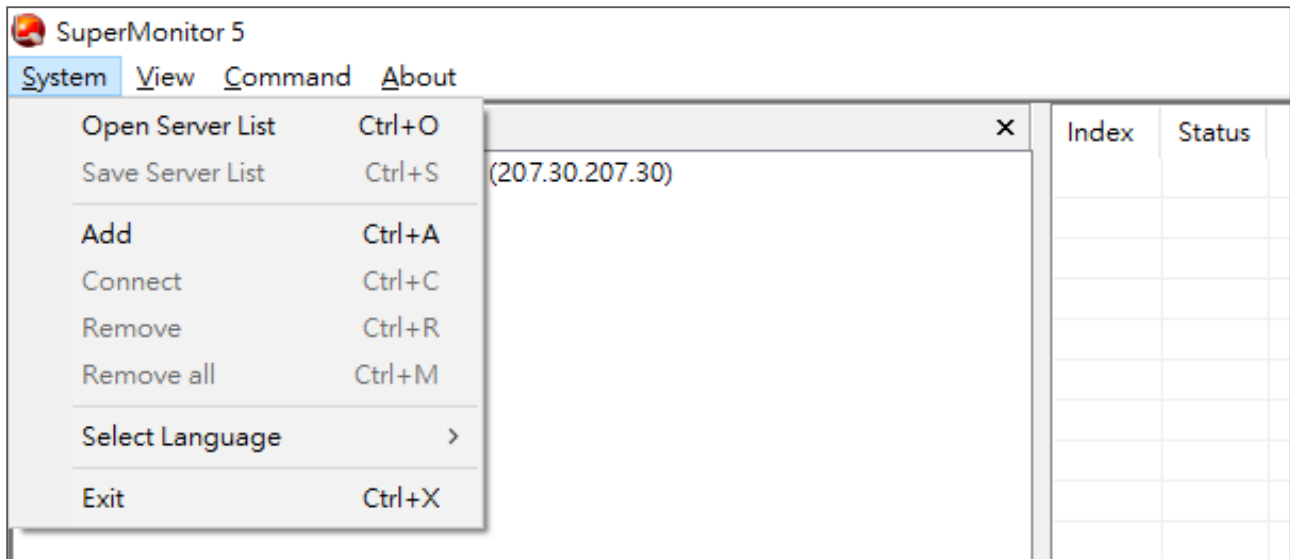
Enter your new encryption key and click **OK**.



Now you can see your CMS server in **Group Tree View**.

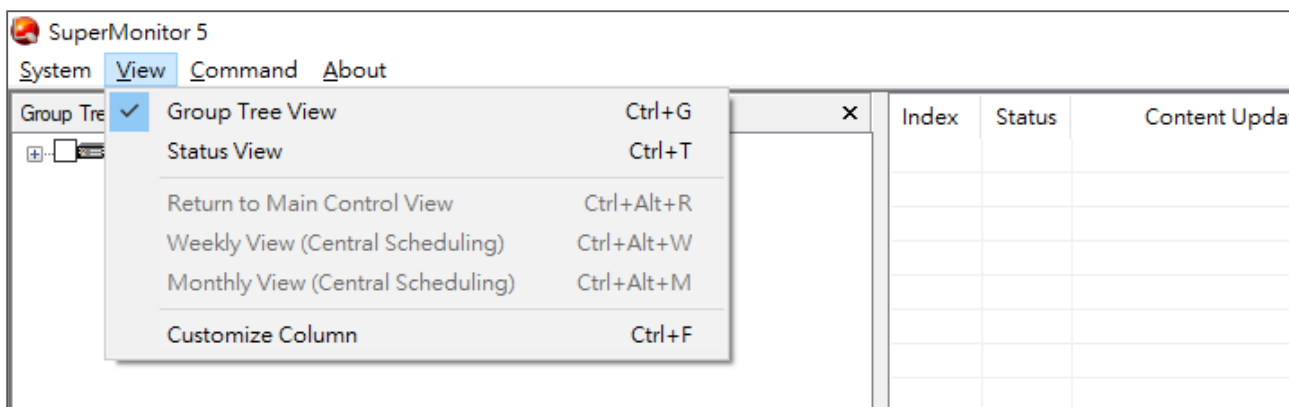


## 4-1 System Menu

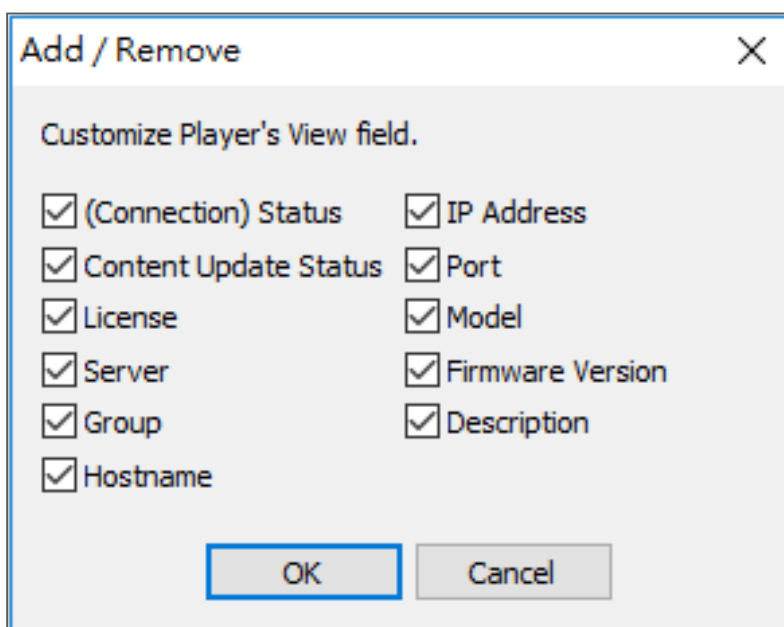


- **Open/Save Server List:** While you add servers in the **Group Tree View**, you can save these servers as Server List file (.csl). Then you can add these servers later again by **Open Server List** command.
- **Add:** Add a new CMS server into **Group Tree View**.
- **Connect:** If a CMS server is disconnected, you can use **Connect** command to re-connect the server.
- **Remove/Remove all:** Remove (disconnect) a selected server or all servers from **Group Tree View**.
- **Select Language:** Select the system language for SuperMonitor5. Currently SuperMonitor5 supports English and Traditional Chinese. Please remove all servers from **Group Tree View** before you change the system language.
- **Exit:** Quit SuperMonitor5 program.

## 4-2 View Menu



- **Group Tree View:** Show/Hide **Group Tree View** window. With this option checked, you can easily see the group tree view of your selected CMS server and the groups that belong to it.
- **Status View:** Show/Hide **Status View** window. With this option checked, you can easily see the status for those players connected to your selected CMS server.
- **Return to Main Control View, Weekly View (Central Scheduling), Monthly View (Central Scheduling):** These functions are only supported by CMS 8.2 or earlier versions.
- **Customize Column:** You can choose the columns you want to be shown in the **Player View** field.

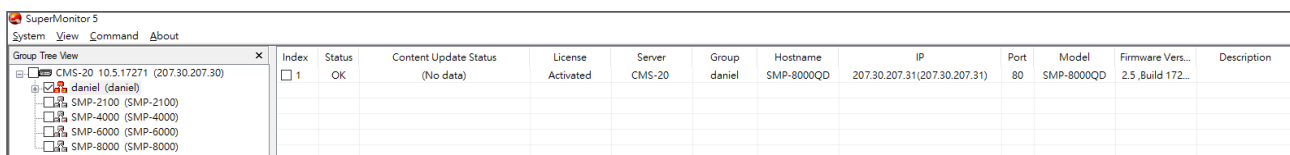


## 5. Group Tree View and Player View

### 5-1 Introduction to User Interface

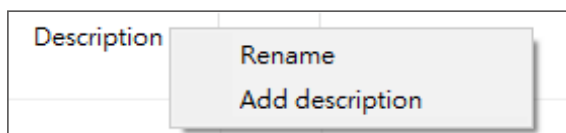
You can monitor all SMP players connected to CMS server via SuperMonitor5. After you login SuperMonitor5, it will display the tree structure of the CMS server, groups and SMP players details under the **Group Tree View** window.

