



CAYIN TECHNOLOGY  
**SUPER MONITOR**

Trial Version

# User Manual

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**NOTE**

Up to the release of the user's manual (Mar 2007), Cayin Technology has only launched the trial version of Super Monitor for free testing and uses. Commercial versions will be launched later and should be more complete function-wise.

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Super Monitor is a Windows-based package software which can display status and information of each SMP player connected and registered to one CMS. Users can monitor and manage all connected SMP players by simply clicking, selecting, and drag-n-drop via Super Monitor.

## 1. System Requirements

Operating System: Windows XP Home/Professional

Display resolution: 1024 x 768 or above

Processor: Intel Pentium III 866 MHz, AMD Athlon 1.0 GHz, or above

Memory: 256 MB minimum. 512MB or more is recommended

Hard Disk: 10MB for program and configurations

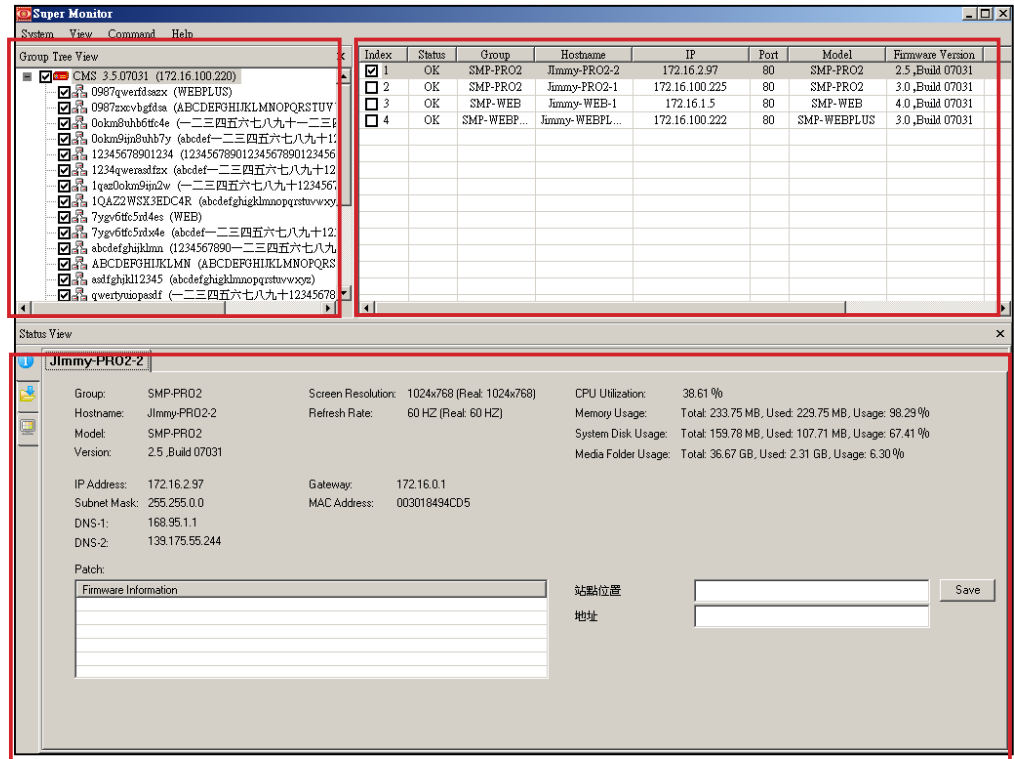
## 2. Software Installation

Follow the steps below to install Super Reporter on PC. Make sure the PC meets the system requirements beforehand.

1. Put CMS product CD into the CD-ROM of the PC, and find Super Reporter Trial setup program in the folder “\Super Monitor Trial”.
2. Browse the CD and click on “Setup.exe” to run it.
3. Click [**Next**] at the welcome page to continue the installation.
4. Enter Username, Company, and click [**Next**].
5. Give the installation folder path of Super Monitor. Click [**Next**] and wait a few seconds until the program finishes the installation.



### 3. User Interface



#### Window of Group Tree View

Display all groups and SMP players which connect to CMS server.

Note: Super Monitor trial version can display SMP players connected to only one CMS server.

#### Window of Player View

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

#### Window of Status View

In the window of Status View, Super Monitor shows detailed information about selected players.

# 4. Start and Configure Super Monitor

**NOTE**

Here you must connect a CMS with the firmware version 3.5 or above.

