



CAYIN TECHNOLOGY

SIGNAGE MEDIA PLAYER: SMP-PRO SERIES

SMP-PROPLUS

Version 1.0

SMP-PRO3/ PRO3N

Version 2.5

Version 3.0

User Manual

CAYIN TECHNOLOGY CO., LTD.

8F, No. 577, Linsen N. Rd.

Taipei City 104, Taiwan

TEL: +886-2-25951005

FAX: +886-2-25951050

2009 © CAYIN TECHNOLOGY CO., LTD.

All Rights Reserved

MPPO00/EN/090706

About CAYIN

CAYIN Technology offers a complete portfolio of digital signage solutions, including media players, servers, and software, for various commercial applications, such as education, transportation, retail, hospitality, corporate use, and financial and public institutions. CAYIN is committed to being a reliable partner to its clients worldwide, and has successfully set up various application references internationally. In order to best facilitate the deployment of CAYIN products, the Company also provides tailored services to satisfy the ascending market demand for almost limitless applications.

Copyright Notice

Copyright © 2009 CAYIN TECHNOLOGY CO., LTD. All Rights Reserved.

All the contents in this manual are the intellectual property of CAYIN Technology Co., Ltd. ("CAYIN"). No part of this manual, including the products and software described in it, shall be reproduced, transferred, distributed, stored in any form, or translated into any language without the prior written permission of CAYIN. Specifications and information in this manual are subject to change at any time without obligation to notify any person of such revision or changes.

This product adopts Arphic's "iFont" technology and fonts.

Trademark Notice

All brand names, icons, and trademarks appeared in this manual are the sole property of their respective holders.

Disclaimers

THE CONTENTS OF THIS MANUAL ARE PROVIDED "AS IS." CAYIN MAKES NO OTHER REPRESENTATION OR WARRANTIES, EITHER EXPRESSED OR IMPLIED WITH RESPECT TO THE CONTENTS HEREOF AND SPECIFICALLY DISCLAIMS THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL CAYIN, ITS DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE FOR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF PROFITS, LOSS OF USE OR DATA, AND THE LIKE), EVEN IF CAYIN HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES ARISING FROM ANY DEFECT OR ERROR IN THIS MANUAL OR PRODUCT.

Contents

About CAYIN	i
Copyright Notice	i
Trademark Notice	i
Disclaimers	i
1. SMP-PRO Series Overview.....	1
1-1 SMP-PROPLUS Appearance.....	2
1-1-1 Front View (P/N: LB-300).....	2
1-1-2 Rear View (P/N: LB-300).....	2
1-1-3 Rear View (P/N: LB-500).....	3
1-1-4 Rear View (P/N: LB-500).....	3
1-2 SMP-PRO3/SMP-PRO3N Appearance.....	4
1-2-1 Front View – SMP-PRO3/SMP-PRO3N (P/N: LB-400, LB-400N).....	4
1-2-2 Rear View – SMP-PRO3 (P/N: LB-400).....	4
1-2-3 Rear View – SMP-PRO3N (P/N: LB-400N).....	4
1-3 Hardware Specifications.....	5
1-4 System Specifications	6
1-5 Install SMP-PRO Series.....	7
1-5-1 Install Hardware	7
1-5-2 Login on SMP-PRO Series	8
1-5-3 Remote PC Login.....	10
2. Configuration in Wizard Mode	11
2-1 Upload Files to SMP Player	12
2-2 Wizard Mode Introduction	14

2-3 Network Wizard.....	15
2-3-1 Step1: Ethernet Configuration.....	15
2-3-2 Step2: Wifi Configuration (Optional).....	16
2-3-3 Step3: Ping Gateway	17
2-4 System Wizard	18
2-4-1 Step1: Time & Language Settings	18
2-4-2 Step2: Display Settings	19
2-4-3 Step3: Media Folder Security Settings.....	22
2-5 Content Update Wizard	23
2-5-1 Content Update Settings	23
2-6 Playback Wizard	24
2-6-1 Step1: Skin.....	24
2-6-2 Step2: Multimedia 1	25
2-6-3 Step3: Multimedia 2	26
2-6-4 Step4: Image Slideshow 1	26
2-6-5 Step5: Image Slideshow 2	26
2-6-6 Step6: Ticker Text.....	27
3. Multimedia Contents Playback and Management.....	28
3-1 Upload Multimedia Contents	29
3-2 Choose your Skin	31
3-3 Choose Media Source and Set Playlist	32
3-3-1 Play Files in Media Folder.....	32
3-3-2 Play Files in USB Storage Device	35
3-3-3 Central Scheduling (by CMS Server)	35
3-3-4 RTB/RTP Streaming.....	36

3-3-5 HTTP/MMS Streaming	37
3-3-6 Video Input (SMP-PRO3 Only)	37
3-3-7 Image Slide Show	37
3-3-8 Mute Function	38
3-4 Image Slide Show Settings.....	38
3-5 Ticker	40
3-5-1 Define Font Format	41
3-5-2 Set Background Color	42
3-5-3 Scrolling Effect	43
3-6 Volume	44
4. Edit Schedule on SMP Player (Local Schedule).....	45
4-1 Skin	46
4-2 Multimedia Zone	48
4-3 Image Slide Show Zone	50
4-4 Ticker Zone	52
4-5 Volume	54
5. Skin Management.....	55
5-1 Create Your Own Skin	56
5-1-1 Install Skin Editor	56
5-1-2 Create a new skin file (.csk)	57
5-1-3 Re-adjust a skin file (.csk)	63
5-1-4 Upload Clock (.clk)	64
5-2 Upload the CAYIN Skin File into SMP	65
5-3 Apply Skin	66

6. Content Update and Media Folder Management.....	67
6-1 Update Media Folder	68
6-2 Manage Media Folder	72
7. System Status and Settings.....	73
7-1 System Status.....	74
7-1-1 Basic Information	75
7-1-2 Advanced Information	75
7-1-3 Firmware Information	76
7-2 System Settings.....	77
7-2-1 Set System Time	77
7-2-2 NTP Service	78
7-2-3 Change Web Administrator's Password.....	79
7-2-4 Change Service Port of Web Manager	79
7-2-5 Choose Web Manager Language	80
7-2-6 Set System Reboot	80
7-2-7 Frequency of Server Communication.....	81
7-3 System Maintenance	82
7-3-1 Upload Firmware.....	82
7-3-2 Export/Import/Restore System Settings.....	83
7-3-3 System Recovery	83
7-4 Display Settings.....	84
7-4-1 Configure Display Properties (SMP-PROPLUS).....	84
7-4-2 Configure Display Properties (SMP-PRO3/PRO3N).....	86
7-4-3 Turn On / Off Display.....	87

8. Network Settings	88
8-1 Ethernet	89
8-2 Wireless Network	90
9. Log Management	91
9-1 Enable Syslog	92
9-2 View Logs	93
9-3 Export Log File	94
10. SMP Console	95
11. System Recovery	97
Appendix	99
Use “log_rcv” to collect syslog from clients	100

1

SMP-PRO Series Overview

1-1 SMP-PROPLUS Appearance.....	2
1-1-1 Front View (P/N: LB-300).....	2
1-1-2 Rear View (P/N: LB-300).....	2
1-1-3 Rear View (P/N: LB-500).....	3
1-1-4 Rear View (P/N: LB-500).....	3
1-2 SMP-PRO3/SMP-PRO3N Appearance.....	4
1-2-1 Front View – SMP-PRO3/SMP-PRO3N (P/N: LB-400, LB-400N).....	4
1-2-2 Rear View – SMP-PRO3 (P/N: LB-400).....	4
1-2-3 Rear View – SMP-PRO3N (P/N: LB-400N).....	4
1-3 Hardware Specifications.....	5
1-4 System Specifications	6
1-5 Install SMP-PRO Series.....	7
1-5-1 Install Hardware	7
1-5-2 Login on SMP-PRO Series	8
1-5-3 Remote PC Login.....	10

SMP-PRO Series, the dedicated digital signage media player, is a powerful zone-type display engine for marketing and communication professionals to communicate with target audiences in designated locations by high-quality videos, audios, graphics, and texts. SMP-PRO Series provides an easy-to-use platform where they can promote, inform, educate, and entertain specific audiences in a variety of commercial applications.

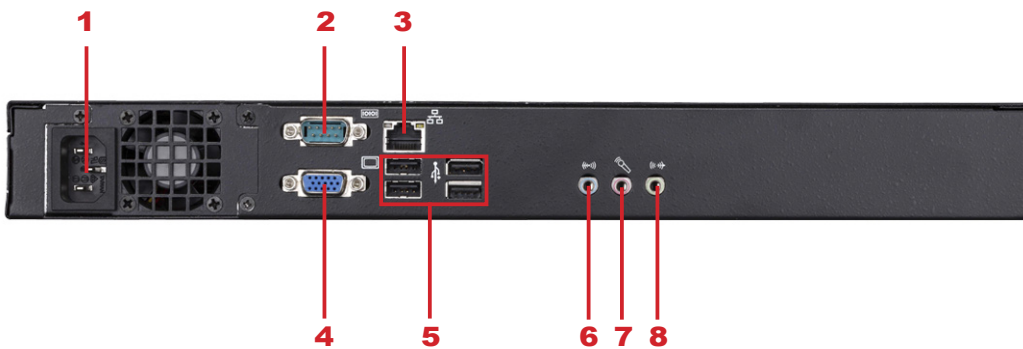
1-1 SMP-PROPLUS Appearance

1-1-1 Front View (P/N: LB-300)



- 1.** Power Indicator **2.** Hard Disk Indicator **3.** Reset **4.** Power

1-1-2 Rear View (P/N: LB-300)



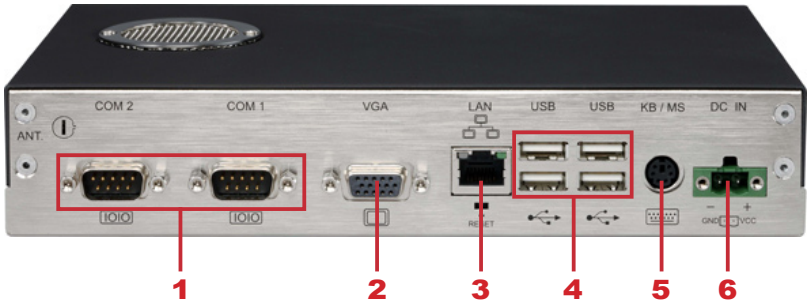
- 1.** Power Connector **2.** RS-232 **3.** Ethernet **4.** VGA
5. USB×4 **6.** Line-In (reserve for future use) **7.** Mic-In (reserve for future use)
8. Audio-Out

1-1-3 Rear View (P/N: LB-500)



1. Power Button **2.** DVI Connector **3.** MIC-IN (Reserved) **4.** Audio-out **5.** PWR/HDD Indicator

1-1-4 Rear View (P/N: LB-500)



1. RS-232 x 2 **2.** VGA Connector **3.** Ethernet LAN **4.** USB x 4 **5.** PS/2 **6.** Power Connector

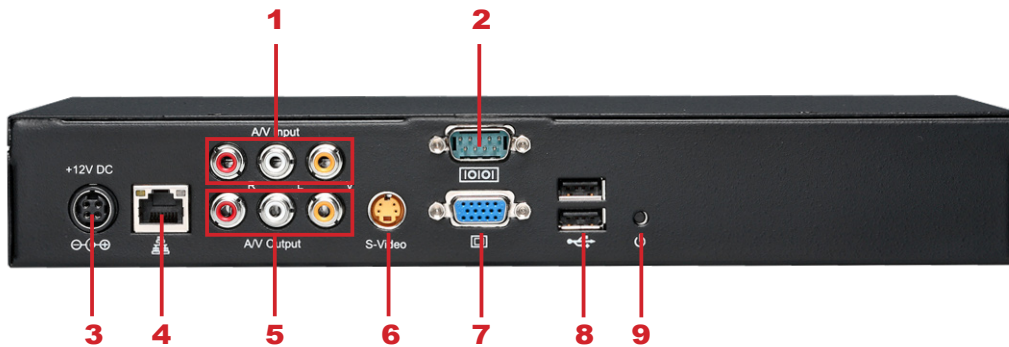
1-2 SMP-PRO3/SMP-PRO3N Appearance

1-2-1 Front View – SMP-PRO3/SMP-PRO3N (P/N: LB-400, LB-400N)



1. Power & HDD Indicators **2.** Front USB Connectors

1-2-2 Rear View – SMP-PRO3 (P/N: LB-400)



1. AV-in **2.** RS-232 **3.** Power Connector **4.** Ethernet **5.** AV-out
6. S-Video Out **7.** VGA Connector (Output) **8.** USBx2 **9.** Power Switch

1-2-3 Rear View – SMP-PRO3N (P/N: LB-400N)



1. RS-232 **2.** Power Connector **3.** Ethernet **4.** AV-out
5. S-Video Out **6.** VGA Connector (Output) **7.** USB Connectors **8.** Power Switch

1-3 Hardware Specifications

	SMP-PROPLUS (P/N: LB-300)	SMP-PROPLUS (P/N: LB-500)	SMP-PRO3/ SMP-PRO3N (P/N: LB-400/LB-400N)
Dimension	44 (H) x 380 (W) x 195 (D) mm	43 (H) x 222 (W) x 135 (D) mm	44 (H) x 290 (W) x 150 (D) mm
Material	Aluminum + Steel	Aluminum + Iron	Steel
Color	Silver & Black	Gray & White	Black
Net Weight	4.4 Kg (with hard drive)	1.5 Kg (with hard disk)	2.5 Kg (with hard drive)
Network	10/100/1000 Mbps Ethernet	10/100 Mbps Ethernet	10/100 Mbps Ethernet
Internal Storage	160GB, 3.5" IDE HDD	80GB, 2.5" IDE HDD	80GB, 2.5" IDE HDD
Video Out	VGA D-Sub	VGA D-Sub/DVI-D (No HDCP support)	VGA D-Sub, Composite/S-Video (NTSC/PAL)
Audio Out	Phone Jack (Stereo)	Phone Jack (Stereo)	RCA Stereo
Video In	N/A	N/A	Composite (RCA) (SMP-PRO3 only)
Audio In	N/A	N/A	RCA Stereo (SMP-PRO3 only)
Power	100~240V AC (with internal adaptor)	100~240V AC (with external adaptor)	100~240V AC (with external adaptor)
Others	RS-232 (COM), 4 x USB	RS-232 (COM), 4 x USB	RS-232 (COM), 4 x USB
Certificate	CE, FCC	CE, FCC, UL, LVD, CCC	CE, FCC, LVD

1-4 System Specifications

	SMP-PROPLUS (P/N: LB-300/LB-500)	SMP-PRO3/PRO3N (P/N: LB-400/LB-400N)
Image files	<ul style="list-style-type: none"> • JPEG, GIF¹ • Support up to 2 million pixels image resolution 	
Video Files	<ul style="list-style-type: none"> • MPEG, MPG, VOB, MP3, MP4 • WMV, WMA • AVI 	
CODEC	<ul style="list-style-type: none"> • MPEG-1, MPEG-2 PS, MPEG-2 TS, MPEG-4 ISO • MP3 (MPEG AUDIO LAYER 3) • WMV 7/8/9 • WMA 7/8 • RAW DV (SMP-PROPLUS only) • H.264² (SMP-PROPLUS only) 	
Network Streaming	<ul style="list-style-type: none"> • CAYIN RTB (Encapsulation Method: MPEG TS , Codec: MPEG-1/MPEG-2, bit rate: 1~5 Mbps) • RTP (Encapsulation Method: MPEG TS , Codec: MPEG-1/MPEG-2) • HTTP/MMS 	
Video Resolutions ²	<ul style="list-style-type: none"> • Video Resolution and Specification may differ for different output methods, supporting up to 720p (1280x720); bit rate up to: 10~12 Mbps (MPEG2), 8~9 Mbps (MPEG4), 4~8 Mbps (WMV), 3 Mbps (H.264) [Landscape, 25 fps, single video playback]² • To avoid system running in the low performance, we suggest you do not use the following screen resolutions when SMP player is playing 720p HD video: 1920x1200, 1920x1080, 1600x1200, 1280x1024(75Hz) or similar high resolutions set in the 'User define' mode. 720p HD video is also not suggested to be used in the portrait mode. 	<ul style="list-style-type: none"> • Support up to 480p (720x480) • Support video bit-rate up to 5 Mbps (codec dependent)
Ticker	<ul style="list-style-type: none"> • Enter text directly in Web Manager • Text files encoded by ANSI or UTF-8 • RSS feed (ANSI or UTF-8) 	
Skin	<ul style="list-style-type: none"> • Upload up to 30 skins (including 13 default skins) 	<ul style="list-style-type: none"> • Upload up to 30 skins (including 15 default skins)
Display Output	<ul style="list-style-type: none"> • Screen resolutions³: 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1600x1200, 1280x720 (720p), 1280x768, 1360x768, 1366x768, 1368x768, 1600x900, 1680x1050, 1920x1080, 1920x1200. 	<ul style="list-style-type: none"> • Screen resolutions³: 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720(720p), 1280x768, 1600x900, 1360x768, 1366x768

	SMP-PROPLUS (P/N: LB-300/LB-500)	SMP-PRO3/PRO3N (P/N: LB-400/LB-400N)
Network Interface	<ul style="list-style-type: none"> 10/100/1000 Mbps Ethernet (P/N: LB-300) 10/100 Mbps Ethernet (P/N: LB-500) 802.11b/g wireless LAN adaptor (optional) 	<ul style="list-style-type: none"> 10/100Mbps Ethernet 802.11b/g wireless LAN adaptor (optional)
Network Protocols	<ul style="list-style-type: none"> Support static IP and dynamic IP (DHCP) Support TCP/IP, HTTP, SMB, ICMP 	
Detect EDID/DDC parameters	PROPLUS only	N/A

NOTE

- ① SMP series does not support animation GIF and CMYK JPEG.
- ② The maximum bit-rate and resolution might be different based on your file encoding methods. We acknowledge video playback result may be influenced by many factors (eg. codec, bit-rate, screen resolution, or other component run with video at same time... etc.). Please test the video on SMP players in advance. CAYIN DOES NOT GUARANTEE EVERY VIDEO FILE CAN BE PLAYED ON SMP PLAYERS PROPERLY WITHOUT TESTING BEFOREHAND.
- ③ The applicable resolution is also related to the resolutions of your display. Please check the specifications of the display and choose a suitable one for you.

1-5 Install SMP-PRO Series

1-5-1 Install Hardware

1. Open SMP package.
2. Connect the Ethernet to LAN port. (By default, SMP will get an IP address from a DHCP server.)
3. Connect the VGA cable to your screen. (The default screen resolution is 1024x768.)
4. If you need to configure system settings directly on the player, please connect a keyboard and a mouse to any of the USB connectors.
5. Connect the power adapter to a socket. The SMP player will be turned on by itself.
6. Once you see the LOGIN page on the screen, you already complete the installation.

NOTE

At any time, you can switch between playback and Web Manager in a local screen. Plug a keyboard to SMP device; press Ctrl-F10 and switch to Web Manager Login page; press Ctrl-F1 and switch to playback mode.

NOTE

Except for the initial installation of SMP, we suggest you manage or change settings of SMP by remote PC, rather than directly on the player.

1-5-2 Login on SMP-PRO Series

After installing SMP, please login and complete the initial settings based on your network environment.

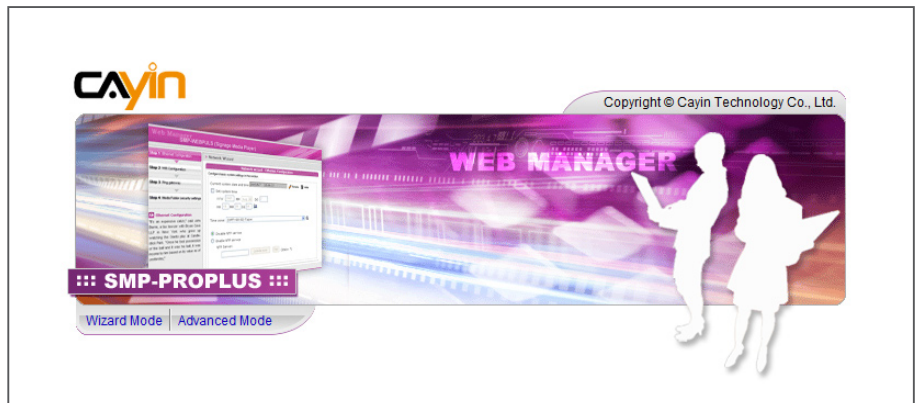
DHCP (Auto IP)

If you are in the DHCP network, SMP will get an IP address automatically after installation. You can start to login the Web Manager page of the player directly after you connect a keyboard and a mouse to the SMP device.

1. Click [**Wizard Mode**] or [**Advanced Mode**] on the Web Manager, and enter a username and password.

Default Username: **webadmin**

Default Password: **admin**



Static IP

If you are in the static IP network, please follow below steps to login and complete network settings.

1. Connect a keyboard and a mouse to USB connectors on the SMP player and connect the power adapter to a socket to turn on the system. Click [**Wizard Mode**] or [**Advanced Mode**] on the Web Manager, and enter a username and password.

Default Username: **webadmin**

Default Password: **admin**

2. Click [**NETWORK SETTINGS**] or [**Network Wizard**] on the screen. Then, click “Static IP Address” in the Ethernet Settings area and set up all related network settings for SMP.

3. After completing, click **[SAVE]** at the bottom and click **[APPLY]** or follow the wizard steps to finish the settings. Then, the SMP player will reboot.

Wizard Mode

The screenshot shows the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The main content area is titled 'Network Wizard: Ethernet Configuration'. On the left, there is a sidebar with three steps: 'Step 1 Ethernet Configuration' (selected), 'Step 2 Wi-Fi Configuration', and 'Step 3 Ping Gateway'. Below the sidebar, there is a help section for 'Ethernet Configuration' with explanatory text. The main configuration area is divided into two sections: 'Common Settings' and 'Ethernet Settings'. In 'Common Settings', the 'Group' and 'Hostname' fields are both set to 'SMP-PROPLUS'. In 'Ethernet Settings', the 'Network' section has 'Obtain IP by DHCP' selected. Below this, there are input fields for 'IP address', 'Subnet mask', 'Gateway', 'DNS-1', and 'DNS-2'. At the bottom of the configuration area, there are 'Cancel' and 'Next' buttons. The footer contains the copyright notice 'Copyright © Cayin Technology Co., Ltd. All rights reserved.' and 'US, TW Patent Pending'.

Advanced Mode

The screenshot shows the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)' in 'Advanced Mode'. The left sidebar contains a menu with options: 'SYSTEM STATUS', 'PLAYBACK', 'LOCAL SCHEDULE', 'MEDIA FOLDER', 'NETWORK SETTINGS' (selected), 'WIRELESS', 'SYSTEM', and 'LOG'. Below the menu is an 'APPLY' button. The main content area is titled 'NETWORK SETTINGS' and includes a 'SAVE' button in the top right corner. It is divided into two sections: 'Common Settings' and 'Ethernet Settings'. In 'Common Settings', there is a note 'Assign group and hostname to the device.' and two input fields for 'Group' and 'Hostname', both containing 'SMP-PROPLUS'. In 'Ethernet Settings', there is a note 'Configure basic network settings.' and a 'Network' section with 'Obtain IP by DHCP' selected. Below this are input fields for 'IP address', 'Subnet mask', 'Gateway', 'DNS-1', and 'DNS-2'. At the bottom of the configuration area, there is a checkbox for 'Check network by pinging gateway' which is currently unchecked. A 'SAVE' button is located at the bottom center of the configuration area. The footer contains the copyright notice 'Copyright © Cayin Technology Co., Ltd. All rights reserved.' and 'US, TW Patent Pending'.

NOTE

If the IP address of SMP player shown in CAYIN Device Seeker is 169.254.x.x, it means that SMP player cannot successfully get an IP address from the DHCP server. In this circumstance, you can login directly on the SMP player first (refer to 1-5-2 Login on SMP). Then, change the network setting to static IP or change the IP address of your PC to the same subnet (169.254.x.x). Finally, you can start to manage the player remotely on your PC.

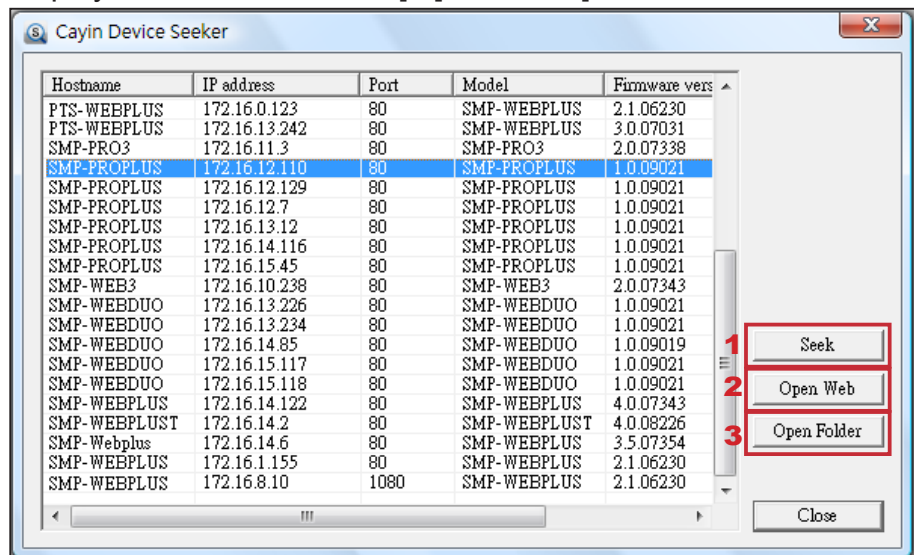
NOTE

If your PC and SMP player are not in the same LAN, you can open the browser and enter the IP address of the SMP. After you login successfully, you can start to manage SMP.

1-5-3 Remote PC Login

If you try to manage SMP remotely on your own PC, please follow below steps:

1. Insert the product CD into your CD-ROM, and run "CAYIN Device Seeker" (\\Tool\\Device Seeker\\cysrch.exe). You can also copy this file to your PC for future management.
2. Click [**Seek**] and the seeker will search all available SMP clients or CMS servers in the same LAN. Select one player and double click the player's name. Or, you can also click a player's name, and click [**Open Web**].



3. You can also open the Media Folder of any player by "CAYIN Device Seeker". Select the player you want to connect, and click [**Open Folder**].