By clicking on check-box nodes in **Group Tree View**, you can unfold the tree table and see the hierarchical structure of the server, groups, and players. Here you can select SMP players to show details in the **Player View** window. Click on nodes **[+]** to unfold or fold the tree structure.



Index	Status	Content Update Status	License	Server	Group	Hostname	IP	Port	Model	Firmware Vers...	Description
<input type="checkbox"/> 1	OK	(No data)	Activated	CMS-20	daniel	SMP-8000QD	207.30.207.31(207.30.207.31)	80	SMP-8000QD	2.5_Build 172...	

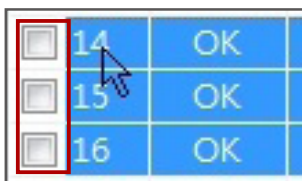
- **Index:** After clicking on the checkbox of Index, you can open the player in the **Status View**.
- **Status:** **OK** means the player connection is normal. **Fail** means the player is disconnected. SuperMonitor5 will wait for about 2 to 20 minutes before the status switches to **Fail**.
- **Content Update Status:** Display the content update (synchronization) status.
- **License:** **Activated** means the device has been activated without an expiration date. **To activate** means the device hasn't been activated. If you see a specific date in this column, it means the device has been activated but with an expiration date.
- **Server:** Display the name of the CMS server to which this player connects.
- **Group:** Display the group name that this player belongs to.
- **Hostname:** Display the hostname of the SMP player.
- **IP:** SMP player's IP address
- **Port:** SMP player's port number
- **Model:** Product model
- **Firmware Version:** Firmware version
- **Description:** Customized description field. You can have maximum 3 customized description fields. Right click on the header and choose **Add description** to add new description field. You can also choose **Rename** to enter your own field name. Please enter descriptions for each player in the **Information Page** of **Status View**.





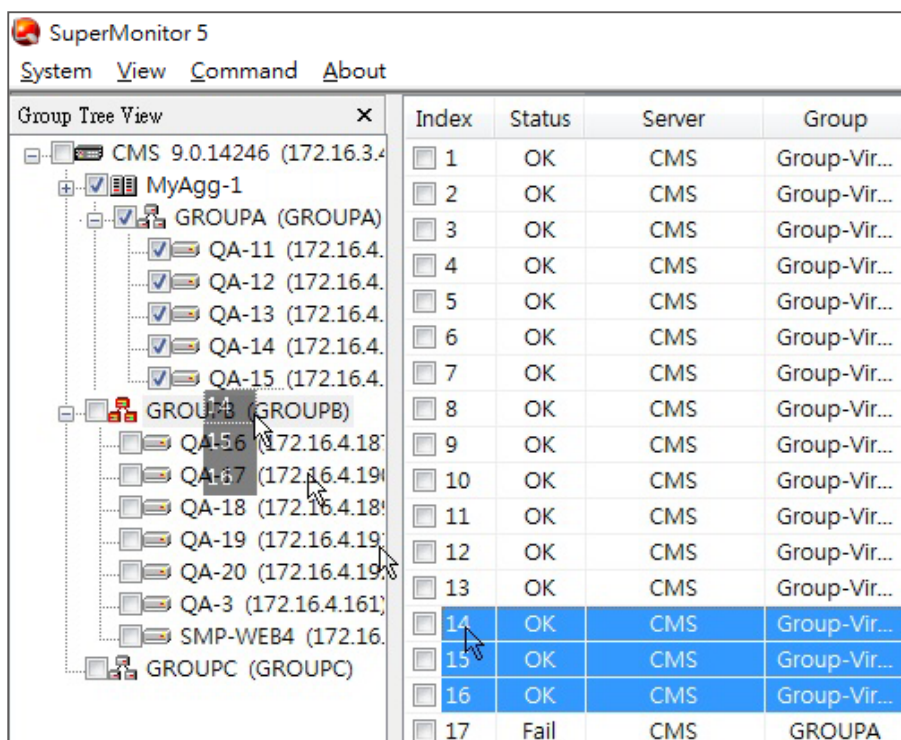
**NOTE**

Before you drag players, please uncheck the index box for the players and remove them from **Status View**. You **CANNOT** drag-n-drop players if these players are updating and synchronizing content.



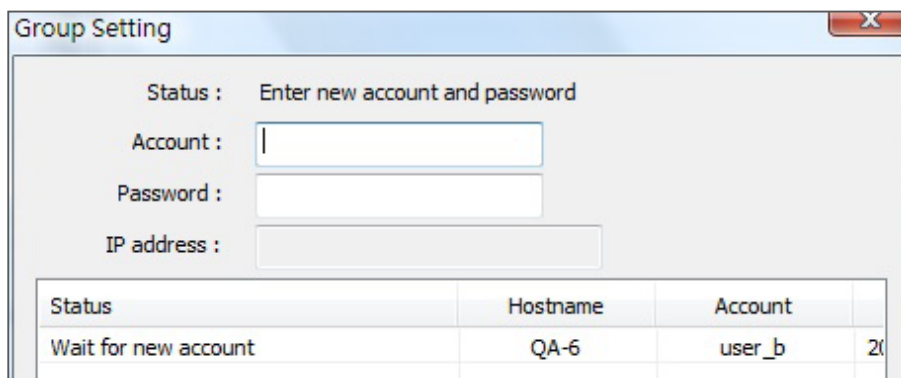
## 5-2 Move Player between Groups and Servers

You can drag-n-drop players between different groups and servers to change player's settings.



Once you drop player(s) to a new group, the SMP's settings regarding **Media Folder** will be changed accordingly.

If you drag-n-drop players to a different group or CMS server, a pop-up window will be prompted for you to change the username, password, or other settings if it's necessary.



You can enter a new account, password and server's IP address (if it's necessary) here.

## 6. Status View - Check System Information

With the help of SuperMonitor5, you can remotely check the information of the system, network and CPU usage of each SMP player without logging in the Web Manager of each player to check those information. SuperMonitor5 can receive the real-time information for SMP player through network in a quick and safe manner. Only a few seconds you can see the player's data appear on the screen.

### NOTE

The maximum number of player in **Status View** is 16.

### NOTE

To reduce the network and system loads and accelerate the system response, we recommend that users do not open more than 8 players in SuperMonitor5 at the same time.

### 6-1 Information Page

1. Start SuperMonitor5 and login.
2. Tick checkbox in **Group Tree View** to display player basic information and status in **Player View**.
3. Tick checkboxes of players in **Player View**. The information pages of the players will be displayed in the **Status View** window.
4. Click on the page title of an SMP player in **Status View** window to check its information regarding system, group, network, CPU and RAM usages, etc.

The screenshot displays the SuperMonitor5 interface. At the top, there is a menu bar with 'System', 'View', 'Command', and 'About'. Below the menu is a 'Group Tree View' showing a hierarchy of SMP players. A red box labeled '2' highlights a checkbox next to the 'daniel (daniel)' player. To the right, a table lists player details. A red box labeled '3' highlights the 'OK' status of the selected player. Below the table, the 'Status View' for the selected player is shown. A red box labeled '4' highlights the player's name 'SMP-8000D' in the status view header. The status view contains various system metrics such as Display Output, CPU Utilization, Memory Usage, System Disk Usage, Internal Media Folder Usage, External Media Folder Usage, Resource Folder Usage, Player Uptime, Temperature, and Fan Speed.

