



CAYIN TECHNOLOGY

SIGNAGE MEDIA PLAYER: SMP-PRO SERIES

User Manual

SMP-PRO4

Version 1.5

Version 2.0

SMP-PROPLUS

Version 2.5

Version 3.0

SMP-200

Version 1.0

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LITHIUM BATTERY CAUTION: Risk of Explosion if Battery is replaced by an incorrect type. Dispose of used batteries according to the instructions.

CONTENTS

About CAYIN	i
Copyright Notice	i
Trademark Notice	i
Disclaimers	i
1. SMP-PRO Series Overview.....	1
1-1 SMP-PRO4 Appearance	2
1-1-1 Front View (P/N: LB-700).....	2
1-1-2 Rear View (P/N: LB-700).....	2
1-2 SMP-PROPLUS Appearance.....	3
1-2-1 Front View (P/N: LB-300).....	3
1-2-2 Rear View (P/N: LB-300).....	3
1-3 SMP-200 Appearance	4
1-3-1 Front View (P/N: LB-50).....	4
1-3-2 Rear View (P/N: LB-50).....	4
1-4 Hardware Specifications.....	5
1-5 System Specifications	6
1-6 Install SMP-PRO Series.....	8
1-6-1 Install Hardware	8
1-6-2 Login on SMP-PRO Series	8
1-6-3 Remote PC Login.....	11
1-7 Wall Mount Installation	12
1-8 Insert/Replace SD Card (SMP-200 only).....	13
2. Configuration in Wizard Mode	14
2-1 Upload Files to SMP Player	15
2-2 Wizard Mode Introduction	18

2-3 Network Wizard	18
2-3-1 Step1: Ethernet Configuration.....	18
2-3-2 Step2: Wifi Configuration (Optional).....	19
2-3-3 Step3: Ping Gateway	20
2-4 System Wizard	21
2-4-1 Step1: Time & Language Settings	21
2-4-2 Step2: Display Settings	22
2-4-3 Step3: Media Folder Security Settings.....	24
2-5 Content Update Wizard	24
2-5-1 Content Update Settings	24
2-6 Playback Wizard	25
2-6-1 Step1: Skin.....	25
2-6-2 Step2: Multimedia 1	26
2-6-3 Step3: Multimedia 2	27
2-6-4 Step4: Image Slideshow 1	27
2-6-5 Step5: Image Slideshow 2	27
2-6-6 Step6: Ticker Text 1.....	28
2-6-7 Step7: Ticker Text 2.....	28
3. Multimedia Content Playback and Management	29
3-1 Upload Multimedia Contents	30
3-2 Choose Your Skin	33
3-2-1 Use Default Skin	33
3-2-2 Use Your Own Skin	33
3-2-3 Control Skin by CMS Server	33
3-2-4 Export Skin.....	34
3-3 Choose Media Source and Set Playlist	34

3-3-1 Play Files in Media Folder.....	34
3-3-2 Play Files in USB Storage Device	37
3-3-3 Central Scheduling (by CMS Server)	37
3-3-4 RTB/RTP Streaming (SMP-PRO4 & SMP-PROPLUS).....	38
3-3-5 HTTP/MMS Streaming (SMP-PRO4 & SMP-PROPLUS)	39
3-3-6 Video Input (SMP-PRO4 only)	39
3-3-7 Image Slide Show	39
3-3-8 Mute Function	40
3-4 Image Slide Show Settings.....	40
3-5 Ticker	42
3-5-1 Define Font Format	43
3-5-2 Set Background Color	44
3-5-3 Scrolling Effect	44
3-6 Volume	45
4. Edit Schedule on SMP Player (Local Schedule).....	46
4-1 Skin	47
4-2 Multimedia Zone	48
4-3 Image Slide Show Zone	50
4-4 Ticker Zone	52
4-5 Volume	54
5. Skin Management.....	56
5-1 Create Your Own Skin	57
5-1-1 Install Skin Editor	57
5-1-2 Create a new skin file (.csk).....	58
5-1-3 Upload a Skin File into Skin Template.....	64
5-1-4 Edit a Skin File in Skin Template.....	65



5-2 Create Your Own Clock (.clk)	66
5-2-1 Create a Clock (.clk).....	66
5-2-2 Upload a Clock (.clk).....	74
5-3 Upload the CAYIN Skin File into SMP	74
5-4 Apply Skin	75
6. Content Update and Media Folder Management	76
6-1 Update Media Folder	77
6-2 Manage Media Folder	81
7. System Status and Settings	82
7-1 System Status	83
7-1-1 Basic Information	84
7-1-2 Advanced Information	84
7-1-3 Firmware Information	85
7-2 System Settings	86
7-2-1 Set System Time	86
7-2-2 NTP Service	87
7-2-3 Change Web Administrator's Password.....	88
7-2-4 Change Service Port of Web Manager	88
7-2-5 Choose Web Manager Language	89
7-2-6 Set System Reboot	89
7-2-7 Frequency of Server Communication.....	90
7-2-8 RS-232 Setting.....	90
7-3 System Maintenance	92
7-3-1 Upload Firmware.....	92
7-3-2 Restart/Shutdown System.....	92
7-3-3 Upload Background Image.....	93

- 7-3-4 Export/Import/Restore System Settings94
- 7-3-5 System Recovery94
- 7-4 Display Settings..... 96**
 - 7-4-1 Configure Display Properties (SMP-PRO4 & SMP-200) 96
 - 7-4-2 Configure Display Properties (SMP-PROPLUS) 98
 - 7-4-3 Hardware Video Acceleration (SMP-PROPLUS) 99
 - 7-4-4 Turn On / Off Display.....100
 - 7-4-5 Video Input Settings (SMP-PRO4 & SMP-PROPLUS)..... 101
- 7-5 Location..... 102**
 - 7-5-1 GPS.....102
 - 7-5-2 Static Location.....104
- 8. Network Settings 105**
 - 8-1 Ethernet 106**
 - 8-2 WIFI Wireless Network 107**
 - 8-3 3G Data Network..... 108**
- 9. Log Management.....111**
 - 9-1 Enable Syslog 112**
 - 9-2 Use log_rcv to Change PORT..... 113**
 - 9-3 View Logs..... 114**
 - 9-4 Export Log File 115**
 - 9-5 Clear Log Files..... 115**
- 10. SMP Console 116**
- 11. System Recovery 118**
- Appendix..... 120**
 - Appendix A: Use “log_rcv” to collect syslog from clients 121**
 - Appendix B: SMP-200 Video Formats..... 123**

1 ■ SMP-PRO Series Overview

1-1 SMP-PRO4 Appearance	2
1-1-1 Front View (P/N: LB-700).....	2
1-1-2 Rear View (P/N: LB-700).....	2
1-2 SMP-PROPLUS Appearance.....	3
1-2-1 Front View (P/N: LB-300).....	3
1-2-2 Rear View (P/N: LB-300).....	3
1-3 SMP-200 Appearance	4
1-3-1 Front View (P/N: LB-50).....	4
1-3-2 Rear View (P/N: LB-50).....	4
1-4 Hardware Specifications.....	5
1-5 System Specifications	6
1-6 Install SMP-PRO Series.....	8
1-6-1 Install Hardware	8
1-6-2 Login on SMP-PRO Series	8
1-6-3 Remote PC Login.....	11
1-7 Wall Mount Installation	12
1-8 Insert/Replace SD Card (SMP-200 only).....	13

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-PRO4 Appearance

1-1-1 Front View (P/N: LB-700)



1. Power **2.** USBx2 **3.** Power Indicator **4.** Hard Disk Indicator

1-1-2 Rear View (P/N: LB-700)



1. Power Connector **2.** DVI **3.** VGA **4.** USBx2 **5.** Ethernet LAN
6. RS-232x2 **7.** Audio-Out **8.** Audio-In **9.** S-Video-In