**NOTE**

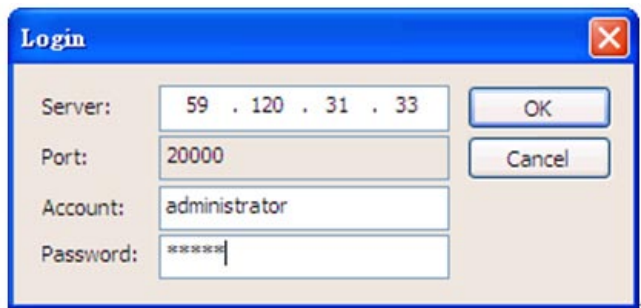
Super Monitor uses service port 20000 to connect CMS server. Configure the NAT firewall, if the CMS locates behind it. Refer to CMS User's Manual about CMS" service and port number for details.

**NOTE**

Please check if SMP players are configured to connect to this CMS in section "Media Folder" under SMP Web Manager. Only SMP players with the following versions can be managed by Super Monitor:

- SMP-PRO2: Version 2.5 or later
- SMP-WEB: Version 3.5 or later
- SMP-WEBPLUS: Version 2.5 or later

Choose "Start-->All Programs-->Cayin-->Super Monitor" to start Super Monitor. Click on "System-->Login to CMS" to connect to a CMS server. In the login window, enter account name, password, and CMS" IP address. The username here must already be created in the section "Access Control-->Account" of the CMS server with "Access Super Monitor" enabled.



You can see all groups in CMS server's window "Group Tree View" after logging in.

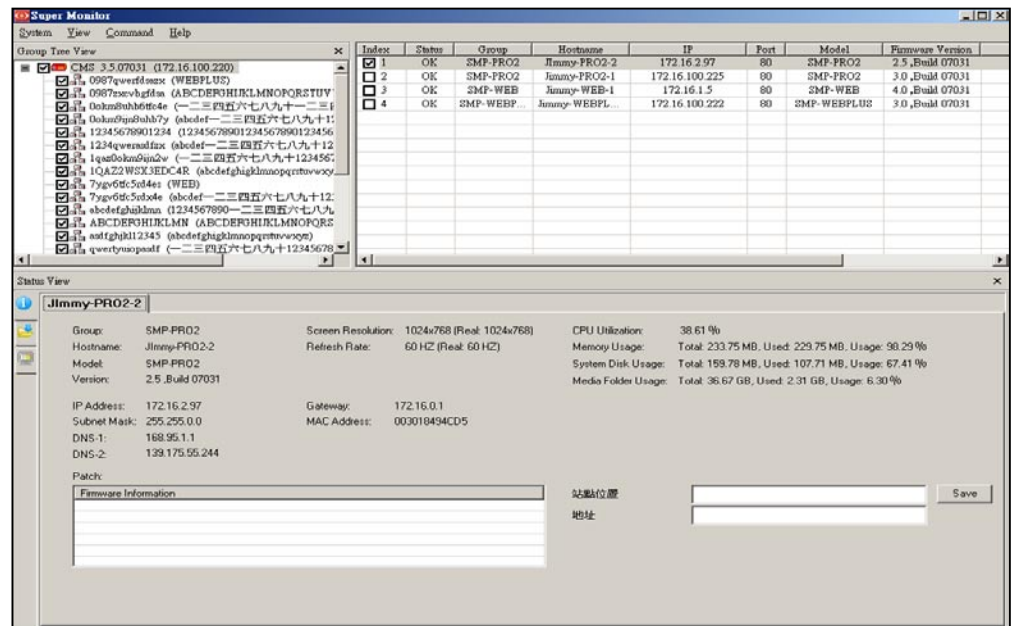
Index	Status	Group	Hostname	IP	Port	Model	Firmware Version
1	OK	SMP-PRO2	Jimmy-PRO2-2	172.16.2.97	80	SMP-PRO2	2.5_Build 07031
2	OK	SMP-PRO2	Jimmy-PRO2-1	172.16.100.225	80	SMP-PRO2	3.0_Build 07031
3	OK	SMP-WEB	Jimmy-WEB-1	172.16.1.5	80	SMP-WEB	4.0_Build 07031
4	OK	SMP-WEBPLUS	Jimmy-WEBPLUS...	172.16.100.222	80	SMP-WEBPLUS	3.0_Build 07031



## 5. Check Status of Players

You can monitor all SMP players connected to CMS server via Super Monitor package software. After you login Super Monitor, Super Monitor will display the tree structure of the CMS server. It will display groups and players details under the window of Group Tree View.

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 for showing in the window of Player View. Click on nodes “+” to unfold or fold the tree structure.





## 6. Check System Information

With the help of Super Monitor, you can remotely check the information of the system, network, CPU usage, etc. of each SMP player, and do not need to login the Web Manager of each player for the information.

It takes a few seconds for Super Monitor to receive the live SMP player's information through network. Please wait a moment until the player's data appear on the screen. We do not suggest you concurrently open more than 10 players in Super Monitor, which will intensively increases the network and system loads and thus retard the system response.



