



Super Monitor

Version1.0

User Manual

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User Manual



About Cayin

Cayin Technology is established by a group of professionals specializing in development, researches, engineering, and sales/marketing. Cayin devotes itself to providing complete digital signage solutions in various applications, such as transportation, education, retail, hospitality, corporation, financial and public institutions. In order to best facilitate the deployment of Cayin products, we also provide tailored hardware and software services to satisfy customers' demands for almost limitless applications.

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Super Monitor is Windows-based package software which can display status and information of each SMP player connected and registered to 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 or Windows Vista

Display Resolution: 1024 x 768 or above is recommended

Processor: Intel Pentium 4 compatible CPU or above

Memory: 512 MB minimum. 1024 MB or more is recommended

Hard Disk: 20 MB for program and configurations

Compatible Firmware Version:

CMS: Version 4.5, 5.0, or later

SMP-WEBPLUS: Version 3.5, 4.0, or later

SMP-WEB3, SMP-WEB3N, SMP-PRO3, SMP-PRO3N: Version 1.5, 2.0, or later

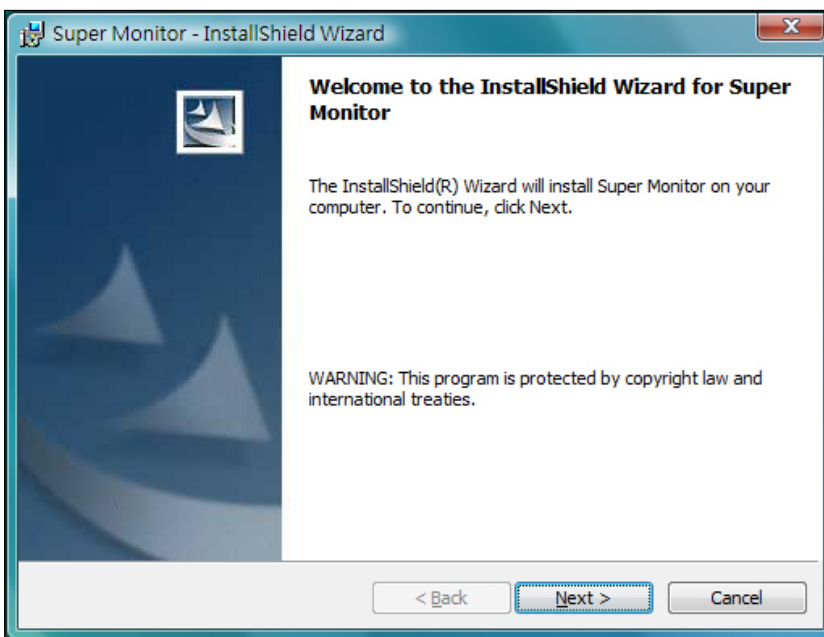
★ IMPORTANT

Please DO NOT use Super Monitor with un-compatible versions of Server/Player. It will cause the instability of CMS and also malfunction of some functions.

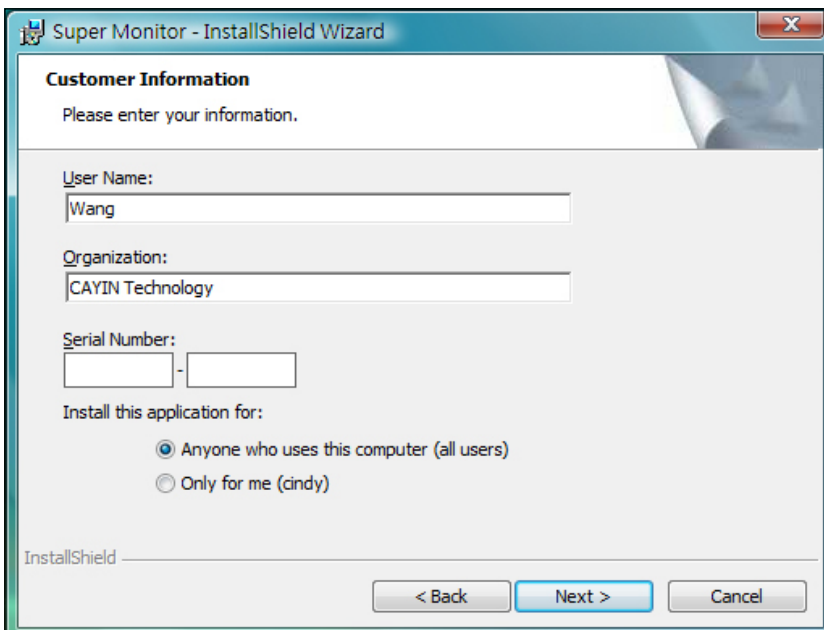
2. Software Installation

Follow the steps below to install Super Monitor 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.