2 Configuration in Wizard Mode

2-1 Upload Files to SMP Player	12
2-2 Wizard Mode Introduction	14
2-3 Network Wizard.....	15
2-3-1 Step1: Ethernet Configuration.....	15
2-3-2 Step2: Wifi Configuration (Optional).....	16
2-3-3 Step3: Ping Gateway	17
2-4 System Wizard	18
2-4-1 Step1: Time & Language Settings	18
2-4-2 Step2: Display Settings.....	19
2-4-3 Step3: Media Folder Security Settings.....	22
2-5 Content Update Wizard	23
2-5-1 Content Update Settings.....	23
2-6 Playback Wizard	24
2-6-1 Step1: Skin.....	24
2-6-2 Step2: Multimedia 1	25
2-6-3 Step3: Multimedia 2	26
2-6-4 Step4: Image Slideshow 1	26
2-6-5 Step5: Image Slideshow 2	26
2-6-6 Step6: Ticker Text.....	27

2-1 Upload Files to SMP Player

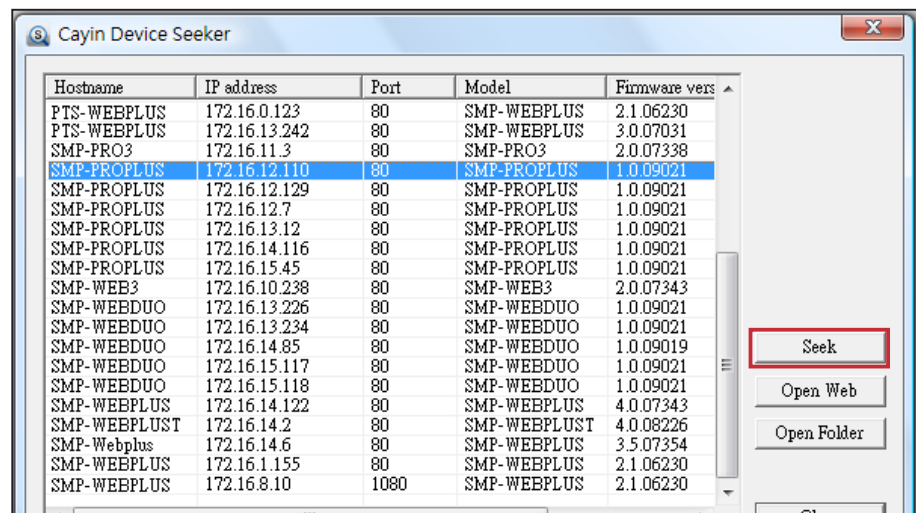
When you use SMP players without CMS server, you can choose one of the following methods to upload files to SMP-PRO series players.

Method 1:

1. Insert the product CD into your CD-ROM, and run [**CAYIN Device Seeker**] (\Tool\Device Seeker\cysrch.exe). You can also copy this file to your PC for future management.
2. Click [**Seek**] and the seeker will search all available SMP clients or CMS servers in the same LAN. When the devices are found, select the one you want to connect, and click [**Open Folder**].

NOTE

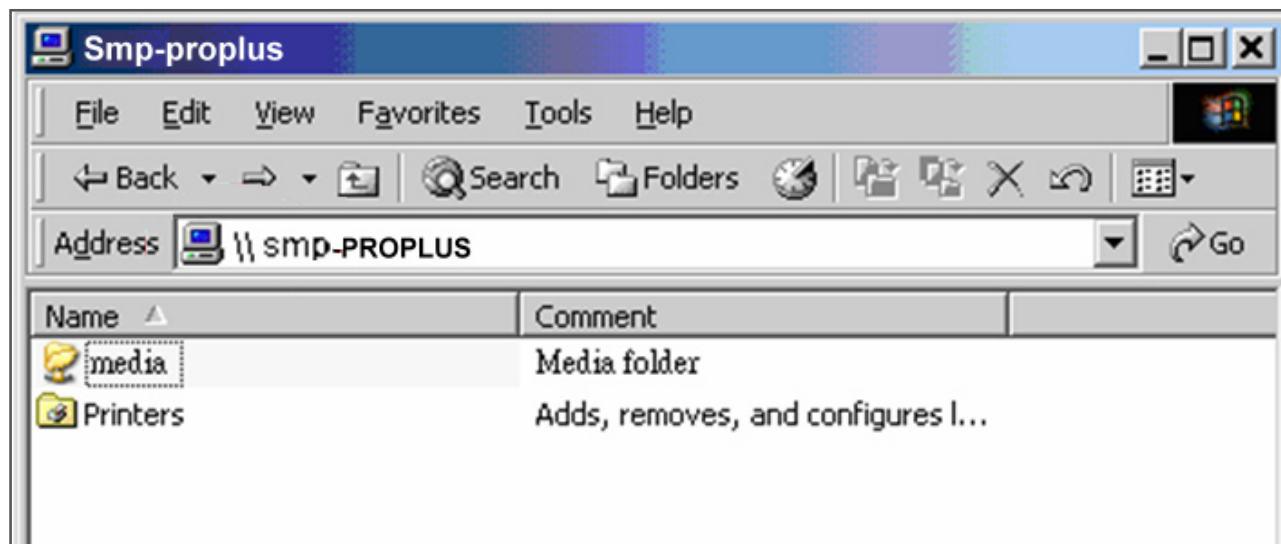
Your PC and the SMP player have to be in the same LAN, so that you can use CAYIN Device Seeker to open the Media Folder of that SMP player.



3. Your PC will open File Explorer and you can see files or folders in your selected player.
4. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.

Method 2:

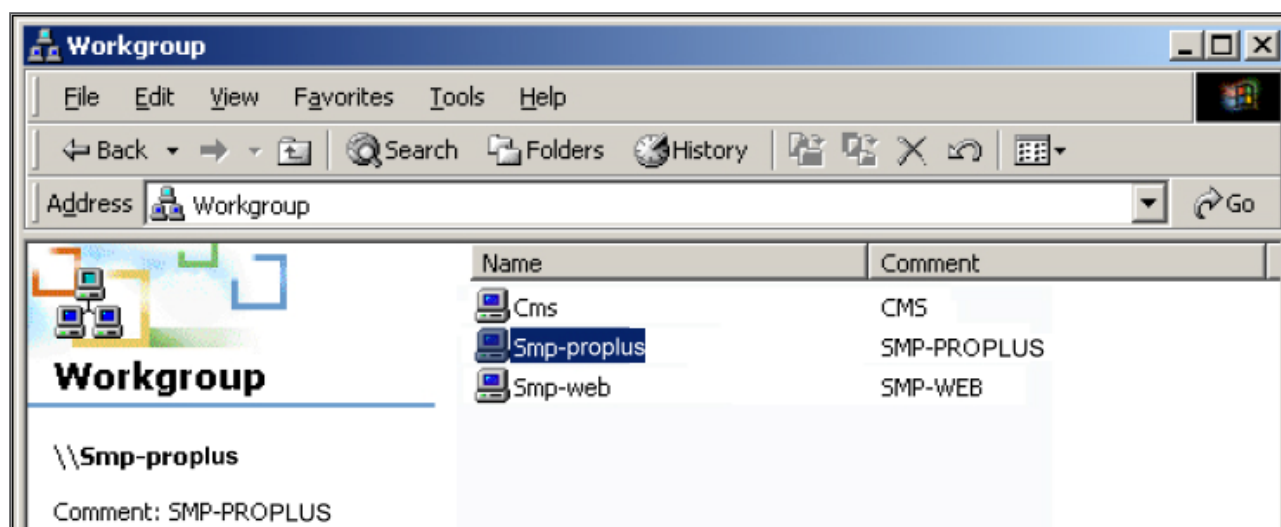
1. Open [**File Explorer**], and enter the \\hostname or "\\IP address". For example, if your hostname is SMP-PROPLUS, please enter \\SMP-PROPLUS or \\172.16.1.2.



2. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.

Method 3:

1. Open "Network Neighborhood" of your PC. All PCs in "Workgroup" will be listed. You can see all SMP clients or CMS servers from your Windows Explorer, like the figure below:

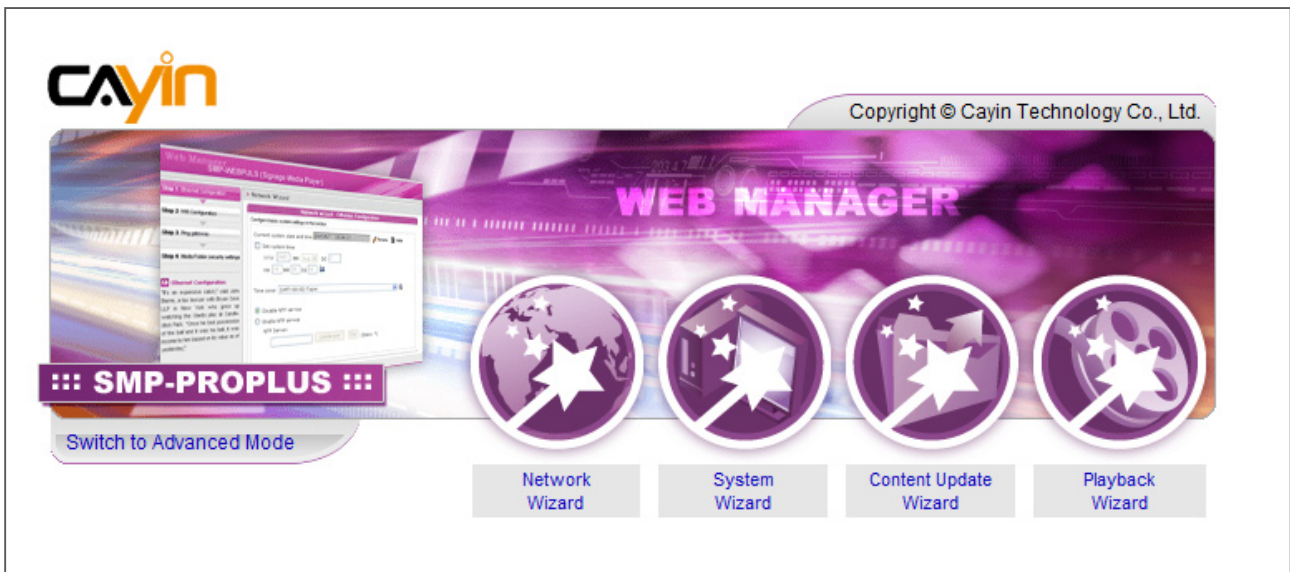


2. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.

2-2 Wizard Mode Introduction

When you open SMP Web Manager, you can choose to use Wizard Mode by clicking the **[Wizard Mode]** button. After entering the Wizard mode, you will see four wizards: Network Wizard, System Wizard, Content Update Wizard, and Playback Wizard. You can complete the basic configuration step by step from Network Wizard to Playback Wizard.

If you need to configure more detailed settings, please switch to the Advanced Mode.



2-3 Network Wizard

In the Network Wizard, you can finish network-related settings, including Ethernet and Wi-Fi configurations.

2-3-1 Step1: Ethernet Configuration

Here you can configure the wired Ethernet network settings.

Firstly, please enter the Group name and Hostname. The "group" name is used only when the SMP player is connected to a CMS server. The "hostname" is used to identify each SMP player remotely.

Then, select either DHCP or static IP address, based on your own network environment. If a DHCP server is available in the network, using DHCP server to obtain an IP address for the SMP player is suggested. If not, you will have to configure the IP address, subnet mask, gateway, and DNS server. Gateway and DNS server settings are not obligatory, but consequently the SMP player can only connect to a CMS server in the same LAN (not across networks or on the Internet).

If you are not sure about the Ethernet network settings, please contact your ISP or network administrator.

The screenshot displays the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The main window is titled 'Network Wizard: Ethernet Configuration'. On the left sidebar, there are three steps: 'Step 1 Ethernet Configuration' (selected), 'Step 2 Wi-Fi Configuration', and 'Step 3 Ping Gateway'. Below the sidebar, there is a detailed instruction for 'Ethernet Configuration'.

The main configuration area is divided into two sections:

- Common Settings:** Contains two text input fields: 'Group' and 'Hostname', both containing the value 'SMP-PROPLUS'.
- Ethernet Settings:** Contains a 'Network:' section with two radio button options:
 - Obtain IP by DHCP
 - Static IP address
 Below these options are five text input fields for:
 - IP address
 - Subnet mask
 - Gateway
 - DNS-1
 - DNS-2

At the bottom right of the configuration area, there are 'Cancel' and 'Next' buttons.

NOTE

If you connect wired and wireless network to the player at the same time, the system will choose the wired one as the first priority, and will switch to the wireless one automatically when you unplug the wired Ethernet connection.

2-3-2 Step2: Wifi Configuration (Optional)

If you attach a compatible USB Wi-Fi adaptor to a SMP player, you will see the page “Wi-Fi Configuration” and can configure wireless network settings here.

Select	SSID	Signal	Channel	Encryption	Authentication
<input checked="" type="radio"/>	CAYIN5	24%	8	TKIP	WPA-PSK

SSID: CAYIN5
 Authentication: WPA-PSK
 Encryption: None WEP TKIP AES
 Key: _____

Network:
 Obtain IP by DHCP
 Static IP address
 IP address: _____
 Subnet mask: _____
 Gateway: _____
 DNS-1: _____
 DNS-2: _____

NOTE

If you use WEP, the key will be 5 or 13 characters, 10 or 26 hexadecimal. If you use TKIP or AES, the key will be 8~63 characters.

1. Choose a suitable wireless AP (Access Point). Please be aware that a low-signal AP may lead to an unstable connection and data loss. If you don't see any Wi-Fi AP listed, please check your Wi-Fi environment with your network administrator.
2. Choose an appropriate authentication and encryption method. Normally, these settings can be detected automatically. Please enter the key if necessary.
3. Please specify the DHCP or static IP address for the wireless connection of the SMP player.

NOTE

We suggest you use static IP address for more stable Wireless connection.

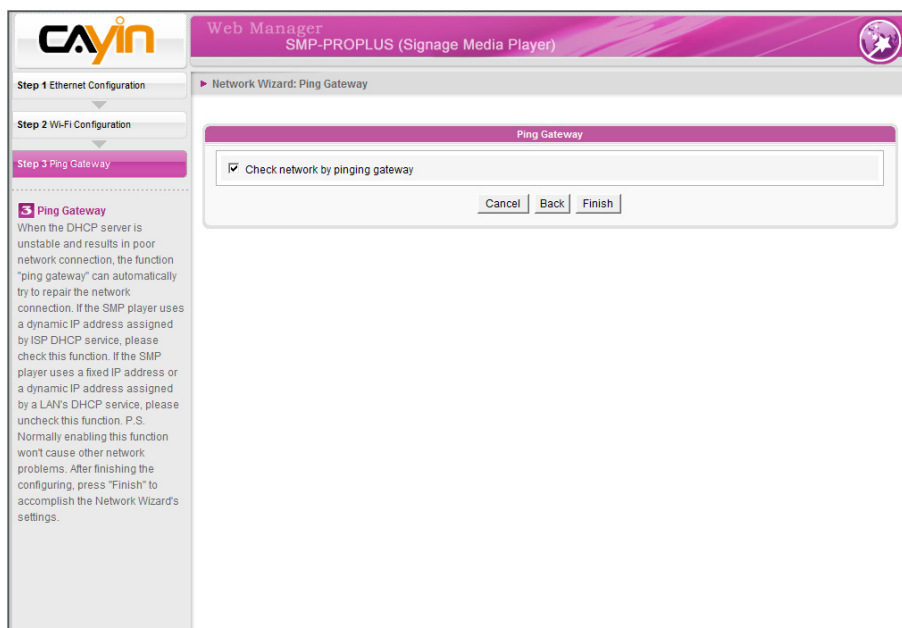
If you need a compatible Wi-Fi adaptor, please contact CAYIN sales representative, or authorized resellers.

NOTE

Normally enabling this function won't cause other network problems.

2-3-3 Step3: Ping Gateway

When the DHCP server is unstable and results in poor network connection, the function "ping gateway" can automatically try to repair the network connection. If the SMP player uses a dynamic IP address assigned by ISP DHCP service, please check this function. If the SMP player uses a fixed IP address or a dynamic IP address assigned by a LAN's DHCP service, please uncheck this function.



After finishing the configuring, press [**Finish**] to accomplish the Network Wizard's settings.

System may need to reboot after you finish Network Wizard.

2-4 System Wizard

You can configure time, language, display, and security settings in this wizard.

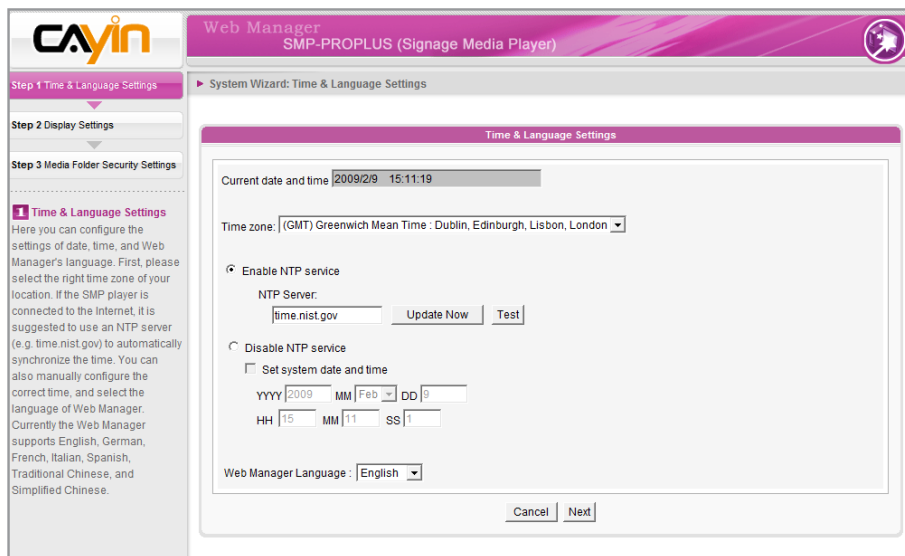
2-4-1 Step1: Time & Language Settings

Here you can configure the date, time, and language for Web Manager.

First, please select the right time zone of your location. If the SMP player is connected to the Internet, it is suggested to use an NTP server (e.g. time.nist.gov) to automatically synchronize the time. You can also manually configure the correct time, and select the language of Web Manager. Currently the Web Manager supports English, German, French, Italian, Spanish, Japanese, Traditional Chinese, and Simplified Chinese.

NOTE

For SMP-PROPLUS, please upload the patch for Japanese user interface.



1. Choose correct time zone.
2. You can decide to use NTP server or set correct system time by yourself.
3. Choose a preferred UI language.
4. Click [**Next**] to proceed.

2-4-2 Step2: Display Settings

IMPORTANT

Those resolutions with * sign after the number are supported by display's EDID (or DDC) information. Choosing those resolutions without * sign is not suggested and the system may not work properly. If you can not see any * after the resolution number, please check you display maker or your VGA/DVI cable for EDID signal support.

Here you can configure the settings relevant to the display device.

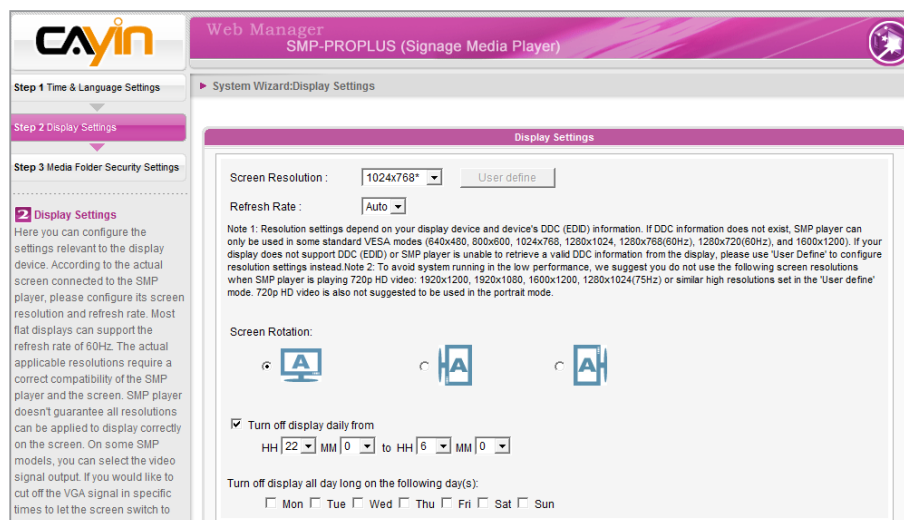
According to the actual screen connected to the SMP player, please configure its screen resolution and refresh rate. Most flat displays can support the refresh rate of 60Hz. The actual applicable resolutions require a correct compatibility of the SMP player and the screen. SMP player doesn't guarantee all resolutions can be applied to display correctly on the screen.

If you would like to cut off the VGA signal in specific time to let the screen switch to standby mode (applicable to most today's screens for power saving), you can configure the applied time and days.

NOTE

Most screens will enter the sleep mode when the VGA signal is cut down by the SMP player. However, some screens might respond unexpectedly, such as showing a blue screen. The outcome depends on the firmware of each screen, not SMP player.

SMP-PROPLUS



NOTE

SMP-PROPLUS (LB-500) also supports to display single content on two screens connected by the VGA and the DVI-D connectors. We strongly recommend you to use two pre-tested and identical screens to properly work this function.

1. Choose a suitable screen resolution and refresh rate.
2. Only SMP-PROPLUS player supports both landscape and portrait display. SMP-PRO3/SMP-PRO3N only supports landscape display. Please select a correct screen orientation.
3. If you want to turn off the display (SMP will cut down the VGA output) automatically, you can set a specific time of a day or day of week to cut off the VGA signal.
4. Click [**Next**] to proceed.

*** User Define Resolution (for advanced user)**

If you can not select a suitable refresh rate on the list, you can choose “User Define” function.

NOTE

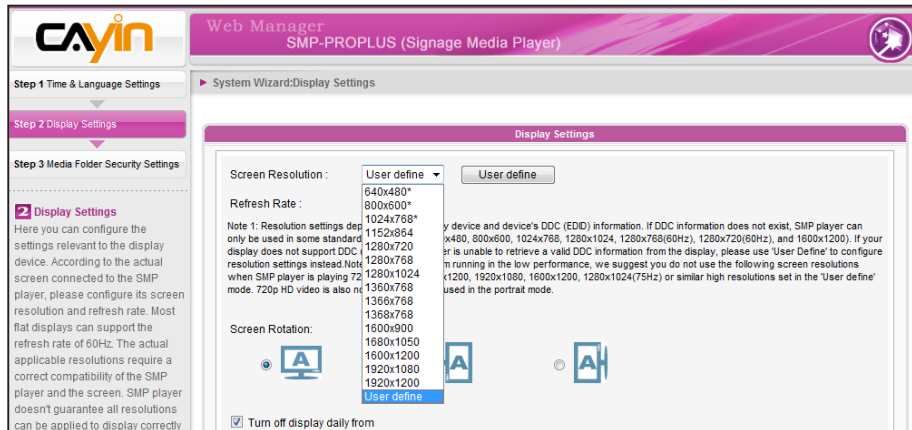
Some display’s refresh rate is not happened to be an integer (e.g. 59.9 Hz). You must check with your display vendor or try some numbers in the vicinity of that possible refresh rate.

NOTE

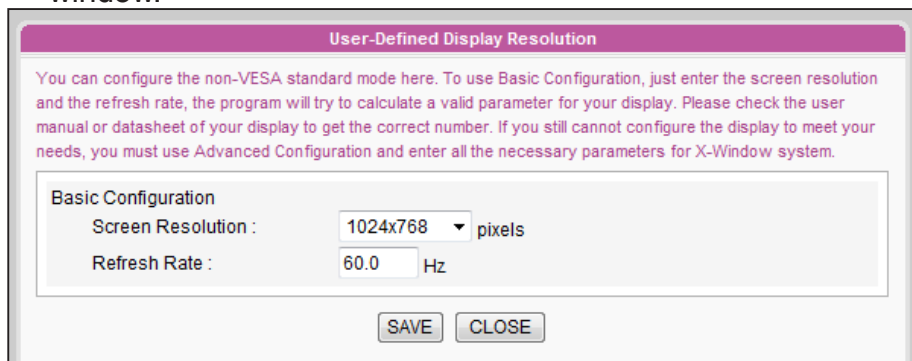
Only SMP-PROPLUS supports user define resolution settings.

IMPORTANT

We DO NOT guarantee any number you choose or enter on the User-Defined Display Resolution page can be compatible to your display. You must test the compatibility of your display before you use it.



1. Choose “User define”.
2. Click the [**User define**] button; then, you will see a pop-up window.



3. You can select a suitable resolution and enter a compatible refresh rate for your display.
4. Click [**Save**] and go back to the “Display Settings” page.
5. Click [**Save**] again and click [**Apply**].

NOTE

If you are using SMP-PRO3/PRO3N player, the display will have black area when using composite output mode.

NOTE

If you choose Composite/S-Video output, SMP can only operate on resolution 800x600.

NOTE

Most screens will enter the sleep mode when the VGA signal is cut down by the SMP player. However, some screens might respond unexpectedly, such as showing a blue screen. The outcome depends on the firmware of each screen, not SMP player.

SMP-PRO3/SMP-PRO3N

The screenshot shows the 'Web Manager' interface for 'SMP-PRO3 (Signage Media Player)'. The main content area is titled 'System Wizard: Display Settings' and contains a 'Display Settings' form. The form includes the following fields and options:

- Screen Resolution: 1360x768
- Refresh Rate: 60
- Output: VGA D-SUB
- Turn off display daily from HH:MM to HH:MM
- Turn off display all day long on the following day(s):
 - Mon Tue Wed Thu Fri Sat Sun

Buttons for 'Cancel', 'Back', and 'Next' are located at the bottom right of the form.

1. Choose a proper screen resolution and output connector.
2. If you want to turn off the display (SMP will cut down the VGA output) automatically, you can set a specific time of a day or day of week to cut off the VGA signal.
3. Click **[Next]** to proceed.

2-4-3 Step3: Media Folder Security Settings

Here you can configure the security settings for the SMP Media Folder access.

If you select "share mode", which is the most convenient but also the least secured way, you won't be required a password while you access the SMP Media Folder.

You can also configure to use "user mode" and assign a password. After finishing the configuring, press [**Finish**] to accomplish the System Wizard settings.



2-5 Content Update Wizard

2-5-1 Content Update Settings

Here you can configure the content synchronization of the Media Folder with a CMS server. If the SMP player is only for offline use and does not connect to a CMS server, please skip this wizard.

The screenshot shows the 'Content Update Settings' wizard in the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The interface includes a sidebar with the 'CAYIN' logo and a main content area. The sidebar contains a 'Step 1 Content Update Settings' section with a sub-section '1 Content Update Settings' and a descriptive paragraph. The main content area displays the 'Content Update Settings' form with the following fields:

- Check for new content every: minutes
- Group:
- Username:
- Password:
- Hostname or IP address:
- Click 'Test' to check connection:

At the bottom of the form, there are 'Cancel' and 'Finish' buttons.