## 6-1 System Information

1. Start Super Monitor and Login.
2. Tick check-box in “Group Tree View” to display players” basic information and status in “Player View”.
3. Tick check-boxes of players in “Player View”. The information “pages” of the players will be displayed in the window of “Status View”.
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 Super Monitor application window. The top menu bar includes 'System', 'View', 'Command', and 'Help'. The main interface is divided into two panes.

**Group Tree View:** This pane shows a list of player groups with checkboxes. The selected group is 'Jimmy-PRO2-1'. The list includes various alphanumeric strings and their corresponding group names.

Index	Status	Group	Hostname	IP	Port	Model	Firmware Version
1	OK	SMP-PRO2	Jimmy-PRO2-1	172.16.100.225	80	SMP-PRO2	3.0_Build 07031
2	OK	SMP-PRO2	Jimmy-PRO2-2	172.16.2.97	80	SMP-PRO2	2.5_Build 07031
3	OK	SMP-WEB	Jimmy-WEB-1	172.16.1.5	80	SMP-WEB	4.0_Build 07031
4	OK	SMP-WEBPLUS	Jimmy-WEBPLUS3	172.16.100.222	80	SMP-WEBPLUS	3.0_Build 07031

**Status View:** This pane shows detailed information for the selected player 'Jimmy-PRO2-1'. It includes system, network, and hardware details.

Category	Item	Value
System	Group	SMP-WEB
	Hostname	Jimmy-WEB-1
	Model	SMP-WEB
Network	IP Address	172.16.1.5
	Subnet Mask	255.255.0.0
Hardware	Screen Resolution	1024x768 (Real: 1024x768)
	Refresh Rate	60 HZ (Real: 60 HZ)
	MAC Address	0040F48B3EC4
Usage	CPU Utilization	2.94 %
	Memory Usage	Total: 233.75 MB, Used: 229.59 MB, Usage: 98.22 %
	System Disk Usage	Total: 159.78 MB, Used: 111.03 MB, Usage: 69.49 %
Media Folder Usage	Total: 36.67 GB, Used: 1.41 GB, Usage: 3.84 %	

At the bottom of the Status View, there are input fields for 'Patch' and 'Firmware Information', and a 'Save' button.

## 6-2 Status of Content Update

SMP players update their contents from CMS server according to 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 Super Monitor and Login
2. Tick check-box in “Group Tree View” and “Player View” to select SMP players. The information pages of the players will be displayed in the window of “Status View”.
3. Click on the page of an SMP player in “Status View” window, and click on the icon “Content Update Information” on the left to check the content download status of that player.

The screenshot shows the Super Monitor application window. The 'Group Tree View' on the left contains a tree structure with the following items:

- 7ygv6tc5rd4es (WEB)
- 7ygv6tc5rd4e (abcdef—二三E)
- abcdefghijklmn (1234567890—)
- ABCDEFGHIJKLMN (ABCDEF)
- asdfighikl12345 (abcdefghijklm)
- qwertyuopasdf (—二三四五六)
- SMP-PRO2 (PRO2)
- SMP-WEB (WEB)
  - Jimmy-WEB-1 (172.16.1.5)
  - SMP-WEB (172.16.2.26)** (Selected)
  - SMP-WEBPLUS (WEBPLUS)
- vczxfdsrewq43 (test)
- zsq12wxcde34r (—二三四五六)
- zxcvbnmasdfghj (1234567890—)

The main table displays the following data for the selected player:

Index	Status	Group	Hostname	IP	Port	Model	Firmware Version	D
1	OK	SMP-WEB	SMP-WEB	172.16.2.26	8080	SMP-WEB	4.0_Build 07031	