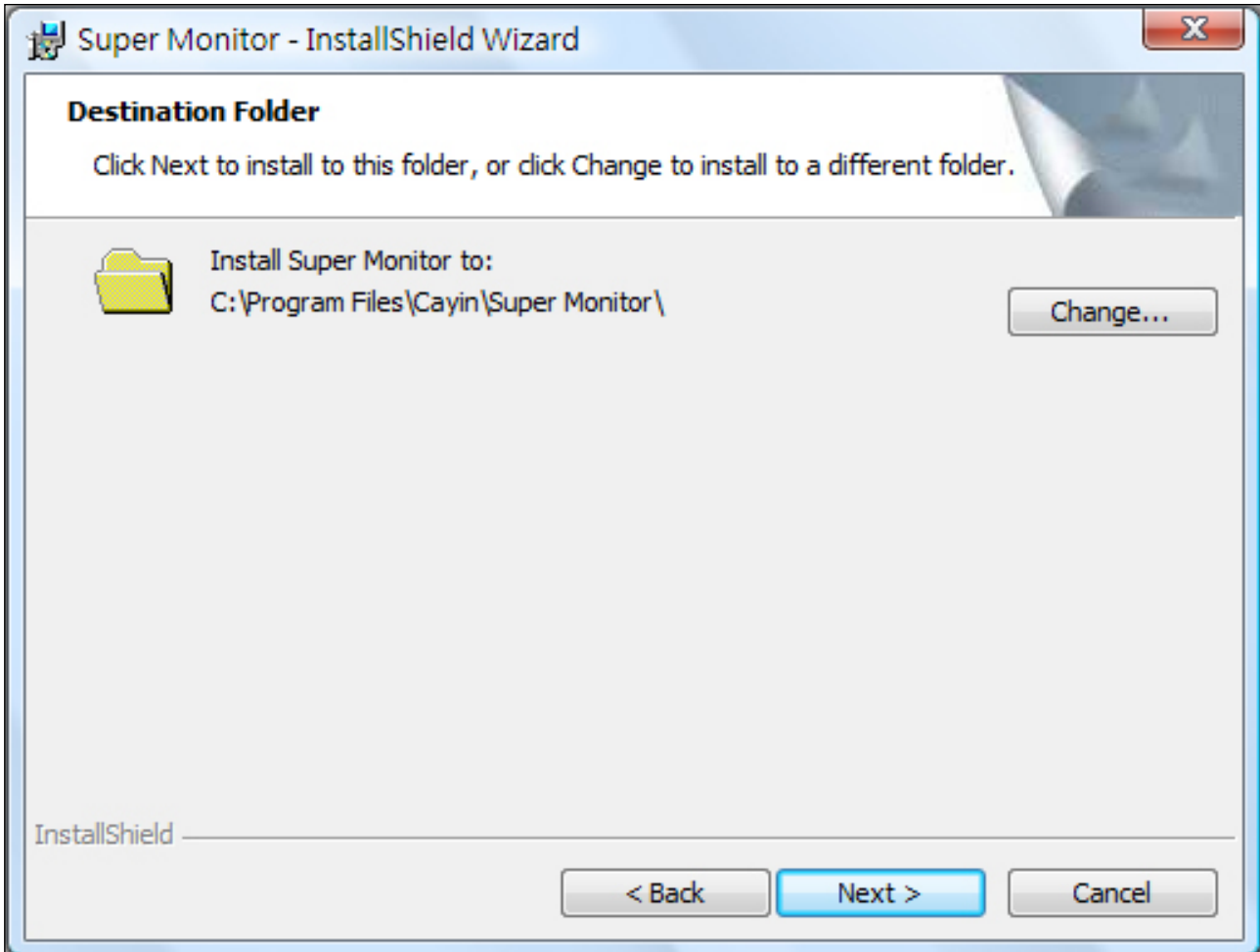


3. Enter Username, Company, and Serial Number and click **[Next]**.

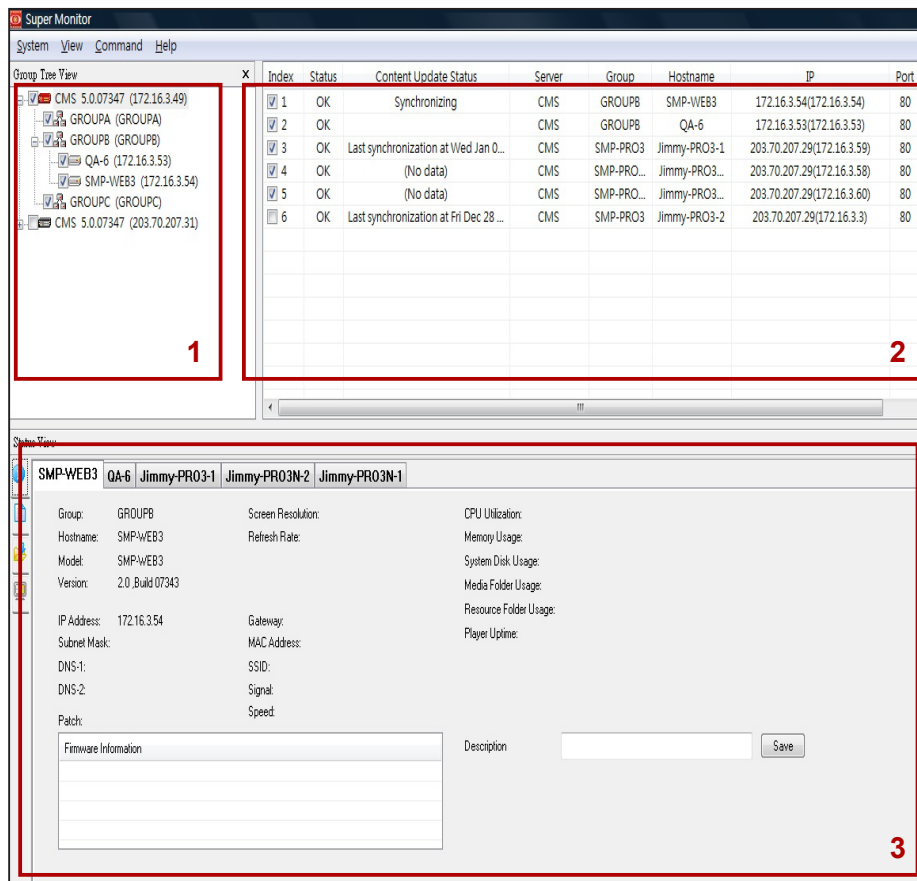




4. Give the installation folder path of Super Monitor. Click **[Next]** and wait a few seconds until the program finishes the installation.



3. User Interface



★ NOTE
 Super Monitor trial version can display SMP players connected to only one CMS server.

1. Window of "Group Tree View"

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

2. 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.

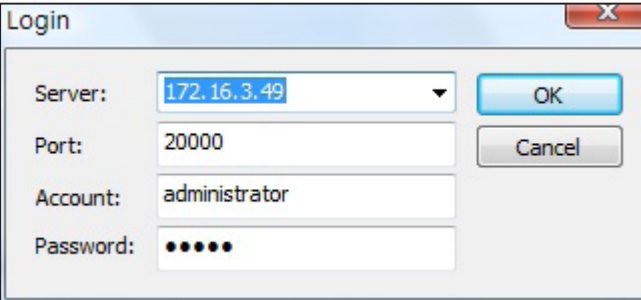
3. Window of "Status View"

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



4. Start and Add CMS Server

Choose “Start-->All Programs-->Cayin-->Super Monitor” to start Super Monitor. Click on “System-->Add” 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.



Server: Enter CMS’s IP address or FQDN (e.g. cms.cayintech.com).

Port: Enter Super Monitor service port number. Default service port is 20000. You can change this port number at CMS Web Manager.

Account/Password: Enter the account and password of CMS. You must enter an account which is allowed to access these functions: “**Access Control-Group**” and “**Allow Super Monitor to monitor this CMS**”.

You can see all groups in CMS server’s window “**Group Tree View**” after logging in.

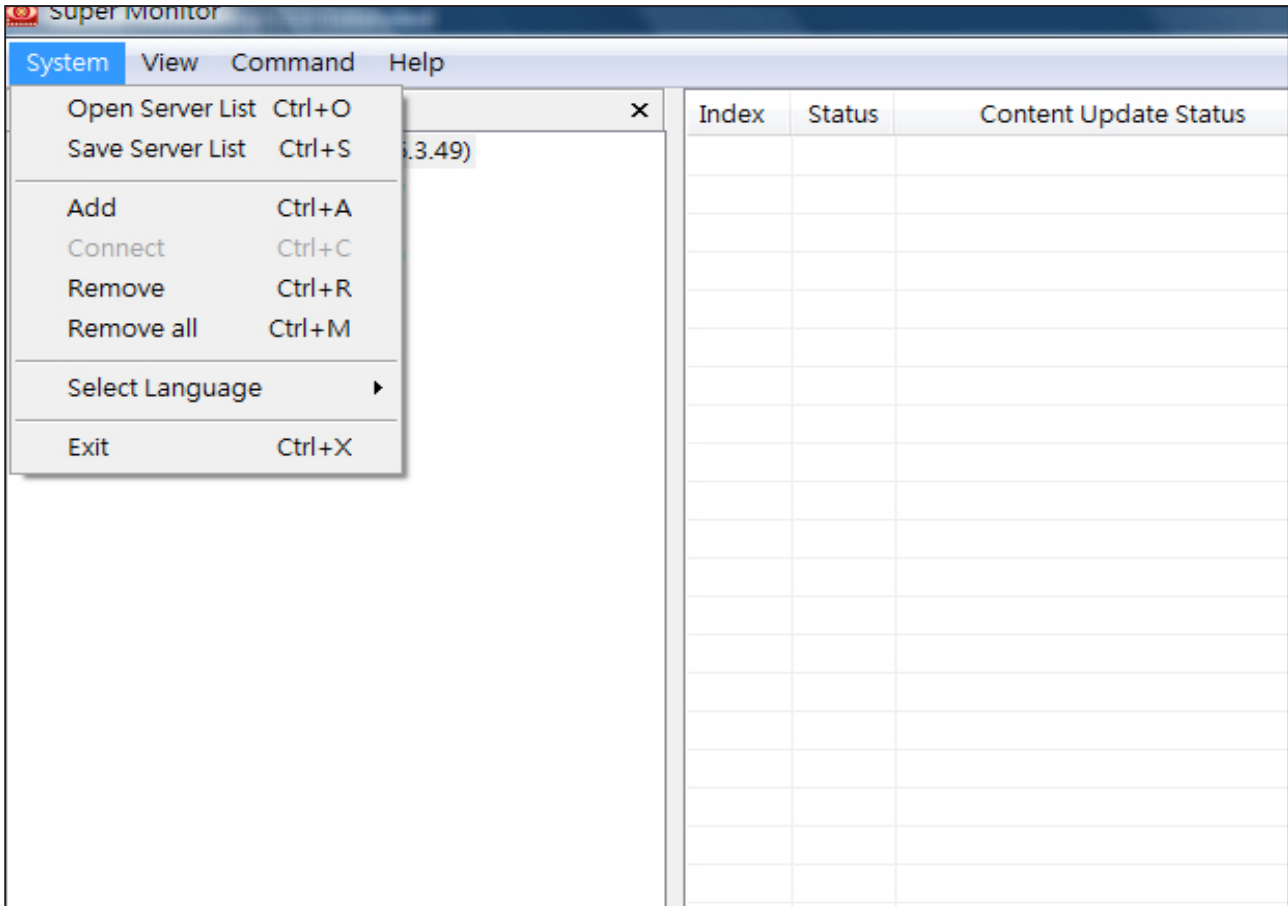
★ NOTE

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.