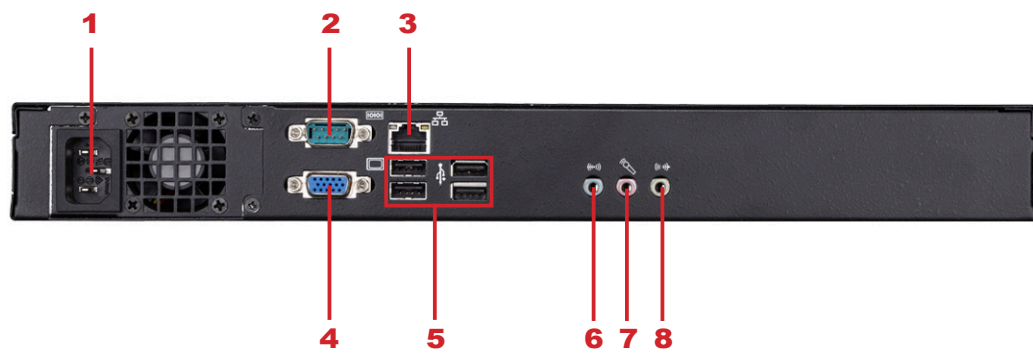
1-2 SMP-PROPLUS Appearance

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



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

1-2-2 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

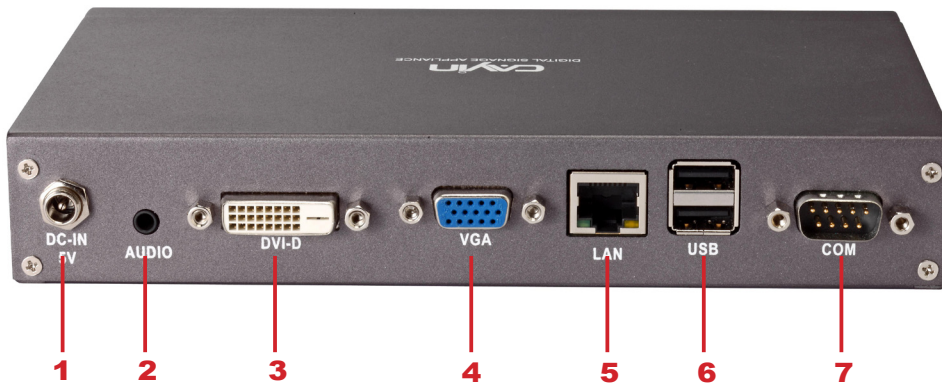
1-3 SMP-200 Appearance

1-3-1 Front View (P/N: LB-50)



- 1.** USB **2.** SD Card Slot **3.** SD Card Door Lock
4. Power Indicator **5.** Power

1-3-2 Rear View (P/N: LB-50)



- 1.** Power Connector **2.** Audio-Out **3.** DVI-D **4.** VGA **5.** Ethernet
6. USBx2 **7.** RS-232

1-4 Hardware Specifications

	SMP-PROPLUS (P/N: LB-300)	SMP-PRO4 (P/N: LB-700)	SMP-200 (P/N: LB-50)
Dimension	380 (W) x 195 (D) x 44 (H) mm	268 (W) x 174 (D) x 47 (H) mm	196 (W) x 123 (D) x 33 (H) mm
Material	Aluminum + Steel	Aluminum + Steel (Fanless)	Steel (Fanless)
Color	Silver & Black	Dark Gray	Gray
Net Weight	4.4 Kg (with hard drive)	2.2 Kg (with hard drive)	655g
Network	10/100/1000 Mbps Ethernet	10/100/1000Mbps Ethernet	10/100 Mbps Ethernet
Internal Storage	160GB, 3.5" IDE HDD	160GB, 2.5" SATA HD (share with system firmware)	4 G Bytes onboard flash (share with system firmware)
External Storage	N/A	N/A	SD, SDHC (up to 32 GB; the player does not include an SD card)
Video Out	VGA D-Sub	VGA D-Sub, DVI-D (no HDCP support)	VGA D-Sub, DVI-D
Audio Out	Phone Jack (Stereo)	RCA (Stereo)	Phone Jack (Stereo)
Video In	N/A	S-Video	N/A
Audio In	N/A	RCA (Stereo)	N/A
Power	100~240V AC (with internal adaptor)	100~240V AC (with external adaptor)	100~240 V AC (with external adaptor)
Others	RS-232 (COM), USB x 4	RS-232 x 2 (COM), USB x 4	RS-232 (COM) x 1, USB x 3
Certificate	CE, FCC, RoHS	CE, FCC, LVD, RoHS, CB, CCC	CE, FCC, RoHS, BSMI

1-5 System Specifications

	SMP-PROPLUS (P/N: LB-300)	SMP-PRO4 (P/N: LB-700)	SMP-200 (P/N: LB-50)
Image files	<ul style="list-style-type: none"> • JPEG, GIF¹ • Support up to 4 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 • H.264² 		Please refer to the Appendix.
Network Streaming	<ul style="list-style-type: none"> • CAYIN RTB (Encapsulation Method: MPEG TS , Codec: MPEG-2/MPEG-4, bit rate: 256K~5 Mbps) • RTP (Encapsulation Method: MPEG TS , Codec: MPEG-2/MPEG-4) • HTTP/MMS 		N/A
Video Resolutions²	<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"> • 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 portrait screen and high resolution when SMP player is playing high definition video. 	<ul style="list-style-type: none"> • Please refer to the Appendix for detailed video resolutions and specifications. • The resolution of the Video zone is max 1024 pixels in the Portrait mode.

	SMP-PROPLUS (P/N: LB-300)	SMP-PRO4 (P/N: LB-700)	SMP-200 (P/N: LB-50)
Ticker	<ul style="list-style-type: none"> • Enter text in Web Manager • Get text file or RSS feed from remote web server • Read text files in Hard-disk Drive 		
Skin	<ul style="list-style-type: none"> • 11 default skins • Limited by system partition storage 	<ul style="list-style-type: none"> • 9 default skins • Limited by system partition storage 	<ul style="list-style-type: none"> • 9 default skins • Limited by system partition storage
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, User Define. • Portrait Mode: Support 90 and 270 degree display rotation 	<ul style="list-style-type: none"> • Screen Resolutions³: 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720 (720p), 1280x768, 1600x900, 1360x768, 1366x768, User Define • Portrait Mode: Support 90 and 270 degree display rotation 	<ul style="list-style-type: none"> • Screen Resolutions³: 640x480, 800x600, 1024x768, 1152x864, 1280x720 (720p), 1280x768, 1360x768, 1366x768 • Portrait Mode: Support 90 and 270 degree display rotation
Network Interface	<ul style="list-style-type: none"> • 10/100/1000 Mbps Ethernet • 802.11b/g/n wireless LAN adaptor (optional) • 3G data network (optional) 	<ul style="list-style-type: none"> • 10/100/1000 Mbps Ethernet • 802.11b/g/n wireless LAN adaptor (optional) • 3G data network (optional) 	<ul style="list-style-type: none"> • 10/100 Mbps Ethernet • 802.11b/g/n wireless LAN adaptor (optional) • 3G data network (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	<ul style="list-style-type: none"> • Support 		

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.

1-6 Install SMP-PRO Series

1-6-1 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.

1-6-2 Login on SMP-PRO Series

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

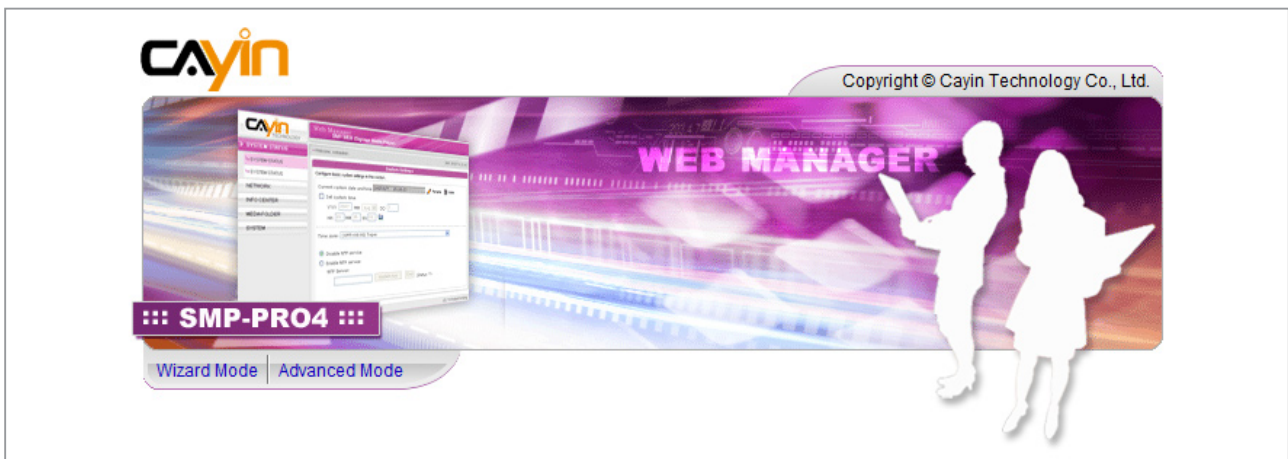
DHCP (Auto IP)

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-PRO4 (Signage Media Player)'. The main heading is '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 steps is a help section for 'Ethernet Configuration' with detailed instructions on how to configure network settings, including group name, hostname, and DHCP/Static IP options. The main content area is titled 'Ethernet Configuration' and is divided into two sections: 'Common Settings' and 'Ethernet Settings'. In 'Common Settings', the 'Group' and 'Hostname' fields are both set to 'SMP-PRO4'. In 'Ethernet Settings', the 'Network' section has '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 form are 'Cancel' and 'Next' buttons. The footer contains copyright information for Cayin Technology Co., Ltd. and a patent notice.