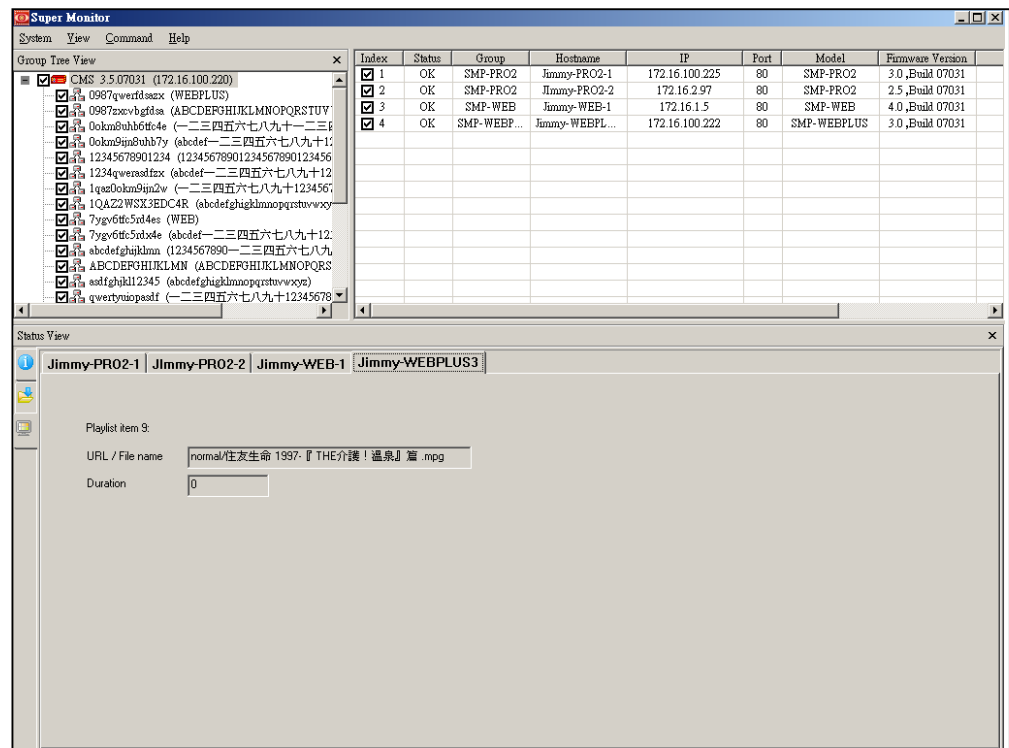
The 'Status View' window for 'SMP-WEB' shows a progress bar at 28%. Below the progress bar, it states: 'Total files: 8. 3 files is synchronized. Current file name:HDJ-High Density'.



## 6-3 Playback Information

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

1. Start Super Monitor and Login
2. Tick check-box in “Group Tree View” and “Player View” to select SMP players. The information pages of the players will be displayed in the window of “Status View”.
3. Click on the page of an SMP player in “Status View” window, and click on the icon of “Content Playback Information” on the left to check the content download status of that player.



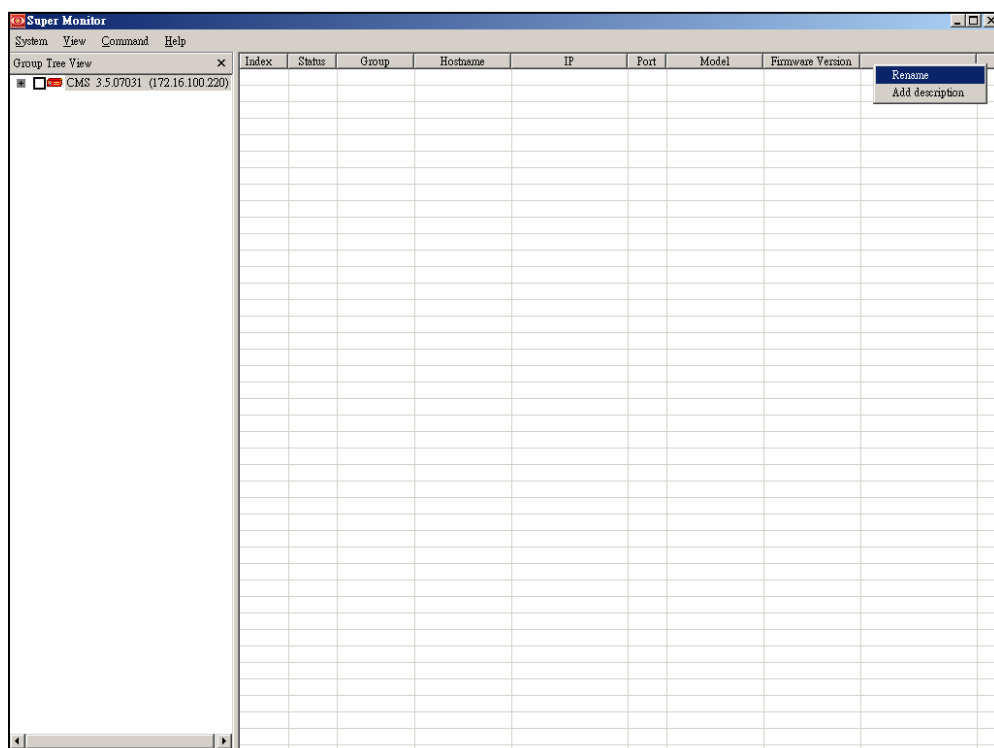
## 7. Add Descriptions for Player(s)

In Super Monitor, you can add descriptions up to 3 fields, e.g. site address of player's location, contact information, etc., in the window of Status View for any SMP player. These descriptions facilitate the ways of centralized management of the players for the system administrators.