1. Configure how frequently the SMP player will check with CMS server for updated content.
2. Enter the "group" name to which the SMP player belongs.
3. Enter one CMS server's account name and password, of which the account is authorized to access the content of the group.
4. Enter the CMS' IP or domain address (e.g. cms.your-company.com). You can press [**Test**] button to check whether you enter the correct data.
5. Press [**Finish**] to finish the Content Update Wizard's settings.

NOTE

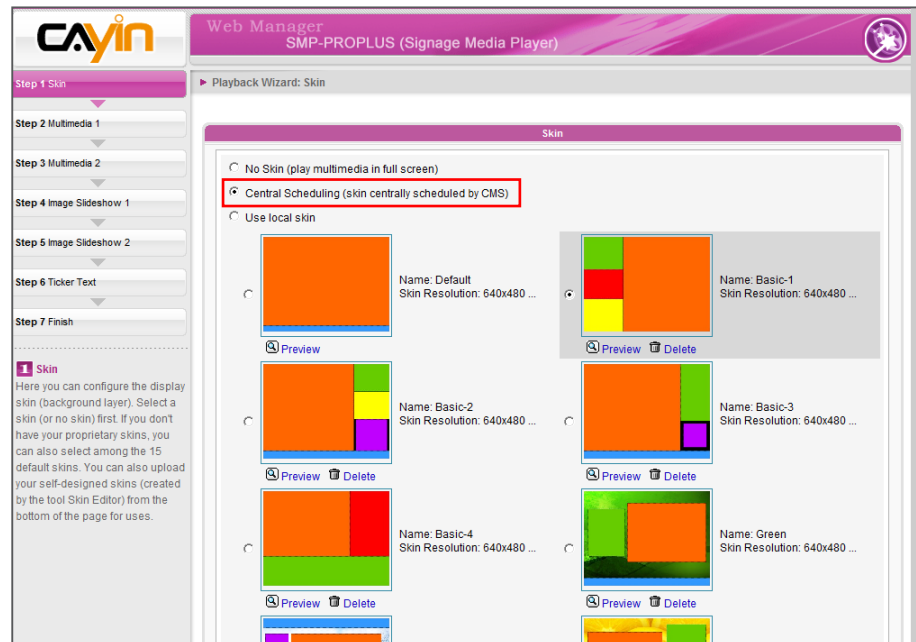
After you select a skin, the following steps of configuring each zone will be based on the skin you just select. For example, if you choose a skin without ticker or with only one multimedia zone, you will skip Step 6 Ticker Text and do not need to configure the settings of Multimedia 2.

2-6 Playback Wizard

2-6-1 Step1: Skin

Here you can configure the display skin (background layer). Select a skin (or no skin) first. If you don't have your proprietary skins, you can select among the default skins. You can also upload your self-designed skins (created by the tool Skin Editor) from the bottom of the page for uses.

If you want to use a CMS server to control the playlist of this SMP player, please select "Central Scheduling" option. If you do so, you are not allowed to edit playlist directly in SMP and the SMP player will play skin based on the schedule configured on CMS.



2-6-2 Step2: Multimedia 1

Here you can edit the playlist of the selected skin's multimedia area.

First, you can select the content source; whether you want to play files stored in the SMP's Media Folder or a USB storage device. Then, define the display ratio.

If you select the multimedia files from the Media Folder as the content source, all files in the Media Folder will be listed on the left. You can select the files to be played, and the selected files will be listed on the right. Unless you check "Random" to enable random playback, SMP will play the selected files according to the sequence here.

You can also select "Central Scheduling" to let the CMS server centrally control the playlist.

SMP-PROPLUS provides the "mute" function for you to turn off the sound of all video and audio files in the multimedia zone. It is useful when you have two multimedia zones. You can decide which multimedia zone should be mute.

The screenshot displays the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The main window is titled 'Playback Wizard: Multimedia 1'. On the left sidebar, 'Step 2 Multimedia 1' is highlighted. The central area is titled 'Multimedia 1' and contains the following elements:

- Multimedia files in:** A dropdown menu set to 'Media Folder'.
- Display ratio:** A dropdown menu set to 'auto'.
- All files in Media Folder:** A list of files including '0/*', '0105/*', '1/*', '1/2006 FIFA Germany_ads.mpg', '1/Abosulte_ads.mpg', '1/Bottleshop_ads.mpg', '1/ChildFIFA3.mpg', '1/ChildFIFA1.mpg', '1/Korea_coke.mpeg', '2/*', '2/Aerobic.Fitness.mpg', '2/Aerobic.Jessica.mpg', '2/[Fitness] Aerobic - TaeBo - Kickboxing.avi', '3/*', '3/TAIWAN.MPG', '4/*', '4/TAIWAN.MPG', and '5/*'. The files '3/TAIWAN.MPG' and '4/TAIWAN.MPG' are selected.
- Selected files (playlist):** A list containing '[1] 3/TAIWAN.MPG' and '[2] 4/TAIWAN.MPG'.
- Buttons:** 'Select =>', 'Select all =>', 'Remove', 'Remove all', 'Move up', and 'Move down'.
- Options:** A radio button for 'Central Scheduling (by CMS server)' and a checkbox for 'Mute'.

NOTE

SMP-PRO3/PRO3N only support one multimedia block.

2-6-3 Step3: Multimedia 2

Configurations are the same as Multimedia 1. You need to configure the settings here only when you select a skin with two multimedia zones.

NOTE

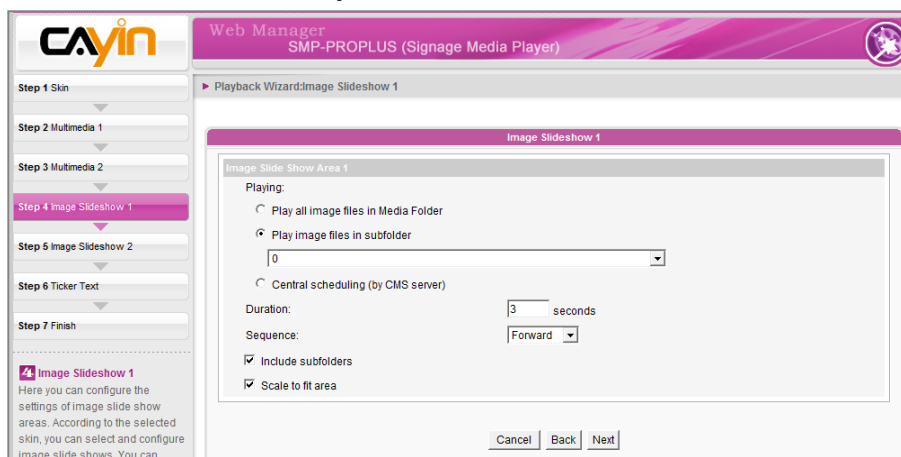
SMP player does not support image files whose resolutions are higher than 2 million pixels.

2-6-4 Step4: Image Slideshow 1

Here you can configure the settings of image slide show areas.

According to the selected skin, you can select and configure 1 or 2 image slide shows. You can select to playback all image files (JPEG or GIF) in the Media Folder, only image files in a specific subfolder, or images files centrally scheduled by CMS server.

You can also configure the slide show playback duration, sequence, whether including subfolders, and whether scaling to fit the area automatically.



2-6-5 Step5: Image Slideshow 2

Configurations are the same as Image Slideshow 1. You need to configure the settings here only when you select a skin with two Image Slideshow zones.

2-6-6 Step6: Ticker Text

Here you can configure the settings of text ticker area.

There are various sources of the ticker text for choices. The text can be directly entered here, read from a .txt file in the Media Folder, retrieved from an RSS feed or remote URL, or centrally scheduled and managed by the CMS server. You can configure the text characters, including the text font, color, font size, text direction (from left to right or the reverse), and ticker mode and speed, etc.

Since there are only one line space for ticker mode "Simple crawl" and "Bottom-up and crawl", the ticker text will be read and processed in single line, while the "Simple bottom-up" mode allows all text to move upward in multiple lines.

NOTE

If you use ticker mode "bottom-up" or "Bottom-up and crawl", you can use <nl> to change the text line. Text following after <nl> will be separated and showing in the next line.

The screenshot shows the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The main window is titled 'Playback Wizard: Ticker Text'. On the left, there is a sidebar with a list of steps: Step 1 Skin, Step 2 Multimedia 1, Step 3 Multimedia 2, Step 4 Image Slideshow 1, Step 5 Image Slideshow 2, Step 6 Ticker Text (highlighted), and Step 7 Finish. Below the sidebar, there is a 'Ticker Text' section with a brief description: 'Here you can configure the settings of text ticker area. There are various sources of the ticker text for choices. The text can be directly entered here, read from a .txt file in the Media Folder, retrieved from an RSS feed or remote URL, or centrally scheduled and managed by the CMS server. You can configure the text characters, including the text font, color, font size, text direction (from left to right or the reverse), and ticker mode and speed, etc. Under the ticker mode "Simple crawl" or "Bottom-up and crawl", the ticker text will be read and processed line by line, while the "Simple bottom-up" mode allows all text in multiple lines move upward.'

The main configuration area is titled 'Ticker Text' and contains the following options:

- Select from following Sources:**
 - Enter text here: [Enter ticker text here. <nl>Able to select from multiple sources]
 - Text file in Media Folder: []
 - Text from remote URL/RSS: [http://]
 - Central scheduling (by CMS server)
- Text Direction:** [Left to right]
- Font:** [Tahoma]
- Font Size:** [30]
- Font Color:** [Choose Color...]
- Color picker: R [255] G [255] B [255] >> []
- Set background color**
- Background color picker: [Choose Color...]
- Color picker: R [255] G [255] B [255] >> []
- Text scrolling effect:** [No scrolling effect]
- Speed:** [1 (slowest)]
- Pause (second):** [0]
- Line spacing:** [0.25]

At the bottom right, there are buttons for 'Cancel', 'Back', and 'Next'.

3 **Multimedia Contents Playback and Management**

3-1 Upload Multimedia Contents	29
3-2 Choose your Skin	31
3-3 Choose Media Source and Set Playlist	32
3-3-1 Play Files in Media Folder.....	32
3-3-2 Play Files in USB Storage Device	35
3-3-3 Central Scheduling (by CMS Server)	35
3-3-4 RTB/RTP Streaming.....	36
3-3-5 HTTP/MMS Streaming.....	37
3-3-6 Video Input (SMP-PRO3 Only)	37
3-3-7 Image Slide Show	37
3-3-8 Mute Function	38
3-4 Image Slide Show Settings.....	38
3-5 Ticker	40
3-5-1 Define Font Format	41
3-5-2 Set Background Color	42
3-5-3 Scrolling Effect	43
3-6 Volume	44

SMP-PRO series supports the playback of a variety of multimedia files. Users can upload all contents to SMP, and edit playlist. Then, SMP player will play files based on your pre-scheduled playlist. Users can also choose to manage playlist and the content update from CMS server.

3-1 Upload Multimedia Contents

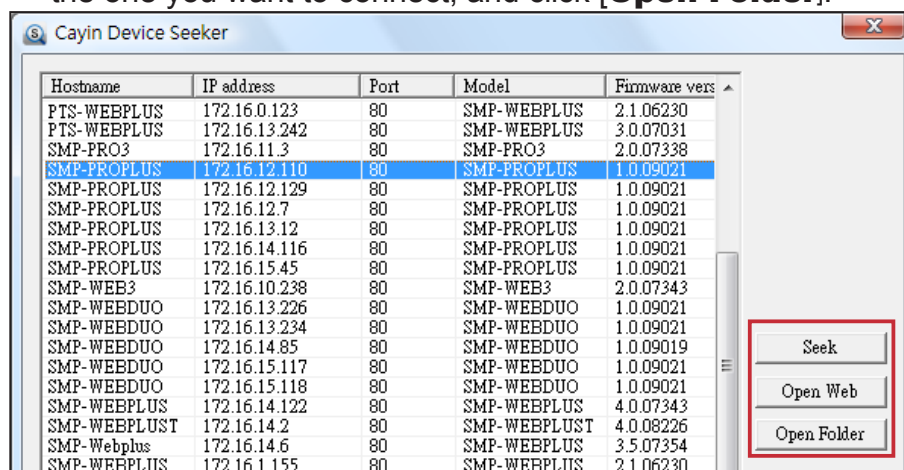
When you choose to play files from the Media Folder, you can choose one of the following methods to upload files into SMP player.

NOTE

Your PC and the SMP player have to be in the same LAN, so that you can use CAYIN Device Seeker to open the Media Folder of that SMP player.

Method 1:

1. Insert the product CD into your CD-ROM, and run **[CAYIN Device Seeker]** (\Tool\Device Seeker\cysrch.exe). You can also copy this file to your PC for future management.
2. Click **[Seek]** and to search all available SMP player or CMS servers in the same LAN. When the devices are found, select the one you want to connect, and click **[Open Folder]**.

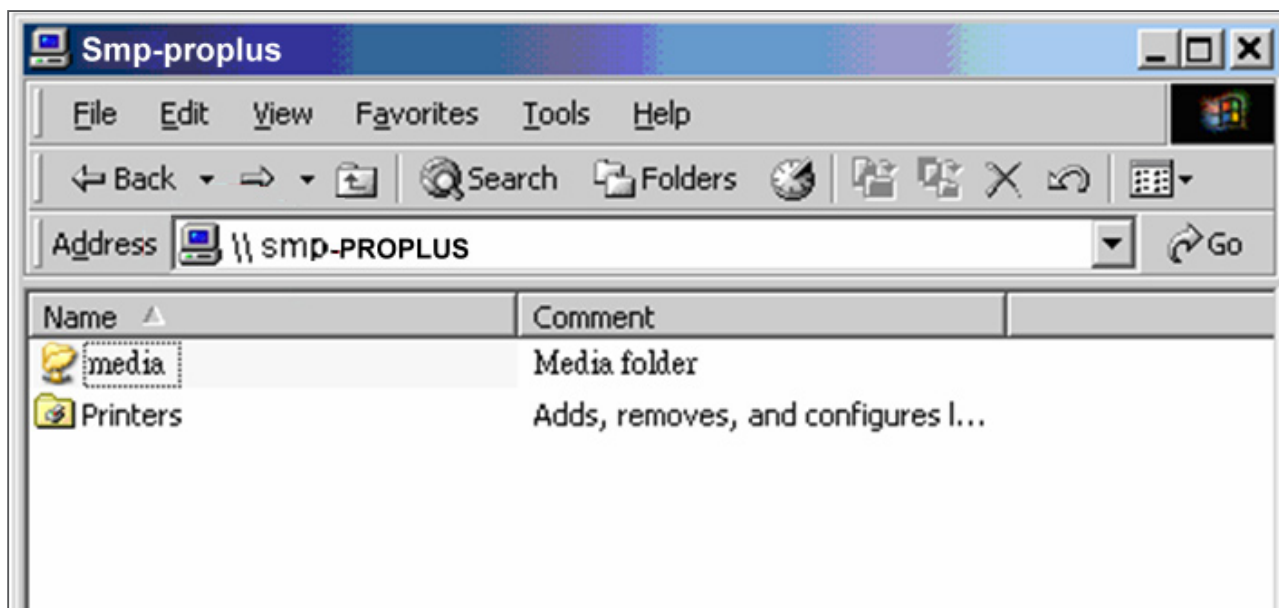


3. The File Explorer will automatically open and you can see files or folders in your selected player.
4. Copy multimedia files from your PC to the SMP player via Network Neighborhood. Now you can start to play those files in the SMP.

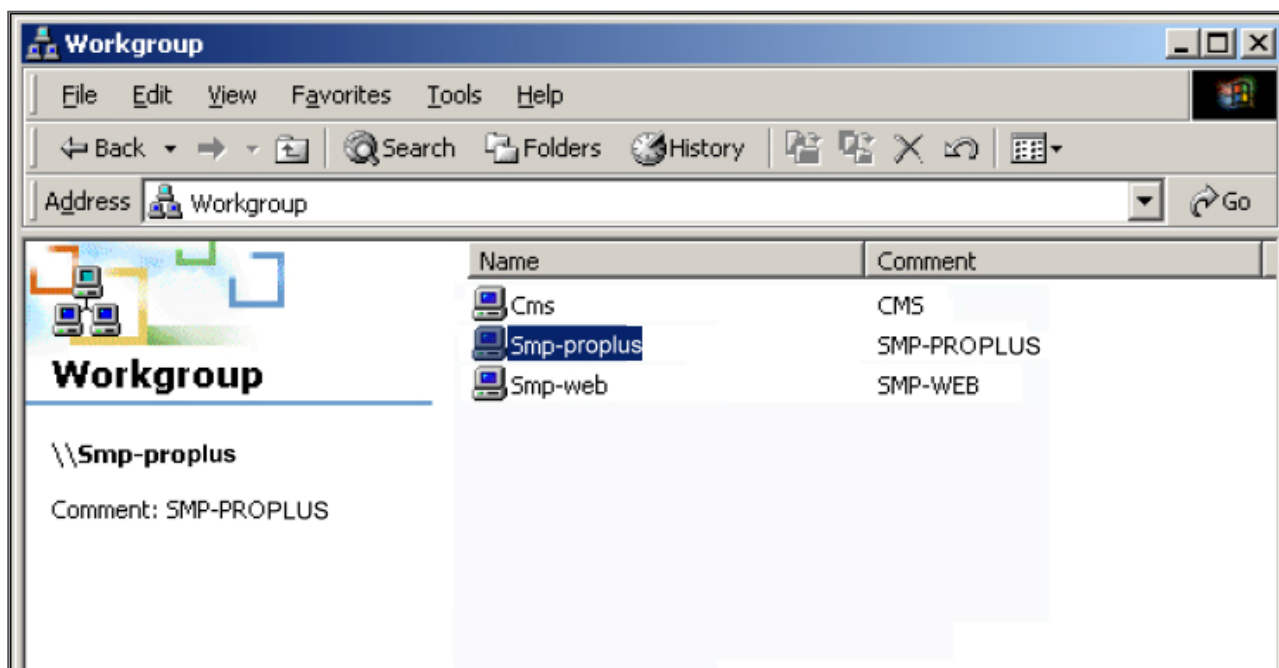
Method 2:

Within the same subnet, user of a Windows PC has two methods to connect to SMP player or CMS server:

1. Open [**File Explorer**], and enter the \\hostname or "\\IP address". For example, if your hostname is SMP-PROPLUS, please enter \\SMP-PROPLUS or \\172.16.1.2. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.



2. Open "Network Neighborhood" of your PC. All PCs in "Workgroup" will be listed. You can see all SMP clients or CMS servers from your Windows Explorer, like the figure below:



3-2 Choose your Skin

Here you can configure the display skin (background layer). Select a skin (or no skin) first. If you don't have your proprietary skins, you can select among the default skins. You can also upload your self-designed skins (created by the tool Skin Editor) from the bottom of the page for uses.

If you want to use a CMS server to control the playlist of this SMP player, please select “Central Scheduling” option. If you do so, you are not allowed to edit playlist directly in SMP and the SMP player will play skin based on the schedule configured on CMS.

NOTE

You can upload at most 30 skins (including the default and self-designed skins).

The screenshot displays the 'Web Manager SMP-PROPLUS (Signage Media Player)' interface. On the left, a sidebar shows a 'Playback Wizard' with seven steps: Step 1 Skin, Step 2 Multimedia 1, Step 3 Multimedia 2, Step 4 Image Slideshow 1, Step 5 Image Slideshow 2, Step 6 Ticker Text, and Step 7 Finish. The 'Skin' step is currently active, showing a help icon and a text box that reads: 'Here you can configure the display skin (background layer). Select a skin (or no skin) first. If you don't have your proprietary skins, you can also select among the 15 default skins. You can also upload your self-designed skins (created by the tool Skin Editor) from the bottom of the page for uses.'

The main content area is titled 'Skin' and contains three radio button options:

- No Skin (play multimedia in full screen)
- Central Scheduling (skin centrally scheduled by CMS)
- Use local skin

 Below these options is a grid of 15 skin thumbnails. Each thumbnail includes a 'Preview' button and a 'Delete' button. The skins are:

- Name: Default, Skin Resolution: 640x480 ...
- Name: Basic-1, Skin Resolution: 640x480 ...
- Name: Basic-2, Skin Resolution: 640x480 ...
- Name: Basic-3, Skin Resolution: 640x480 ...
- Name: Basic-4, Skin Resolution: 640x480 ...
- Name: Green, Skin Resolution: 640x480 ...
- Name: City, Skin Resolution: 640x480 ...
- Name: Orange, Skin Resolution: 640x480 ...
- Name: Gold, Skin Resolution: 640x480 ...
- Name: Rose, Skin Resolution: 640x480 ...
- Name: Ancientry, Skin Resolution: 640x480 ...
- Name: Flowers, Skin Resolution: 640x480 ...
- Name: Passion, Skin Resolution: 640x480 ...

 At the bottom of the skin selection area are 'Cancel' and 'Next' buttons. Below this is an 'Upload Skin' section with a text input field, a '浏览...' (Browse) button, and an 'Upload' button.

Copyright © Cayin Technology Co., Ltd. All rights reserved. US, TW Patent Pending

3-3 Choose Media Source and Set Playlist

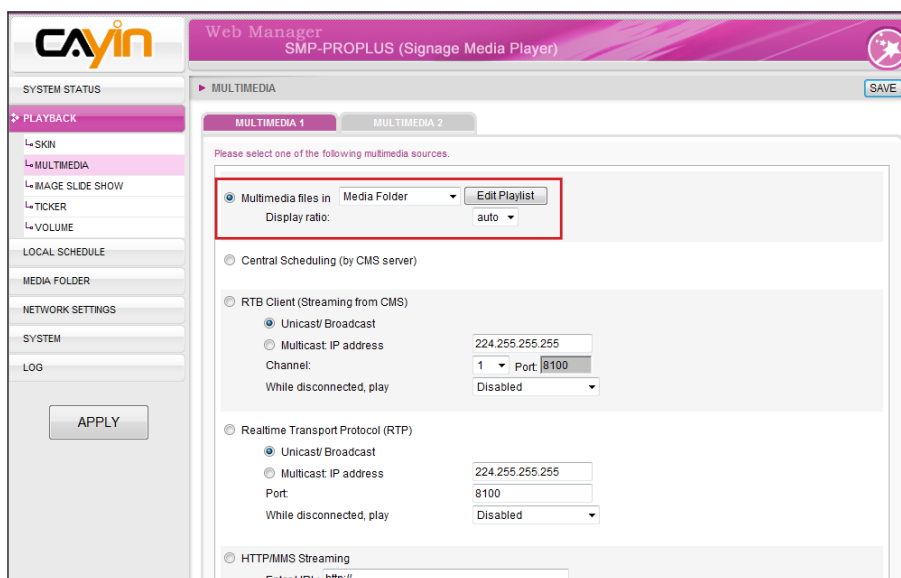
3-3-1 Play Files in Media Folder

After uploading all files to the Media Folder, you can follow the following steps to edit playlist.

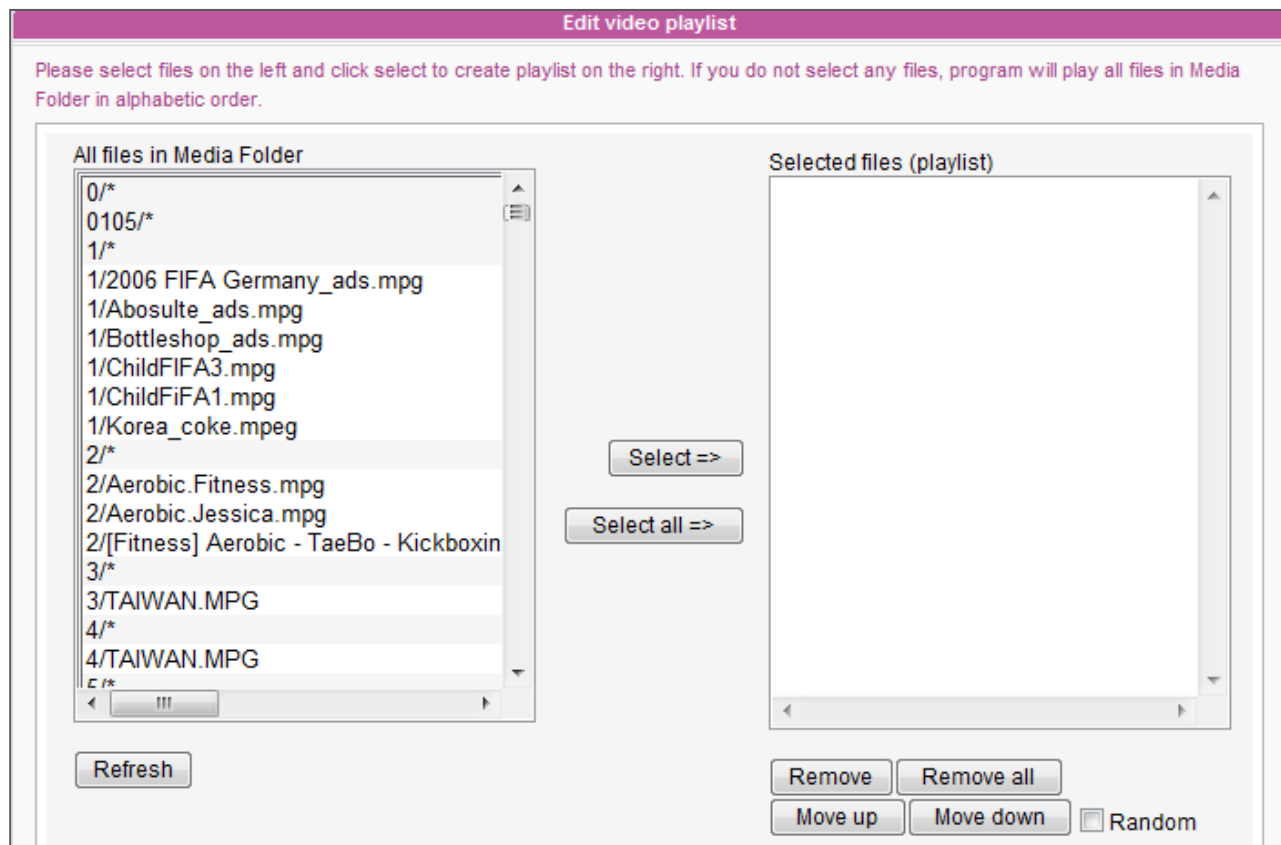
1. Login SMP player and enter Web Manager
2. Click [**PLAYBACK**] and select [**MULTIMEDIA**] page
3. Select Multimedia 1 or Multimedia 2. If there are two multimedia zones on your selected skin, you have to configure settings for both zones.
4. Click “Multimedia files in” and select “Media Folder”. Then, you can start to edit the playlist of files in the Media Folder.