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 again afterwards by Open Server List command.

Add: Add a new CMS server into "**Group Tree View**".

Connect: If a server is disconnected, you can use Connect command to re-connect server.

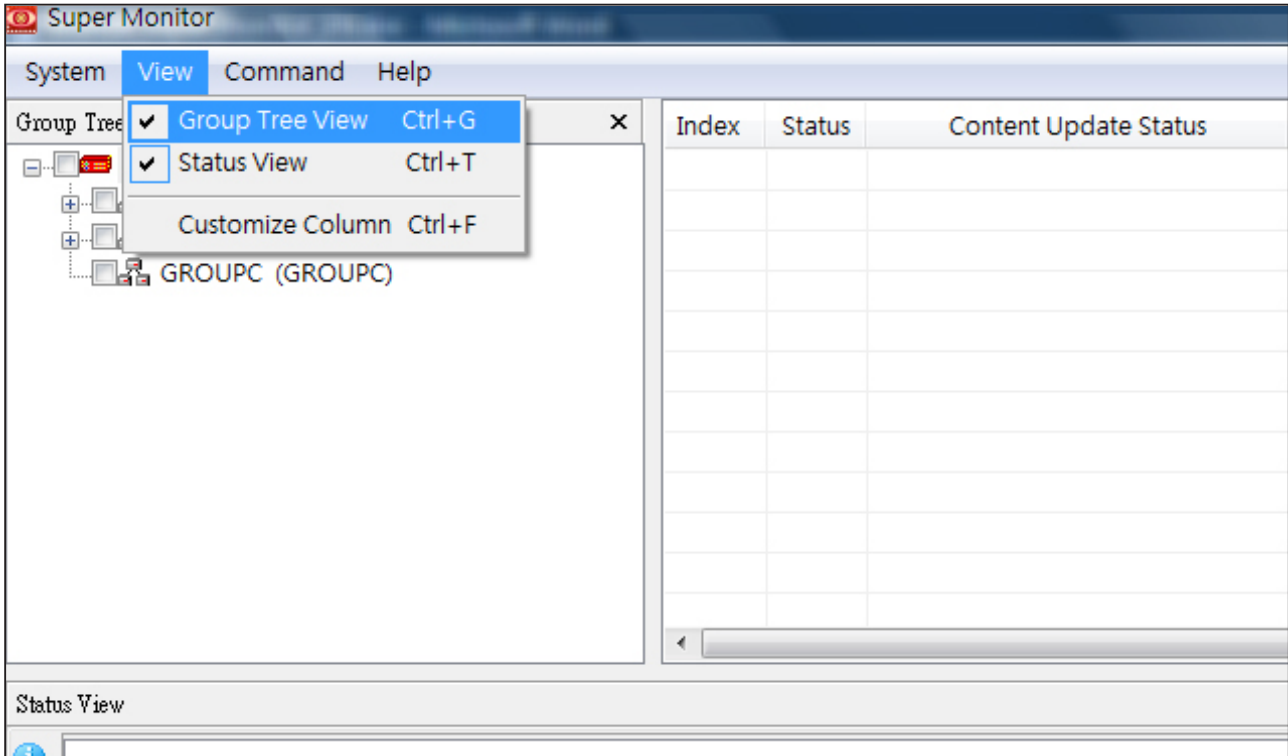
Remove/Remove All: Remove (disconnect) selected server or all servers from "**Group Tree View**".

Select Language: Select the language of Super Monitor's UI. Super Monitor supports English and Traditional Chinese in this version. You must remove all servers from "**Group Tree View**" before you switch the language.

Exit: Quit Super Monitor program.



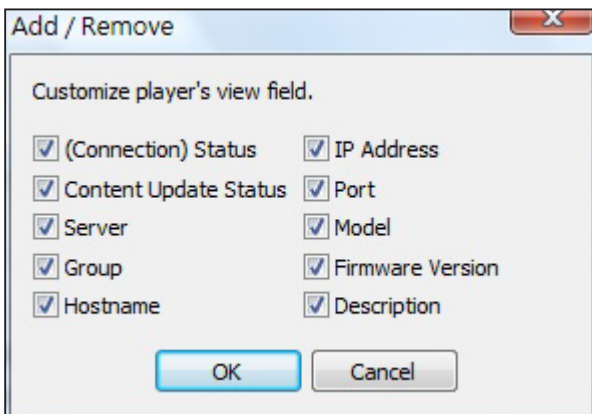
4-2 View Menu



"Group Tree View": Show/Hide "Group Tree View" window.

"Status View": Show/Hide "Status View" window.

Customize Column: Choose the columns of Information you want to see in "Player View".



5. "Group Tree View" and "Player View"

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.

Group Tree View		Index	Status	Content Upd...	Server	Group	Hostname
<input checked="" type="checkbox"/> CMS 5.0.07347 (172.16.3.42) <ul style="list-style-type: none"> <input checked="" type="checkbox"/> 123 (123) <ul style="list-style-type: none"> <input checked="" type="checkbox"/> GROUPA (GROUPA) <input checked="" type="checkbox"/> GROUPB (GROUPB) 		<input type="checkbox"/> 1	OK		CMS	GROUPB	QA-6 172.16.3.53
		<input checked="" type="checkbox"/> 2	OK	Last synchroni...	CMS	GROUPB	SMP-WEB3 172.16.3.54

Index: After you click on the check box 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. Super Monitor will wait for about 2 minutes before the status switches to **[Fail]**.

Content Update: Display the content update (synchronization) status.

Server: Display the name of CMS server to which this player connects.

Group: Display Group name that this player belongs to.

Hostname: Display the hostname of the SMP player.

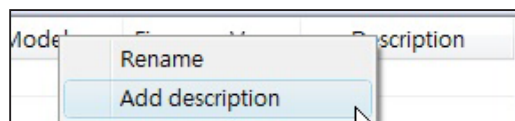
IP: SMP Player's IP address

Port: SMP player's port number

Model: Product Model

Firmware Version: Firmware Version

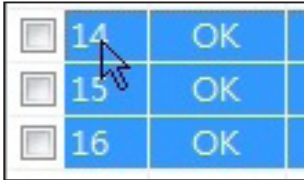
Description: Customized description field. You can have maximum 3 customized description fields. Right click on the header, choose **[Add description]** to add new description field. You can also choose **[Rename]** to enter your own field name. You can enter description for each player in "Information Page" of **"Status View"**.