Group	Hostname	IP	Port	Model	Firmware Ver
<input checked="" type="checkbox"/>	daniel	207.30.207.31(207.30.207.31)	80	SMP-8000D	2.5_Build 17

**Status View: SMP-8000D**

- Group: daniel
- Hostname: SMP-8000D
- Model: SMP-8000D
- Version: 2.5\_Build 17271
- IP: 207.30.207.31
- Subnet Mask: 255.255.255.0
- DNS-1: 139.175.252.16
- DNS-2: 207.30.207.1
- Gateway: 207.30.207.1
- MAC Address: 00084BDC4838

**Display Output**

- Display 1: DP1 (Real: DP1)
- 1920x1080@auto (Real: 1920x1080@60Hz)
- Display 2: DP2 (Real: DP2)
- 1920x1080@auto (Real: 1920x1080@60Hz)
- Display 3: DP4 (Real: DP4)
- 1920x1080@auto (Real: 1920x1080@60Hz)

**CPU Utilization:** 27.08 %

**Memory Usage:** Total: 3.82 GB, User: 2.75 GB, Usage: 71.96 %

**System Disk Usage:** Total: 1.93 GB, User: 27.55 MB, Usage: 1.41 %

**Internal Media Folder Usage:** Total: 454.90 GB, User: 1.96 GB, Usage: 0.43 %

**External Media Folder Usage:** Total: 7.50 GB, User: 1.16 MB, Usage: 0.02 %

**Resource Folder Usage:** Total: 3.81 GB, User: 291.91 MB, Usage: 7.66 %

**Player Uptime:** 5 day(s), 17 hour(s), 28 mm(s)

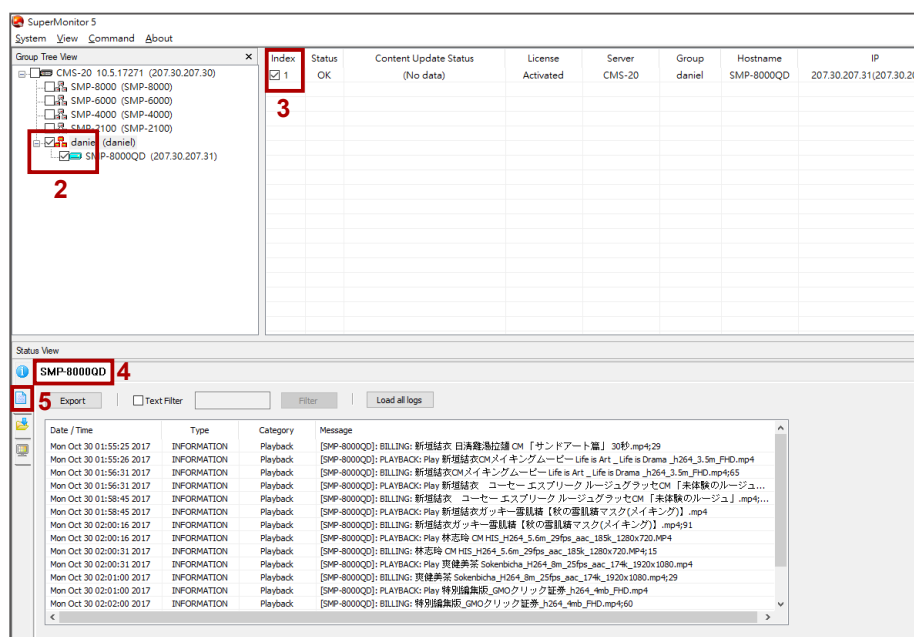
**Temperature:** CPU 59°C

**Fan Speed:** N/A

## 6-2 Log page

You can retrieve SMP player's Log records and view them in SuperMonitor5.

1. Start SuperMonitor5 and login.
2. Tick the check-box in **Group Tree View**.
3. Tick the checkbox in **Player View** to select SMP players. The information pages of the players will be displayed in the **Status View** window.
4. Select an SMP player in **Status View** window.
5. Click on the **Log** icon on the left to check the log record of that player.



**Export:** Export log records to a text file.

**Load all logs:** SuperMonitor5 will only receive logs after you enable **Status View** function. If you want to see all logs of your players, please click [**Load all logs**] and SuperMonitor5 will retrieve all logs and display them in the log page of **Status View**.

### NOTE

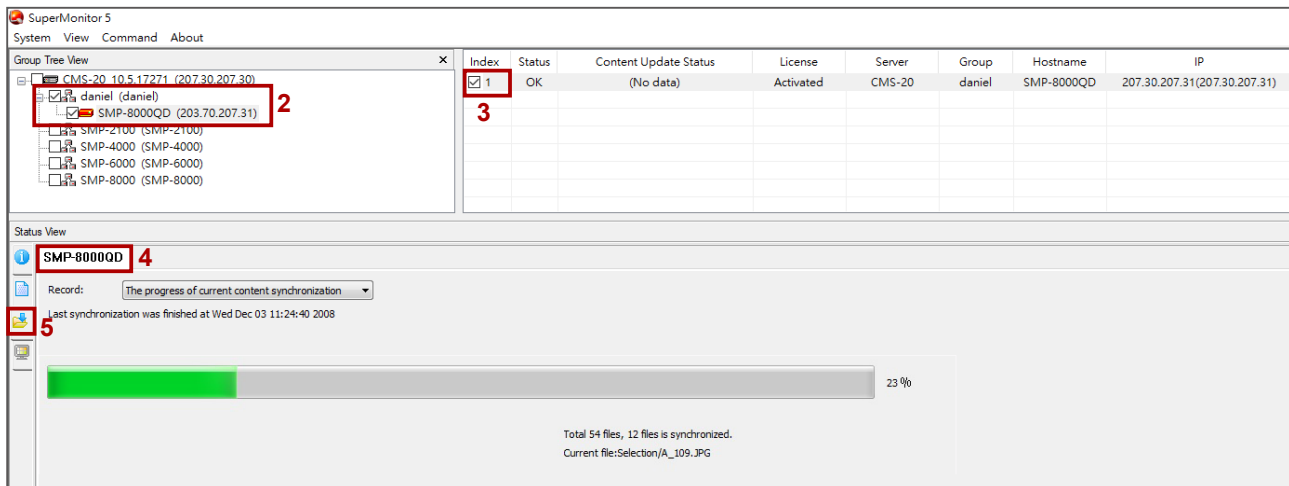
The keyword is case sensitive.

**Text Filter:** Use a keyword to search in log records. Enter a keyword in the edit box (e.g. BILLING) and click **Filter**.

## 6-3 Content Update Status Page

SMP players will update their content from a CMS server according to the settings. To check the status of content update for a specific SMP player on real-time basis, you can follow the steps below.

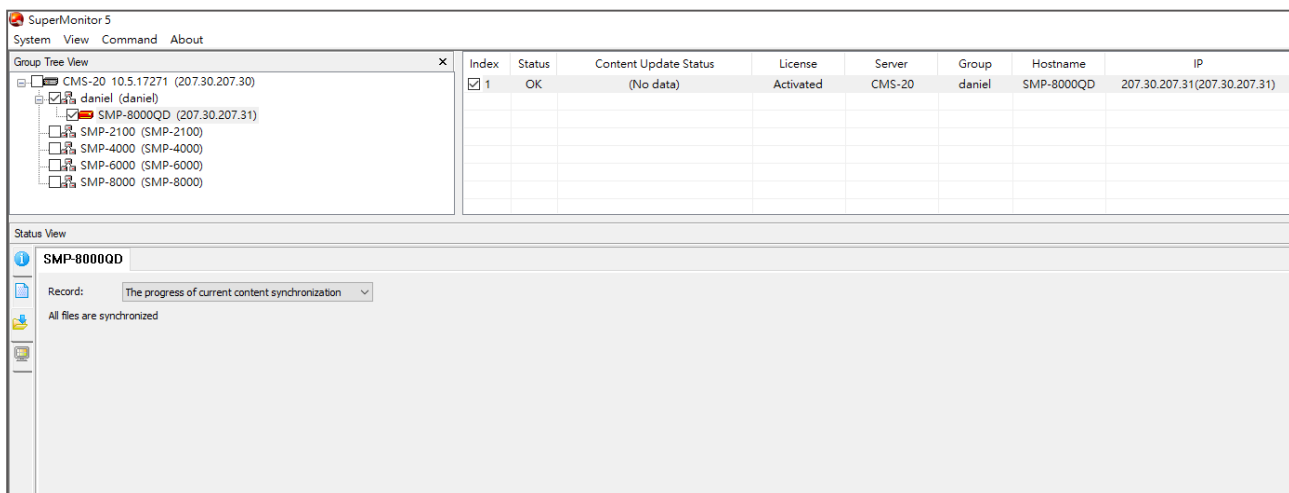
1. Start SuperMonitor5 and login
2. Tick the checkbox in **Group Tree View**.
3. Tick the checkbox in **Player View** to select SMP players. The information pages of players will be displayed in the window of **Status View**.
4. Select an SMP player in **Status View** window.
5. Click on the **Content Update Status** icon on the left to check the content download status of that player.