Advanced Mode

The screenshot shows the 'Web Manager' interface for 'SMP-PRO4 (Signage Media Player)' in 'Advanced Mode'. The main heading is 'NETWORK SETTINGS'. On the left, there is a sidebar with various system settings: 'SYSTEM STATUS', 'PLAYBACK', 'LOCAL SCHEDULE', 'MEDIA FOLDER', 'NETWORK SETTINGS' (selected), 'WIRELESS', '3G DATA NETWORK', 'SYSTEM', and 'LOG'. Below the sidebar is an 'APPLY' button. The main content area is titled 'Common Settings' and 'Ethernet Settings'. In 'Common Settings', the 'Group' and 'Hostname' fields are both set to 'SMP-PRO4'. In 'Ethernet Settings', the 'Network' section has '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 form is a checkbox for 'Check network by pinging gateway' and a 'SAVE' button. The footer contains copyright information for Cayin Technology Co., Ltd. and a patent notice.

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.

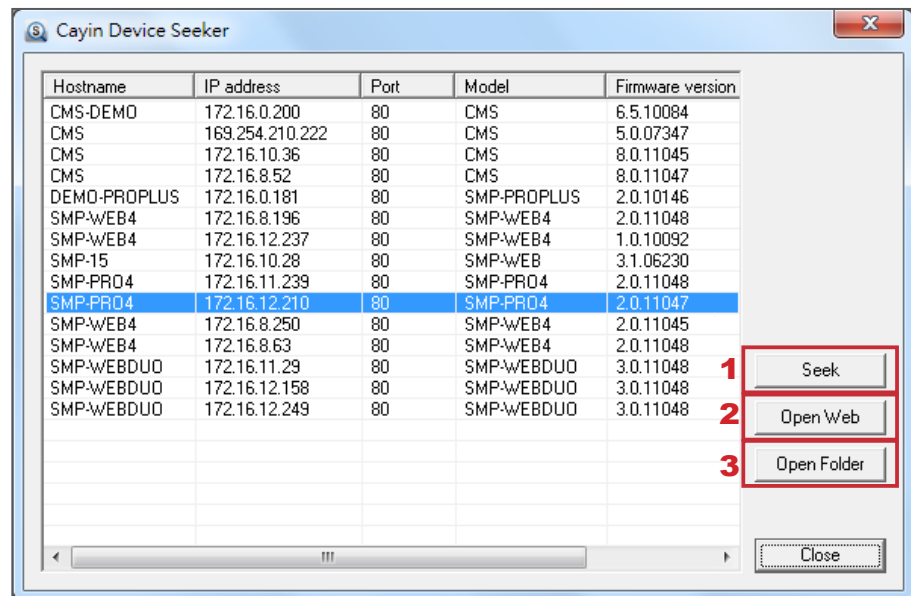
NOTE

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.

1-6-3 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\seeker.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**].

1-7 Wall Mount Installation

If you would like to mount your SMP player on the wall, please read this section for installation instructions. Here we take SMP-PRO4 for illustration.

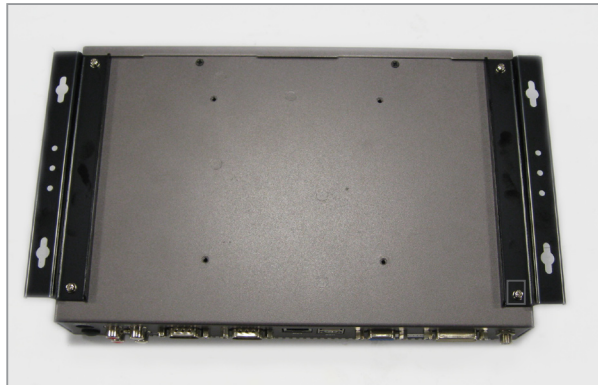
NOTE

The enclosed accessories, such as brackets and screws, may differ from the product you purchase.

1. Please find the enclosed brackets and mounting screws.



2. Attach the brackets with your SMP player and secure brackets with provided mounting screws.



3. Hang your SMP player to a suitable place and well secure it with provided screws.



1-8 Insert/Replace SD Card (SMP-200 only)

NOTE

The SD storage space replaces the original 2GB space, which means the two storage spaces won't add together.

SMP-200 has built-in 4GB flash memory on board, and approximately 2 GB can be used for Media folder. If you need more storage, you can install an SD card by yourself.

1. Take out the key from your SMP-200 box.
2. Use the key to unlock and push the door to open the cover.



3. Insert an SC or SDHC card into the SD slot. The maximum capacity is 32GB.



NOTE

SMP-200 doesn't support SDXC card. The file system in the SD card should be FAT/FAT32.

4. In few seconds, SMP-200 will detect the SD card and switch the Media folder to the SD card's storage space.

2 ■ Configuration in Wizard Mode

2-1 Upload Files to SMP Player	15
2-2 Wizard Mode Introduction	18
2-3 Network Wizard.....	18
2-3-1 Step1: Ethernet Configuration.....	18
2-3-2 Step2: Wifi Configuration (Optional).....	19
2-3-3 Step3: Ping Gateway	20
2-4 System Wizard	21
2-4-1 Step1: Time & Language Settings	21
2-4-2 Step2: Display Settings	22
2-4-3 Step3: Media Folder Security Settings.....	24
2-5 Content Update Wizard	24
2-5-1 Content Update Settings.....	24
2-6 Playback Wizard	25
2-6-1 Step1: Skin.....	25
2-6-2 Step2: Multimedia 1	26
2-6-3 Step3: Multimedia 2	27
2-6-4 Step4: Image Slideshow 1	27
2-6-5 Step5: Image Slideshow 2	27
2-6-6 Step6: Ticker Text 1.....	28
2-6-7 Step7: Ticker Text 2.....	28

2-1 Upload Files to SMP Player

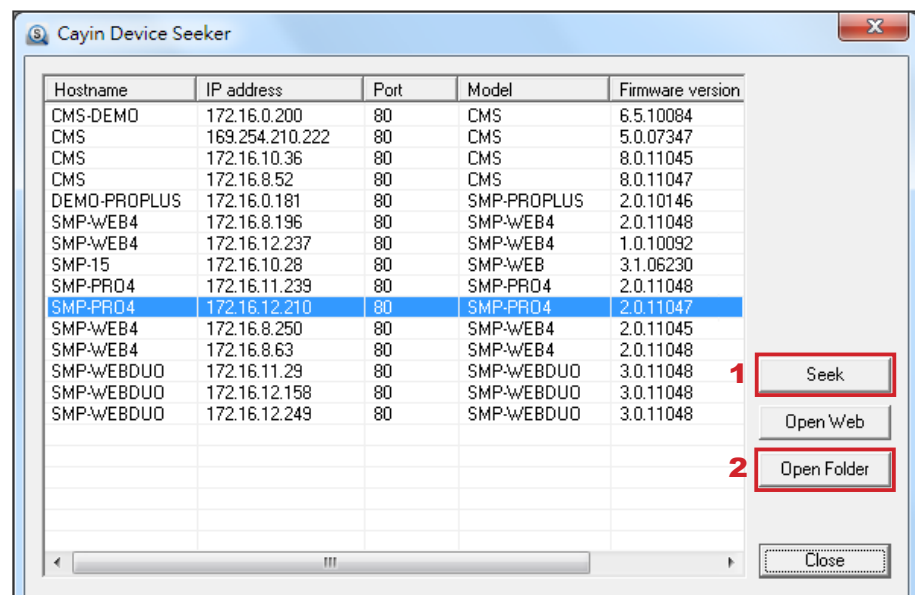
When you use SMP players without CMS server, you can choose one of the following methods to upload files to SMP-PRO series players.