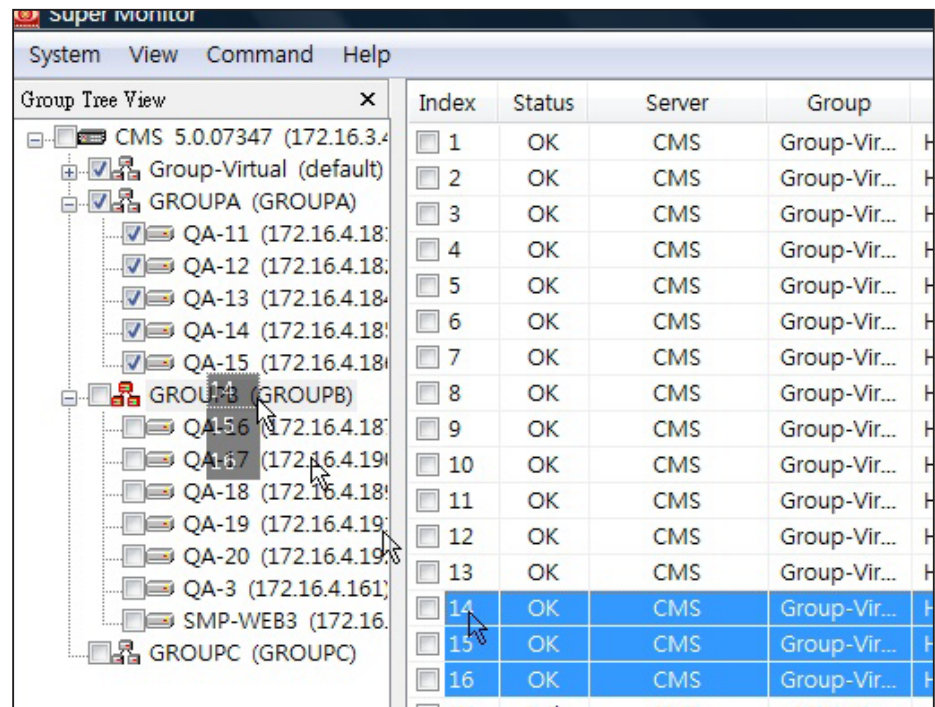
5-1 Move Player between Groups and Servers

★ NOTE

Before you drag players, you must remove player from "Status View" (Uncheck Index box). If player is doing content update (Synchronizing), you cannot finish drag-n-drop operation either.

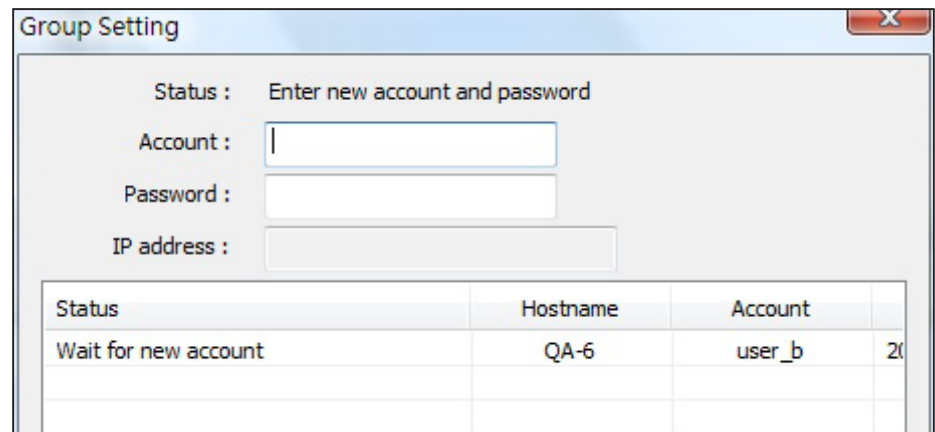


You can drag-n-drop players between different groups and servers to change player's settings.



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

If you drag-n-drop players to different CMS server or Group, you will be prompt to change the username, password, or other necessary settings if necessary.



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

6. "Status View" - Check System Information

With the help of Super Monitor, you can remotely check the information of the system, network and CPU usage. of each SMP player. You do not need to login the Web Manager of each player to check 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 8 players in Super Monitor, which will intensively increases the network and system loads and thus retard the system response.

★ NOTE

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

6-1 Information Page

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 shows the 'Status View' window. At the top, there is a tree view showing a group named 'GROUPB (GROUPB)' with three sub-players: 'BN-01 (172.16.4.193)', 'BN-02 (172.16.4.198)', and 'BN-03 (172.16.4.200)'. To the right of the tree view, there is a table with columns for player ID, status, and group name. The table contains three rows: '8 OK CMS GRC', '9 OK CMS GRC', and '10 OK CMS GRC'. Below the tree view, the 'Status View' window is open for player 'BN-02'. The window displays various system and network information for this player, including group, hostname, model, version, IP address, subnet mask, DNS servers, gateway, MAC address, screen resolution, refresh rate, CPU utilization, memory usage, system disk usage, media folder usage, resource folder usage, and player uptime. At the bottom of the window, there is a section for 'Firmware Information' with a table structure.

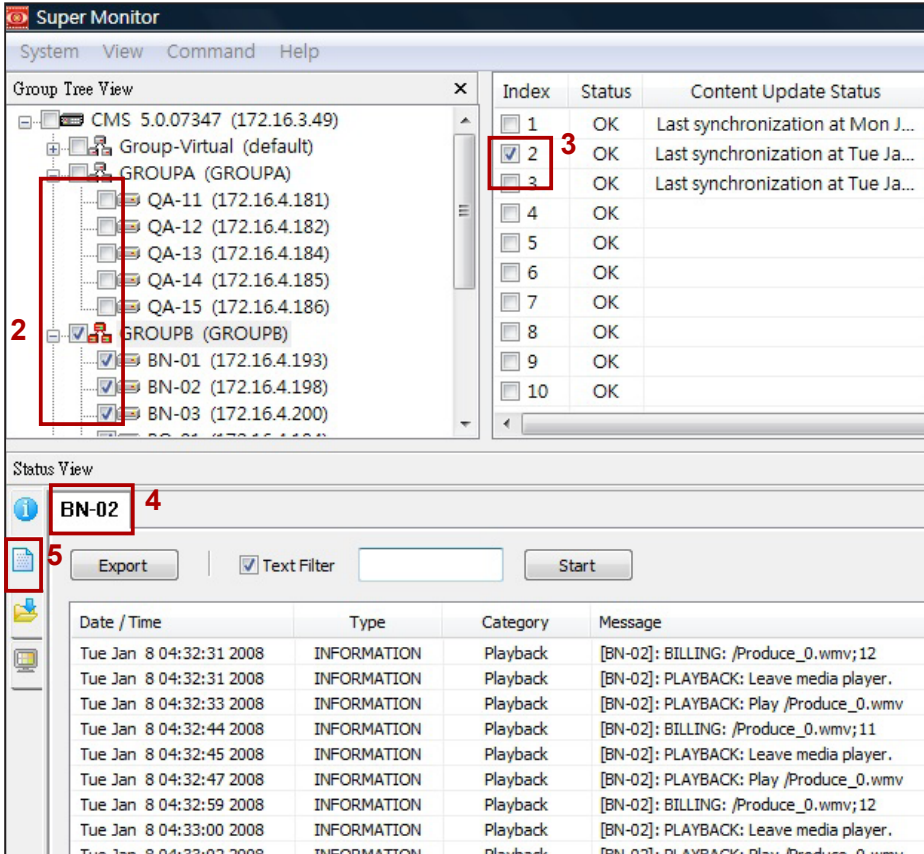
Player ID	Status	Group
8	OK	CMS GRC
9	OK	CMS GRC
10	OK	CMS GRC

BN-02		
Group: GROUPB	Screen Resolution: 1280x768 (Real: 1280x768)	CPU Utilization: 85.15%
Hostname: BN-02	Refresh Rate: 60 HZ (Real: 60 HZ)	Memory Usage: Total: 216.83
Model: SMP-WEB3		System Disk Usage: Total: 194.45
Version: 2.0_Build 07343		Media Folder Usage: Total: 73.36
IP Address: 172.16.4.198	Gateway: 172.16.0.1	Resource Folder Usage: Total: 145.85
Subnet Mask: 255.255.0.0	MAC Address: 000693F0739A	Player Uptime: 14 hr, 30 min
DNS-1: 168.95.1.1		
DNS-2: 139.175.55.244		
Patch:		
Firmware Information	Description	

6-2 Log page

You can retrieve SMP player's Log record and view it in Super Monitor.

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



The screenshot shows the Super Monitor interface with two main panels. The top panel, 'Group Tree View', displays a hierarchical tree of groups and players. A red box labeled '2' highlights the 'GROUPB (GROUPB)' group, and another red box labeled '3' highlights the 'BN-02' player. The bottom panel, 'Status View', shows the selected player 'BN-02' with a red box labeled '4' around its name. Below the player name is an 'Export' button and a 'Text Filter' input field with a 'Start' button. A red box labeled '5' highlights the 'Log' icon on the left side of the status view. Below these elements is a table of log records.