NOTE

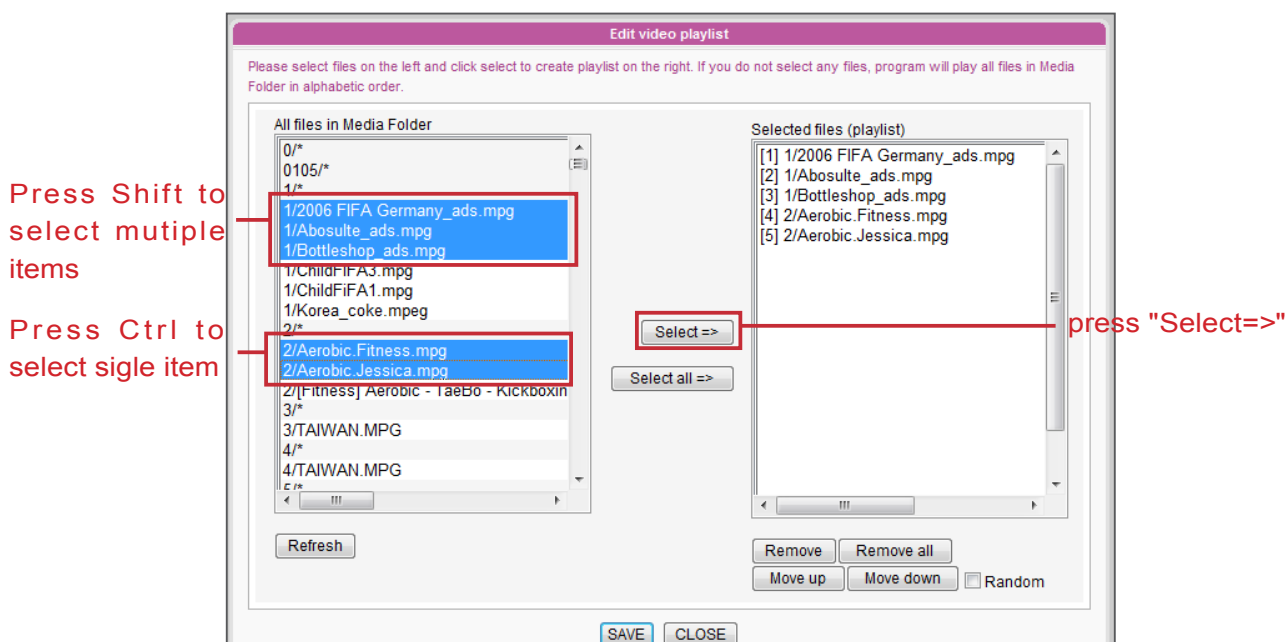
SMP-PRO3/PRO3N only support one multimedia block.



- Click [**Edit Playlist**], and you will see a pop-up window. All video files in the Media Folder will be listed in the left column. If the left column is empty, that means there is no file in the Media Folder. Please add video files to Media Folder first.



- Select the files you want to play. You can select multiple files at one time by holding the Shift or Ctrl key, or just select files one by one. In the left column, the item with "*" sign represents a folder's name. If you choose this item, it means you will select all files in this folder.



7. Click [**Select=>**], and all selected files in the left column will be duplicated to the right column. SMP will only play those files in the right column.
8. If you want to play all files in the media folder, you can simply click the [**Select all=>**] button. Then, all files in the left column will be duplicated to the right column.
9. Now, you can arrange the order of those selected files. In the right column, each file will be added a serial number. SMP will play media files in the sequence, 1, 2, 3 ... N. Please refer to the following table for more functions. You can change the sequence of the playlist by using [**Move up**] and [**Move down**], or delete items in the playlist by using [**Remove**] and [**Remove all**].

Move up	Select one item in the right column. Click [Move up], and this item will be moved forward in the playlist.
Move down	Select one item in the right column. Click [Move down], and this item will be move backward in the playlist.
Remove	If you want to remove files from the “Selected Files” in the right column, please select files and click [Remove]. Then, those files will be removed from the right column, but will not be deleted from the Media Folder.
Remove all	Click [Remove all], and all items will be removed from the right column, but all files will still be kept in the Media Folder.
Random	If you select “Random”, all files in the right column will be played randomly, without following the sequence.

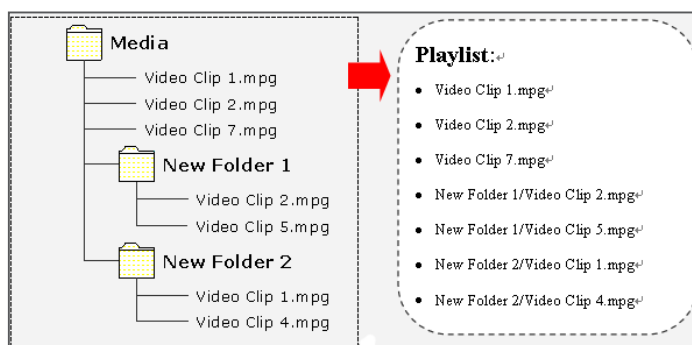
NOTE

The playlist is the order how all multimedia files in the folder “media” are played. If you do not edit your own playlist, SMP will play all files in the Media Folder in the alphabetical order.

If you create sub-folders under the folder “media”, all media files in these sub-folders will also be added together to the play list according to the following sorting rules: (the former rules have higher priority than the later ones)

1. Multimedia files in the folder “media” will be played prior to any files located in sub-folders.
2. Multimedia files in the folder “media” will be sorted and played following alphabetical order.
3. Sub-folders will be sorted by alphabetical order.
4. Multimedia files in the sub-folders will be sorted and played following alphabetical order.

For example:

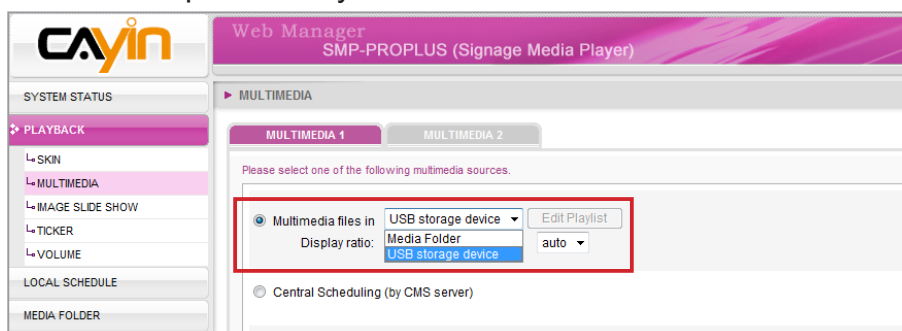


NOTE

SMP-PRO series only supports USB Storage Device with FAT32 file system type. Please do format your USB device by SMP player before using it.

3-3-2 Play Files in USB Storage Device

Click “Multimedia files in” and select “USB storage device”; then you can play files stored in a USB storage device. However, you will not be able to edit your playlist here. SMP will play all files in the device alphabetically.



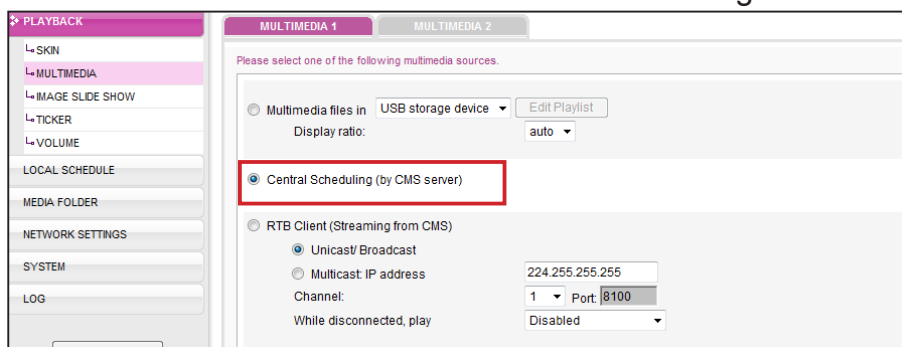
3-3-3 Central Scheduling (by CMS Server)

NOTE

Central Scheduling only works with CMS's Central Scheduling function. You can configure the scheduling function on CMS's Web Manager.

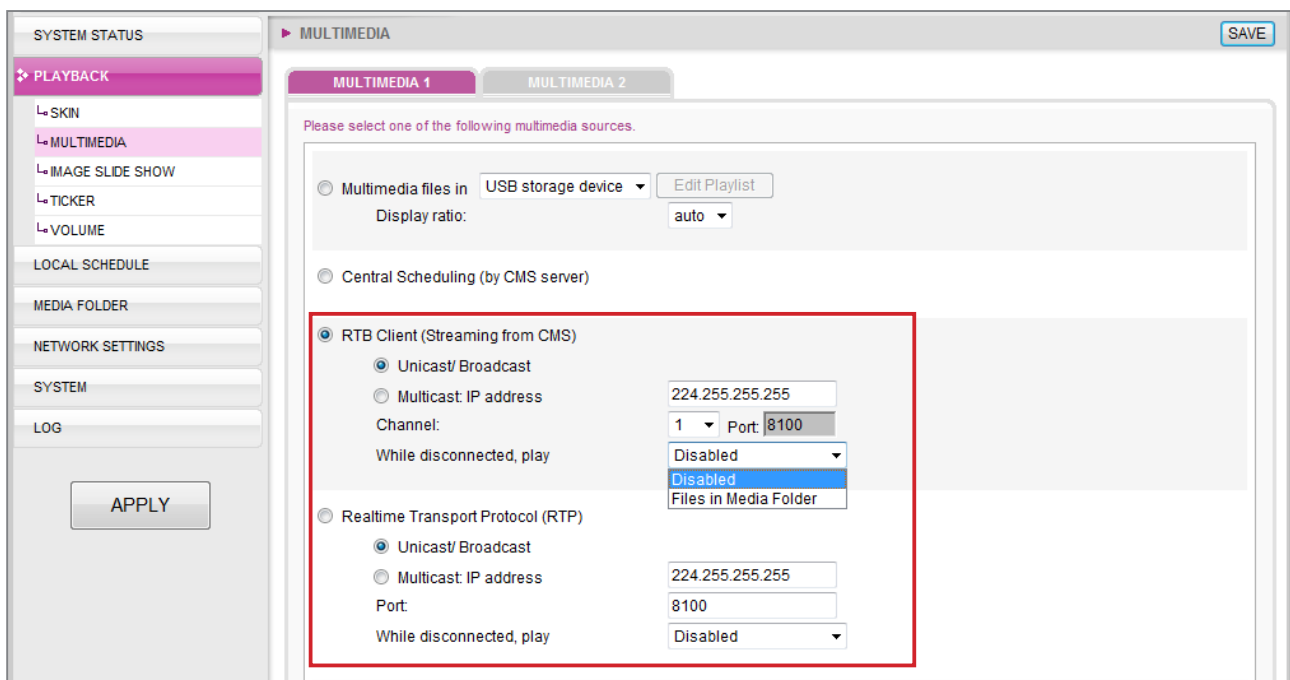
The playlist of media files can be centrally scheduled and controlled by CMS server when you purchase one. Please follow the following steps:

1. Login SMP player and enter Web Manager
2. Click [**PLAYBACK**] and select [**MULTIMEDIA**] page
3. Click “Central Scheduling (by CMS Server)”. Then, the playlist of media files will be centrally managed by CMS server. You can play selected media files once or weekly at certain time or periods. Please refer to the section “**CENTRAL SCHEDULING**” in CMS server for further settings.



3-3-4 RTB/RTP Streaming

SMP, incorporating with a CMS server, can play streaming video. To play streaming video as RTB (Real-Time Broadcast) client, select the channel corresponding to the client's server, i.e. CMS server. To play Real-time Transport Protocol (RTP) streaming, enter the port number of the relevant RTP server. Select the broadcast mode for the source. You can select to play files in Media Folder when there is no video packet delivered from the streaming.



RTB and RTP are different protocols.

1. RTB Client only works with CMS's RTB Server function.
2. You can use RTP compliant software sending RTP streaming to SMP, e.g. VideoLAN client/server (<http://www.videolan.org>).
3. While disconnected, play: To ensure non-stop video, you can configure this function. The player will switch to play files in Media Folder, when there is no valid packet received from network. After the streaming packet resumes, the player will switch back to streaming mode (RTB or RTP).

3-3-5 HTTP/MMS Streaming

To play video file via HTTP or MMS streaming, e.g. video file on a web server or MMS server, enter the URL of the file in this option.

HTTP/MMS Streaming
 Enter URL:

3-3-6 Video Input (SMP-PRO3 Only)

To play AV-IN signal on the multimedia area, please select this item, and refer to section 6.5 for detailed video input configurations.

Video Input (only applied to some models)
 Display ratio:

NOTE

We suggest the image files of slide show do not exceed 2 million pixels. You can have the best presentation when the image size is the same as the one of the display area.

NOTE

To apply the settings changed in Playback section, click **[Save]** on the bottom and click **[Apply]** on the left.

3-3-7 Image Slide Show

To play photo slide show (JPEG/GIF pictures only) from Media Folder, or USB device, please select this option. You can enter the duration in seconds for playing each picture. You can select to play files in forward or reverse order, or randomly. When there are sub-folders in Media Folder, you can select to play those files in sub-folders by enabling the option “Play image files in subfolder”. To play pictures in screen size, check the box “Scale to Screen Size”.

Image Slide Show
 Play from:
 Duration: seconds
 Sequence:
 Play image files in subfolder
 Scale to fit area

NOTE

Only SMP-PROPLUS players support mute function.

3-3-8 Mute Function

If you do not want to play the audio of the multimedia source, please tick [**Mute**] option to stop the audio playback.

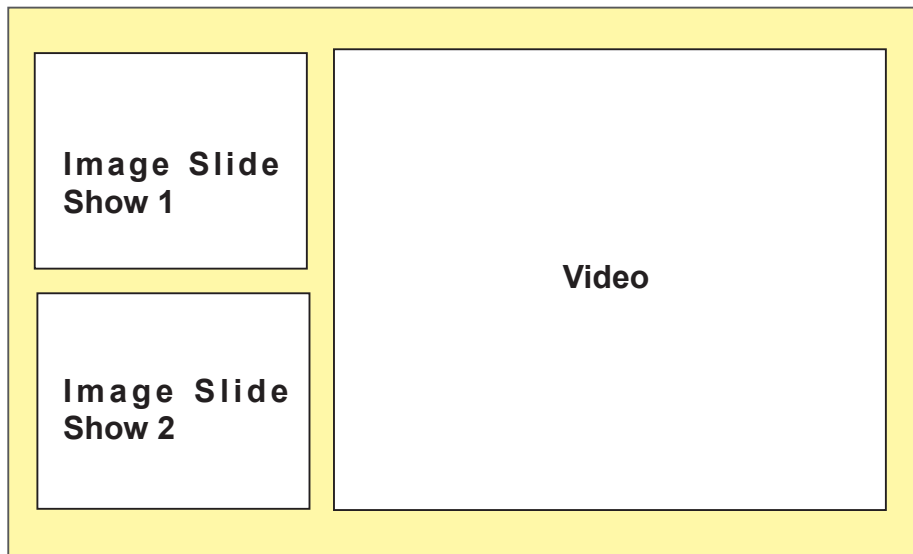


NOTE

Please remember to go to the "SKIN MANAGER" page and select a skin with at least one pre-edited image slide show area.

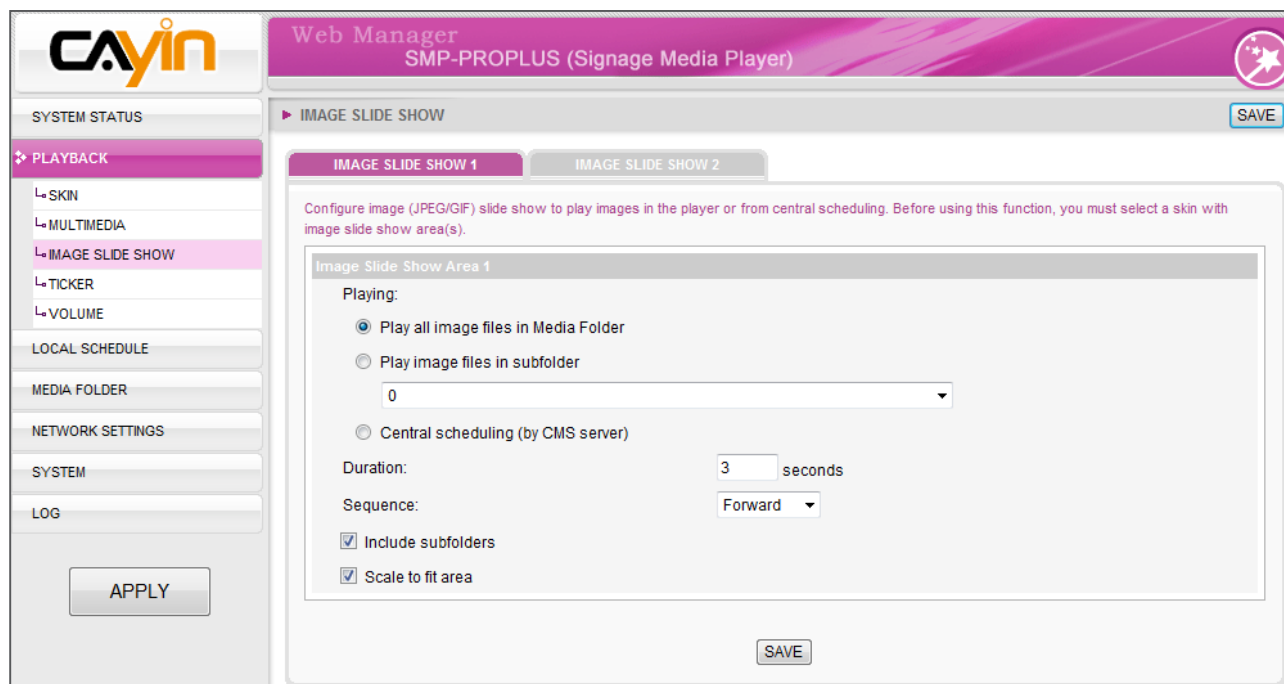
3-4 Image Slide Show Settings

SMP-PRO Series supports two image slide show areas. You can configure it separately to display different image files on the screen.



Please remember to create subfolders for your image files and also upload files into responsive subfolders before use this function. After that, you can assign a created subfolder for one area via Web Manager and play all image files in that selected subfolder.

1. Login SMP and enter Web Manager.
2. Click [**PLAYBACK**] and select [**IMAGE SLIDE SHOW**] page.
3. Start with “**IMAGE SLIDE SHOW 1**” to assign the content source and configure related settings.



Please refer the following table for detail descriptions:

Play all image files in Media Folder	Play all files in the media folder, including the top-level directory and subfolders (depend on your configuration.)
Play image files in subfolder	Create a subfolder in Media Folder first; then put image files in the subfolder. You can choose one of the subfolders here.
Central Scheduling (by CMS Server)	Select this option let you control the slideshow playlist from CMS server. See CMS manual for detail configurations.

4. Set the “Duration” in seconds for playing each picture.
5. Set the “Sequence”. You can select to play files in forward or reverse order, or randomly.
6. When you create more sub-folders under the selected sub-folder which you assign as the image source, you can enable “Include subfolders” to play all files in all sub-folders under the main folder.
7. If you enable the function, “Scale to fit area”, the system will automatically adjust the size of each image to fit the display area of image slide show which you define in the skin.
8. Please complete the second image slide show area settings according to the previous steps.

3-5 Ticker

NOTE

Please remember to go to the “SKIN MANAGER” page and select a skin with a pre-edited ticker area.

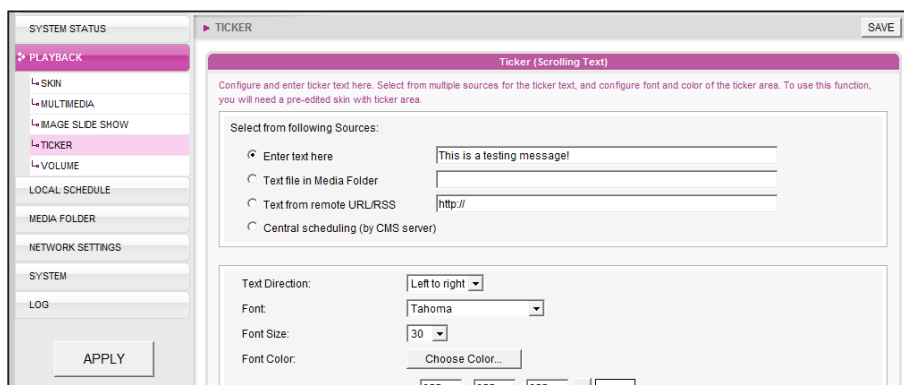
Configure ticker text and option here. Select from multiple sources for the ticker text, and set up the font and the color of the ticker area. Please follow the following steps:

1. Login SMP player and enter Web Manager
2. Click [**PLAYBACK**] and select [**TICKER**] page
3. You can refer the following table to configure the source and content of the ticker.

NOTE

The format of non-English RSS link should be in the UTF-8 character encoding.

Enter Text here	You can enter a text message, such as “This is a testing message!”. Save the settings and the text will be displayed on the screen.
Text file in Media Folder	You can type your message in a text file and save the file in Media Folder. When you enable this option, enter the filename, e.g. scroller.txt, and save the settings. The message in the text file will be displayed. SMP-PRO series now supports UTF-8 character encoding. If the content is not written in English, please choose encoding type “UTF-8” when you save the text file.
Text from remote URL/RSS	To show a text message available on a URL, enter the URL address in the option, e.g. http://your_server/message.txt. If you use the server side script to generate the dynamic text, we suggest you only send the text result (mime type txt/plain) back to the SMP player. You can also retrieve live RSS messages. Enter the URL address in the option, e.g. http://rss.cnn.com/rss/cnn_us.rss. The format of non-English RSS link should be in the UTF-8 character encoding.
Central Scheduling (by CMS Server)	Control ticker text from CMS server. For detail configuration, please see the user’s manual of CMS server.



3-5-1 Define Font Format

In this section, you can change the font type, size, and color of the ticker. You can also change the direction of the text from “left to right” or “right to left” to suit your own language. We provide two methods for you to change the font color. You can enter the number of R, G, B.

1. Enter Web Manager. Click [**PLAYBACK**] and select [**TICKER**] page
2. Enter the R, G, B code directly, and click [**>>**] to see the accurate color.
3. Click [**SAVE**] and [**APPLY**].

Web Manager
SMP-PROPLUS (Signage Media Player)

TICKER SAVE

Ticker (Scrolling Text)

Configure and enter ticker text here. Select from multiple sources for the ticker text, and configure font and color of the ticker area. To use this function, you will need a pre-edited skin with ticker area.

Select from following Sources:

- Enter text here
- Text file in Media Folder
- Text from remote URL/RSS
- Central scheduling (by CMS server)

Text Direction:

Font:

Font Size:

Font Color:

R G B >>

Set background color

R G B >>

Text scrolling effect:

Speed:

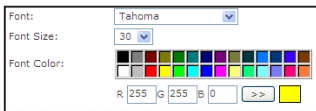
Pause (second):

Line spacing:

Copyright © Cayin Technology Co., Ltd. All rights reserved. U.S. TW Patent Pending

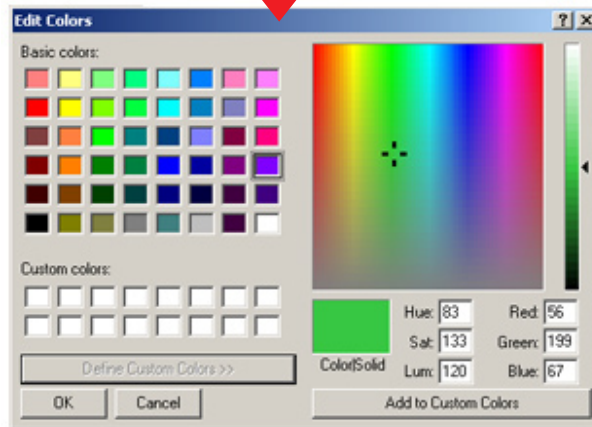
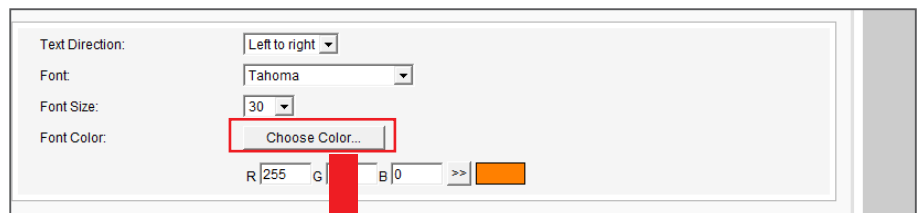
NOTE

Only when you use Internet Explore 5.5 or above can you see the function, Choose Color. If you use other browser, you can choose color in the following way.



You can also choose a color by color picker.

1. Enter Web Manager. Click [**PLAYBACK**] and select [**TICKER**] page
2. Click [**Choose Color**] and the “Edit Colors dialog-box” will pop up. Pick a color and click [**OK**].
3. Click [**SAVE**] and [**APPLY**] to apply the ticker color.



NOTE

If you choose “Simple bottom-up” in option “Text scrolling effect”, you should enable single background to avoid insufficient performance issue.

3-5-2 Set Background Color

You can enable single color background and choose a suitable color for the background of your ticker. Otherwise, the background of ticker area will be transparent to Skin background. We provide two methods for you to change the background color. You can enter the number of R, G, B.

1. Enter Web Manager. Click [**PLAYBACK**] and select [**TICKER**] page
2. Click “Set background color” and enter the R, G, B code directly. Then, click [**>>**] to see the accurate color.
3. Click [**SAVE**] and [**APPLY**].

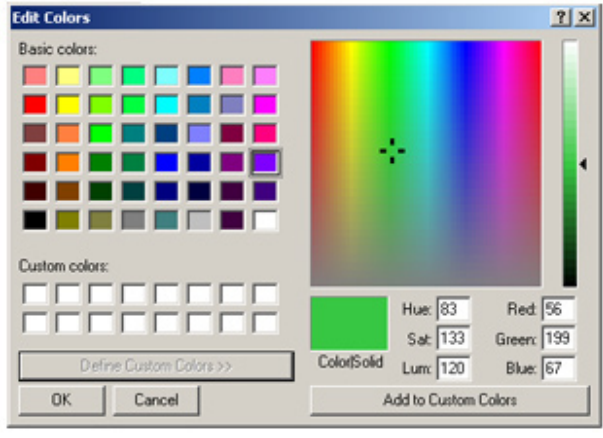
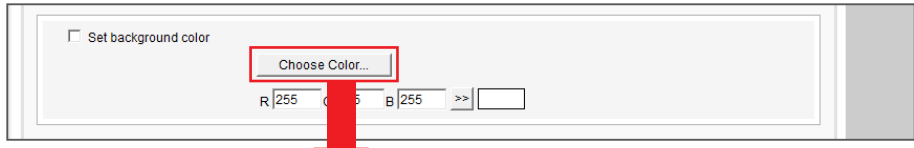
NOTE

Only when you use Internet Explore 5.5 or above can you see the function, Choose Color. If you use other browser, you can choose color in the following way.