Method 1:

1. Insert the product CD into your CD-ROM, and run [**CAYIN Device Seeker**] (\Tool\Device Seeker\seeker.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

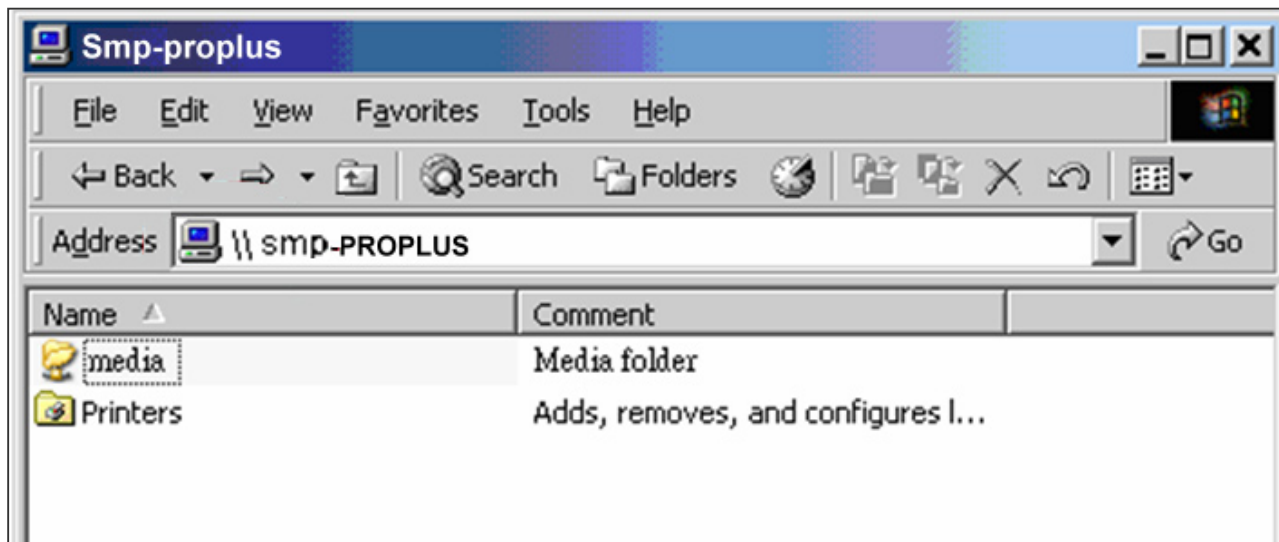
Your PC and the SMP player have to be in the same LAN, so that you can use CAYIN Device Seeker to open the Media Folder of that SMP player.



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:

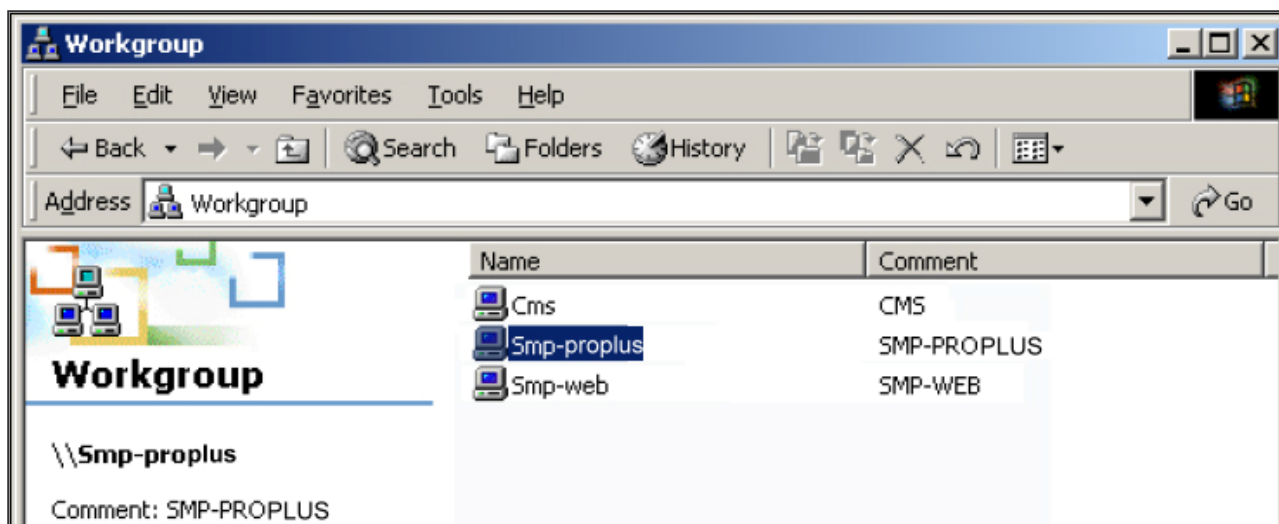
1. Open [**File Explorer**], and enter the "\\hostname" or "\\IP address". For example, if your hostname is SMP-PROPLUS, please enter \\SMP-PROPLUS or \\172.16.1.2.



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.

Method 4:

1. Login to SMP Web Manager and click “**Media Folder**” in the main page.
2. Go to “**Media Folder Management**” and tick “**Enable FTP service**” checkbox.
3. Please enter username and password here. The default ID/PW is smbuser/smbuser. If you want to change password, please tick “**Change User mode password**” and enter your new password accordingly.

4. Click [**Save**] to save the settings and then click [**Apply**] to apply the changes.
5. Now you can use your familiar FTP client software to upload/delete files in Media Folder(s).

Method 5:

1. Login to SMP Web Manager and click “**Media Folder**” in the main page.
2. Go to “**Media Folder Management**” and tick the checkbox, “**Allow updating content from USB storage device**”. Click [**Save**] to save the settings and then click [**Apply**] on left side column to apply the changes.

3. Now you can insert your USB storage device (usually a USB flash drive or USB HDD) to update the content into Media Folder.
4. You can also use USB storage device to upload system configurations. Store the configuration file in the root directory of the USB device and connect to SMP player.

NOTE

The USB file system supported by SMP players are as followings: FAT/FAT32/NTFS

If you use FAT/FAT32 in USB storage, we strongly suggest you that all characters in filename should be in lower case due to file system's limitation. It may not be a problem if you configure to play all files in the device or in specific folders. However, the filename must be in lower case, if your playlist includes any specific filename.

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

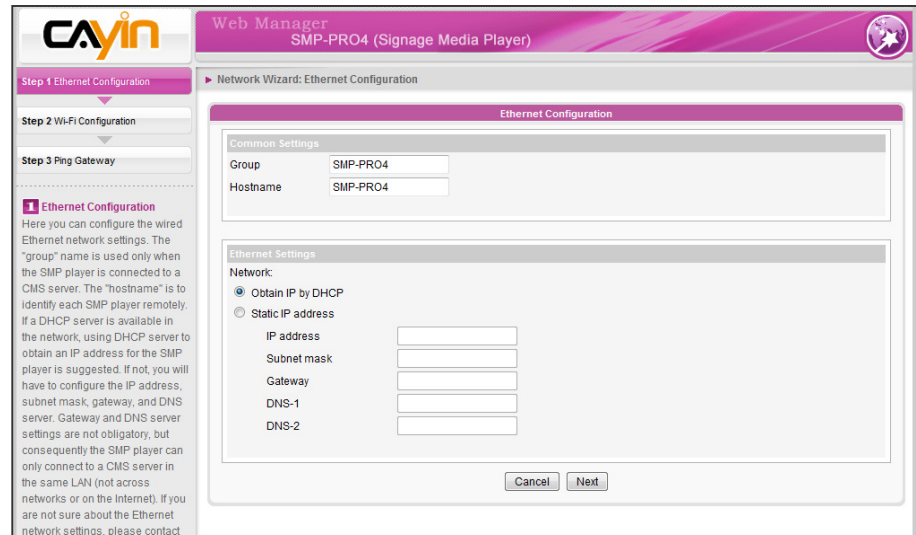
Here you can configure the wired Ethernet network settings.

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.