Date / Time	Type	Category	Message
Tue Jan 8 04:32:31 2008	INFORMATION	Playback	[BN-02]: BILLING: /Produce_0.wmv;12
Tue Jan 8 04:32:31 2008	INFORMATION	Playback	[BN-02]: PLAYBACK: Leave media player.
Tue Jan 8 04:32:33 2008	INFORMATION	Playback	[BN-02]: PLAYBACK: Play /Produce_0.wmv
Tue Jan 8 04:32:44 2008	INFORMATION	Playback	[BN-02]: BILLING: /Produce_0.wmv;11
Tue Jan 8 04:32:45 2008	INFORMATION	Playback	[BN-02]: PLAYBACK: Leave media player.
Tue Jan 8 04:32:47 2008	INFORMATION	Playback	[BN-02]: PLAYBACK: Play /Produce_0.wmv
Tue Jan 8 04:32:59 2008	INFORMATION	Playback	[BN-02]: BILLING: /Produce_0.wmv;12
Tue Jan 8 04:33:00 2008	INFORMATION	Playback	[BN-02]: PLAYBACK: Leave media player.
Tue Jan 8 04:33:02 2008	INFORMATION	Playback	[BN-02]: PLAYBACK: Play /Produce_0.wmv

Export: Export log records to a text file.

★ **NOTE**

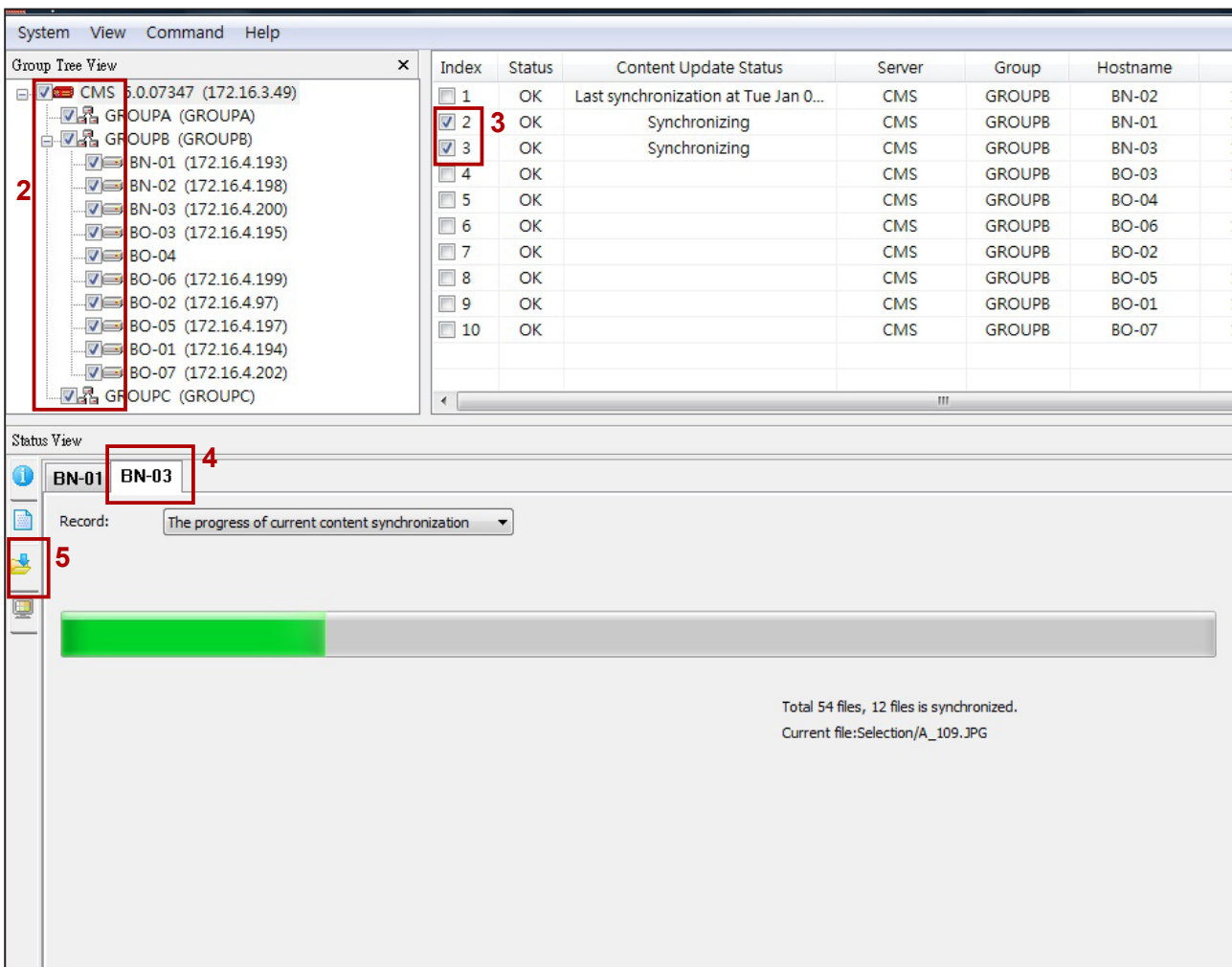
The keyword is case sensitive.

Text Filter: Search keyword in log records. Enter a keyword in the edit box (e.g. BILLING) and click **[Start]**.

6-3 Content Update Status Page

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 the check-box in **"Group Tree View"**.
3. Tick the check-box in **"Player View"** to select SMP players. The information pages of the players will be displayed in the window of **"Status View"**.
4. Select an SMP player in **"Status View"** window.
5. Click on the icon **[Content Update Information]** on the left to check the content download status of that player.