The screenshot shows the SuperMonitor5 interface. In the 'Group Tree View' on the left, the 'daniel (daniel)' group is expanded, and the 'SMP-8000QD (203.70.207.31)' player is selected, indicated by a red box and the number '2'. In the main table, the 'Index' column for the selected player has a checked checkbox, indicated by a red box and the number '3'. Below the table, the 'Status View' for 'SMP-8000QD' is shown, with a red box and the number '4' around the player name. The status view displays a progress bar at 23% and text indicating the last synchronization was finished at Wed Dec 03 11:24:40 2008. A red box and the number '5' are around the 'Record:' dropdown menu.

Index	Status	Content Update Status	License	Server	Group	Hostname	IP
<input checked="" type="checkbox"/> 1	OK	(No data)	Activated	CMS-20	daniel	SMP-8000QD	207.30.207.31(207.30.207.31)

**Picture:** While content is updating (Synchronizing)



The screenshot shows the SuperMonitor5 interface. In the 'Group Tree View' on the left, the 'daniel (daniel)' group is expanded, and the 'SMP-8000QD (207.30.207.31)' player is selected. In the main table, the 'Index' column for the selected player has a checked checkbox. Below the table, the 'Status View' for 'SMP-8000QD' is shown. The status view displays the text 'All files are synchronized'.

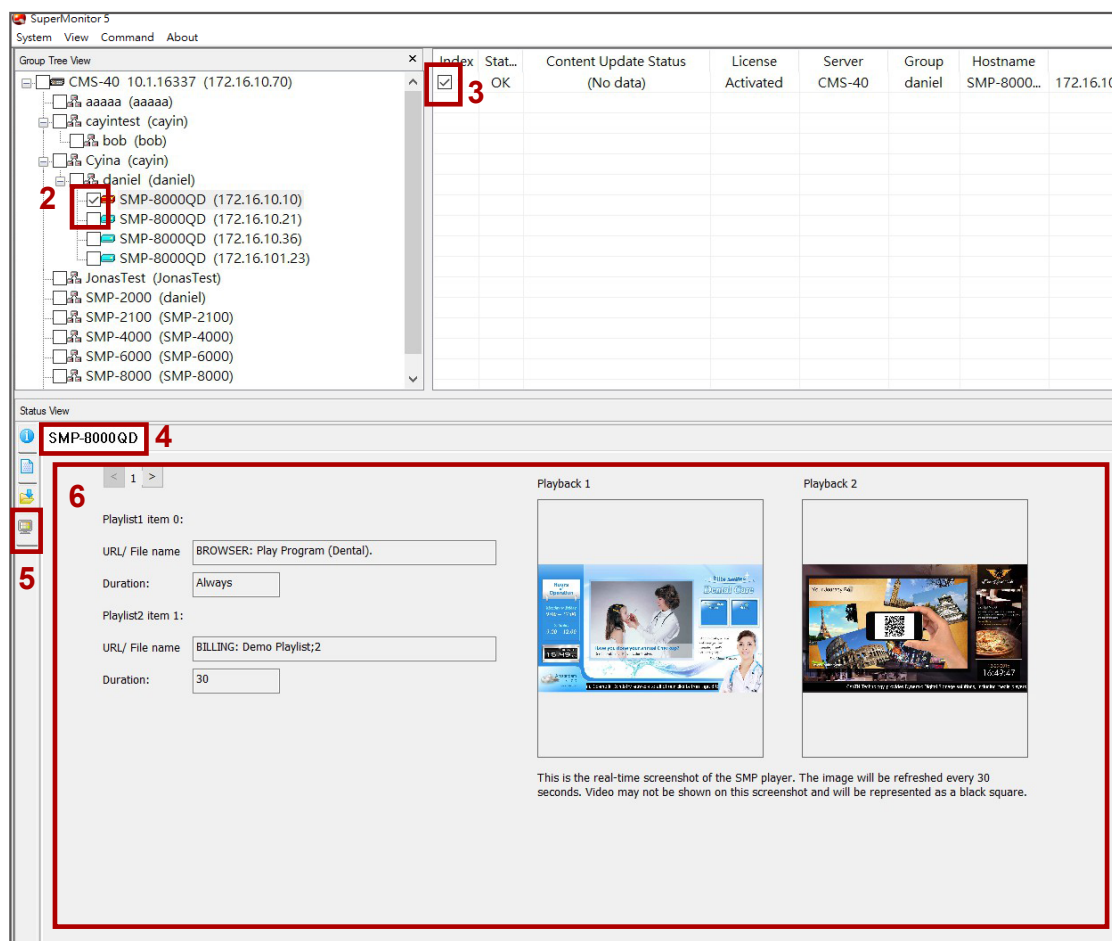
Index	Status	Content Update Status	License	Server	Group	Hostname	IP
<input checked="" type="checkbox"/> 1	OK	(No data)	Activated	CMS-20	daniel	SMP-8000QD	207.30.207.31(207.30.207.31)

**Picture:** Check historical records of content update.

## 6-4 Playback Information

SMP players will playback media content files according to your scheduled playlist. To check the playing information for a specific SMP player on real-time basis, you can follow the steps below.

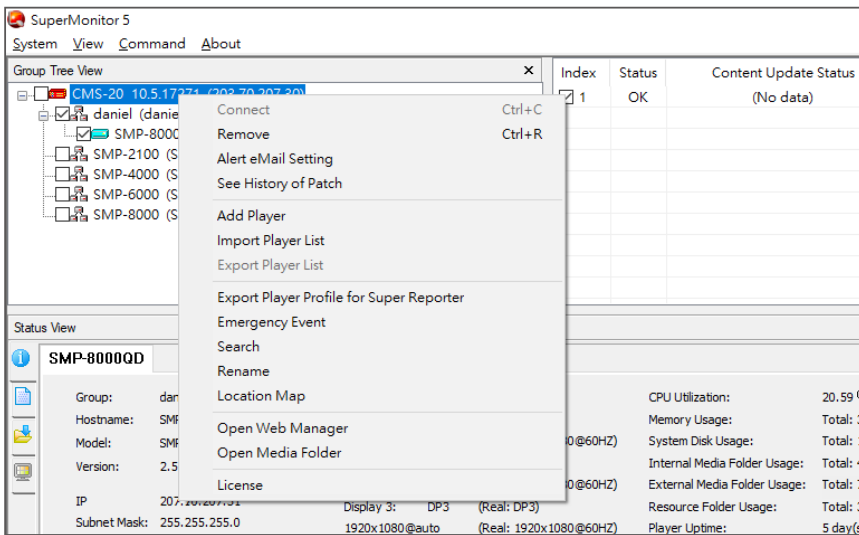
1. Start SuperMonitor5 and login.
2. Tick the checkbox in **Group Tree View**.
3. Tick the checkbox in **Player View** to select SMP players. The information pages of the players will be displayed in the **Status View** window.
4. Select an SMP player in **Status View** window.
5. Click on the **Current Playlist** icon on the left to check the content playback status of that player.
6. You can see SMP's current playlist on the left and a preview of screen on the right. For SMP-8000QD, you can click  or  to flip from one page to another when you have more than two playback settings. The information refreshes every 30 seconds. When you move your mouse over the preview image, you can see a bigger preview image. Just click on the image, and you can close it.