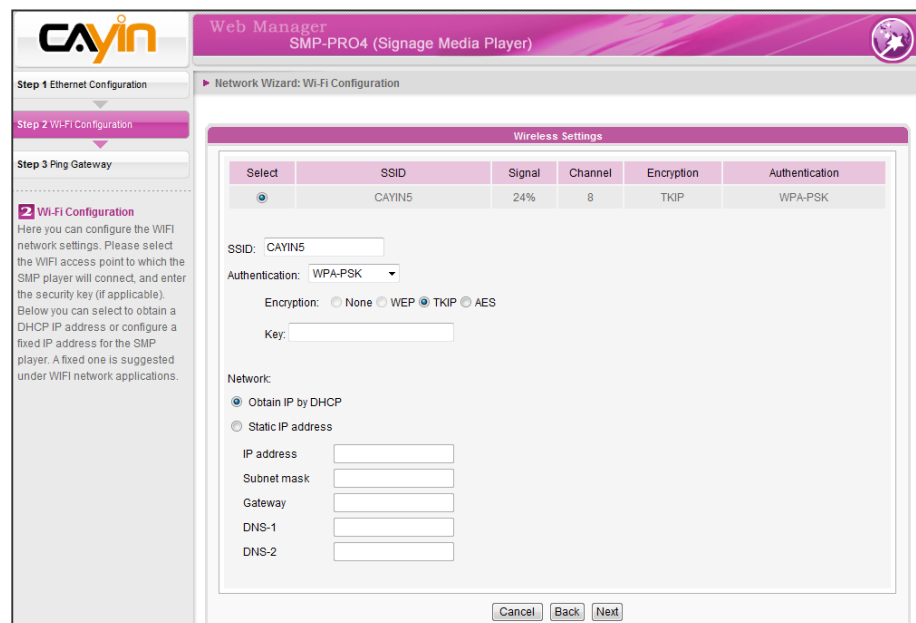


NOTE

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 “**Wireless Settings**” and can configure wireless network settings here.



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.

NOTE

Normally enabling this function will not cause other network problems.

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.

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

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 settings in Network Wizard.

2-4 System Wizard

You can configure time, language, display, and security settings here.

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, Polish, Thai, Traditional Chinese, and Simplified Chinese.

The screenshot shows the 'Web Manager SMP-PRO4 (Signage Media Player)' interface. The main window is titled 'System Wizard: Time & Language Settings'. On the left, there is a sidebar with three steps: 'Step 1 Time & Language Settings' (selected), 'Step 2 Display Settings', and 'Step 3 Media Folder Security Settings'. Below the sidebar, there is a section titled 'Time & Language Settings' with instructions: 'Here you can configure the settings of date, time, and Web Manager's language. 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, Traditional Chinese, and Simplified Chinese.'

The main content area shows the following settings:

- Current date and time: 2011/2/17 12:40:41
- Time zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London
- Enable NTP service: (Unselected)
- Disable NTP service: (Selected)
 - Set system date and time: (Unselected)
 - Manual time settings: YYYY 2011, MM Feb, DD 17, HH 12, MM 40, SS 16
- Web Manager Language: English

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

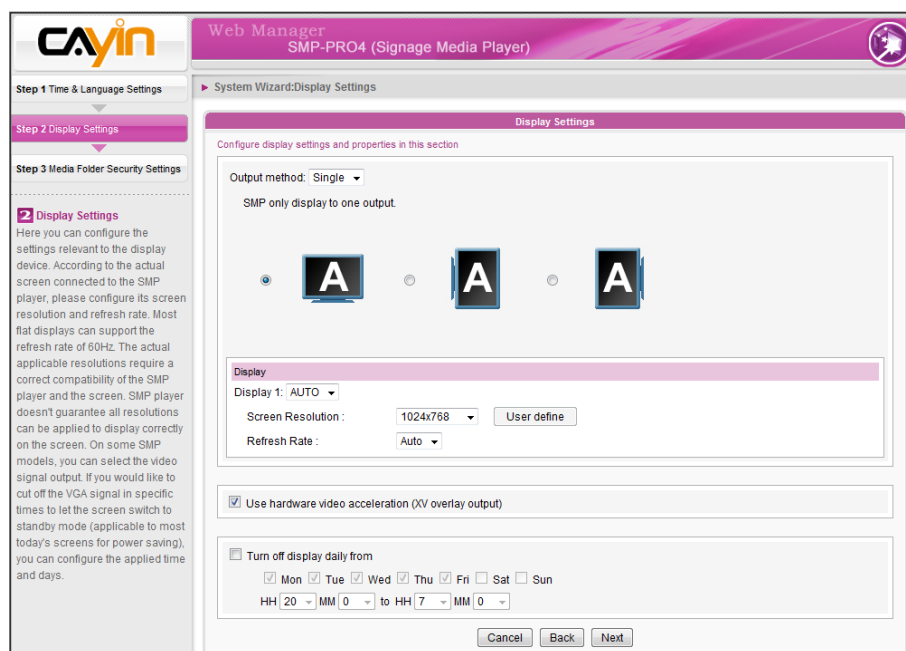
1. Choose correct time zone.
2. You can decide to use NTP server or set correct system time by yourself.
3. Choose a preferred UI language.
4. Click [**Next**] to proceed.

2-4-2 Step2: Display Settings

Here you can configure the settings related 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

SMP-PRO4 and SMP-200 support 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.

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.

1. Choose an output method from the drop-down menu and display configurations such as display orientation and resolution. Those information will be shown below the drop-down menu according to your selection. Please configure the settings accordingly.
2. If you want to turn off the display (SMP will cut down the VGA or DVI output automatically), please set a specific time of a day or day of week to cut off the VGA/DVI signal at the bottom of this page.
3. Click **[NEXT]** to save all the 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.

NOTE

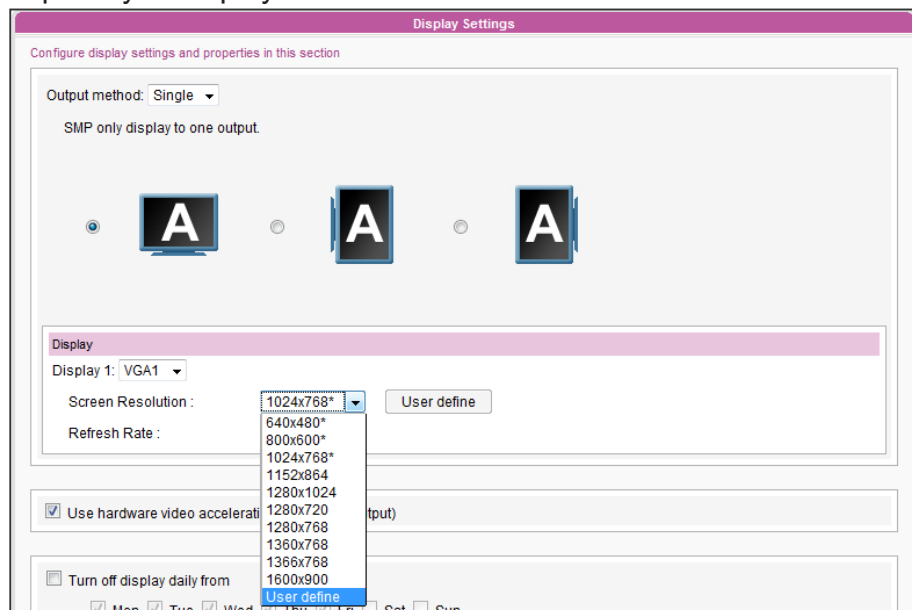
Some display's refresh rate is not happened to be an integer (e.g. 59.9 Hz). You must check with your display vendor or try some numbers in the vicinity of that possible refresh rate.

IMPORTANT

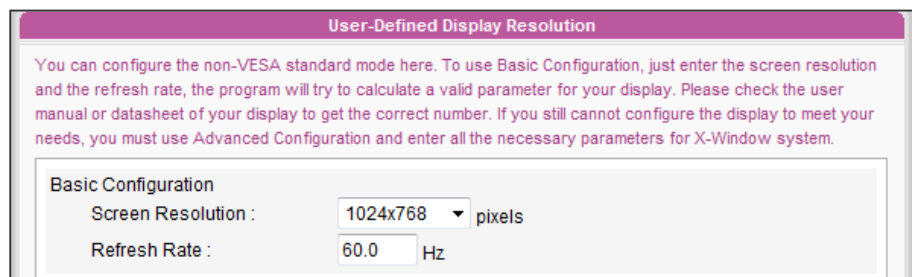
We DO NOT guarantee any number you choose or enter on the User-Defined Display Resolution page can be compatible to your display. You must test the compatibility of your display before you use it.

*** User Define Resolution (SMP-200 doesn't support)**

For the display which does not support EDID (DDC) signal, you may use "**User Define**" to force player output the configured display resolution. But, the final result still depends on the display's capability to display it.



1. Choose "**User define**" in the drop down menu.
2. Click [**User define**] button and you will see a pop-up window.



3. Choose "**Basic Configuration**" to enter a compatible resolution and refresh rate for your display.
4. Click [**Save**] and go back to the "**Display Settings**" page.
5. Click [**Next**] to process.