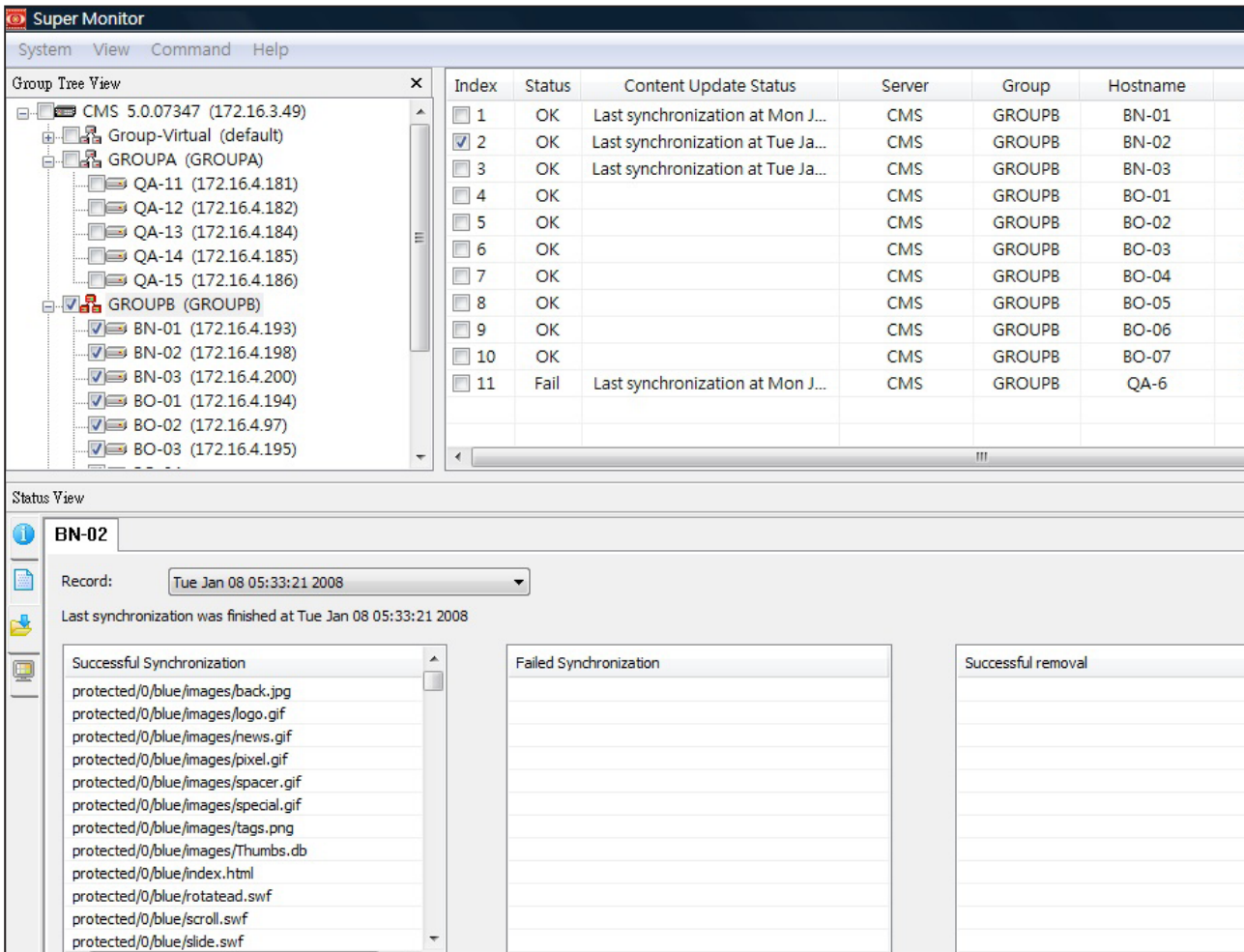


Picture: While content is updating (Synchronizing)



Super Monitor

User Manual



The screenshot displays the Super Monitor application interface. The top window shows a 'Group Tree View' on the left and a table of system status on the right. The table includes columns for Index, Status, Content Update Status, Server, Group, and Hostname. Below this, the 'Status View' for 'BN-02' is shown, featuring a 'Record' dropdown set to 'Tue Jan 08 05:33:21 2008' and a message: 'Last synchronization was finished at Tue Jan 08 05:33:21 2008'. Three panels are visible: 'Successful Synchronization' (listing various files like back.jpg, logo.gif, news.gif, pixel.gif, spacer.gif, special.gif, tags.png, Thumbs.db, index.html, rotatead.swf, scroll.swf, slide.swf), 'Failed Synchronization' (empty), and 'Successful removal' (empty).

Index	Status	Content Update Status	Server	Group	Hostname
1	OK	Last synchronization at Mon J...	CMS	GROUPB	BN-01
2	OK	Last synchronization at Tue Ja...	CMS	GROUPB	BN-02
3	OK	Last synchronization at Tue Ja...	CMS	GROUPB	BN-03
4	OK		CMS	GROUPB	BO-01
5	OK		CMS	GROUPB	BO-02
6	OK		CMS	GROUPB	BO-03
7	OK		CMS	GROUPB	BO-04
8	OK		CMS	GROUPB	BO-05
9	OK		CMS	GROUPB	BO-06
10	OK		CMS	GROUPB	BO-07
11	Fail	Last synchronization at Mon J...	CMS	GROUPB	QA-6

Picture: Check history records of content update (synchronizing).

6-4 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 the check-box in **"Group Tree View"**.
3. Tick the check-box in **"Player View"** to select SMP players. The information pages of the players will be displayed in the window of **"Status View"**.
4. Select an SMP player in **"Status View"** window.
5. Click on the icon of **[Content Playback Information]** 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. The information refreshes every 30 seconds.

★ IMPORTANT

You cannot preview video playback in the preview window. It is normal if you see a black area on the video playback area. If you play video in full screen, then this preview feature won't work for you.

The screenshot shows the Super Monitor interface with several components:

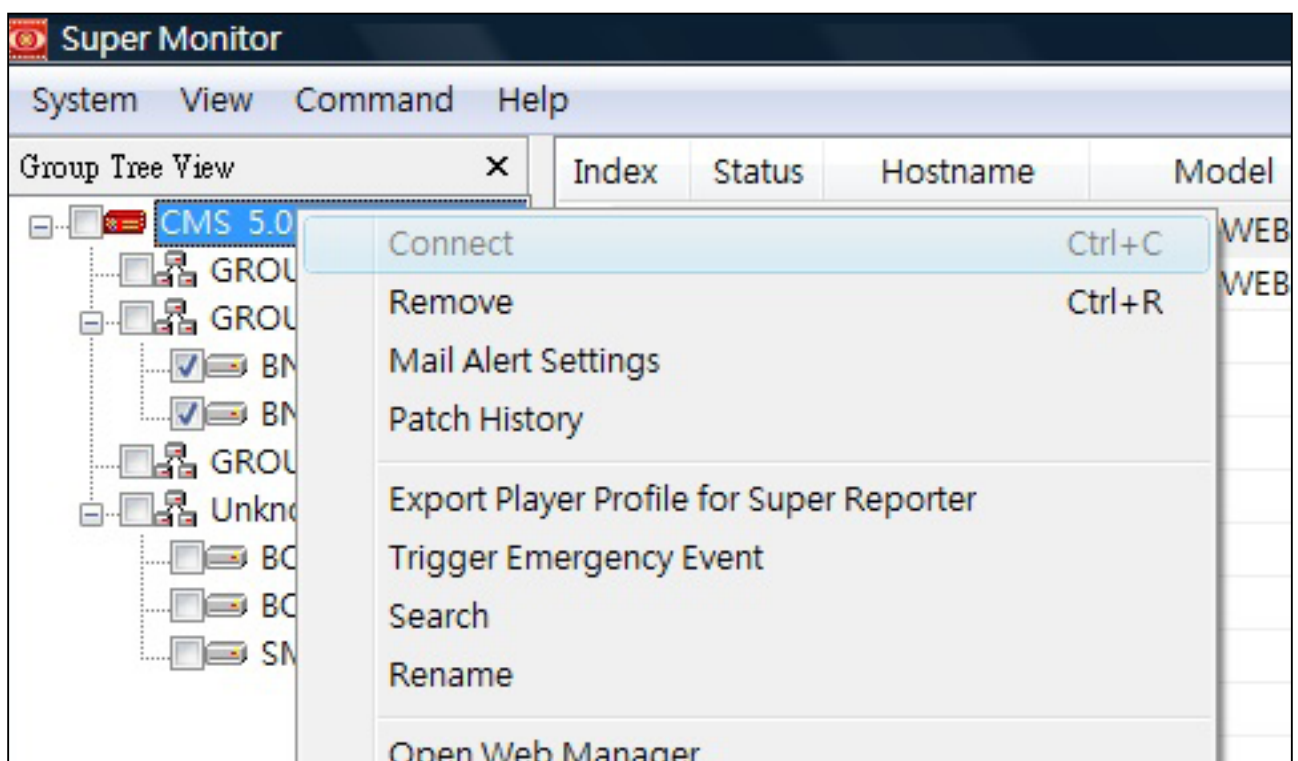
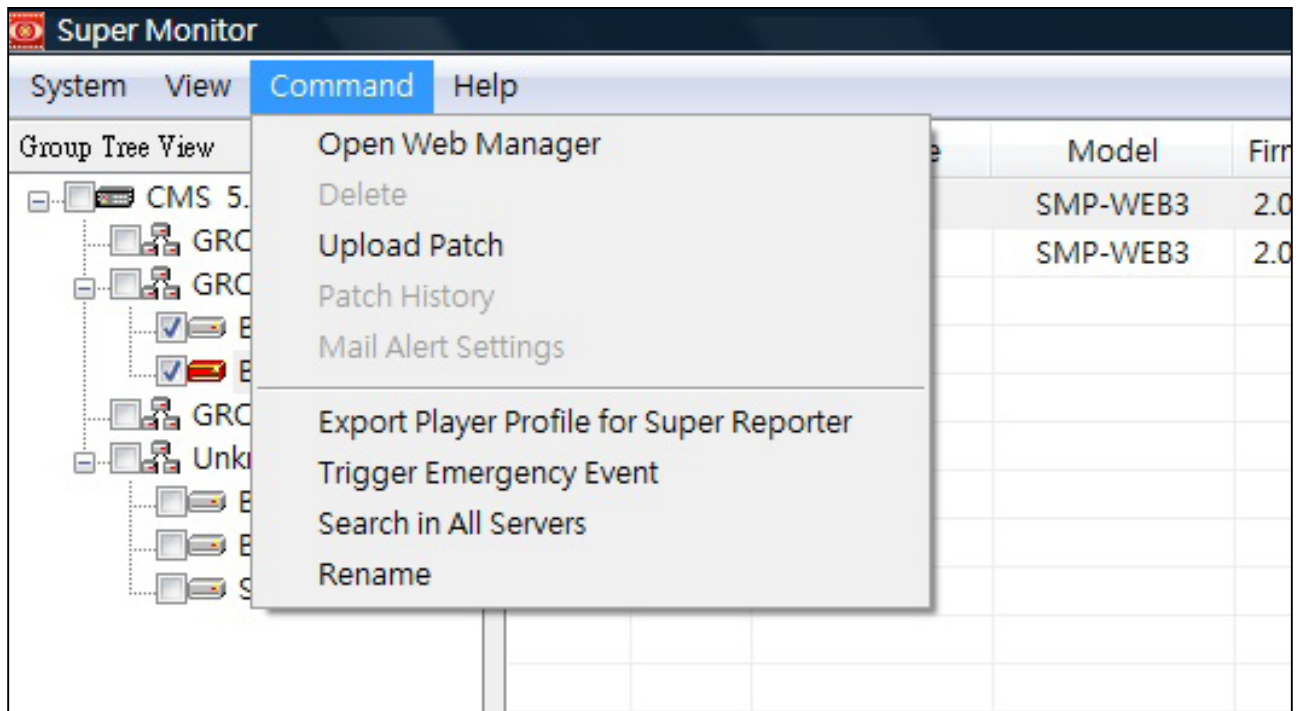
- Group Tree View:** A tree structure on the left showing CMS 5.0.07347 (172.16.3.49) and sub-groups like GROUPA, GROUPE, and GROUPEB. Individual players (BN-01 to BO-04) are listed with their IP addresses. A red box labeled '2' highlights the check-box for GROUPEB.
- Status View:** A table with columns: Index, Status, Hostname, Model, Firmware Vers..., and Content. A red box labeled '3' highlights the check-box for index 11 (BO-04).
- Status View Selection:** Below the table, 'BO-01' and 'BO-04' are selected. A red box labeled '4' highlights the 'BO-04' selection.
- Content Playback Information:** A sidebar on the left with icons for playlist, URL, and duration. A red box labeled '5' highlights the 'Content Playback Information' icon.
- Content Playback Information Panel:** A large red-bordered area containing:
 - Playlist item 3:
 - URL / File name:
 - Duration:
 - A real-time screenshot of the SMP player showing a 'Group Fitness Timetable' for May 2008. A red box labeled '6' highlights this screenshot.