Or, you can also choose a color by color picker.

1. Enter Web Manager. Click [**PLAYBACK**] and select [**TICKER**] page.
2. Select “Set background color”, click [**Choose Color**], and the “Edit Colors dialog-box” will pop up. Pick a color and click [**OK**].
3. Click [**SAVE**] and [**APPLY**] to apply the background color of the ticker.



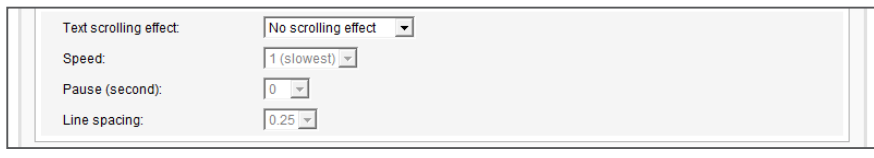
3-5-3 Scrolling Effect

You can change the speed of the scrolling text here. Please follow the following steps:

1. Enter Web Manager. Click [**PLAYBACK**] and select [**TICKER**] page.
2. Choose one of options from “No scrolling effect”, “Simple crawl”, “Simple bottom-up”, and “Bottom-up and crawl”. Set a suitable speed. “1” represents the slowest speed, and “6” represents the fastest one.

NOTE

The moving speed of the ticker will be different based on different screen resolutions. Please pick a suitable one according to your own facility.

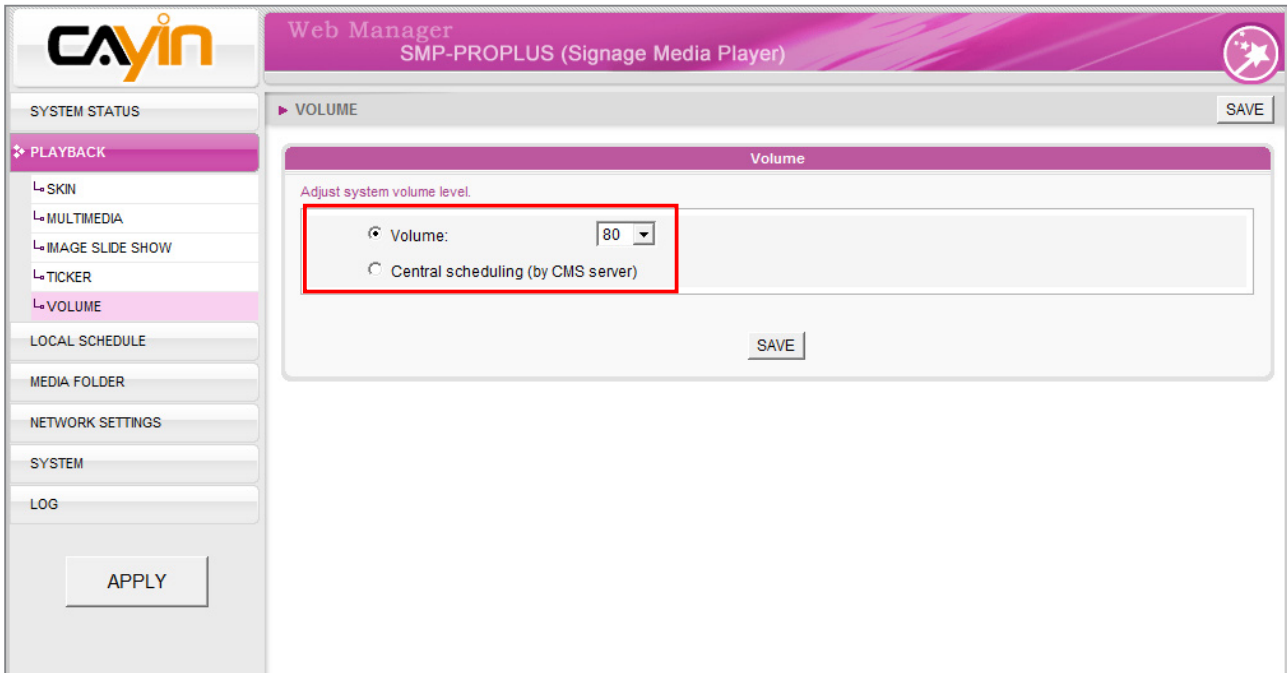


No scrolling effect	The text is static without moving
Simple crawl	Text moving either from left to right or right to left. The next line will follow the previous line.
Simple bottom-up	Text moving from bottom to top. If your sentences are too long, the system will break them automatically into the next lines.
Bottom-up and crawl	First, the text is moving from bottom to top and pause; then it is moving from left to right to finish a line.

3. Set duration of "Pause" when you choose "Simple bottom-up" or "Bottom-up and crawl". This option will let text pause specific seconds when finish a line.
4. Click **[SAVE]** and **[APPLY]** to complete the configuration.

3-6 Volume

You can adjust the system volume of SMP player here. If you would like to control the volume of all players by CMS server, please choose "Central Scheduling (by CMS server)".



4

Edit Schedule on SMP Player (Local Schedule)

4-1 Skin	46
4-2 Multimedia Zone	48
4-3 Image Slide Show Zone	50
4-4 Ticker Zone	52
4-5 Volume	54

In this section, you can schedule playlists for skin, multimedia zone, image slide show zone, ticker zone and volume. You can also change to play different media sources at specified time.

For the time without any other scheduling task, SMP will play the default schedule. This default schedule is the same as the one you set in Chapter 3.

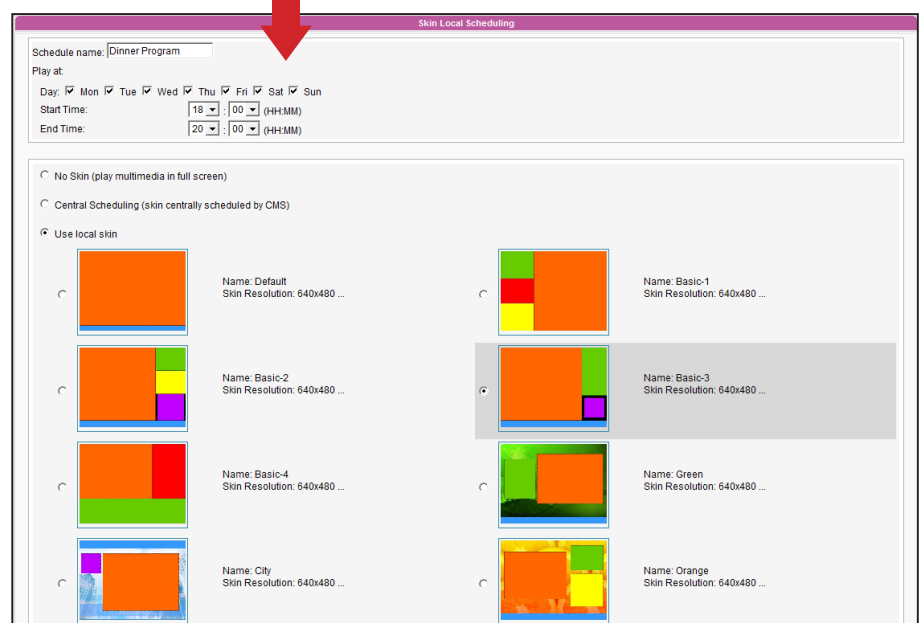
4-1 Skin

NOTE

You can add up to 99 scheduling tasks.

When you add a schedule for skin, the selected skin will be applied only to the specified period of time (e.g. 6 am to 10 am). SMP will use the default skins according to the settings in the “default schedule” during the rest of the time.

1. Enter Web Manager. Click [**LOCAL SCHEDULE**] and select [**SKIN**] page.
2. Click [**Add Schedule**] and you can start to add a new schedule.



3. Enter the “Name” of the schedule, e.g. “Dinner Program”. Then, set the “Begin Time” and the “End Time”.
4. Please select a skin.
5. After completing configuration, click [**SAVE**].
6. You can see a new schedule on the list now. You can click this item and press [**SAVE**] and [**APPLY**]. Only the enabled (checked) item will be displayed.

The screenshot shows the Cayin Web Manager interface for configuring skins. The sidebar on the left contains navigation options: SYSTEM STATUS, PLAYBACK, LOCAL SCHEDULE (selected), SKIN, MULTIMEDIA, IMAGE SLIDE SHOW, TICKER, VOLUME, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM, and LOG. The main content area is titled 'Web Manager SMP-PROPLUS (Signage Media Player)' and shows the 'SKIN' configuration page. A sub-section titled 'Skin Local Scheduling' contains the instruction: 'You can add and schedule skin template here. The added items will be presented to the player only at specific day and time (e.g. 6 am to 10 am).' Below this is a table with the following data:

Enable	Name	Information	Command
<input checked="" type="checkbox"/>	Dinner Program	Mon Tue Wed Thu Fri Sat Sun 18:00-20:00 Name:Basic-3	Edit Delete
<input checked="" type="checkbox"/>	default		Edit

Buttons for 'Add Schedule' and 'SAVE' are visible at the bottom of the configuration area.

4-2 Multimedia Zone

When you add a schedule for the multimedia zone, the schedule will be applied only to the specified period of time (e.g. 6 am to 10 am). SMP will playback based on the settings in the default schedule during the rest of the time.

NOTE

You can add up to 99 scheduling tasks.

NOTE

Only SMP-PROPLUS supports two multimedia zones.

For example, you can follow the following steps to add a new schedule: play selected files in Media Folder from 9:00 to 9:30.

1. Enter Web Manager. Click [**LOCAL SCHEDULE**] and select [**MULTIMEDIA**] page.
2. If you purchase SMP-PROPLUS player, you can select a multimedia zone: "MULTIMEDIA 1" or "MULTIMEDIA 2". If there are two multimedia zones in the skin, you have to configure these two zones separately.
3. Click [**Add Schedule**] and you can start to add a new schedule.

4. Enter the “Name” of the schedule, e.g. “Training Course”. Then, set the “Begin Time” and the “End Time”.
5. Please select a multimedia source and follow the configuration options in this page to finish the Multimedia local scheduling. Please refer to section 3-2 for detailed descriptions of each option.
6. After completing configuration, click [**SAVE**].
7. You can see a new schedule on the list now. You can click this item and press [**SAVE**] and [**APPLY**].

The screenshot displays the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The left sidebar contains a navigation menu with 'LOCAL SCHEDULE' selected. The main area shows the 'MULTIMEDIA' configuration page. It features a table with the following data:

Enable	Name	Information	Command
<input checked="" type="checkbox"/>	Training Course	Mon Tue Wed Thu Fri 09:00-09:30 Multimedia files in Media Folder	Edit Delete
<input checked="" type="checkbox"/>	default		Edit

Buttons for 'Add Schedule' and 'SAVE' are visible at the bottom of the configuration area.

NOTE

You can add up to 99 scheduling tasks.

4-3 Image Slide Show Zone

When you add a schedule for the image slide show zone, the schedule will be applied only to the specified period of time (e.g. 6 am to 10 am). SMP will playback based on the settings in the default schedule during the rest of the time.

1. Enter Web Manager. Click [**LOCAL SCHEDULE**] and select [**IMAGE SLIDE SHOW**] page.
2. Select a zone: "IMAGE SLIDE SHOW 1" or "IMAGE SLIDE SHOW 2". If there are two image slide show zones in the skin, you have to configure these two zones separately.
3. Click [**Add Schedule**] and you can start to add a new schedule.

4. Enter the "Name" of the schedule, e.g. "AD-1". Then, set the "Begin Time" and the "End Time".
5. Select a content source. You can play all image files in Media Folder, or in any sub-folder. You can also play contents from CMS server.
6. Set the duration of each image and the playback sequence.
7. After completing configuration, click [**SAVE**].

8. You can see a new schedule on the list now. You can click this item and press [**SAVE**] and [**APPLY**].

The screenshot shows the Cayin Web Manager interface for the SMP-PROPLUS (Signage Media Player). The left sidebar contains navigation options: SYSTEM STATUS, PLAYBACK, LOCAL SCHEDULE (selected), SKIN, MULTIMEDIA, IMAGE SLIDE SHOW, TICKER, VOLUME, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM, and LOG. The main content area is titled 'Web Manager SMP-PROPLUS (Signage Media Player)' and shows the 'IMAGE SLIDESHOW' configuration page. The page has a 'SAVE' button in the top right corner. Below the title, there are two tabs: 'IMAGE SLIDESHOW 1' (selected) and 'IMAGE SLIDESHOW 2'. A message states: 'You can add and image sources here. The added items will be presented to the player only at specific day and time (e.g. 6 am to 10 am)'. Below this, there is a table for 'Image Slideshow 1' with an 'Add Schedule' button in the top right corner. The table has four columns: 'Enable', 'Name', 'Information', and 'Command'. It contains two rows of data. The first row has 'AD-1' as the name, 'Sat Sun 14:00-19:00' as information, and 'Play image files in subfolder : 1/' as the command. The second row has 'default' as the name and 'Play image files in subfolder : 1/' as the command. Each row has an 'Edit' button and a 'Delete' button. At the bottom of the table, there is an 'Add Schedule' button. A 'SAVE' button is located at the bottom center of the page.

Enable	Name	Information	Command
<input checked="" type="checkbox"/>	AD-1	Sat Sun 14:00-19:00	Play image files in subfolder : 1/
<input checked="" type="checkbox"/>	default		Play image files in subfolder : 1/

NOTE

You can add up to 99 scheduling tasks.

4-4 Ticker Zone

When you add a schedule for the ticker zone, the schedule will be applied only to the specified period of time (e.g. 6 am to 10 am). SMP will playback based on the settings in the default schedule during the rest of the time.

1. Enter Web Manager. Click [**LOCAL SCHEDULE**] and select [**TICKER**] page.
2. Click [**Add Schedule**] and you can start to add a new schedule.

3. Enter the “Name” of the schedule, e.g. “Lunch-AD”. Then, set the “Begin Time” and the “End Time”.
4. Select a content source. You can enter the text here or ask SMP to retrieve data from a file in Media Folder or from remote URL/RSS. You can also play contents from CMS server.
5. Set the font type, size, and color.
6. If you want to use a single color on the background of the ticker zone, you can set background color here.
7. Set a text scrolling effect. You can choose one of options from “No scrolling effect”, “Simple crawl”, “Simple bottom-up”, and “Bottom-up and crawl”.

8. Set a suitable speed. “1” represents the slowest speed, and “6” represents the fastest one.
9. Set duration of “Pause” when you choose “Simple bottom-up” or “Bottom-up and crawl”. This option will let text pause specific seconds when finish a line.
10. After completing configuration, click [**SAVE**].
11. You can see a new schedule on the list now. You can click this item and press [**SAVE**] and [**APPLY**].

The screenshot shows the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The left sidebar contains a navigation menu with 'LOCAL SCHEDULE' selected. The main content area is titled 'TICKER' and 'Ticker Local Scheduling'. It includes a 'SAVE' button in the top right corner. Below the title, there is a text instruction: 'You can add and schedule ticker here. The added items will be presented to the player only at specific day and time (e.g. 6 am to 10 am)'. A table lists the current ticker schedules:

Enable	Name	Information	Command
<input checked="" type="checkbox"/>	Lunch-AD	Mon Tue Wed Thu Fri 11:00-13:00 Enter Text	Edit Delete
<input checked="" type="checkbox"/>	default		Edit

Below the table, there is an 'Add Schedule' button and a 'SAVE' button at the bottom right of the configuration area.

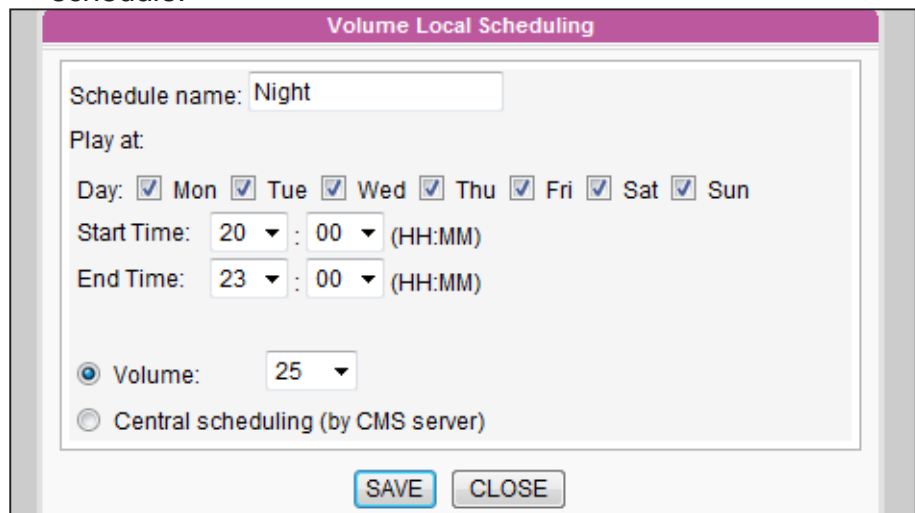
NOTE

You can add up to 99 scheduling tasks.

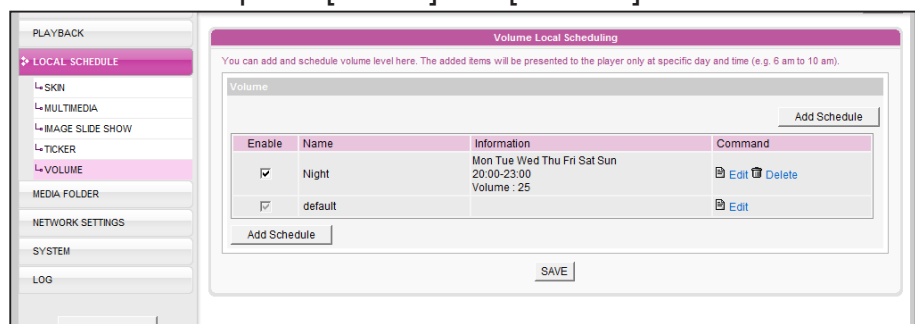
4-5 Volume

When you add a schedule for the system volume, the schedule will be applied only to the specified period of time (e.g. 6 am to 10 am). SMP will playback based on the settings in the default schedule during the rest of the time.

1. Enter Web Manager. Click [**LOCAL SCHEDULE**] and select [**VOLUME**] page.
2. Click [**Add Schedule**] and you can start to add a new schedule.



3. Enter the "Name" of the schedule, e.g. "Night". Then, set the "Begin Time" and the "End Time".
4. Select dates and a period of time.
5. Set the volume. Larger numbers represent louder volume. You can also select to control the volume of SMP players from CMS server during this period.
6. After completing configuration, click [**SAVE**].
7. You can see a new schedule on the list now. You can click this item and press [**SAVE**] and [**APPLY**].



5. Skin Management

5-1 Create Your Own Skin	56
5-1-1 Install Skin Editor	56
5-1-2 Create a new skin file (.csk)	57
5-1-3 Re-adjust a skin file (.csk)	63
5-1-4 Upload Clock (.clk)	64
5-2 Upload the CAYIN Skin File into SMP	65
5-3 Apply Skin	66

NOTE

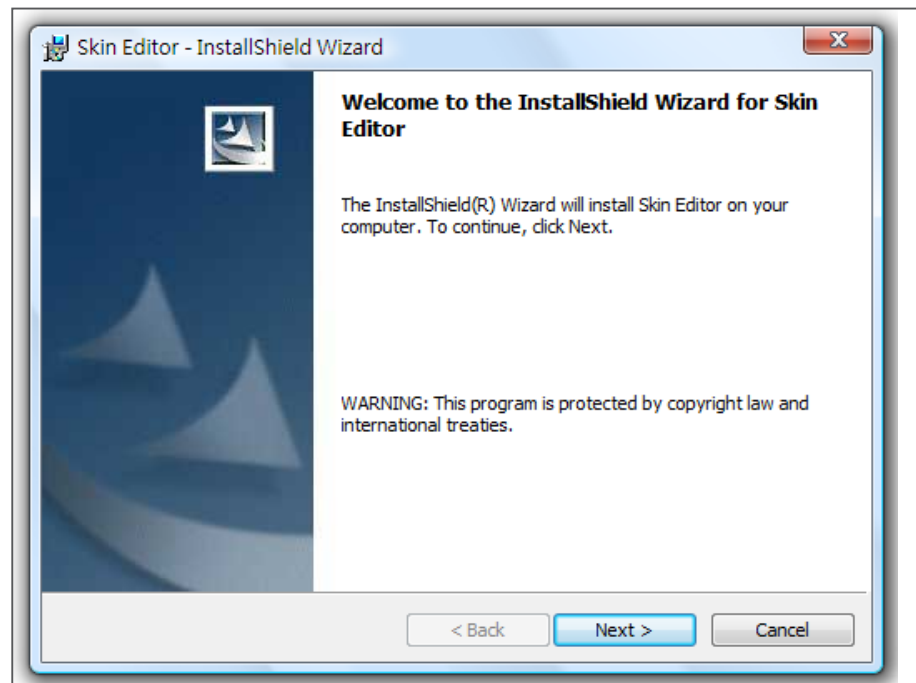
Only SMP-PROPLUS supports Portrait skin.

In this section, you can manage your own skin displayed as a background, on which video, image, and ticker are playing.

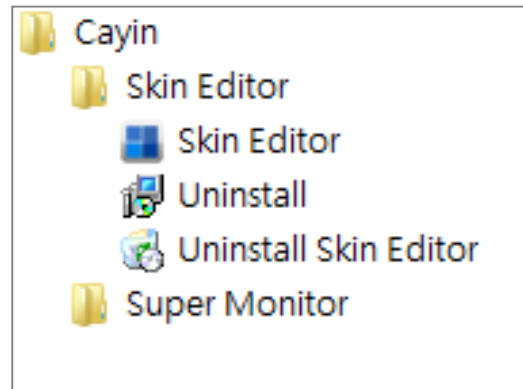
5-1 Create Your Own Skin

5-1-1 Install Skin Editor

You can find the editing tool, CAYIN Skin Editor, in the product CD (in folder \Tool\Skin Editor). Click setup.exe to start the installation. Please follow the instructions prompted on the screen to finish the installation.



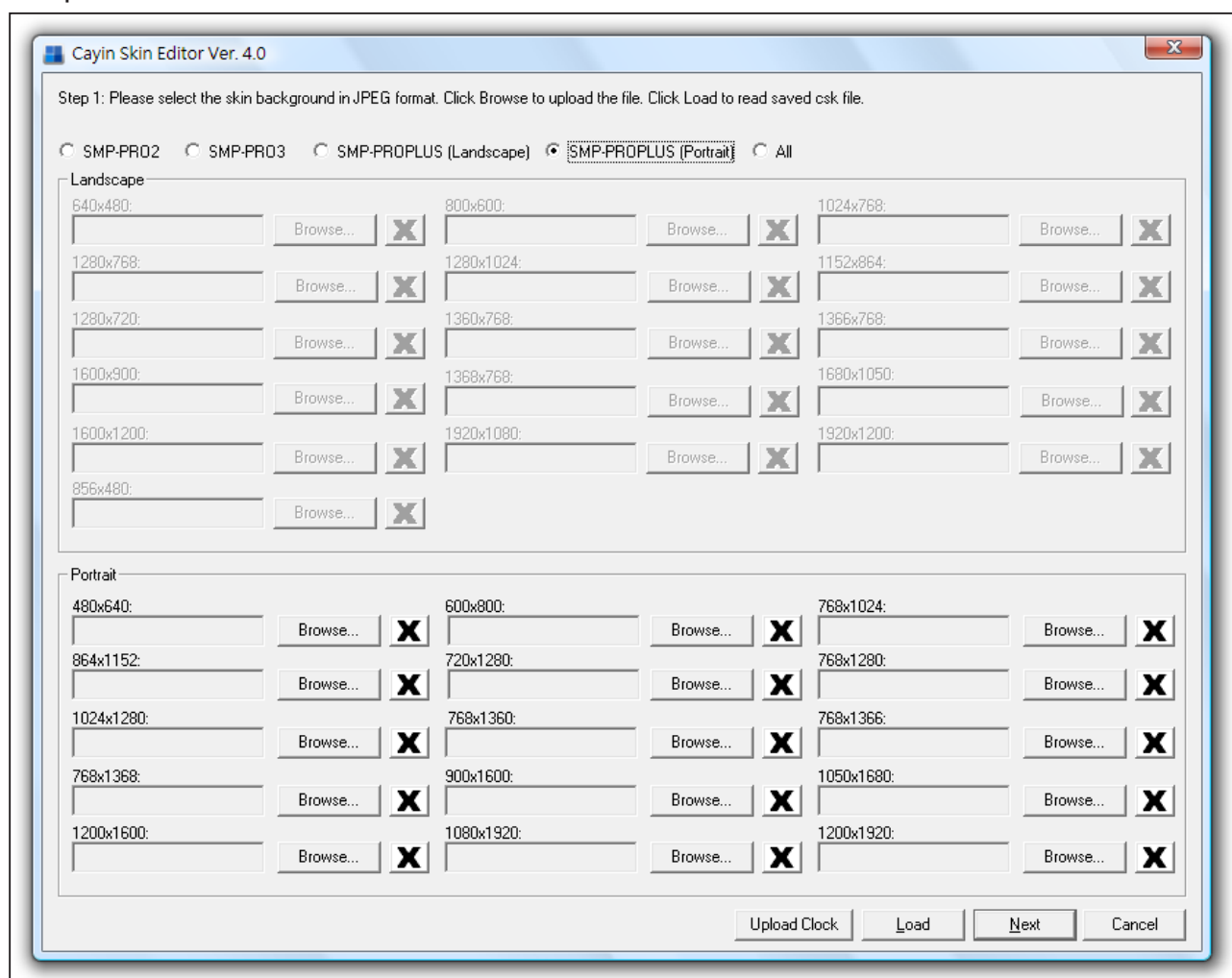
After installing the Skin Editor, you can find the “cyskin.exe” program shortcut on Desktop or Program menu.



5-1-2 Create a new skin file (.csk)

By using the CAYIN Skin Editor program (cyskin.exe), you can make your own skin for SMP-PRO series. Please follow the steps below, and build your own skin.