2-4-3 Step3: Media Folder Security Settings

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 use "**user mode**" and assign a password. After finishing the configuration, press [**Finish**] to accomplish the "**System Wizard**" settings.

The screenshot shows the 'Media Folder Security Settings' wizard. The left sidebar lists 'Step 3 Media Folder Security Settings' as the active step. The main content area has a title 'Media Folder Security Settings' and asks the user to 'Choose one of the following shared folder modes:'. There are two radio button options: 'Share mode (no password required)' which is selected, and 'User mode (password required)'. Below the 'User mode' option is a checkbox for 'Change User mode password'. Underneath, there are input fields for 'Username' (containing 'smbuser'), 'Password', and 'Confirm password'. At the bottom of the form are 'Cancel', 'Back', and 'Finish' buttons.

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. The left sidebar lists 'Step 1 Content Update Settings' as the active step. The main content area has a title 'Content Update Settings' and contains several configuration fields: 'Check for new content every' (60) minutes, 'Group' (SMP-PRO4), 'Username' (admin), 'Password' (masked with dots), 'Hostname or IP address' (172.16.100.250), and a 'Click Test to check connection:' button labeled 'Test'. At the bottom of the form are 'Cancel' and 'Finish' buttons.

1. Configure how frequently (minutes) 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. This account has to be authorized to access the group content.
4. Enter the CMS' IP or domain address (e.g. cms.your-company.com). You can click [**Test**] button to check whether you enter the correct data.
5. After finishing the configuration, press [**Finish**] to finish the Content Update Wizard's settings.

NOTE

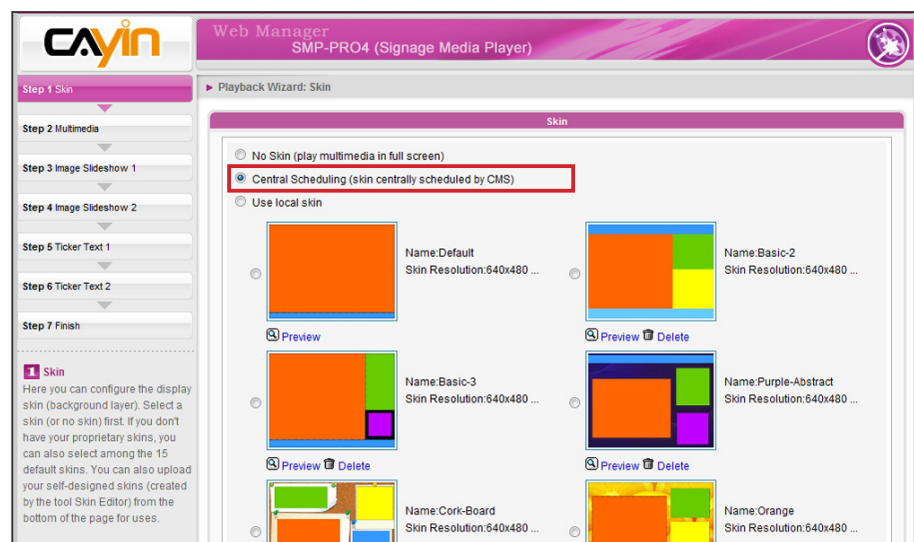
After you select a skin, the following steps of configuring each zone will be based on the skin you just select. For example, if you choose a skin without any ticker or with only one multimedia zone, you will skip Step 6 Ticker Text and do not need to configure the settings of Multimedia 2.

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 ones. You can also upload your self-designed skins (created by CAYIN's 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 (skin centrally scheduled by CMS)**" 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

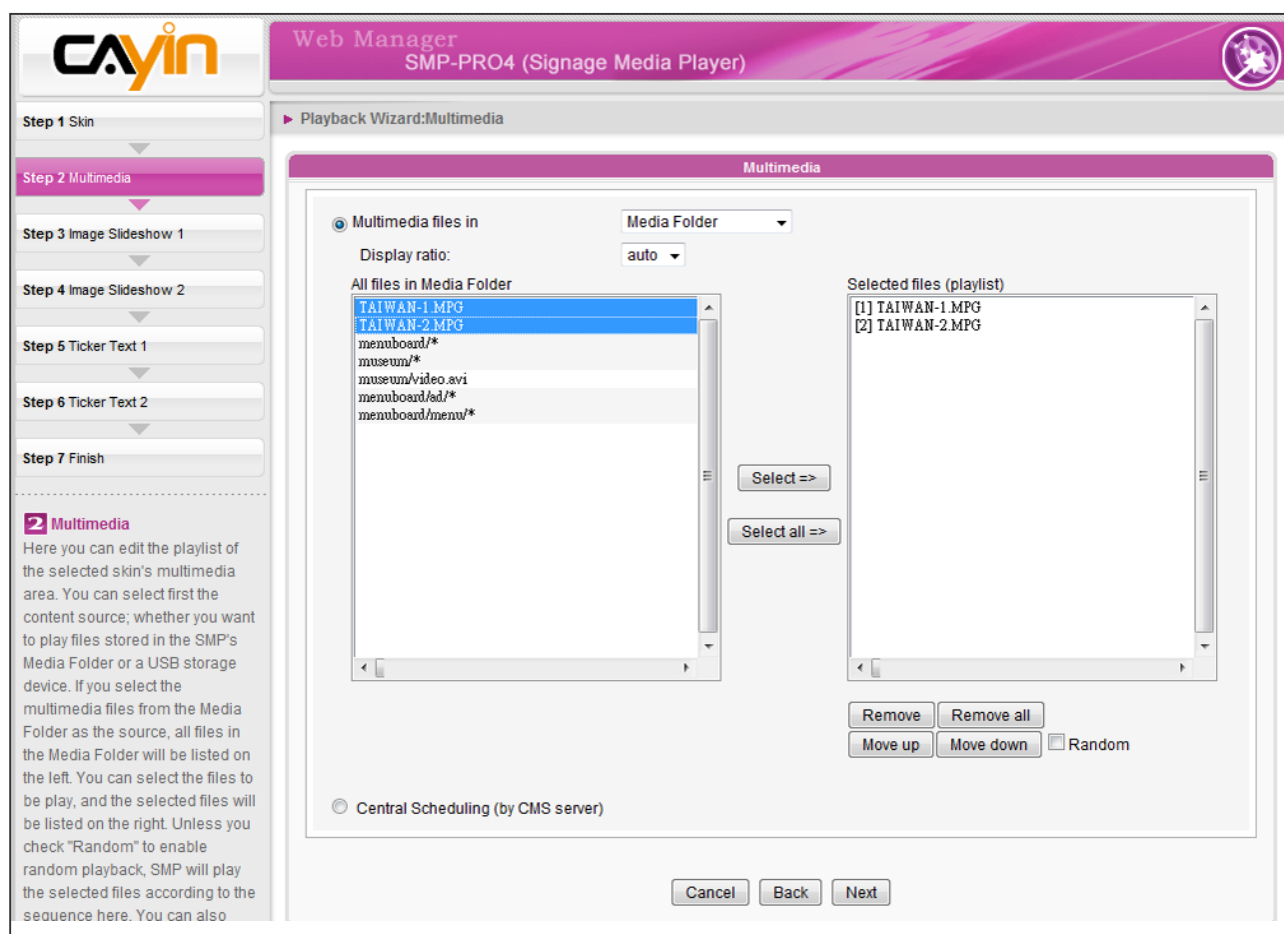
Here you can edit the playlist of the selected skin's multimedia area.

First, you can select the content source via drop down menu; 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.

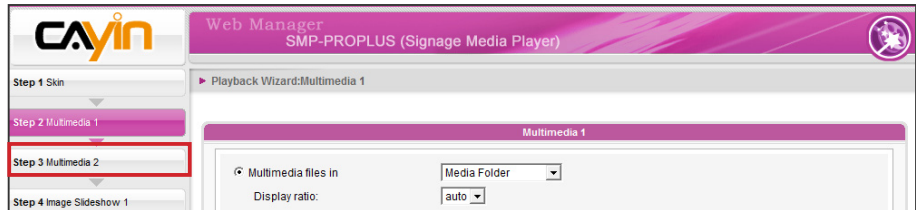
You can also select "**Central Scheduling (by CMS server)**" to allow the CMS server to control the playlist centrally.

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 muted.



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. Only SMP-PROPLUS supports two multimedia zones.