### 7-1 Modify Name of Description Field

After you install Super Monitor, there will be a column with the default name "Description" as column head in the window of Player View for administrators' notes and information. You can modify the name of a description field with the following steps.

1. Move your mouse to the column head "Description" in the window of Player View.
2. Click right button, select "rename", and enter the new field name in the dialog-box. The new field name will replace "Description" as the new name at the column head.





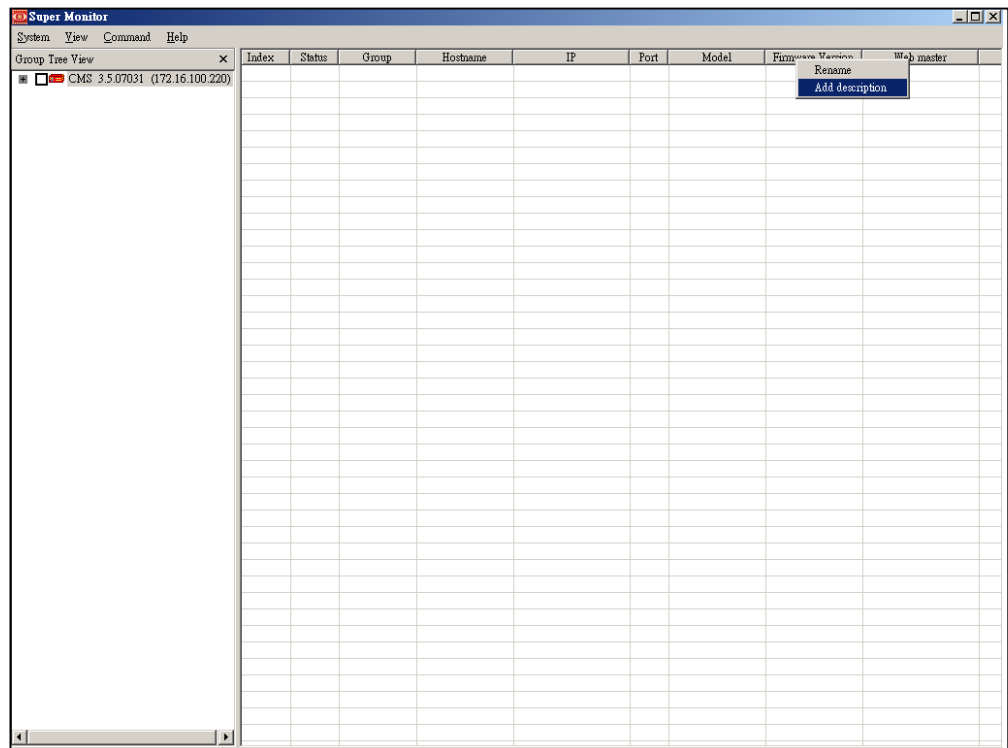
## NOTE

To change the name of the newly added description field, please refer to the section “Modify Name of Description Field” in the Manual for details.

## 7-2 Add New Description Field

In Super Monitor, in addition to the default description field, users can still add two more fields of information by following the steps below.

1. Move your mouse to the column head “Description” in the window of Player View.
2. Click the right button, and select “Add description” to add a new description field.