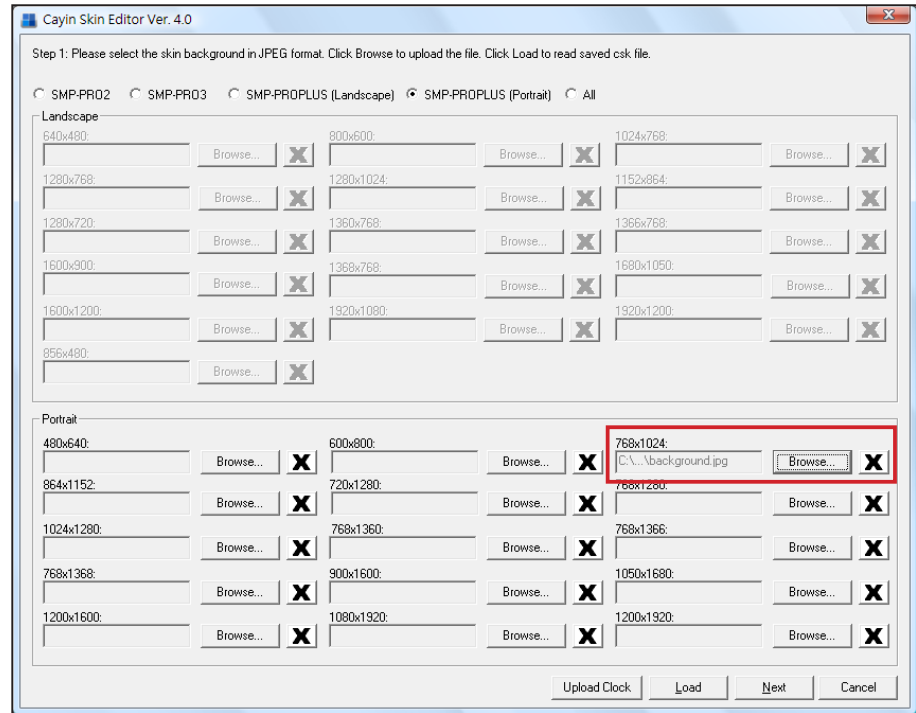
1. Execute the program cyskin.exe in Start menu or on your desktop.
2. Please prepare at least one JPEG image file.
3. Please choose a product model. If you click on **[ALL]**, you can create a skin file for all resolutions supported on SMP-PRO series. If you click on **[PRO2]** or **[PRO3]** respectively, you can create skins for those resolutions which are only supported by the specific model.



NOTE

The skin only applies to those resolutions which you pre-edit by CAYIN Skin Editor. So, we suggest you upload all possible resolutions, in case you need to use the skin in different situations.

- After selecting the product model, you can start to choose a background image for each resolution. For example, when you click [**Browse...**] for resolution 768x1024, choose background.jpg, and click [**Open**]. Then, you will see the path of this image file on the text box for resolution 768x1024.



- You can choose to follow the same steps to add images for other resolutions, or only add one image. At least one resolution should be completed. After selecting all your image files, click [**Next**], and move on to the next step.
- Please enter the skin name and the description of the skin and choose a suitable combination of multimedia contents for this skin design. For SMP-PROPLUS, you can define six areas at maximum: two “Multimedia”, two “Image Slide Show”, one “Ticker”, and one “Clock”. For SMP-PRO3/PRO3N, you can only define one “Multimedia” area, while the numbers of other areas are the same as SMP-PROPLUS.

NOTE

You can only add one multimedia zone on SMP-PRO3/PRO3N.

Cayin Skin Editor

Step 2: Enter Skin name, description, and number of areas first. Click "Setup" for each resolution to configure the position of areas on skin background. After the configuration, click "Publish" to generate csk file.

Skin name :

Description:

Multimedia: Note: Only Multimedia 1 is supported by portrait skin.

Ticker:

Slideshow:

Clock area:

Landscape

640x480: <input type="button" value="Setup..."/>	800x600: <input type="button" value="Setup..."/>	1024x768: <input type="button" value="Setup..."/>	1280x768: <input type="button" value="Setup..."/>	1280x1024: <input type="button" value="Setup..."/>
1152x864: <input type="button" value="Setup..."/>	1280x720: <input type="button" value="Setup..."/>	1360x768: <input type="button" value="Setup..."/>	1366x768: <input type="button" value="Setup..."/>	1600x900: <input type="button" value="Setup..."/>
1368x768: <input type="button" value="Setup..."/>	1680x1050: <input type="button" value="Setup..."/>	1600x1200: <input type="button" value="Setup..."/>	1920x1080: <input type="button" value="Setup..."/>	1920x1200: <input type="button" value="Setup..."/>
856x480: <input type="button" value="Setup..."/>				

Portrait

480x640: <input type="button" value="Setup..."/>	600x800: <input type="button" value="Setup..."/>	768x1024: <input type="button" value="Setup..."/>	864x1152: <input type="button" value="Setup..."/>	720x1280: <input type="button" value="Setup..."/>
768x1280: <input type="button" value="Setup..."/>	1024x1280: <input type="button" value="Setup..."/>	768x1360: <input type="button" value="Setup..."/>	768x1366: <input type="button" value="Setup..."/>	768x1368: <input type="button" value="Setup..."/>
900x1600: <input type="button" value="Setup..."/>	1050x1680: <input type="button" value="Setup..."/>	1200x1600: <input type="button" value="Setup..."/>	1080x1920: <input type="button" value="Setup..."/>	1200x1920: <input type="button" value="Setup..."/>

NOTE

You can only set up those resolutions for which you upload skin background images in Step 4. For example, if you only upload the image for resolution 768x1024 in Step 4, you can only click the **[Setup]** button of the corresponding resolution.

For example, if you only need to display video and ticker, you can select "1" in both multimedia and ticker areas. If you select "0" in all areas, the system will display only the skin background.

- After clicking **[Setup]**, you can enter the Setup dialog box and easily use the drag-and-drop tool to define the display size and location for each area.

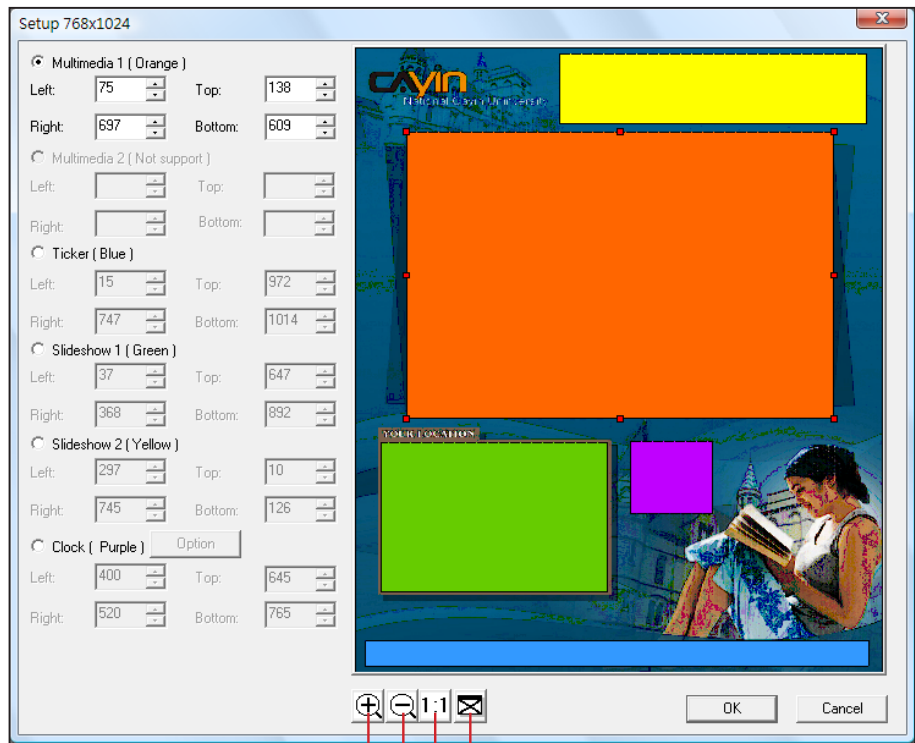
NOTE

You may discover in some zoom ratio, the quality of background image seems not good. The image preview window is for reference only. It will not affect the final quality of published skin file.

NOTE

Please note that the performance of the skin tool is not so good in computers using SIS chipset, when you drag and drop in preview windows. We suggest you avoid using this tool in computers with SIS graphic chip.

8. Click [**Multimedia (Orange)**] at the left side, and drag the area that you want to create on the skin. You can drag the handles to make minor adjustment and use Zoom button to make fine tune. You can also define or adjust each area by entering the exact coordinates of it.

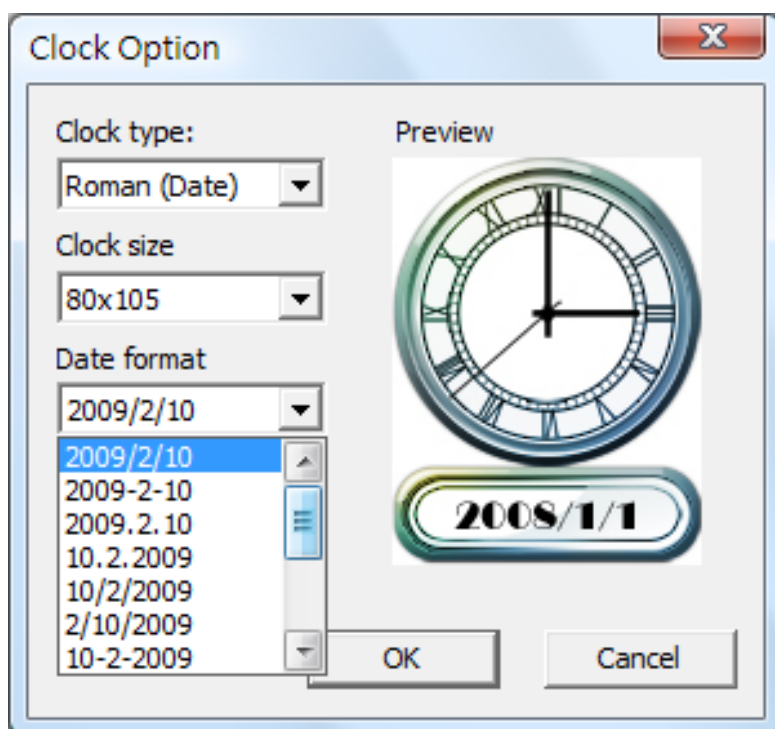


1 2 3 4

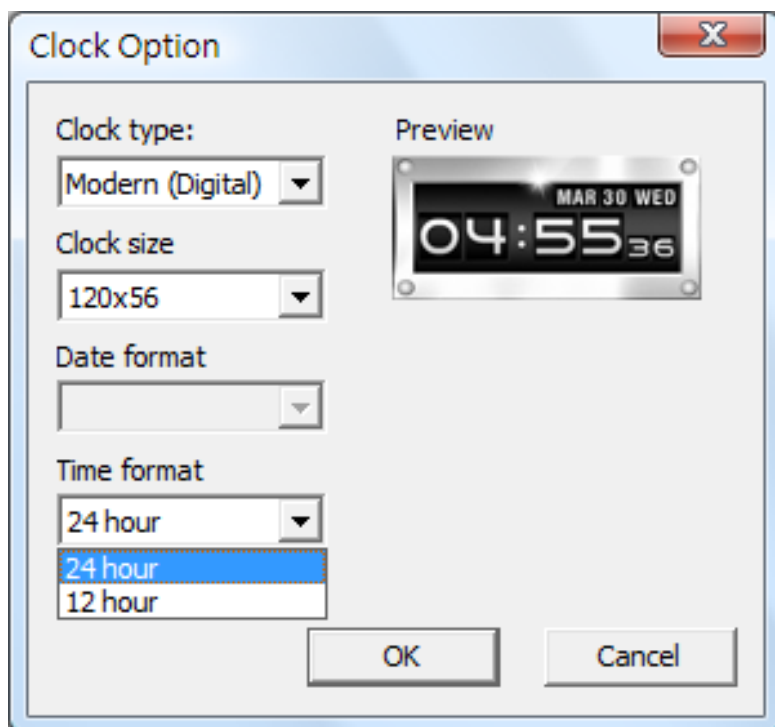
1. Zoom in **2.** Zoom out **3.** Display the exact size of the image
4. Fit to window size

9. When you configure the clock area, click [**Option**] to choose a suitable clock type and size. You can only adjust the size of the clock area by selecting a pre-defined size, and place it in any position you want. There are two types of clocks: analog and digital.

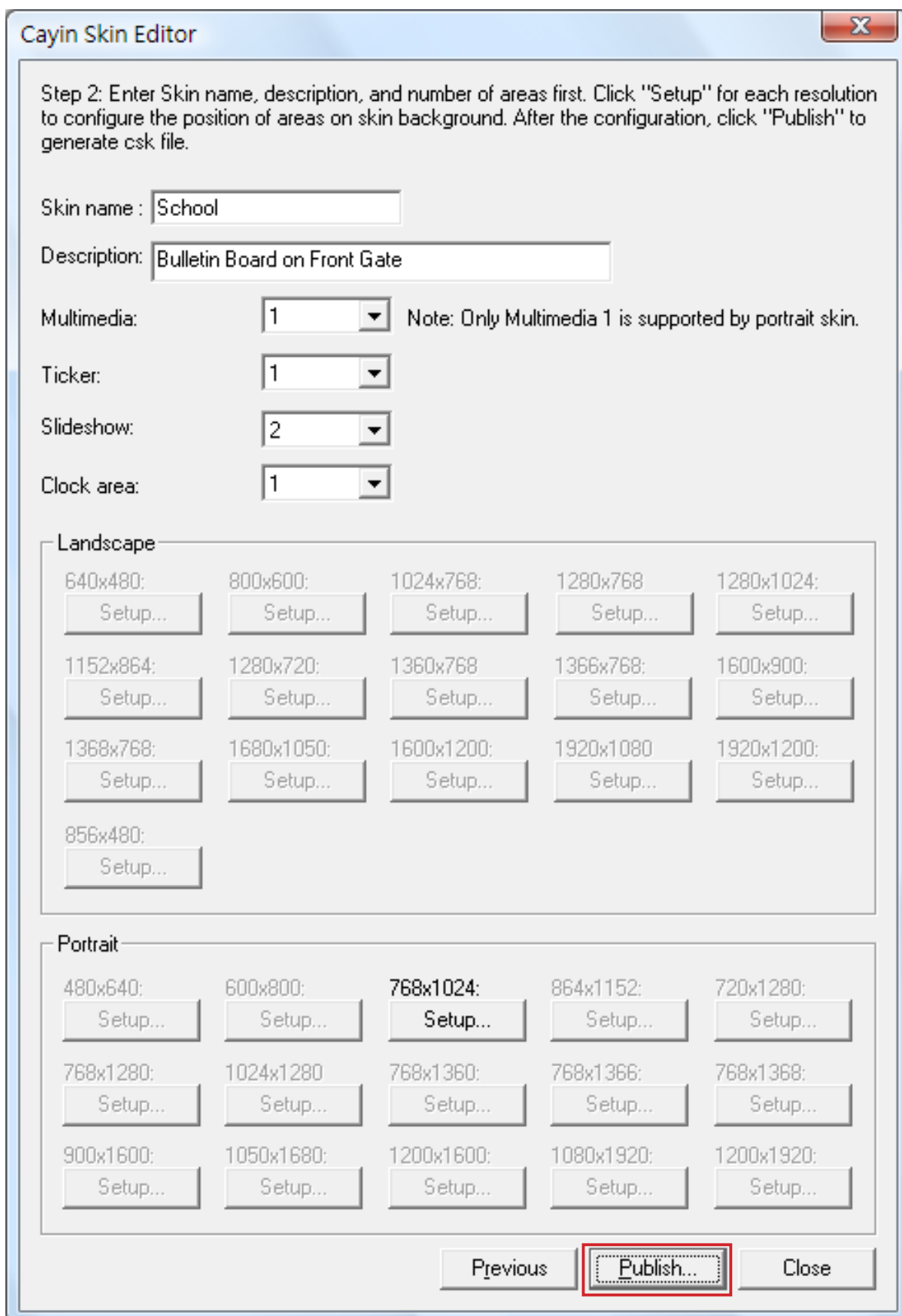
Analog Clock: You can select the type, size, and the date format.



Digital Clock: You can select the type, size, and time format (24 hour or 12 hour).



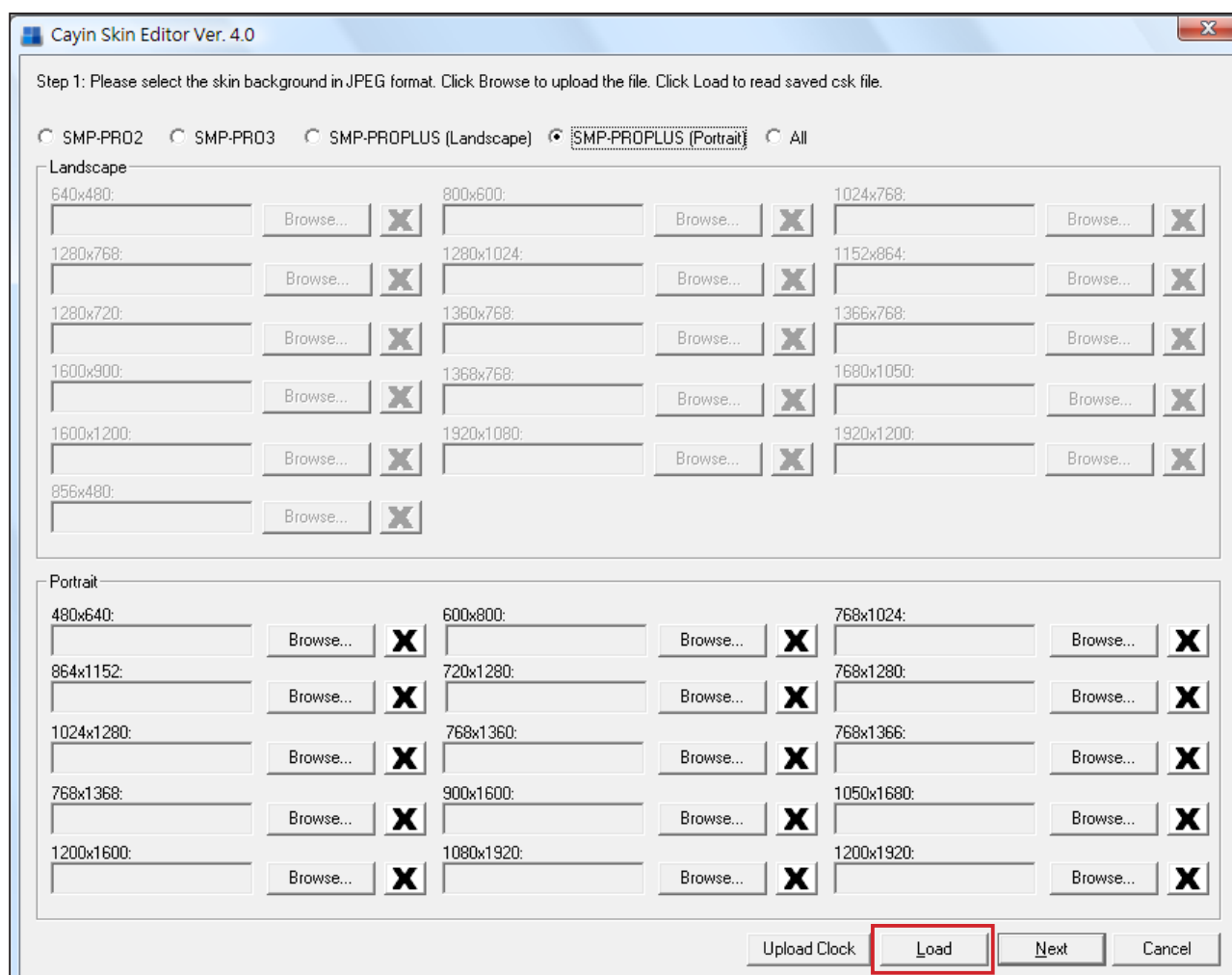
10. Define all areas one by one and click [**OK**] to leave this dialog box.
11. Finally, when you set up the layout, click [**Publish...**] to save the CAYIN Skin File (.csk).
You can upload the .csk file into SMP-PRO series players or CMS by Web Manager.



5-1-3 Re-adjust a skin file (.csk)

You can reload a skin file and retrieve all the settings of that skin and make adjustments.

1. Open the CAYIN Skin Tool
2. Click [**Load**], and open a skin file (.csk).

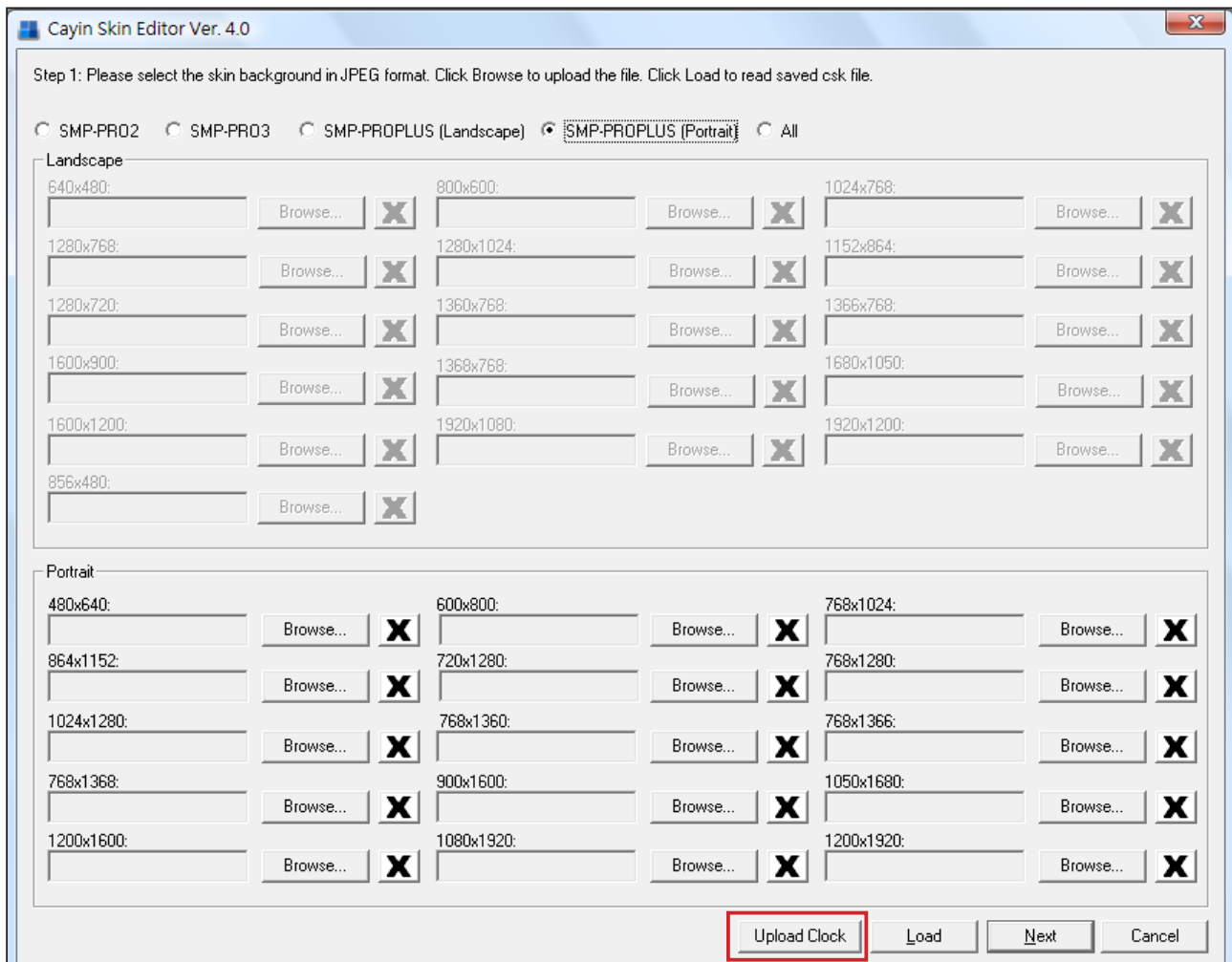


3. You can click [**Browse...**] to change image files, or click [**Next**] to change configures of the skin. Please refer to the above sections for details.

5-1-4 Upload Clock (.clk)

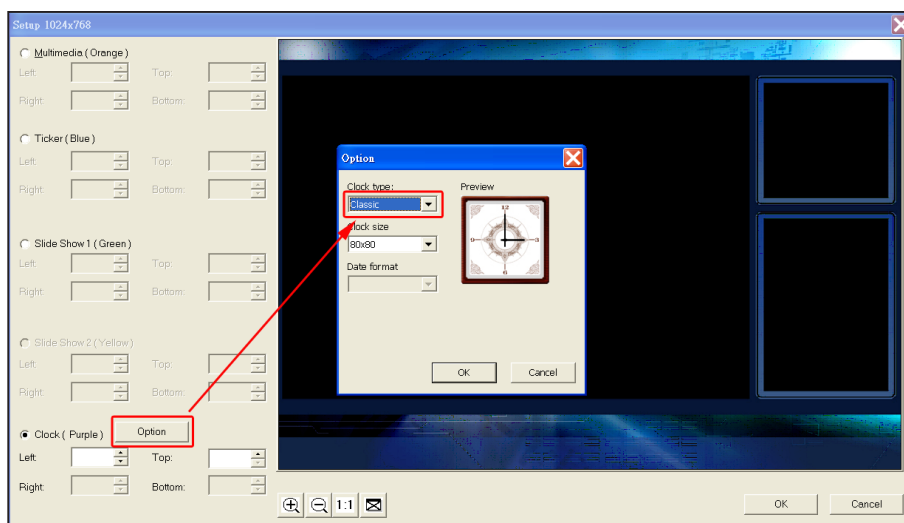
You can periodically download new Clock templates (.clk extension) from CAYIN's partner website. After downloading the .clk file, you can easily upload a new clock by clicking **[Upload Clock]**.

1. Download a ".clk" file from CAYIN's partner website to your PC.
2. Open the CAYIN Skin Tool



3. Click **[Upload Clock]**, and open a clock file (.clk).

4. After uploading a clock successfully, you can choose to use it on the clock option page.



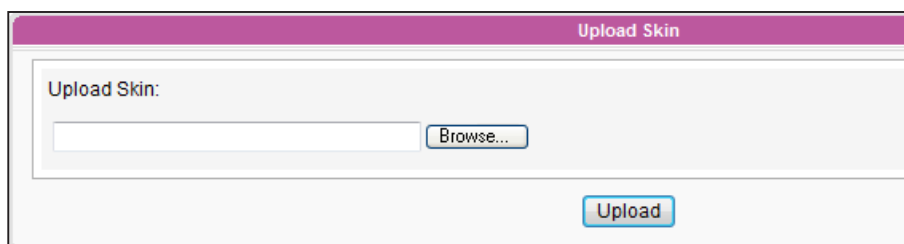
5-2 Upload the CAYIN Skin File into SMP

NOTE

You can only keep up to 30 skin files, including 15 default ones for SMP-PRO3/PRO3N or 13 default ones for SMP-PROPLUS.

After preparing a skin, you have to upload the file into SMP-PRO series player or CMS server.

1. Enter Web Manager. Click **[PLAYBACK]** and select **[SKIN]** page.
2. In the “Upload Skin” area, click **[Browse]**, find your file, and upload it.