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 or specific image files (JPEG or GIF) in the Media Folder, or play image files centrally scheduled by CMS server.

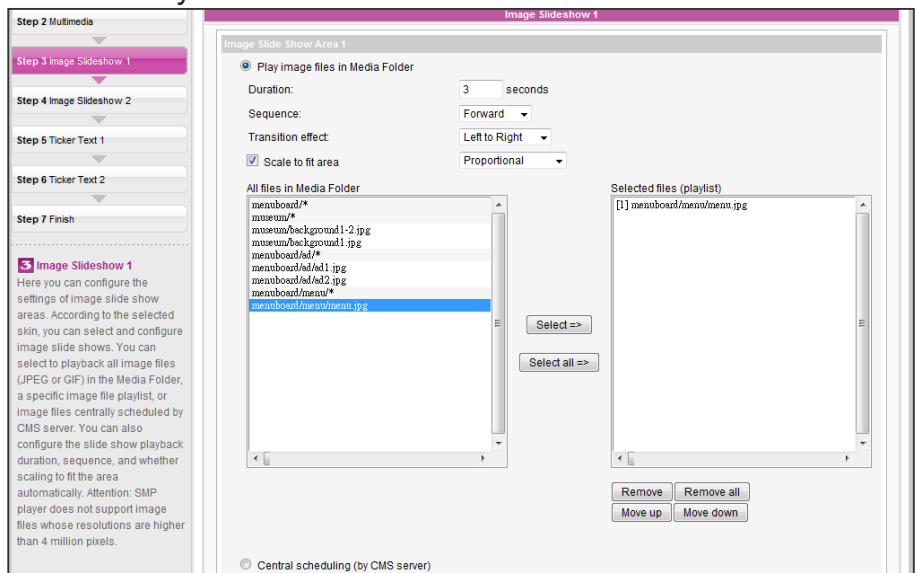
You can also configure the slide show playback duration, sequence, transition effect, and whether scaling to fit the area automatically.

NOTE

SMP player does not support image files with resolutions higher than 4 million pixels.

NOTE

Users can choose to tick “**scale to fit area**” option and allow image to proportionally or non-proportionally fit the screen.



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 1

NOTE

You can enter max. 512 characters in the text field.
The text file (.txt) can include max. 16384 characters.

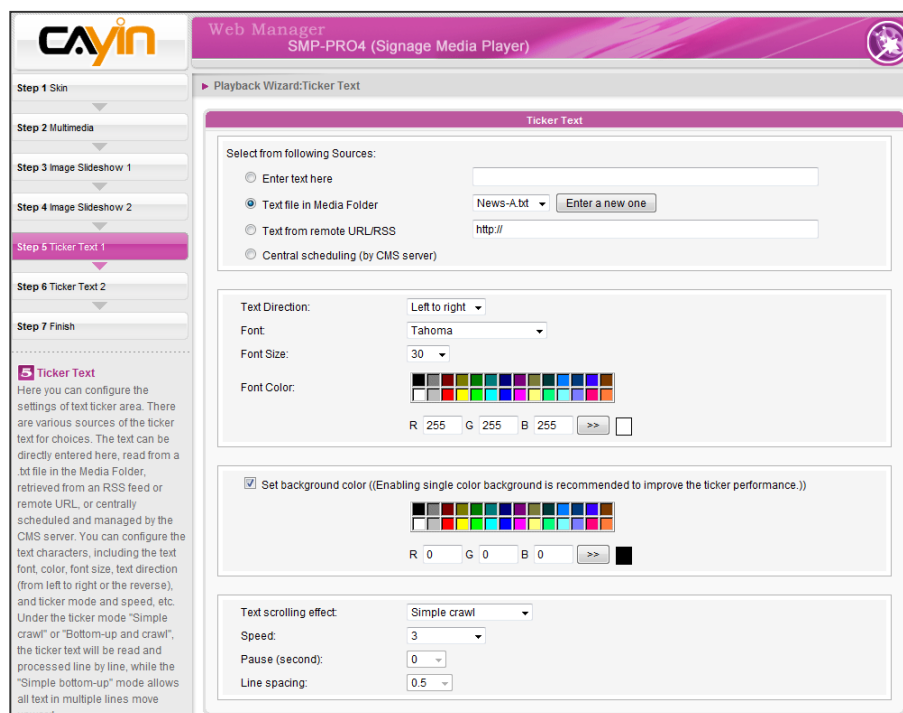
Here you can configure the settings of text ticker area.

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 a 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 a single line, while the "**Simple bottom-up**" mode allows all text to move upwards in multiple lines.

NOTE

If you use ticker mode "**Simple 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.



2-6-7 Step7: Ticker Text 2

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

3 Multimedia Content Playback and Management

3-1 Upload Multimedia Contents	30
3-2 Choose Your Skin	33
3-2-1 Use Default Skin	33
3-2-2 Use Your Own Skin	33
3-2-3 Control Skin by CMS Server	33
3-2-4 Export Skin.....	34
3-3 Choose Media Source and Set Playlist	34
3-3-1 Play Files in Media Folder.....	34
3-3-2 Play Files in USB Storage Device	37
3-3-3 Central Scheduling (by CMS Server)	37
3-3-4 RTB/RTP Streaming (SMP-PRO4 & SMP-PROPLUS) ..	38
3-3-5 HTTP/MMS Streaming (SMP-PRO4 & SMP-PROPLUS)	39
3-3-6 Video Input (SMP-PRO4 only)	39
3-3-7 Image Slide Show	39
3-3-8 Mute Function	40
3-4 Image Slide Show Settings.....	40
3-5 Ticker	42
3-5-1 Define Font Format	43
3-5-2 Set Background Color	44
3-5-3 Scrolling Effect	44
3-6 Volume	45

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

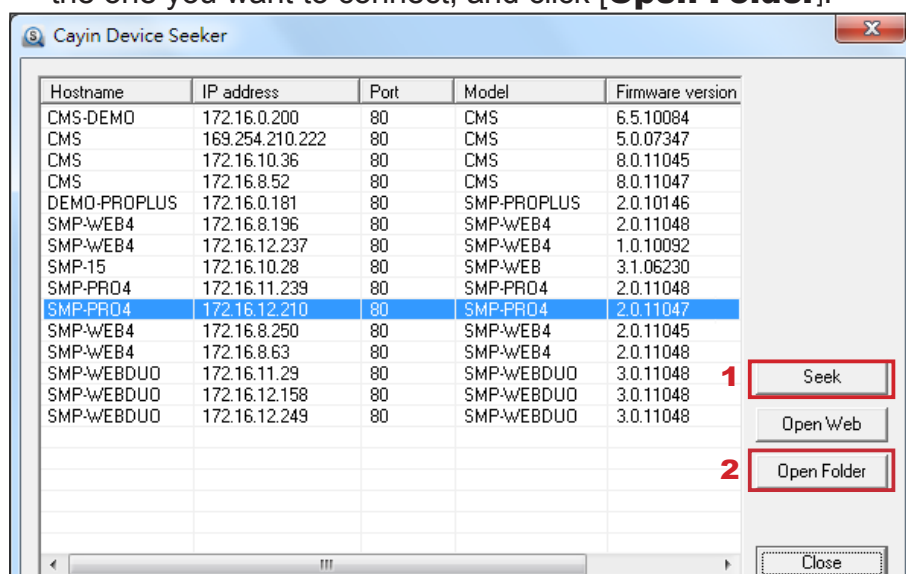
When you choose to play files from the Media Folder, you can choose one of the following methods to upload files into SMP player.