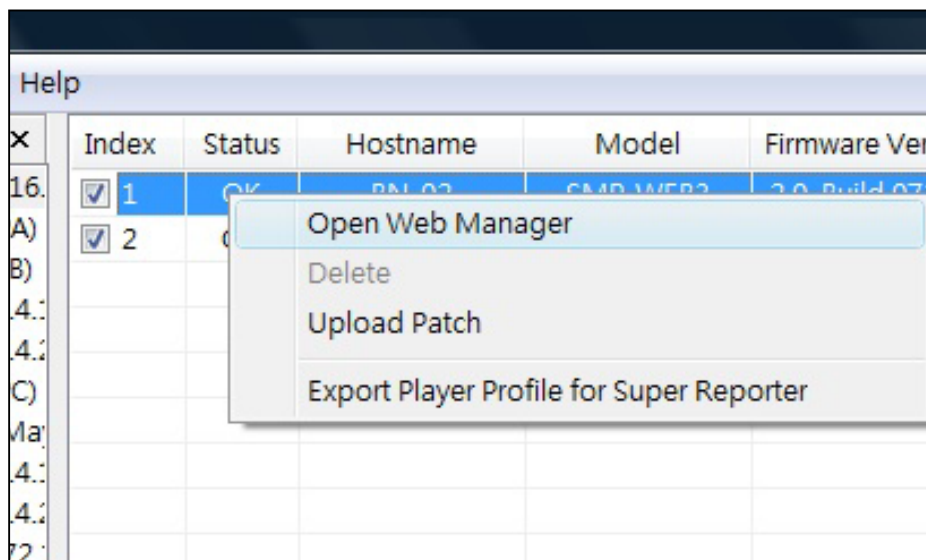
Below the screenshot, a note reads: "This is the real-time screenshot of the SMP player. The image will be refreshed every 30 seconds. Video will not be shown on this screenshot and will be represented as a black square."

7 .Operation and Commands

7-1 Player & Server Commands

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





Open Web Manager: When you click on SMP or CMS, you can open Web Manager by clicking on **[Open Web Manager Command]**

Delete/Remove: Delete or remove disconnected SMP/CMS from Super Monitor.

Upload Patch & Patch History: You can upload SMP patch from Super Monitor. Please refer to section 7-2 for detailed configuration.

Mail Alert Setting: You can configure Mail recipients when SMP players disconnect or the connection is resumed. Please refer to section 7-3 for detailed configuration.

Export Player Profile for Super Reporter: You can export players information to a Super Reporter's player profile and import it to Super Reporter later, so that you don't need to enter the information again. Please refer to section 7-4 for detailed configuration.

Trigger Emergency Event: You can trigger an emergency event on a CMS server from here.

★ **NOTE**

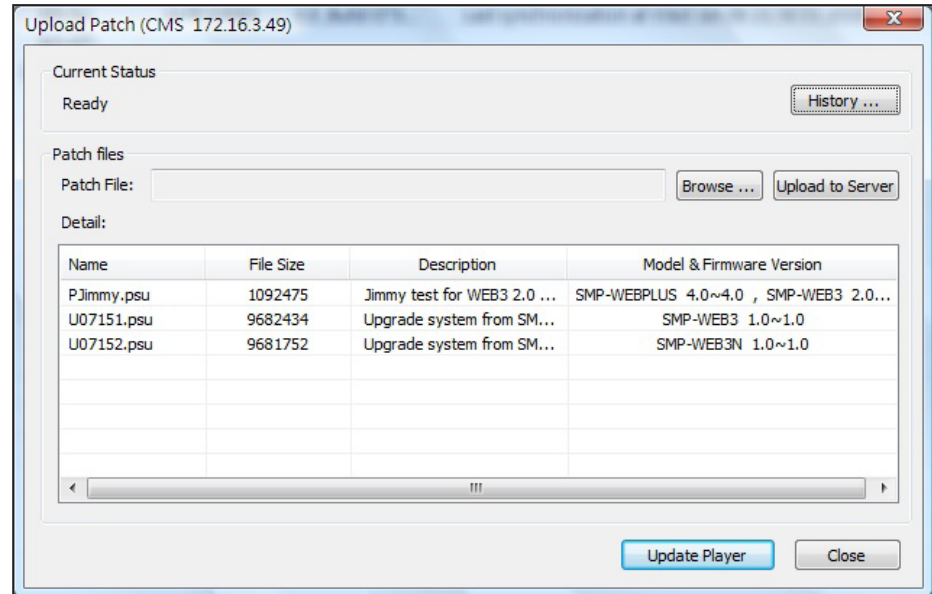
The keyword is case sensitive.

Search in All Servers/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 or SMP's hostname.