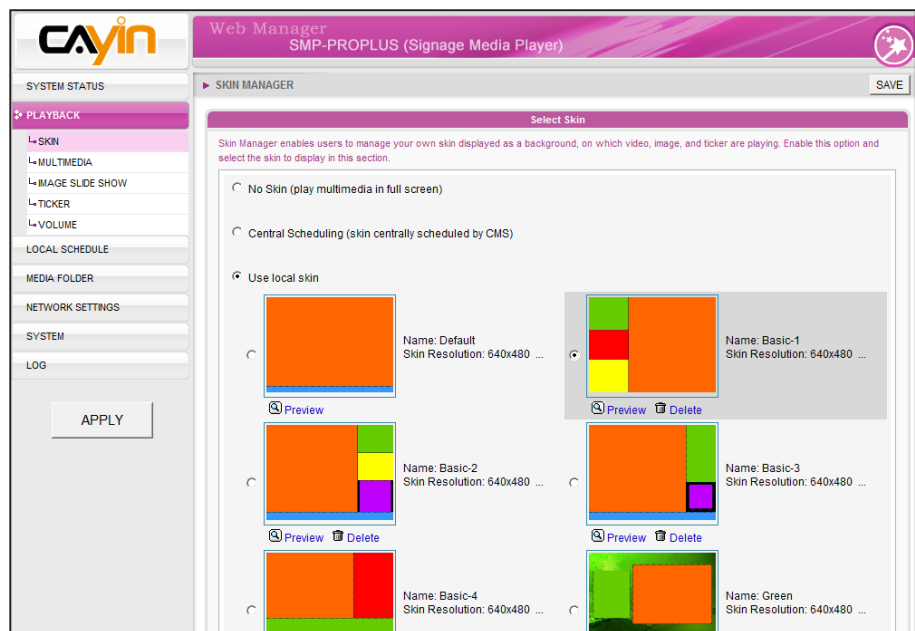
NOTE

The video file will continue playing when the skin is changed. For SMP-PROPLUS player, the multimedia 2 will replay from the beginning when the skin changes.

5-3 Apply Skin

After the skin is uploaded into system, use “select skin” to choose your favorite skin background. You can manage and apply skins in the “SKIN MANAGER”. The video file will continue playing when the skin is changed.

1. Login Web Manager.
2. Click [**PLAYBACK**] and select [**SKIN**] page. Please refer to the following table for more functions.



No Skin	Choose this option if you want to play Multimedia Content in full screen mode.
Central Scheduling (skin centrally scheduled by CMS)	Control and schedule the skin from CMS server. For detail configurations, please check the user’s manual of CMS server.
Use local skin	Use skin which stores in the system disk of this SMP player. We provide 13 skins for PROPLUS, 15 skins for PRO3/3N for your choices. Select a skin and you will see related descriptions of it. You can also click [Preview] to see the layout of the skin.

3. Click [**SAVE**] and [**APPLY**] after selecting a skin.

6 **Content Update and Media Folder Management**

6-1 Update Media Folder 68

6-2 Manage Media Folder..... 72

In this section, you can enable automatic content update function of Media Folder with CMS server. You can also configure the settings of access authorization of Media Folder.

6-1 Update Media Folder

NOTE

SMP player cannot synchronize any file bigger or equal to 2GB.

In addition to Network Neighborhood, you can update the content of Media Folder automatically with CMS server or a web server.

Please specify the duplicate frequency and source of media files by completing the following settings of CMS server or entering the URL of a web server.

1. Login Web Manager; then click [**MEDIA FOLDER**].

The screenshot displays the 'Web Manager' interface for 'SMP-PROPLUS (Signage Media Player)'. The left sidebar contains navigation options: SYSTEM STATUS, PLAYBACK, LOCAL SCHEDULE, MEDIA FOLDER (highlighted), NETWORK SETTINGS, SYSTEM, and LOG. An 'APPLY' button is located below the sidebar. The main content area is titled 'Media Folder Content Synchronization' and includes a 'SAVE' button. The interface is divided into two sections: 'Media Folder Content Synchronization' and 'Media Folder Management'.

Media Folder Content Synchronization

You can synchronize the content of Media Folder with a CMS or web server. Configure for the access to the Media Folder from a CMS server or PC.

- Enable Media Folder content synchronization:
 - Enable hidden disk buffer
- Content check
 - Check file size Check file modified time
 - Check for new content every 1 minutes
 - Check for new content daily at
 - HH:00 MM:00
 - HH:00 MM:00
 - HH:00 MM:00
- Specify exclusive time(s) for content synchronization
 - Mon Tue Wed Thu Fri Sat Sun
 - From: HH:08 MM:00
 - To: HH:11 MM:00
- Content synchronization with
 - CMS server:
 - Username: admin
 - Password: [masked]
 - Hostname or IP address: 172.16.100.250
 - Group: SMP-PROPLUS
 - Click 'Test' to check connection: Test
 - Web server: [text input]

Media Folder Management

Configure share mode for accessing Media Folder (on Network Neighborhood).

Choose one of the following shared folder modes:

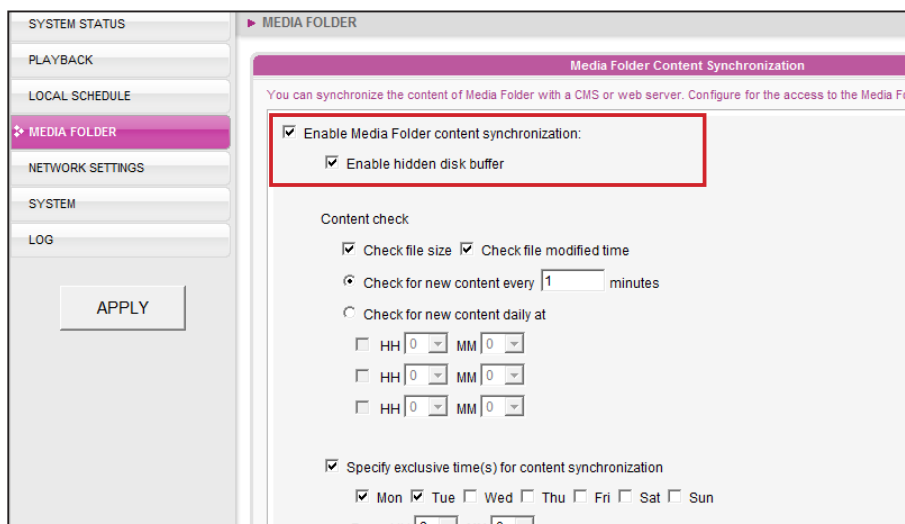
- Do not share Media folder
- Share mode (no password required)
- User mode (password required)
 - Enable FTP service
 - Change User mode password
 - Username: smbuser
 - Password: [text input]
 - Confirm password: [text input]

2. Enable the “Media Folder content synchronization” function and SMP player will periodically download new or updated files from CMS’s Content Update Server. It also removes those files that no longer exist in CMS server.
3. Enable “Use hidden disk buffer”, if you would like to download files to a hidden disk space first. After downloading process completes, the system will copy all files to Media Folder at one time.

NOTE

If you have files copied in the player and then enable content update from the CMS server folder, your files will be wiped out on the player side as the content of the folder on the server will synchronize with the hard drive of the player. Therefore, if you want to edit SMP client’s media folder manually, please DO NOT enable “Media Folder content synchronization”.

The advantage of this function is to make sure that SMP will not play incomplete contents. SMP will not play contents until all files are completely downloaded. We suggest you enable this option.



NOTE

To prevent some media files from deleting by CMS server while you update content of SMP automatically from CMS, you can create a folder named “protected” and keep your files in that folder.

4. During the synchronization, SMP will check and only download new contents. You can choose to compare the “file size” or the “file modified time” of the server and player. You are obliged to choose at least one method. We suggest you check both of them.
5. Please set the frequency of content checking.

NOTE

The maximum time interval is 10080 minutes.

Check for new content every [...] minutes	Set the time interval of checking with server.
Check for new content at HH [...] MM [...]	Set the exact time when you wish to check with server. You can set up to 3 different time arrangements.

NOTE

If the SMP player is downloading files while it pasts the assigned time, the procedure will only stop until the downloading file is completely downloaded. For the rest of files, SMP player will keep downloading them during the next configured time of content synchronization.

NOTE

For the Hostname of the CMS server, you must enter FQDN (full qualified domain name) here (eg. www.cayintech.com).

6. Specify exclusive time(s) for content synchronization: When you enable this function, the SMP player will synchronize contents with CMS server at the selected date (s) and time. For the rest of the time, the player will stop synchronizing contents, so that you can control the usage of network bandwidth.

7. When you purchase a CMS server, you can create an account in the CMS server and authorize the account to manage the group which this SMP player belongs to. If you choose to update content by CMS, please enter the "Group" name, "Username", and "Password" of the account, and the "Hostname or IP address" of the CMS server.

Group	Assign the group name which this SMP player belong to.
Username	The username is the account you create in CMS server, and this account should be authorized to mange this group.
Password	User's password
Hostname or IP address	Hostname or IP address of CMS server.

8. After completing all settings, please click [**Test**] to check the validity of the account and IP address. Please note that the [**Test**] button can only be used to test the validity of the "Username", "Password", "Group", and "IP address".

9. You can also synchronize contents from your own web server, if you don't have a CMS server. Please enable "Web server" and enter the playlist's URL here.

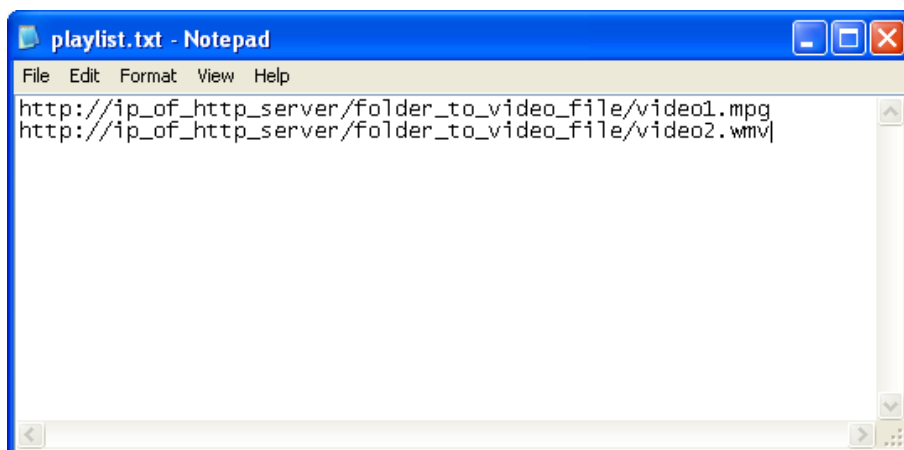
Web server:

SMP player will send the HTTP request to the URL (e.g. `http://210.179.61.252/myvedio/playlist.txt`) and get the playlist (e.g. `playlist.txt`) from the server. Each line (e.g. `http://210.179.61.252/myvedio/video1.mpeg`) in the playlist file will be treated as one individual URL. SMP player will download new or updated URL(s) in the playlist, and remove the local files which do not exist in the playlist.

You may type a text file like below and enter the URL of this text file in this field:

NOTE

Central Scheduling of all contents (Multimedia, Image Slide Show, Ticker, Volume and Skin) for a SMP player applies only one server configuration assigned here. Please remember to complete the server settings here before you start to use the function (Central Scheduling).



By changing the text file, you can update the SMP player's playlist in media folder.

Files downloaded from Web Server will be located in the root of Media Folder with no subfolders.

6-2 Manage Media Folder

In this section, you can set share mode of Media Folder (on network neighborhood) for users.

Do not share Media folder	The folder will not be shared.
Share mode	Select "Share mode" if you allow open access of all users. In this mode, users can access the folder without username and password.
User mode	In "User mode", users need to enter username and password to access the folder. If you only want to allow access from a particular user, enable this unction and change its username and password. Default Username: smbuser Default Password: smbuser Enable FTP service: Enable this feature, and you can also access media folder through FTP protocol. You can use any FTP client of your choice; however, for the non-ANSI file name, you must use UTF-8 enabled FTP client software.
The access is only allowed from IP Address	To allow access from particular IP address or subnet, enter the IP address or partial IP address, e.g. type "172.16.0.1" to allow access only from this IP address, or type "172.16.0." to allow access from all computers in this subnet.

7

System Status and Settings

7-1 System Status	74
7-1-1 Basic Information	75
7-1-2 Advanced Information	75
7-1-3 Firmware Information	76
7-2 System Settings	77
7-2-1 Set System Time	77
7-2-2 NTP Service	78
7-2-3 Change Web Administrator's Password.....	79
7-2-4 Change Service Port of Web Manager	79
7-2-5 Choose Web Manager Language	80
7-2-6 Set System Reboot	80
7-2-7 Frequency of Server Communication.....	81
7-3 System Maintenance	82
7-3-1 Upload Firmware.....	82
7-3-2 Export/Import/Restore System Settings	83
7-3-3 System Recovery	83
7-4 Display Settings	84
7-4-1 Configure Display Properties (SMP-PROPLUS).....	84
7-4-2 Configure Display Properties (SMP-PRO3/PRO3N)..	86
7-4-3 Turn On / Off Display.....	87

In this chapter you can access comprehensive system information about a SMP-PRO series player. You can also configure system settings.

7-1 System Status

Login Web Manager of SMP; then you will see the [**SYSTEM STATUS**] page.

Web Manager
SMP-PROPLUS (Signage Media Player)

SYSTEM STATUS

Basic Information

Basic information of system status

- Hostname: SMP-PROPLUS
- Group: SMP-PROPLUS
- Product Model: SMP-PROPLUS
- Firmware Version: 1.0_Build 09021
- Current Date and Time: 2009/02/10 18:24:31
- Time Zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London

Advanced Information

Advanced information of system status

- CPU Utilization: Usage 41.9%
- Memory Usage: Total 494.2MB , Used 486MB , Usage 98.5%
- System Disk Usage: Total 197.49MB , Used 158.59MB , Usage 80.3%
- Resource Disk Usage: Total 121.52MB , Used 49.09MB , Usage 40.4%
- Media Folder Usage: Total 146.71GB , Used 14.82GB , Usage 10.1%, [view files](#).

Ethernet

- IP Address: 172.16.14.116 Subnet Mask: 255.255.0.0
- Gateway: 172.16.0.1
- MAC Address: 00:06:93:F0:55:C7

Wireless

- Status: Connected
- SSID: Signal: 0%
- Speed: 0 Mbps
- IP Address: Subnet Mask:
- Gateway:
- MAC Address: 00:18:F3:44:E1:70
- DNS1: 168.95.1.1 DNS2: 4.2.2.6

Screen Resolution: 1360x768 (Real: 1360x768)
Refresh Rate: 59 Hz (Real: 59 Hz)

Firmware Information

System firmware information

- 1 patch(es) in the current system.
 - P09244: Web Manager UI - Japanese support.

Copyright © Cayin Technology Co., Ltd. All rights reserved. US, TW Patent Pending

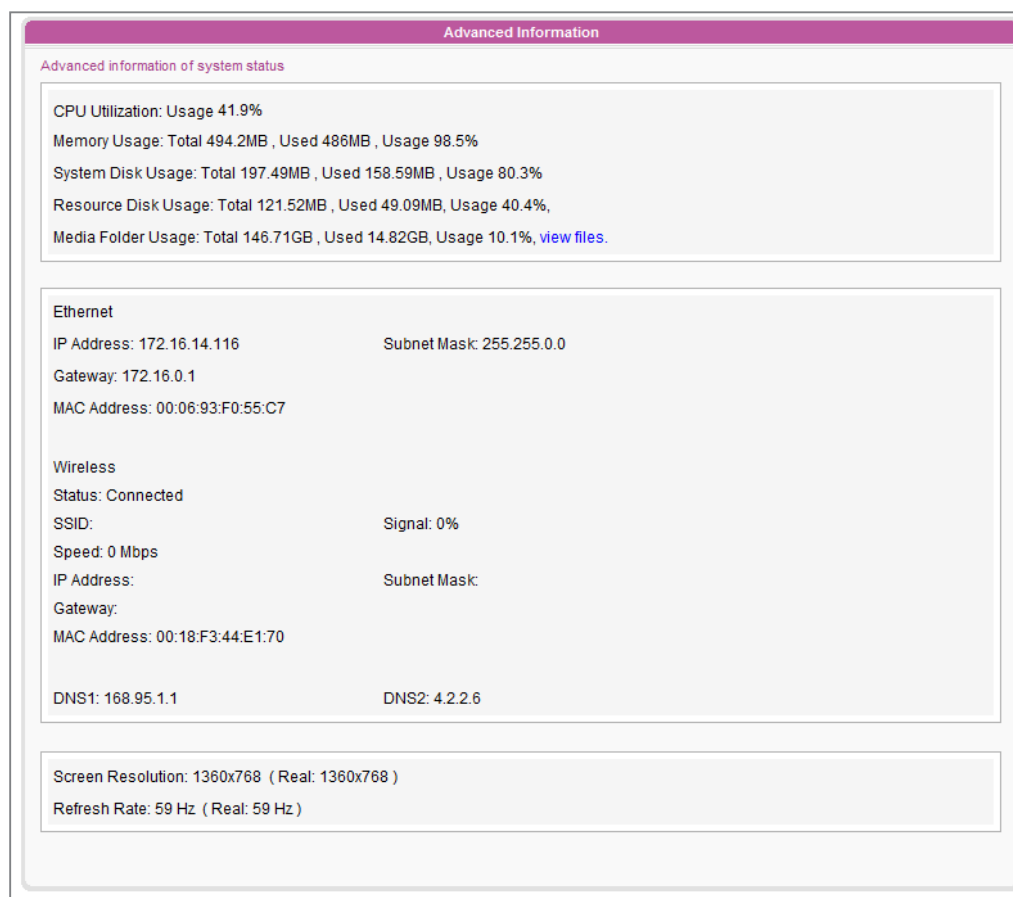
7-1-1 Basic Information

You can check the Hostname, Product Model, Firmware Version, and Date/Time of a SMP player in this section. You can specify the hostname in “8-1 Ethernet” section, and change the date/time/time-zone in “7-2-1 Set System Time” section.



7-1-2 Advanced Information

You can check all detailed information about this SMP player in the following table.



CPU Utilization	Usage of CPU
Memory Usage	Usage of system DRAM. It is normal if the number is close to 100%
System Disk Usage	Disk usage of system firmware disk. If the usage exceeds 90%, we strongly suggest that you do not upload more patches for preventing from disk overloaded.
Resource Disk Usage	Resource disk is used to store fonts and skins. If you run out of resource disk space, you will not able to add more fonts and skins.
Media Folder Usage	Disk usage of Media Folder. If you run out of disk space, you will not be able to add more media files in Media Folder.
Network information	You can check IP address and other related network information here. For a wireless connection, you can also check the access point (SSID) and security settings.
Display Information	You can check both the real and selected screen resolutions and refresh rates of the connected display.
View Files	Shows all the files in Media Folder.

7-1-3 Firmware Information

You can check all updated patches information here.

Firmware Information

System firmware information

1 patch(es) in the current system.

- P09244: Web Manager UI - Japanese support.

7-2 System Settings

In this section, you can configure basic system settings and maintain the system with firmware update, system restart, and system shutdown.

7-2-1 Set System Time

You can set the system date and time manually for the SMP player.

1. Login SMP Web Manager. Click [**SYSTEM**] and switch to [**SYSTEM**] page.
2. Enable “Set system date and time” and enter the year, month, day (YYYY/MM/DD), hour, minute, and second (HH/MM/SS).
3. Select your time zone. Then, click [**SAVE**] and [**APPLY**].

Cayin Web Manager
SMP-PROPLUS (Signage Media Player)

SYSTEM STATUS
PLAYBACK
LOCAL SCHEDULE
MEDIA FOLDER
NETWORK SETTINGS
SYSTEM
DISPLAY
MAINTENANCE
LOG

APPLY

SYSTEM SAVE

System Settings

Configure basic system settings in this section.

Current date and time: 2009/2/10 18:41:21

Set system date and time

YYYY: 2009 MM: Feb DD: 10
HH: 18 MM: 41 SS: 8

Time zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London

Disable NTP service
 Enable NTP service

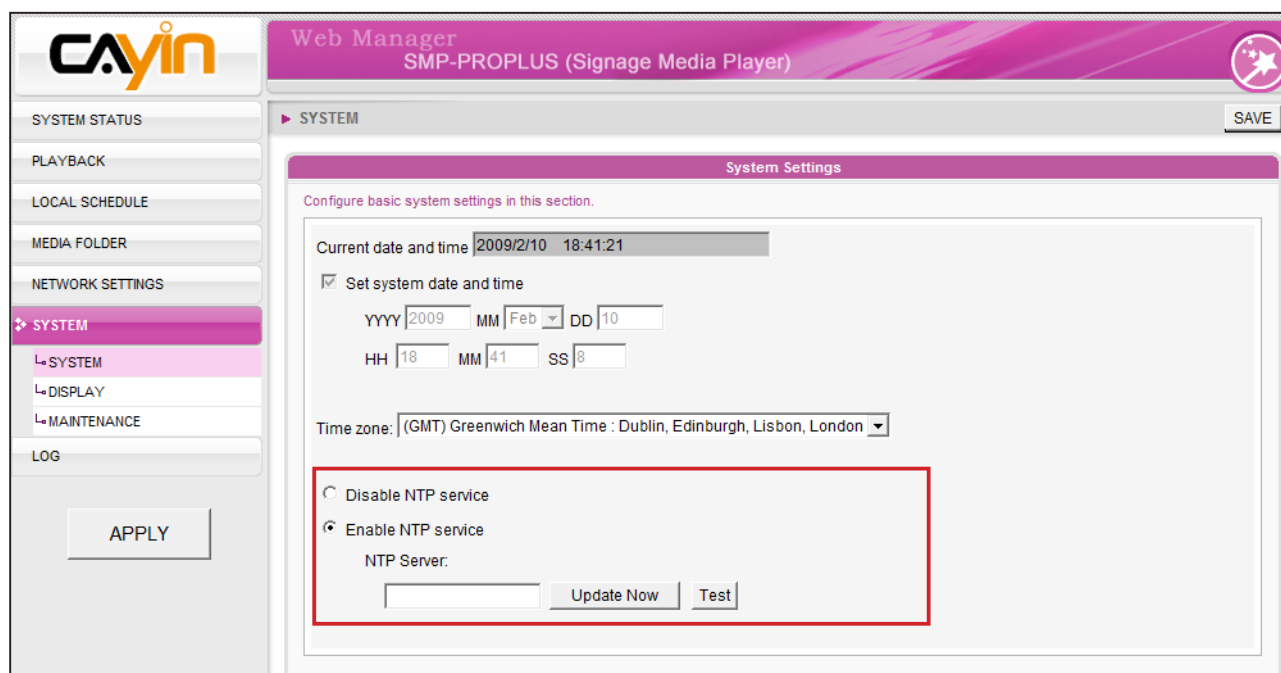
NTP Server: Update Now Test

7-2-2 NTP Service

You can choose NTP function to synchronize the clocks of media players from an NTP server automatically (e.g. time.nist.gov).

SMP will update the system time from NTP server every 7 days or when the system restarts.

1. Login SMP Web Manager. Click [**SYSTEM**] and switch to [**SYSTEM**] page.
2. Click “Enable NTP service”, and enter the address of the NTP server.
3. Click [**Update now**] to update the time immediately. You can also click [**Test**] to verify the availability of the NTP server.
4. Click [**SAVE**] and [**APPLY**].



NOTE

If the administrator forgets the password, you can re-set the password on the SMP Console. Please refer to Ch.10 for more information.

7-2-3 Change Web Administrator's Password

To change administrator's password of SMP, check the box and enter the password.

<input checked="" type="checkbox"/> Change web administrator's password:	
Username	<input type="text" value="webadmin"/>
Password	<input type="password" value="....."/>
Confirm password	<input type="password" value="....."/>
<input checked="" type="checkbox"/> Change service port of Web Manager:	
Port number	<input type="text" value="8080"/>

7-2-4 Change Service Port of Web Manager

You can change to a suitable port number to fit your network environment. The default port number of Web Manager is 80. We suggest that you use the port number larger than 1024, so that the new port number will not be in conflict with other services.

After changing the port number, you have to add the port number to the URL to connect to Web Manager. (e.g. <http://172.16.0.100:8080>)

NOTE

The max port range is 65535.

<input checked="" type="checkbox"/> Change web administrator's password:	
Username	<input type="text" value="webadmin"/>
Password	<input type="password" value="....."/>
Confirm password	<input type="password" value="....."/>
<input checked="" type="checkbox"/> Change service port of Web Manager:	
Port number	<input type="text" value="8080"/>

7-2-5 Choose Web Manager Language

NOTE

For SMP-PROPLUS, you need to upload a patch to add the Japanese user interface.

SMP-PRO series supports eight languages, which are English, French, German, Italian, Japanese, Spanish, Traditional Chinese, and Simplified Chinese. Select here for changing the whole Web Manager's language setting.

7-2-6 Set System Reboot

You can assign up to three particular day and time sections within a day that SMP will restart automatically.

Enable “Set system reboot at” function, and choose “Restart mode” and specific day and time. Then, click [**SAVE**] and [**APPLY**].

Quick restart:	Only re-start GUI system. It will be quicker.
Complete restart:	Reboot the machine. This option is especially for customers who want to clear memory leak and reset operating system after long-time operation.

7-2-7 Frequency of Server Communication

NOTE

If you connect SMP players to CMS version 5.0 or earlier, please set frequency to 5 or 4, otherwise you may see the invalid status of SMP connection in Client List or SuperMonitor.

You can adjust the frequency parameters of several SMP/CMS service. The value of frequency is from 5 (Frequent) to 1 (Infrequent). If you don't need to update from CMS to SMP frequently, you can lower the frequency and reduce the traffic on your network.

Table of communication frequency

Value	Central Schedule Configuration (period per area)	SuperMonitor keep alive (period every heartbeat)
5	10 seconds	20 seconds
4	30 seconds	30 seconds
3	60 seconds	60 seconds
2	180 seconds	180 seconds
1	600 seconds	600 seconds

Frequency of Server Communication:	<div style="border: 1px solid black; padding: 2px;"> <div style="display: flex; justify-content: space-between; align-items: center;"> 5 (Frequent) ▾ </div> <div style="background-color: #e0e0e0; padding: 2px;">5 (Frequent)</div> <div style="padding: 2px;">4</div> <div style="padding: 2px;">3</div> <div style="padding: 2px;">2</div> <div style="padding: 2px;">1 (Infrequent)</div> </div>
------------------------------------	--

NOTE

Please only upload firmware provided by CAYIN. Do not upload unknown firmware and damage the system

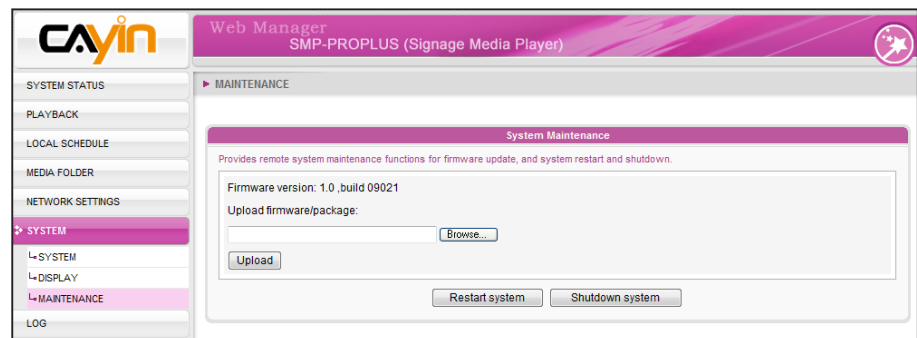
7-3 System Maintenance

You can update new firmware of SMP in the “System Maintenance” page. We suggest you update the firmware when your PC and the player are in the same LAN.