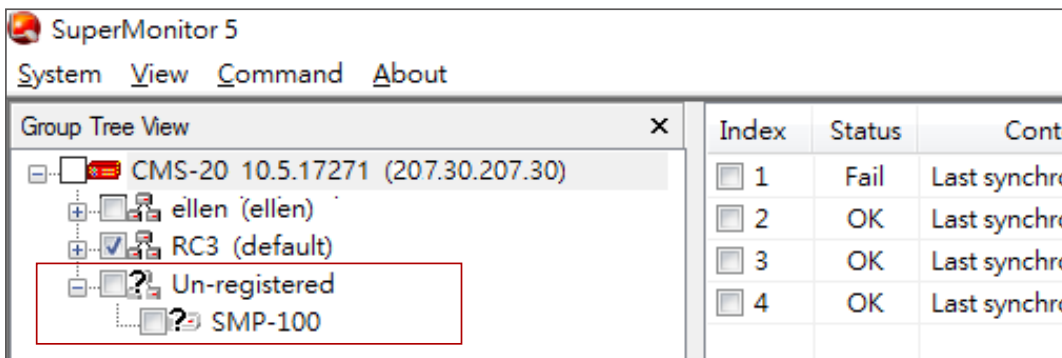
## 7 . Operation and Commands

### 7-1 Commands about Server

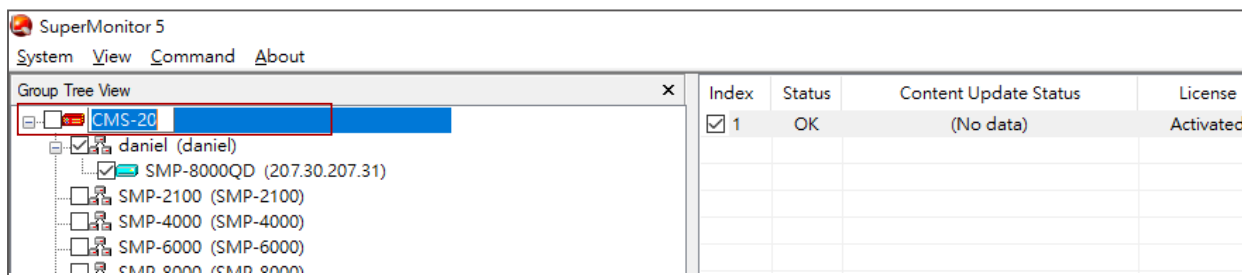
You can execute some commands for SMP or CMS by command menu or right click on CMS or SMP.



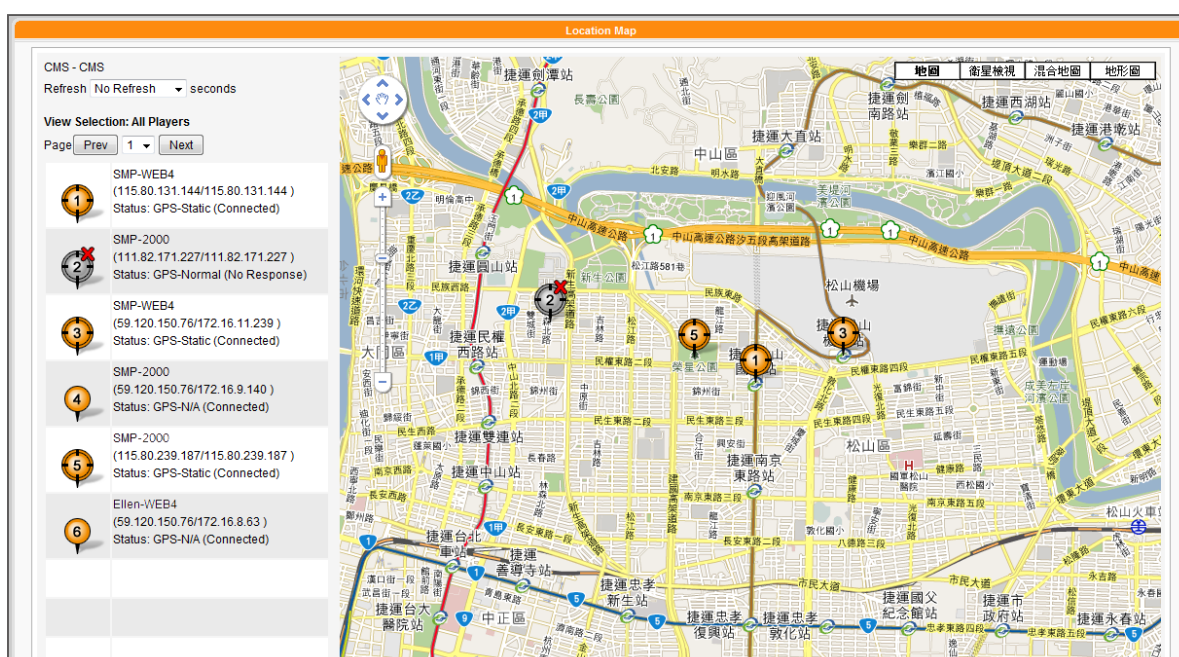
- **Connect:** If a CMS server is disconnected, you can use **Connect** command to re-connect the server.
- **Remove:** Remove disconnected CMS from SuperMonitor5.
- **Alert eMail Setting:** You can configure mail recipients here. When SMP players disconnect or the connection is resumed, the alert email will be sent to those recipients. Please refer to section 7-5 for detailed configurations.
- **See History of Patch:** You can check the historical records of patch update for all SMP players in the selected CMS server.
- **Add Player:** If you add an un-registered player to a CMS server, you can see a temporary group named **Un-registered** in **Group Tree View** and you can find your un-registered player there. After the player is registered, the item will be removed from the **Un-registered** folder and move to its real group.



- **Import Player List:** After you use the **Export Player List** function to export the player list, you can import the list to other CMS servers by using **Import Player List**.
- **Export Player List:** After you use **Add Player** function to add the players to SuperMonitor5, those players which haven't registered will be stored in the **Un-registered** folder. Via **Export Player List**, you can only export those players that are still in the **Un-registered** folder for backup and future use.
- **Export Player Profile for SuperReporter:** You can export player information to a SuperReporter's player profile and import it to SuperReporter later so that you do not need to enter the information again. Please refer to section 7-6 for detailed configuration.
- **Emergency Event:** You can trigger an emergency event on a CMS server from here.
- **Search:** You can search players by entering a keyword here, and the system will search for the matches in all fields in the **Player View**. The search result will be displayed in **Player View**.
- **Rename:** Rename CMS's hostname.







- **Location Map:** Click **Location Map** and you will see those SMP players which connect to this CMS server on Google Maps.