7-2 Patch Management

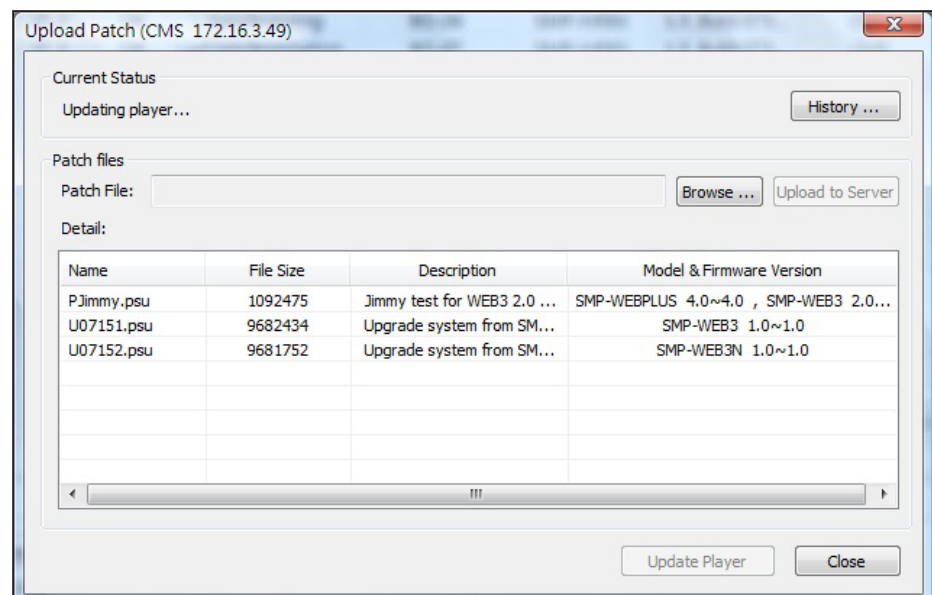
By using Super Monitor, you can upload patches to SMP player through CMS server. You must store patch files in CMS first; then select the stored patch files in CMS and update them to players.



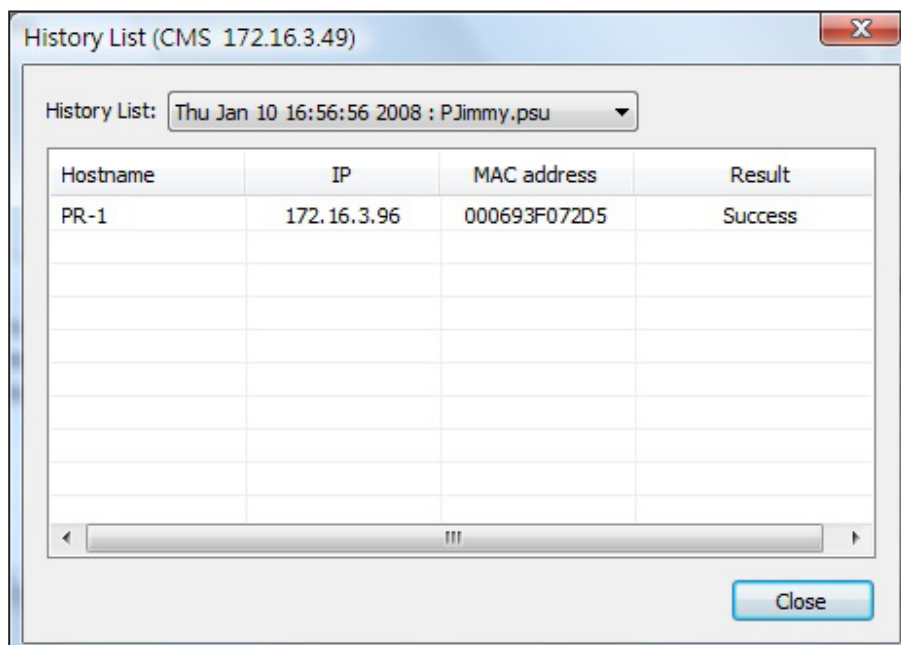
1. Click on **[Browse...]**, select a patch file (.psu) from your PC, and click **[Upload to Server]**. Then, this patch file will be stored in the server for later use. You can check the uploaded patch files in the list box.
2. Select a SMP player. Then, select the patch file you want to update to the player, and then click **[Update Player]**.

★ IMPORTANT

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



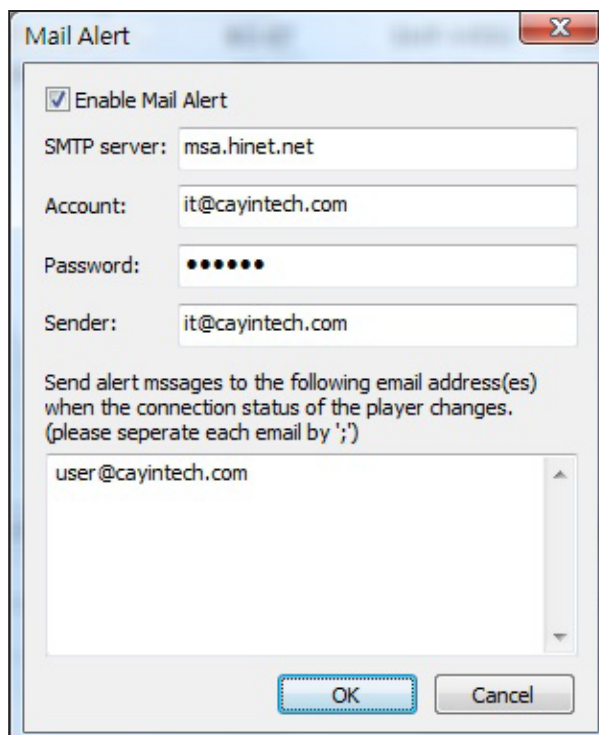
3. You can click on **[History]** button later to check the results of updated patches.



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

7-3 Mail Alert Setting

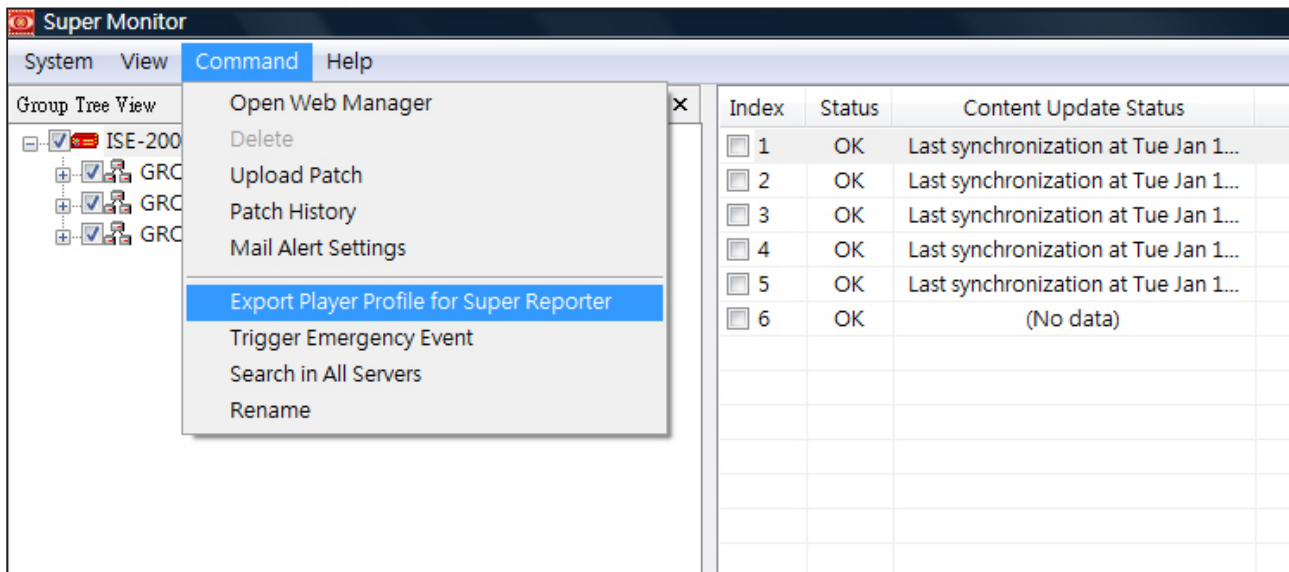
After you enable mail alert, users assigned here will receive notification by email whenever the status of players is changed, e.g. from online to offline and vice versa.



7-4 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).



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