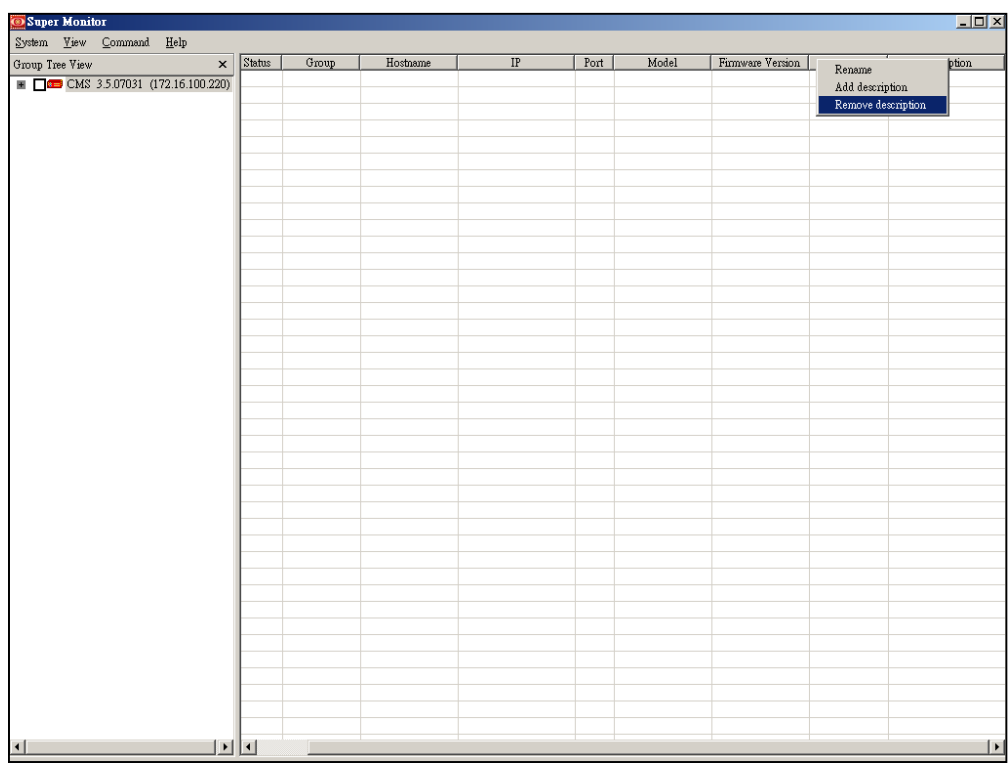
**NOTE**

The default description field cannot be deleted.

## 7-3 Delete Added Description Field

You can delete an added description field with the following steps.

1. Move your mouse to the column head of the description field to be deleted in the window of Player View.
2. Click the right button, and select “Remove description” to delete an added description field.

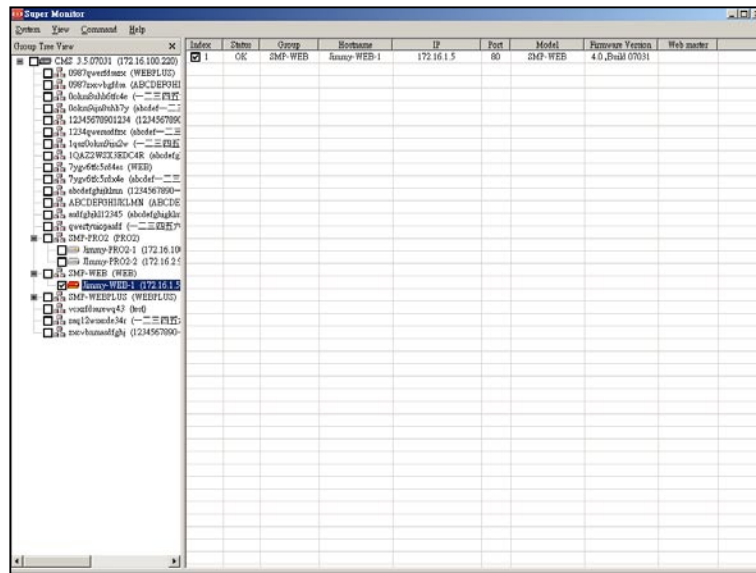




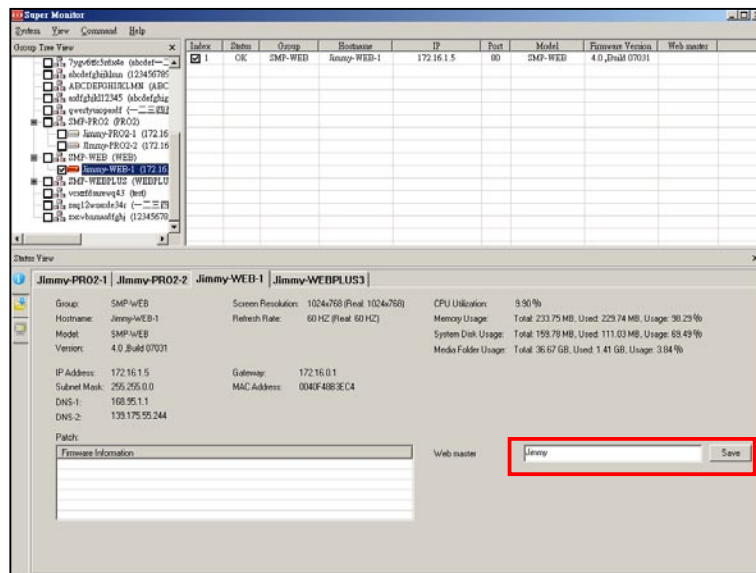
## 7-4 Modify Description

After adding necessary description field(s) in the window of Player View, you can follow the steps below to add and edit information in the description fields.

1. Select a specific SMP Player in the window of Player View to open the window of Status View.



2. In the window of Status View, you can see the description fields with the name you have given in the window of Player View. Enter your desired text descriptions in the fields and then click [**Save**].





## 8. Daily Management and Monitoring

### NOTE

If an SMP player locates behind a firewall, you may not successfully open its Web Manager.