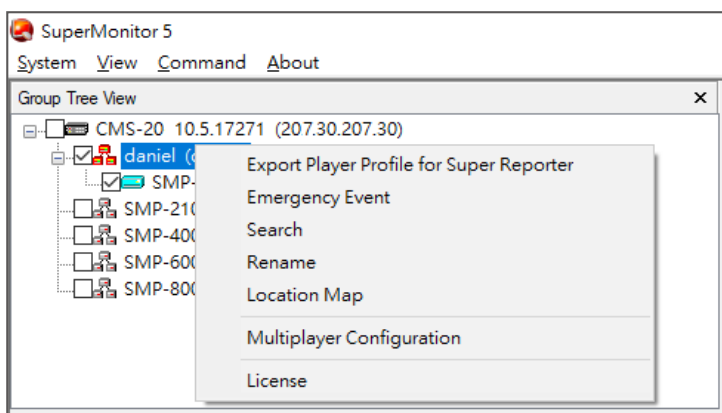
The status and IP address of all connected SMP players are listed on the left-hand side. One page will show up to 10 SMP players. If you want to see more other players, please click **Prev**, **Next**, or select the page number directly. Now, we explain the meaning of each icon as follows:

	<ul style="list-style-type: none"><li>• The player is configured to support either GPS or a static location.</li><li>• It is connecting to this CMS server right now.</li></ul>
	<ul style="list-style-type: none"><li>• The player is configured to support either GPS or a static location.</li><li>• It is NOT connecting to this CMS server right now.</li><li>• The map will indicate the position where the player was connected to the CMS server for the last time.</li></ul>
	<ul style="list-style-type: none"><li>• The player is NOT configured to support GPS or a static location.</li><li>• It is connecting to this CMS server right now.</li><li>• This player will not be shown on the map.</li></ul>
	<ul style="list-style-type: none"><li>• The player is NOT configured to support GPS or a static location.</li><li>• It is NOT connecting to this CMS server right now.</li><li>• This player will not be shown on the map.</li></ul>

- **Open Web Manager:** When you click on a CMS server, you can open the Web Manager of that selected CMS server by clicking on **Open Web Manager** Command.
- **Open Media Folder:** Open CMS's Media Folder by Windows® File Explorer.
- **License:** You can check the status of a license. You can also click the Activate button to activate the license of the device.



## 7-2 Commands about Group



- **Export Player Profile for SuperReporter:** You can export player information to a SuperReporter's player profile and import it to SuperReporter later so that you do not need to enter the information again. Please refer to section **7-6** for detailed configuration.
- **Emergency Event:** You can trigger an emergency event on a CMS server from here.
- **Search:** You can search players by entering a keyword here, and the system will search for the matches in all fields in the **Player View**. The search result will be displayed in **Player View**.
- **Rename:** Rename the name of the group.
- **Location Map:** You can see those SMP players which belong to this selected group on Google Maps.
- **Multiplayer Configuration:** You can configure several players at one time by this command. Please refer to section **7-7** for detailed configuration.
- **License:** You can check the status of a license. You can also click the **Activate** button to activate the license of the device.

## 7-3 Commands about Player

Index	Status	Content Update Status	License	Server	Group	Hostname
<input checked="" type="checkbox"/> 1	OK			CMS-20	daniel	SMP-8000Q

- **Open Web Manager:** When you click on a SMP player, you can open the Web Manager of that selected SMP player by clicking on **Open Web Manager**.
- **Delete:** Remove disconnected SMP from SuperMonitor.
- **Upload Patch:** You can upload SMP patches via SuperMonitor5. Please refer to section 7-4 for detailed configurations.
- **Export Player Profile for SuperReporter:** You can export player information to a SuperReporter's player profile and import it to SuperReporter later, so that you don't need to enter the information again. Please refer to section 7-6 for detailed configuration.
- **Open Media (Shared) Folder:** Open SMP's Media Folder by Windows® File Explorer.
- **Update Content Now:** You can update selected SMP players' content immediately.
- **Multiplayer Configuration:** You can configure several players at one time by this command. Please refer to section 7-7 for detailed configurations.
- **License:** You can check the status of a license. You can also click the **Activate** button to activate the license of the device.

## 7-4 Patch Management

### IMPORTANT

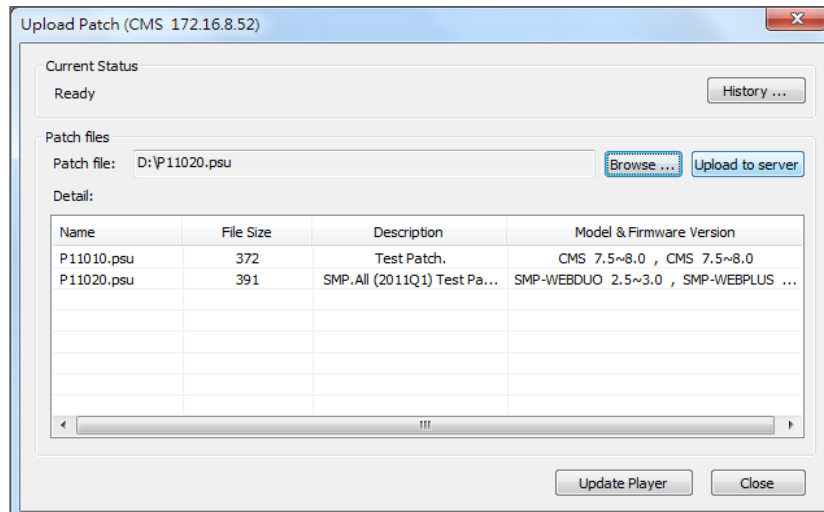
Do not apply this function to incompatible players and versions.

By using SuperMonitor5, you can upload patches to SMP player through CMS server. Please store patch files in CMS first; then select the stored patch files in CMS and update them to players.

1. Select one or more players at Player's View. Right click the mouse at the selected player(s) and choose **Update Patch**

Index	Status	Content Update Status	Server	Group	Hostname	IP
1	Fail	Last synchronization at Fri Mar 25 ...	CMS	RC3	SMP-WEBDUO	172.16.9.140(172.16.9.140)
2	OK	Last synchronization at Fri Mar 25 ...	CMS	RC3	SMP-WEBDUO	172.16.9.35(172.16.9.35)
3	OK	Last synchronization at Fri Mar 25 ...	CMS	RC3	SMP-WEBDUO	172.16.9.121(172.16.9.121)
4	OK	Last synchronization at Fri Mar 25 ...	CMS	RC3	SMP-WEBDUO	172.16.9.122(172.16.9.122)

2. Click on **Browse...** and select a patch file (.psu) from your PC, and click **Upload to Server**. Then, the patch file will be stored in the server for later use. You can check the uploaded patch files in the list box.

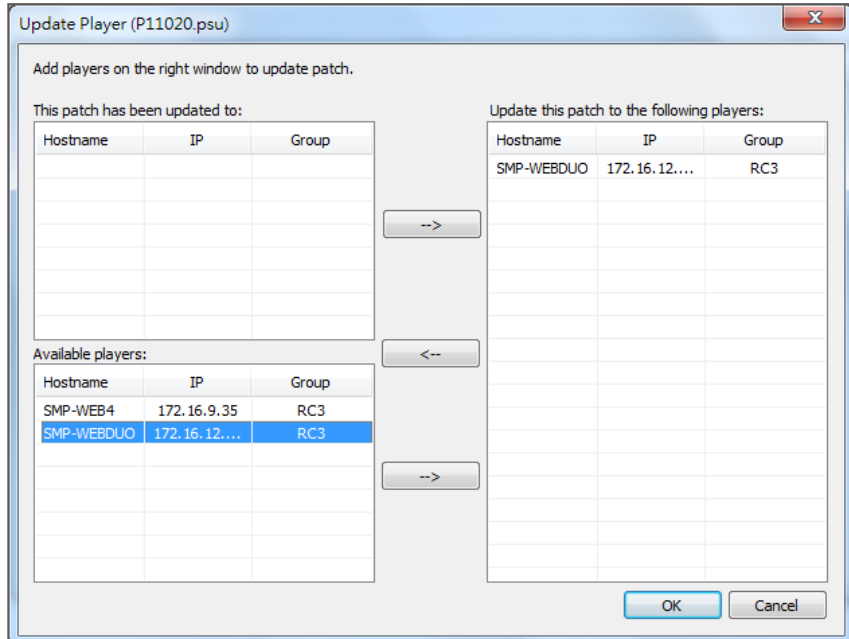


### IMPORTANT

For security and safety, you can only upload the patch file one by one.