You can restart or shut down the system by clicking the corresponding button at the end of the page.

7-3-1 Upload Firmware

1. Login SMP Web Manager. Click [**SYSTEM**] and switch to [**MAINTENANCE**] page.
2. In the “System Maintenance” section, click [**Browse**] and select a file; then click [**Upload**]. The extension of a firmware file is “.psu” or “.fsu”.



3. After successfully uploading, the system will re-start. The system will inform you the uploading status after uploading. If you fail to upload the firmware, please make sure that the firmware is used for this model and version of media player.

NOTE

You can only upload this file to a SMP player with the identical model and firmware version.

7-3-2 Export/Import/Restore System Settings

You can export system settings to a local file and import it later to the same machine or different machines. You can also restore the system settings by clicking **[Restore]** button.

Import, export, and restore configurations.

Import, export, and restore configurations.

Export
Export system settings to a file

Import
Import system settings from a file

Restore
Restore default settings

NOTE

Network settings will be kept in order to reconnect to this player remotely again. If SMP player get IP address from DHCP, we don't guarantee DHCP server will issue an identical IP address to this SMP player after the system is recovered.

7-3-3 System Recovery

You can recover the SMP system remotely. Firmware and configurations will be restored to the factory default.

Recovery

Click 'Recovery' to proceed remote system recovery.

7-4 Display Settings

In this section, you can configure those settings related to the display. Please follow the following steps:

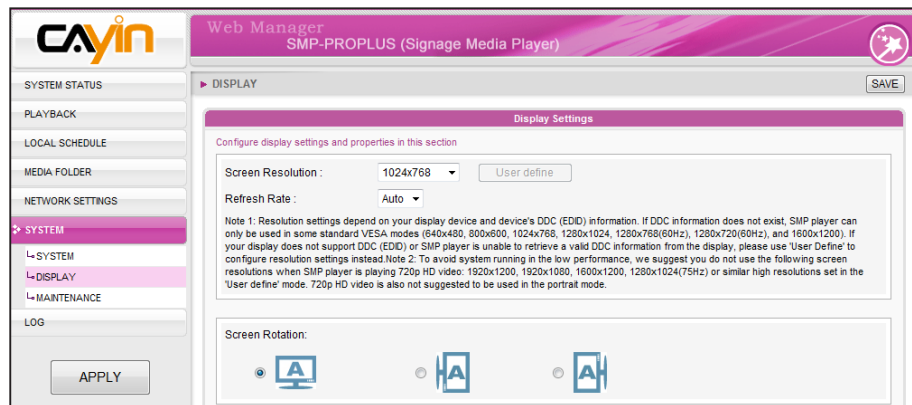
IMPORTANT

Those resolutions with * sign after the number are supported by display's EDID (or DDC) information. Choosing those resolutions without * sign is not suggested and the system may not work properly. If you can not see any * after the resolution number, please check you display maker or your VGA/DVI cable for EDID signal support.

NOTE

SMP-PROPLUS (LB-500) also supports to display single content on two screens connected by the VGA and the DVI-D connectors. We strongly recommend you to use two pre-tested and identical screens to properly work this function.

7-4-1 Configure Display Properties (SMP-PROPLUS)



1. Login SMP Web Manager.
2. Click [**SYSTEM**] and switch to “DISPLAY” page.
3. Select a screen resolution and refresh rate. You can specify a predefined screen resolution and refresh rate or enter your own specification by selecting “User define”.

Screen Resolution	640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1600x1200, 1280x720 (720p), 1280x768, 1360x768, 1366x768, 1368x768, 1600x900, 1680x1050, 1920x1080, 1920x1200, User Define.
Refresh Rate	Auto, 60, 70, 72, or 75.

NOTE

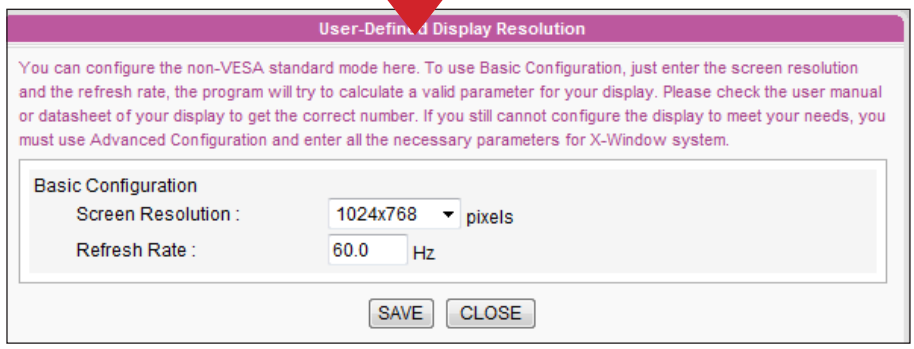
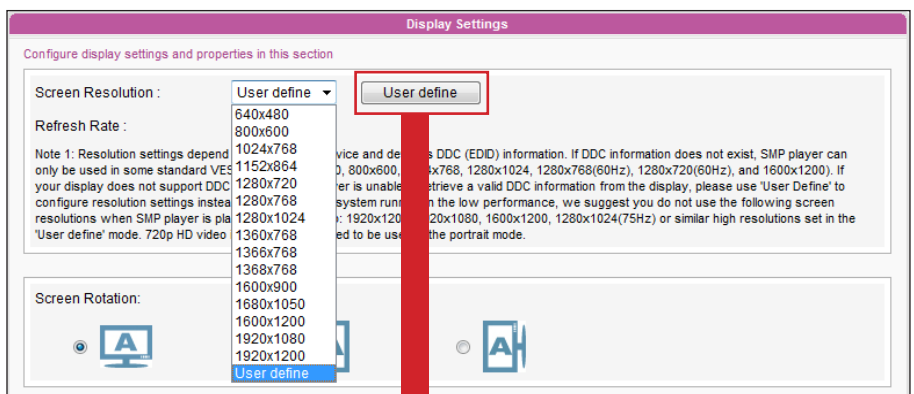
Some display's refresh rate is not happened to be an integer (e.g. 59.9 Hz). You must check with your display vendor or try some numbers in the vicinity of that possible refresh rate.

IMPORTANT

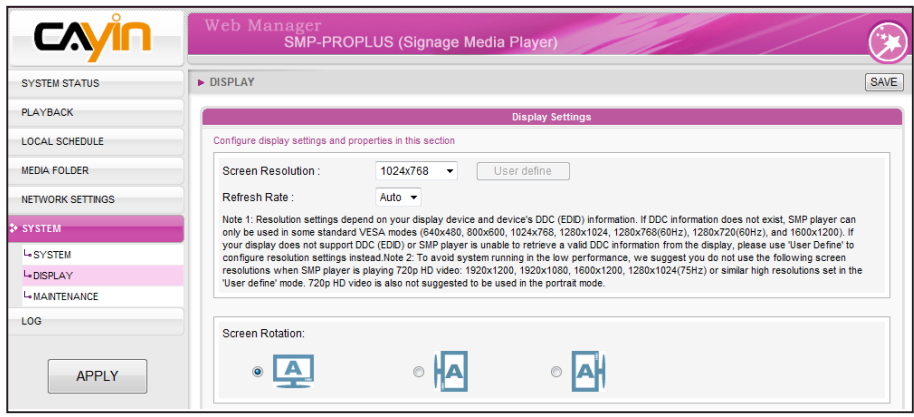
We DO NOT guarantee any number you choose or enter on the User-Defined Display Resolution page can be compatible to your display. You must test the compatibility of your display before you use it.

*** User Define**

If you can not select a suitable refresh rate on the list, you can choose "User Define" and click [User define] button. Then, you can select a resolution and set a suitable refresh rate.



4. Choose the orientation of the screen. You can select a portrait or landscape display.



5. After completing settings, click [SAVE] and [APPLY] so that those settings will come into effect.

7-4-2 Configure Display Properties (SMP-PRO3/PRO3N)



1. Login SMP Web Manager.
2. Click [**SYSTEM**] and switch to “DISPLAY” page.
3. Select a screen resolution and refresh rate. You can specify a predefined screen resolution and refresh rate.

NOTE

If you are using SMP-PRO3/PRO3N player, the display will have black area when using composite output mode.

Screen Resolution	640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720 (720p), 1280x768, 1360x768, 1366x768, 1600x900
Refresh Rate	Auto, 60, 70, 72, or 75.

4. After completing settings, click [**SAVE**] and [**APPLY**] so that those settings will come into effect.

NOTE

The display command feature only works with display plugged to SMP via VGA and with displays supporting the feature to switch to stand by mode.

NOTE

Most screens will enter the sleep mode when the VGA signal is cut down by the SMP player. However, some screens might respond unexpectedly, such as showing a blue screen. The outcome depends on the firmware of each screen, not SMP player.

NOTE

If you choose the display output from Composite/ S-Video on SMP-PRO3/ PRO3N, you will not be able to turn on/off the display remotely.

7-4-3 Turn On / Off Display

You can also use "Display Command" to turn on or turn off the screen remotely (by cutting down the VGA signal). You can also schedule the time period during which you hope to turn off the screen to save energy. Please follow the following steps:

Display On/Off:

Turn off display daily from
 HH 20 MM 0 to HH 23 MM 0

Turn off display all day long on the following day(s):
 Mon Tue Wed Thu Fri Sat Sun

1. Login SMP Web Manager
2. Click [**SYSTEM**] and switch to [**DISPLAY**] page.
3. Please refer to the following table for more functions.

Display command	Press [Off] to turn off the display; press [On] to turn on the display
Turn off display daily from	Set a time period during which you hope to turn off the screen everyday.
Turn off display all day long on the following day (s):	Set a specific day in weekly basis to turn off the screen. The screen will be turned off on the day you pick here.

4. Click [**SAVE**] and [**APPLY**].

8 **Network Settings**

8-1 Ethernet.....	89
8-2 Wireless Network.....	90

NOTE**Check network by pinging gateway:**

This function helps users to adjust IP configurations automatically whenever the DHCP network changes. Enable this function and SMP player will send out a ping packet every 3 minutes to check the gateway. If the gateway doesn't response, SMP player will try to repair the network connection automatically.

In this section, you can assign a group name and hostname for a SMP player and define the network connection mode. SMP players with the same Group name will be managed altogether for content update and central scheduling.

8-1 Ethernet

You can assign a group name and a hostname to a SMP player and configure the Ethernet network.

1. Login SMP Web Manager. Click [**NETWORK SETTINGS**] and switch to [**NETWORK SETTINGS**] page.
2. Enter a "Group" name and a "Hostname" of SMP.
3. Select "DHCP Client" if the network supports DHCP protocol for obtaining the IP address automatically. To use static IP address, enter the relevant information in "Static IP Address" settings.
4. After completing settings, click [**SAVE**] and [**APPLY**] so that those settings will come into effect.

The screenshot shows the 'Web Manager SMP-PROPLUS (Signage Media Player)' interface. On the left is a sidebar with navigation options: SYSTEM STATUS, PLAYBACK, LOCAL SCHEDULE, MEDIA FOLDER, NETWORK SETTINGS (highlighted), WIRELESS, SYSTEM, and LOG. Below the sidebar is an 'APPLY' button. The main content area is titled 'NETWORK SETTINGS' and contains two sections:

- Common Settings:** 'Assign group and hostname to the device.' Fields for 'Group' and 'Hostname' are both set to 'SMP-PROPLUS'.
- Ethernet Settings:** 'Configure basic network settings.' Under 'Network:', 'Obtain IP by DHCP' is selected. Below are input fields for 'Static IP address' (IP address, Subnet mask, Gateway, DNS-1, DNS-2). At the bottom is a checkbox for 'Check network by pinging gateway'.

'SAVE' buttons are located at the top right and bottom center of the settings area.

NOTE

If you connect wired and wireless network to the player at the same time, the system will choose the wired one as the first priority, and will switch to the wireless one automatically when you unplug the wired Ethernet connection.

NOTE

If you use WEP, the key will be 5 or 13 characters, 10 or 26 hexadecimal. If you use TKIP or AES, the key will be 8~63 characters.

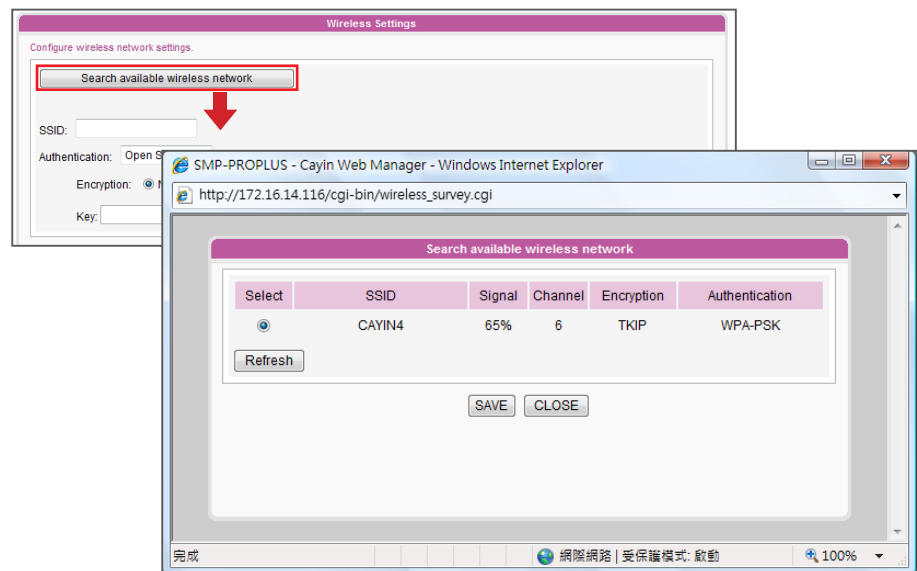
NOTE

We suggest you use static IP address for more stable Wireless connection.

8-2 Wireless Network

If you attached a compatible USB Wi-Fi adaptor to a SMP player, you will see the page “Wireless Settings” and can configure all wireless network settings here.

1. Click [**Search available wireless network**] and choose a suitable wireless AP (Access Point). Please be aware that a low-signal AP may lead to an unstable connection and data loss.
2. Choose an appropriate authentication and encryption method. Normally, these settings can be detected automatically. Please enter the key if necessary.



3. Please specify the DHCP or static IP address for the wireless connection of the SMP player.

Please contact CAYIN to purchase compatible USB Wi-Fi adaptors.

9 ■ Log Management

9-1 Enable Syslog	92
9-2 View Logs	93
9-3 Export Log File	94

In this section, you can make related settings of log files. Log function helps you to create or read log records. Syslog function allows separate log software to retrieve and further analyze.

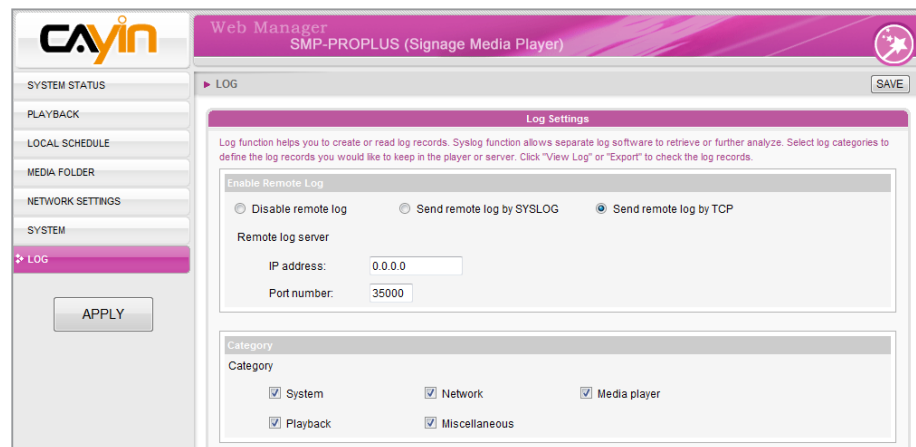
9-1 Enable Syslog

You can enable syslog and send all log files to your designated server, so that you can monitor all activities of this player centrally.

NOTE

You have to purchase CAYIN's log management tool, SuperReporter, to collect and manage all log records of players and servers via TCP protocol.

1. Login SMP Web Manager, and go to the **[LOG]** page.
2. Enable remote log. Select "Send remote log by SYSLOG" or "Send remote log by TCP" and enter the IP address of your designated server. If you choose to send log by TCP, log records can be assured to transmit completely without losing packet if SMP is online.



3. You can select log categories to define those log records you would like to keep in the player or server.

System	system status change or system error
Network	network status or configuration change
Media Player	status of media player
Playback	file name, duration, and status of playback
Miscellaneous	other log files

9-2 View Logs

You can check the log records in the SMP player.

1. Login SMP Web Manager, and go to the [**LOG**] page.
2. Click [**View Logs**]; then the log dialog-box will pop up. You can check all log files in your selected categories.

View Logs

View Logs

View logs

Page 304

Date / Time	Type	Category	Message
Thu Jul 2 14:32:30 2009	INFORMATION	PLAYBACK	[SMP-PROPLUS]: BILLING: museum1/flash.avi;128
Thu Jul 2 14:32:31 2009	INFORMATION	PLAYBACK	[SMP-PROPLUS]: PLAYBACK: Play museum1/flash.avi
Thu Jul 2 14:34:39 2009	INFORMATION	PLAYBACK	[SMP-PROPLUS]: BILLING: museum1/flash.avi;128
Thu Jul 2 14:34:40 2009	INFORMATION	PLAYBACK	[SMP-PROPLUS]: PLAYBACK: Play museum1/flash.avi
Thu Jul 2 14:36:48 2009	INFORMATION	PLAYBACK	[SMP-PROPLUS]: BILLING: museum1/flash.avi;128
Thu Jul 2 14:36:49 2009	INFORMATION	PLAYBACK	[SMP-PROPLUS]: PLAYBACK: Play museum1/flash.avi

NOTE

The export procedures will vary from browser to browser. Please follow the instructions of your browser.

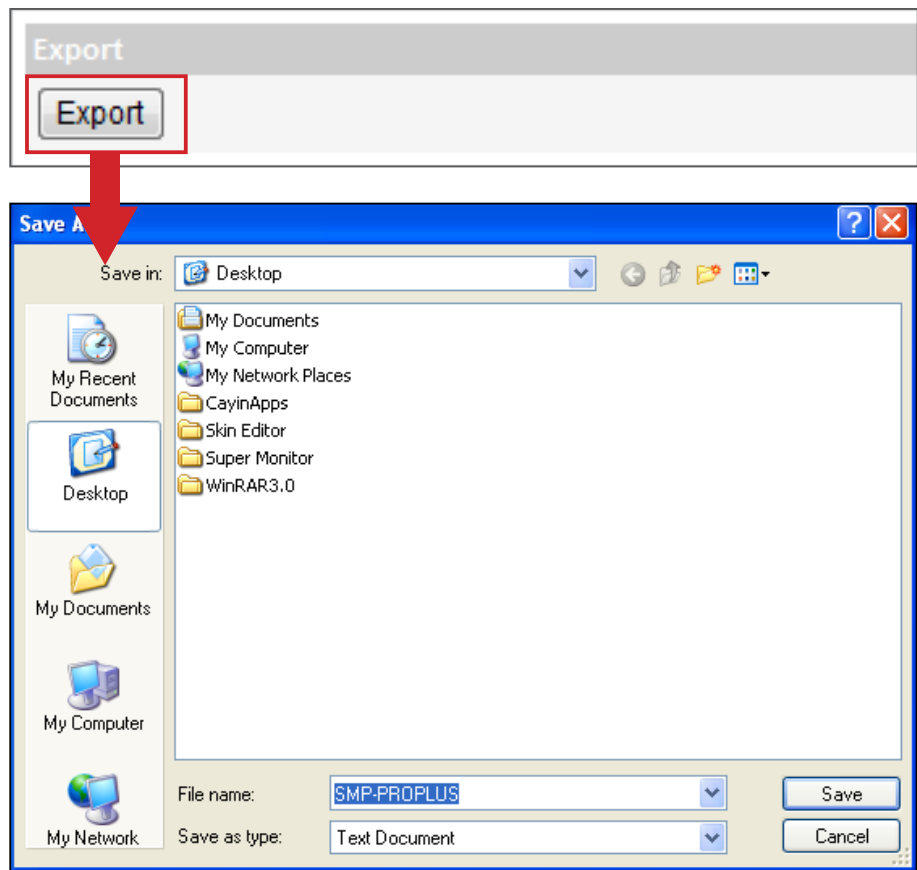
NOTE

If you configure the “Pop-up Blocker” in your browser, the Export function will not be able to function properly. Please turn off your Pop-up Block or add SMP web manager in the “Allow Web sites list”.

9-3 Export Log File

You can export the log records; then, edit or analyze with your favorite text editor software, such as Notepad, Excel, etc.

1. Login SMP Web Manager, and go to the [**LOG**] page.
2. Click [**Export**]; then, you can export and save the log files as “abc.log”.



10. SMP Console

You can press CTRL-ALT-Backspace to exit GUI mode into text console to make some low-level management. The changes you make here will take effect after the system restarts.

Viewing System Information

View firmware, CPU, memory, and disk information.

Network Management

Configure Ethernet network.

System Update

Upload system update file or patch (.fsu or .psu) file from a USB storage device. Please save those files in a USB flash disk (FAT32) and insert it into SMP player's USB socket. You can upload files here or from the Web Manager.

NOTE

Contact your vendor for system update or patch (.fsu or .psu) files

Manage Storage (Expert Only)

Manage (formatting) storage, Hard-Disk or USB storage device. Please consult your system administrator for these functions.

NOTE

You can not format the internal hard disk of SMP-PROPLUS (LB-500)

Format Internal Hard-disk

This function is designed for system maintainers who need to format the internal slim hard-disk. This function will format your hard-disk and you will lose all data in the disk.

USB storage device

Partitioning and formatting USB storage devices (e.g. flash disk). This function is applied when the format of some USB storage devices is not compatible with SMP.

Reset Password

Reset the Web Administration's password to admin.

Restart

Restart the system.

Shutdown

Shutdown (turn-off) the system.

11

System Recovery

If you encounter any unrecoverable problem (e.g. unable to boot up) while using SMP client, you can choose this function, System Recovery, to restore your system firmware to factory default. Follow the steps below to recover the system:

1. Start or Restart the SMP system with keyboard connected to the box.
2. Keep press the TAB key while power on until the boot loader menu appear (cayinos & recovery).
3. Enter “recovery”, and press “enter”. If you want to recover the system without answering questions, you can enter “recovery automatic”. The program will skip step 5 & 6.
4. While the recovery system boots up, follow the instructions.
5. When the instruction “The system will recover to factory default.” is shown, please type “Y”. Then the system firmware will be restored to the original one, i.e. you have to upload all patches again after the system recovery.
6. When the instruction “The configuration will recover to factory default.” is shown, you can choose to type “Y” and SMP will restore the configuration to the original one. You will lose all configurations which you made on this box, and you will be prompt to enter a new key for this box when you restart the system again. The key label is stuck behind the SMP device.
7. When the instruction “The resource will recover to factory default.” is shown, you can choose to type “Y” and SMP will restore all the resource to the original default setting.
8. Press Enter to reboot.

NOTE

You can try to recover the system firmware first, and type “N” for the configuration recovery. If it works for you, all configurations will be kept after system is restored. If it doesn't work, you can enter system recovery function again, and type “Y” in the configuration option.

Appendix

Use “log_rcv” to collect syslog from clients 100

Use “log_rcv” to collect syslog from clients

NOTE

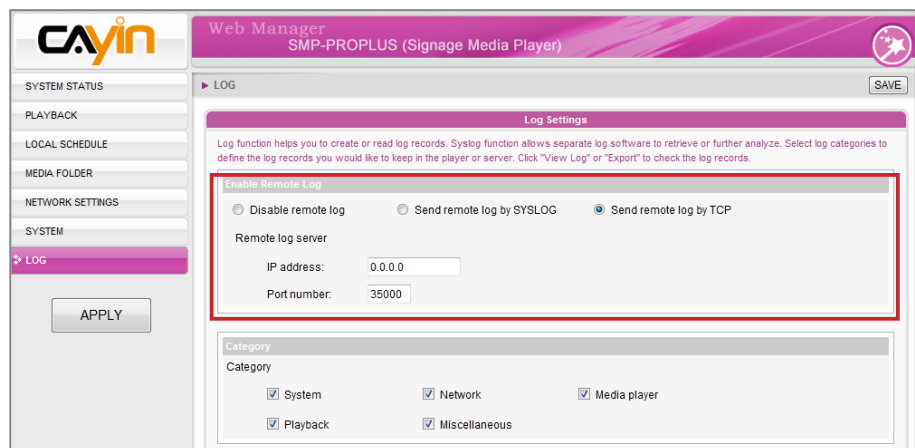
Do not run the program “log_rcv.exe” directly in the CD.

NOTE

If you install SuperReporter, the system will install log-rcv.exe automatically.

“log_rcv.exe” is a simple tool helping you to collect syslogs from SMP clients. You can find this program in product CD (\Tool\log receiver).

1. Copy this file to your hard-drive, and double click it.
2. Please set the SMP client’s “syslog server IP address” as your PC’s IP address (Chapter 9-1 Enable Syslog).



3. Log_rcv.exe will start to receive the log messages from SMP clients and display the results on your PC’s screen.
4. After log records are collected, Log_rcv.exe will generate 3 folders automatically, which are “log”, “billing”, and “content_update”. Each day, all collected log files from every client in that day will be saved in a subfolder which is named for the date.

log	All the log records are stored in daily basis and each host has its own files.
billing	<p>All playback log records are stored here for billing information. Each host has its own billing log file.</p> <p>SUMMARY.TXT [COUNT] section: Let you know for how many times those files have are played. [SUMMARY] section: Let you know how long (seconds) each file has been played.</p>
content_update	<p>Store all logs recording the name and the size of all files updated from a CMS server. The unit of the file size is "bytes". Each host has its own log file.</p> <p>SUMMARY.TXT [SUMMARY] section indicates the size of all files which are downloaded from a CMS server.</p>