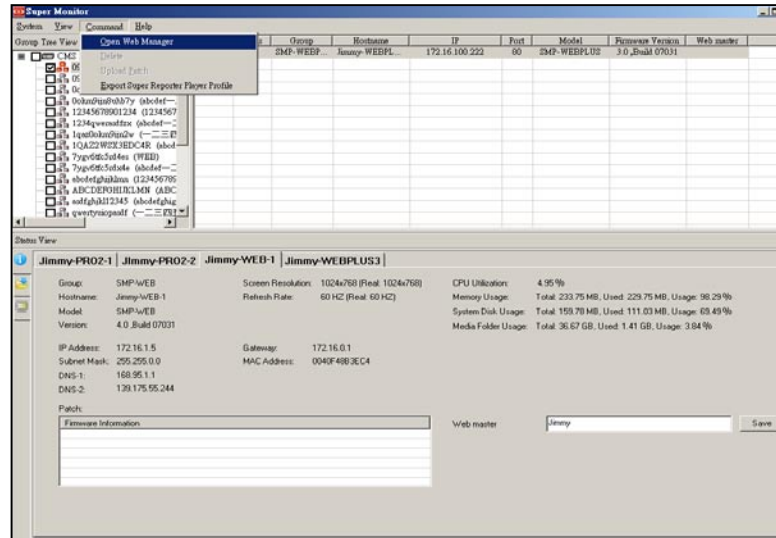
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With Super Monitor, you can centrally manage and monitor multiple SMP players. You can check the status and activities of all SMP players connected to CMS server, and take proper actions based on the information shown in Super Monitor. For example, in the window of Player View, you can check if a player's working status. If its status appears "Fail", you should proceed to check if the player is shut down improperly or the network malfunctions. Super Monitor can help users centrally gain system status and information to make further decisions or take suitable actions for the system management.

### 8-1 Open Web Manager of SMP Player

By Super Monitor, you can enter any connected SMP player's Web Manager for remote system maintenance and management. To open a player's Web Manager page, there are 3 ways as below:

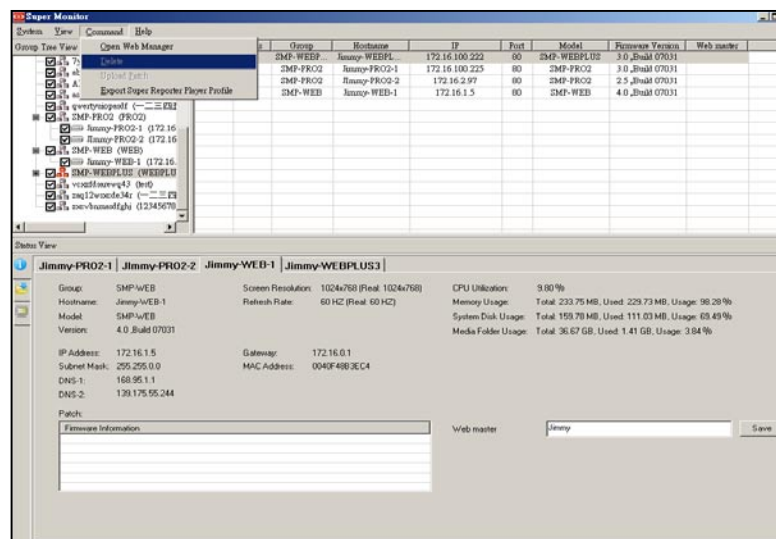
- 1. Select an SMP player in the window of Player View, and select Command --> Open Web Manager.**
- 2. Move your mouse to an SMP player in the window of Player View. Click the mouse" right button and select "Open Web Manager".**
- 3. Move your mouse to an SMP player in the window of Player View, and double click on it.**



## 8-2 Remove Failed Connection

If an SMP player's connection status shows "Fail", this status will remain until the connection is recovered. After learning about the on-site status of this player, you can decide whether manually removing this player from the window of Player View. To delete it, there are 2 ways as below:

1. Select the SMP player and click on the pull-down menu "Command --> Delete".
2. Move your mouse to the SMP player in the window of Player View. Click right button and select "Delete".



## 8-3 Upload Patch File (Not Yet Available)

This function is not available for trial version of Super Monitor.

## 8-4 Export SMP Player's Profile (To Super Reporter)

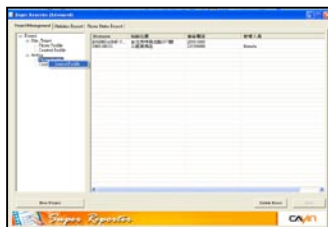
If Super Reporter is also deployed in the project, you can export SMP player profiles established in Super Monitor and import it later in Super Reporter. Select SMP players in the window of Player View and click on the pull-down menu: Command-->Export Super Reporter Player Profile. Give the file path and name, and then you can save the Profile (.ini).

### NOTE

While selecting SMP players in the window of Player View, incorporating with the key “Ctrl” or “Alt” can help you to select multiple players.