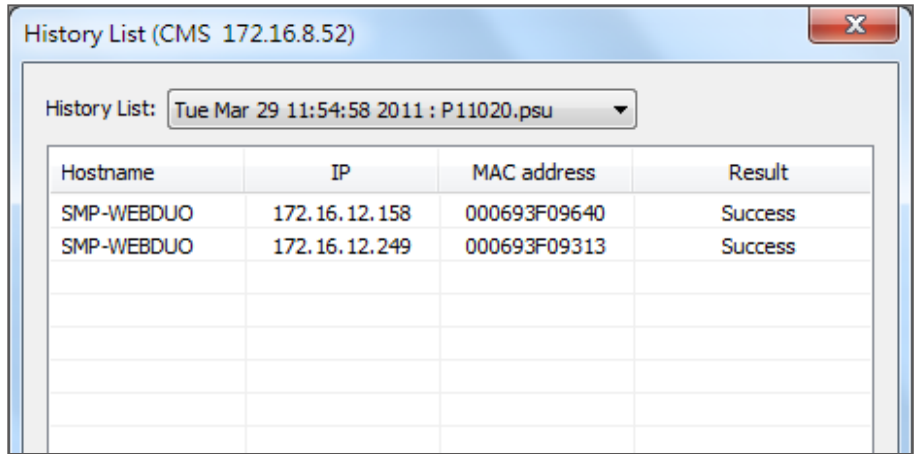
3. Select the patch file you want to update to the player, and click **Update Player**.
4. SuperMonitor5 will show all SMP players that are controlled by the same CMS and are able to apply this selected patch. The system will automatically distinguish updated players and non-updated ones in two separated lists: **Patch has been updated to** and **Available players**. You can select the players that you want to apply this patch on the left-hand side and click [-->] button to add them to the right-

hand column, **Update this patch to the following players:**



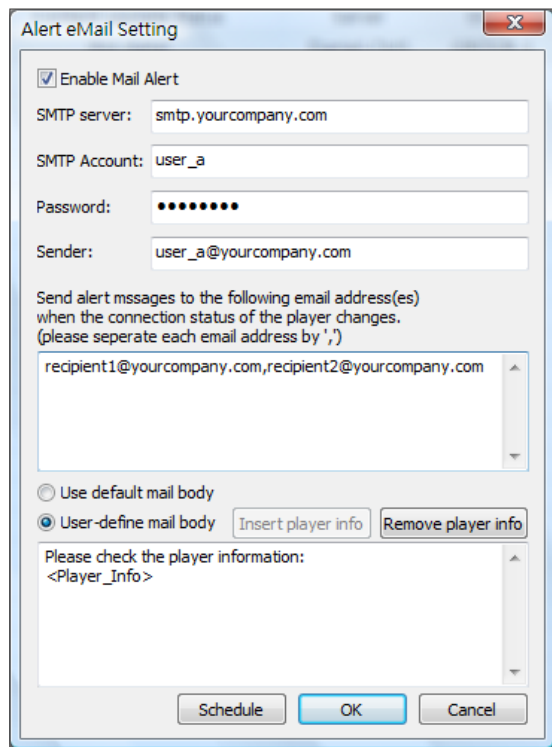
**NOTE**  
Players that are incompatible with this patch will be filtered automatically.

5. All the players added to the right column will apply this patch after you click **OK**.
6. After the patch is applied to the players, you can click on **History** button later to check the results of patch update.



## 7-5 Alert eMail Setting

**IMPORTANT**  
 We only support SMTP authentication server. You must enter a valid Account and Password for your SMTP server.



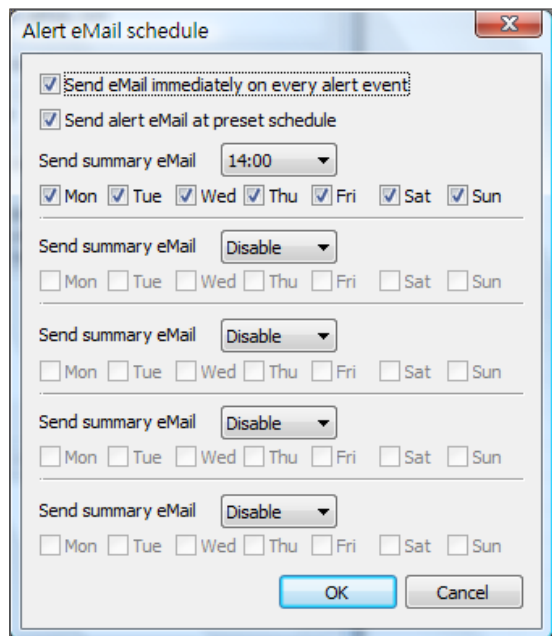
The 'Alert eMail Setting' dialog box contains the following fields and options:

- Enable Mail Alert
- SMTP server: smtp.yourcompany.com
- SMTP Account: user\_a
- Password: [masked]
- Sender: user\_a@yourcompany.com
- Send alert messages to the following email address(es) when the connection status of the player changes. (please separate each email address by ',')
- recipient1@yourcompany.com,recipient2@yourcompany.com
- Use default mail body
- User-define mail body
- Buttons: Insert player info, Remove player info
- Please check the player information: <Player\_Info>
- Buttons: Schedule, OK, Cancel

After you enable mail alert, users assigned here will receive notification by email whenever the player status is changed, e.g. from online to offline.

You can either choose default mail body or custom mail body. If you choose custom mail body, you can enter any email body text by yourself and click **Insert Player Info** to add the player information in the email body.

### Alert eMail schedule:



The 'Alert eMail schedule' dialog box contains the following options and settings:

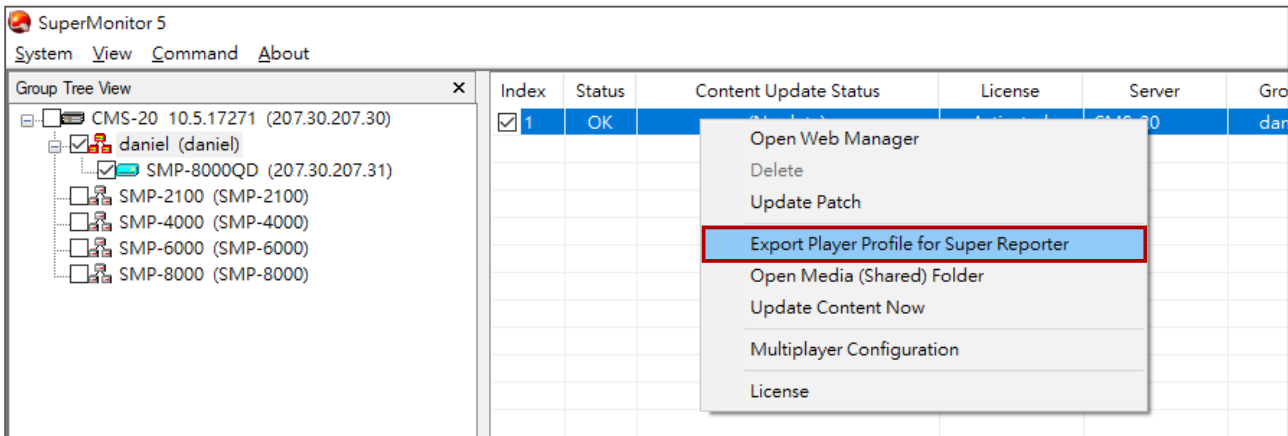
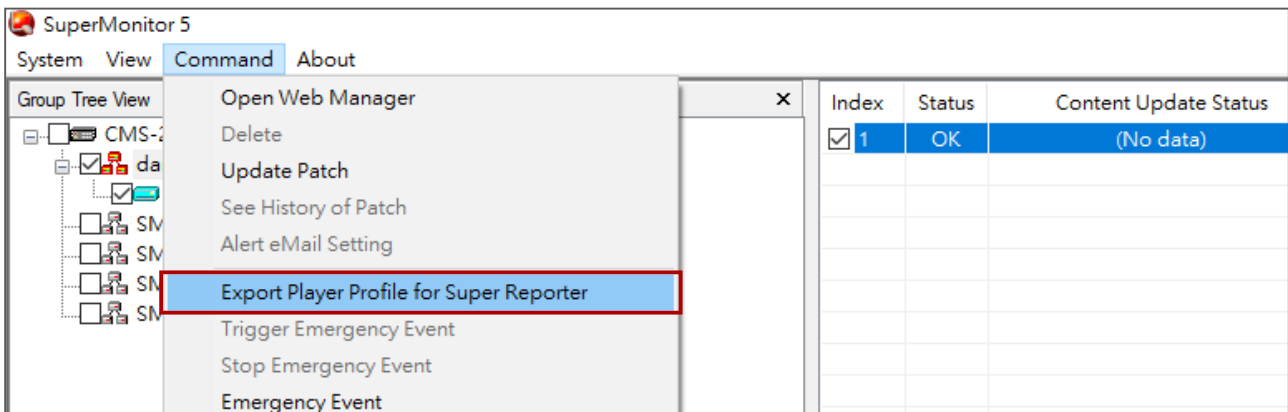
- Send eMail immediately on every alert event
- Send alert eMail at preset schedule
- Send summary eMail: 14:00
- Mon  Tue  Wed  Thu  Fri  Sat  Sun
- Send summary eMail: Disable
- Mon  Tue  Wed  Thu  Fri  Sat  Sun
- Send summary eMail: Disable
- Mon  Tue  Wed  Thu  Fri  Sat  Sun
- Send summary eMail: Disable
- Mon  Tue  Wed  Thu  Fri  Sat  Sun
- Send summary eMail: Disable
- Mon  Tue  Wed  Thu  Fri  Sat  Sun
- Buttons: OK, Cancel