### NOTE

In Super Reporter, you can import the SMP player profile by moving mouse to “Player Profile”, clicking right button, and selecting “Import Profile”.



The screenshot shows the Super Monitor interface. At the top, there is a table listing SMP players. Below the table, the 'Status View' for a selected player is displayed, showing various system metrics and configuration details.

Group	Hostname	IP	Port	Model	Firmware Version	Web master
SMP-WEBPLUS	Jimmy-WEBPLUS	172.16.100.222	80	SMP-WEBPLUS	3.0_Build 07031	
SMP-PRO2	Jimmy-PRO2-1	172.16.100.225	80	SMP-PRO2	2.5_Build 07031	
SMP-PRO2	Jimmy-PRO2-2	172.16.2.97	80	SMP-PRO2	2.5_Build 07031	
SMP-WEB	Jimmy-WEB-1	172.16.1.5	80	SMP-WEB	4.0_Build 07031	

Jimmy-PRO2-1   Jimmy-PRO2-2   Jimmy-WEB-1   Jimmy-WEBPLUS3		
Group: SMP-WEB	Screen Resolution: 1024x768 (Real: 1024x768)	CPU Utilization: 0.00 %
Hostname: Jimmy-WEB-1	Refresh Rate: 60 HZ (Real: 60 HZ)	Memory Usage: Total: 233.75 MB, Used: 206.86 MB, Usage: 88.50 %
Model: SMP-WEB		System Disk Usage: Total: 159.78 MB, Used: 111.03 MB, Usage: 69.49 %
Version: 4.0_Build 07031		Media Folder Usage: Total: 36.67 GB, Used: 1.41 GB, Usage: 3.84 %
IP Address: 172.16.1.5	Gateway: 172.16.0.1	
Subnet Mask: 255.255.0.0	MAC Address: 0040F48B3EC4	
DNS-1: 168.95.1.1		
DNS-2: 139.175.55.244		
Patch:		
Firmware Information:	Web master: Jimmy	Save



## 8-5 Manage Group

You can change an SMP player's group by dragging and dropping it in another group in the window of Group Tree View.

The screenshot shows the Super Monitor interface. On the left is the 'Group Tree View' pane, and on the right is a data table.

**Group Tree View:**

- [-] CMS 3.5.07031 (172.16.100.220)
  - [+] 0987qwertyuiop (WEBPLUS)
  - [+] 0987zxcvbnmlk (ABCDEFGHIJKLMNPOQRSTUVWXYZ)
  - [+] 0okm9ijn8uhb7y (abcdef—二三四五六七八九—二三四五六七八九)
  - [+] 12345678901234 (12345678901234567890123456)
  - [+] 1234qwerasdf (abcdef—二三四五六七八九十1234567890)
  - [+] 1qaz!@WSXEDC4R (abcdefghijklmnopqrstuvwxyz)
  - [+] 7y9z6f5s4d3e (WEB)
  - [+] 7y9z6f5s4d3e (abcdef—二三四五六七八九十1234567890)
  - [+] abcdefghijklmn (1234567890—二三四五六七八九十ABCDEFGHIJ)
  - [+] ABCDEFGHIJKLMN (ABCDEFGHIJKLMNPOQRSTUVWXYZ)
  - [+] aadfgghkll12345 (abcdefghijklmnopqrstuvwxyz)
  - [+] qwertyuiopasdf (—二三四五六七八九十1234567890abcdef)
- [+] SMP-PRO2 (PRO2)
  - [+] Jimmy-PRO2-1 (172.16.100.225)
  - [+] Jimmy-PRO2-2 (172.16.2.97)
- [+] SMP-WEB (WEB)
  - [+] Jimmy-WEB-1 (172.16.1.5)
- [+] SMP-WEBPLUS (WEBPLUS)
  - [+] vczxfdsawq43 (test)
  - [+] zaq12wsxcde34r (—二三四五六七八九—二三四五六七八九)
  - [+] xcvbnmasdfgh (1234567890—二三四五六七八九十ABCDEFGHIJ)

**Data Table:**

Index	Status	Group	Hostname	IP	Port	Model	Firmware Ver
1	OK	SMP-WEBPLUS	Jimmy-WEBPLUS	172.16.100.222	80	SMP-WEBPLUS	3.0_Build 070
2	OK	SMP-PRO2	Jimmy-PRO2-1	172.16.100.225	80	SMP-PRO2	2.5_Build 070
3	OK	SMP-PRO2	Jimmy-PRO2-2	172.16.2.97	80	SMP-PRO2	2.5_Build 070
4	OK	SMP-WEB	Jimmy-WEB-1	172.16.1.5	80	SMP-WEB	4.0_Build 070