If you want to receive player's status at specific time, you can click **Schedule** to configure **Alert eMail Schedule**. Choose **Send alert eMail at preset schedule** and enter at most 5 time and days to send summary eMail.

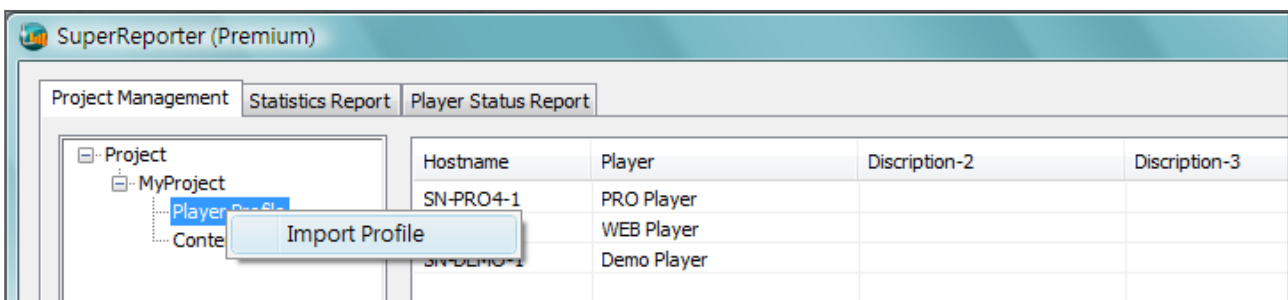
## 7-6 Export SMP Player's Profile (To SuperReporter)

If SuperReporter2 is also deployed in the project, you can export SMP player profiles established in SuperMonitor5 and import it later in SuperReporter2.

Select SMP players in the **Player View** window and click on the drop-down menu: **Command > Export Player Profile for Super Reporter**. Or, you can also use this function by right clicking the selected SMP players. Then, you will see the same option. Give the file path and name, and you can save the Profile (.ini).



In SuperReporter2, you can import the SMP player profile by moving the mouse to **Player Profile**, clicking right button, and selecting **Import Profile**.

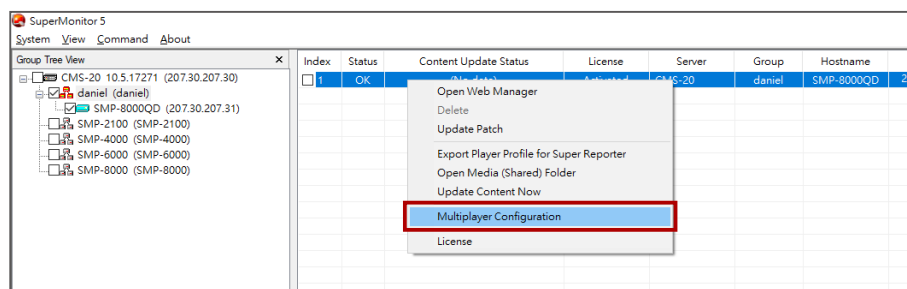


**IMPORTANT**  
 To use Multiplayer Configuration, you must turn on CMS's FTP service.

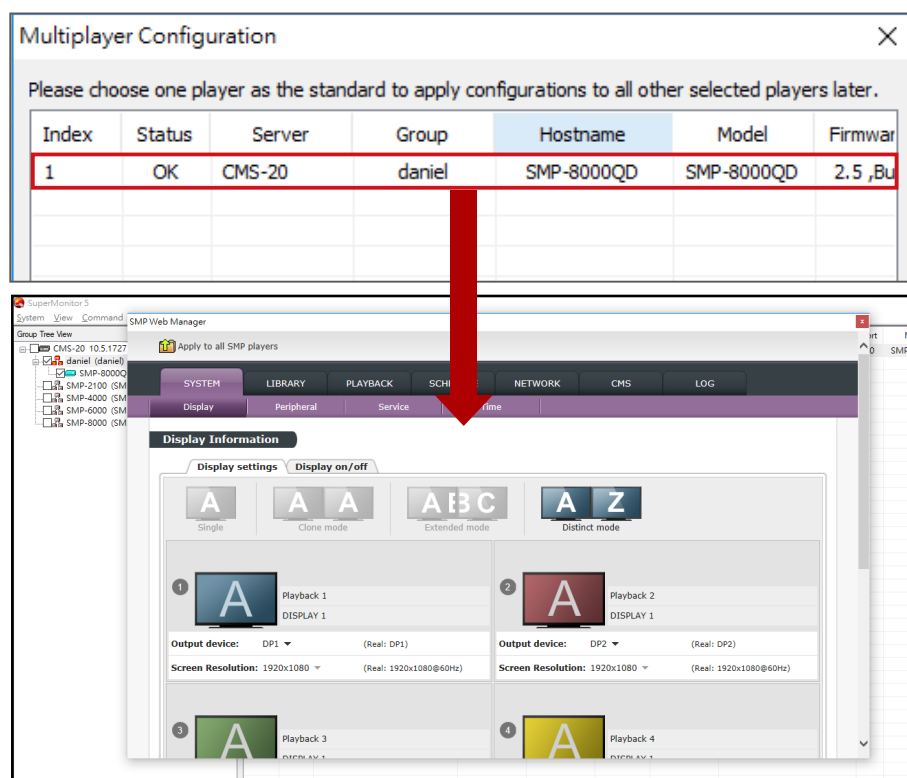
## 7-7 Multiplayer Configuration

If you want to configure several players altogether, you can use **Multiplayer Configuration** to configure most settings of SMP players.

1. At Player's view, choose players with the same model and version. Then, right click the mouse and select **Multiplayer Configuration**.



2. Choose one of the selected players as initial (default) configuration.



3. Choose the function you want to configure and change the settings. Those settings are similar to the ones in SMP's Web Manager. If you have any question about these functions, please refer to SMP's user manual for details.
4. After all settings are made, click **Apply to all SMP players** to synchronize settings to all selected players.