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:

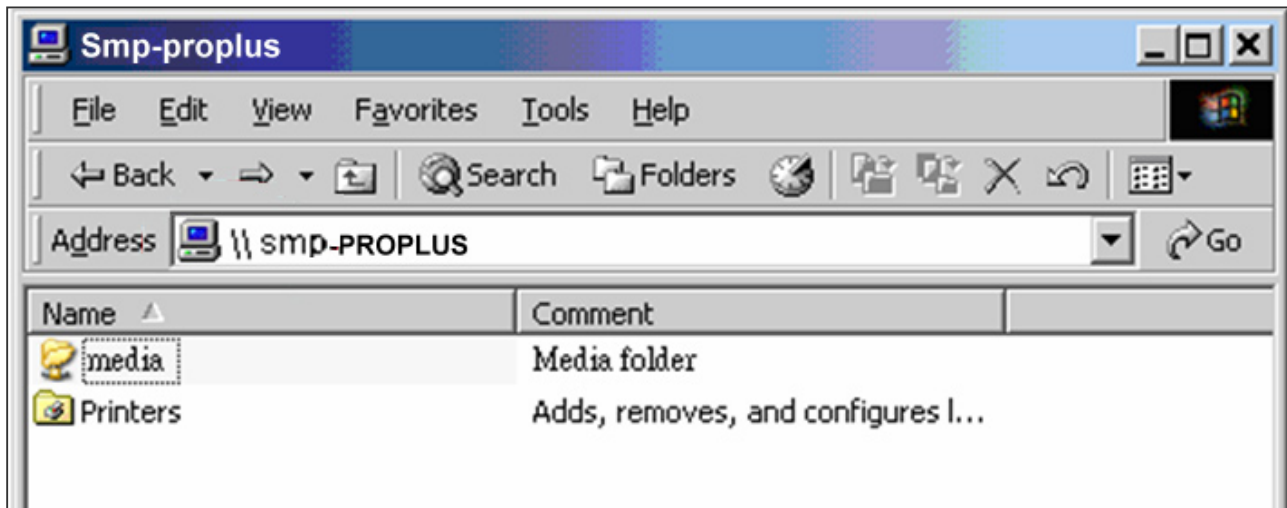
1. Insert the product CD into your CD-ROM, and run [**CAYIN Device Seeker**] (\Tool\Device Seeker\seeker.exe). You can also copy this file to your PC for future management.
2. Click [**Seek**] to search all available SMP players or CMS servers in the same LAN. When the devices are found, select the one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

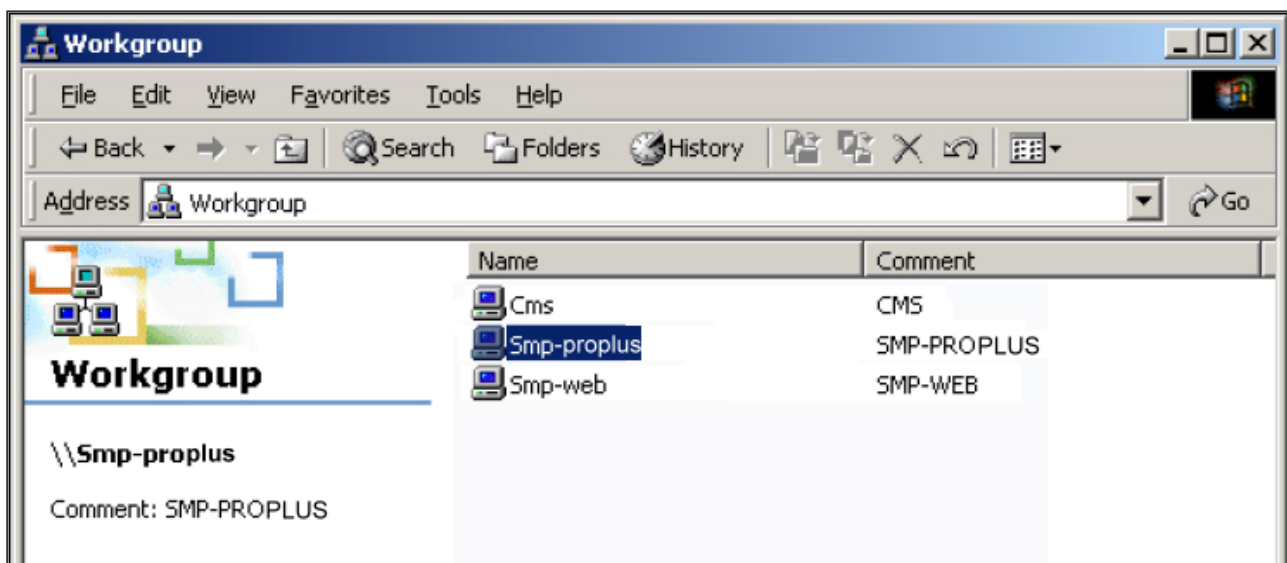
1. Open [**File Explorer**], and enter the "\\hostname" or "\\IP address". For example, if your hostname is SMP-PROPLUS, please enter \\SMP-PROPLUS or \\172.16.1.2.



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:

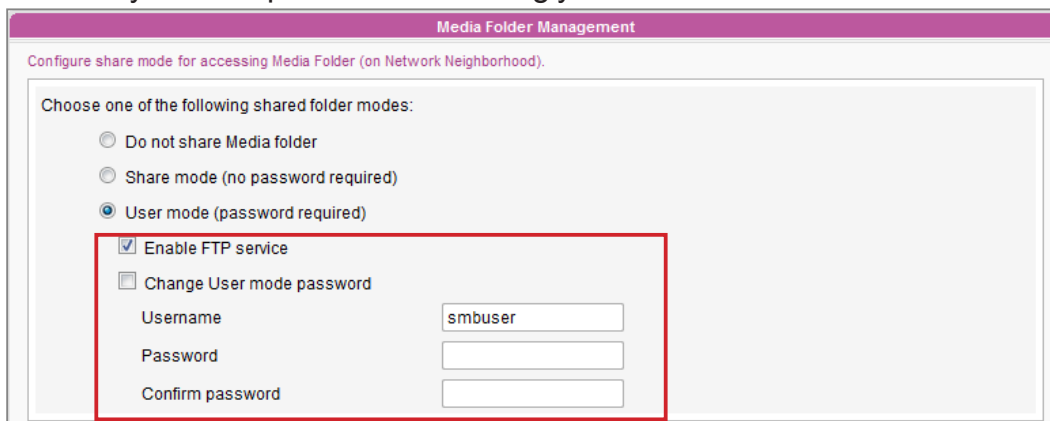
1. Open "**Network Neighborhood**" of your PC. All PCs in "**Workgroup**" will be listed. You can see all SMP clients or CMS servers from your Windows Explorer, like the figure below:



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.

Method 4:

1. Login to SMP Web Manager and click “**Media Folder**” in the main page.
2. Go to “**Media Folder Management**” and tick “**Enable FTP service**” checkbox.
3. Please enter username and password here. The default ID/PW is smbuser/smbuser. If you want to change password, please tick “**Change User mode password**” and enter your new password accordingly.



4. Click [**Save**] to save the settings and click [**Apply**] to apply the changes.
5. Now you can use your familiar FTP client software to upload/delete files in Media Folder(s).

Method 5:

1. Login to SMP Web Manager and click “**Media Folder**” in the main page.
2. Go to “**Media Folder Management**” and tick the checkbox, “**Allow updating content from USB storage device**”. Click [**Save**] to save the settings and then click [**Apply**] on left side column to apply the changes.



3. Now you can insert your USB storage device (usually a USB flash drive or USB HDD) to update the content into Media Folder.
4. You can also use USB storage device to upload system configurations. Store the configuration file in the root directory of the USB device and connect to SMP player.

NOTE

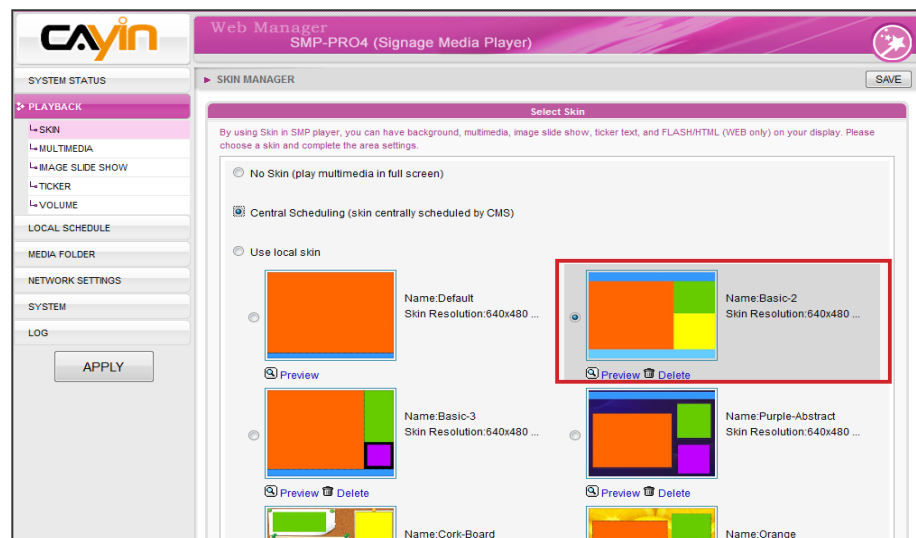
The USB file system supported by SMP players are as followings: FAT/FAT32/NTFS
 If you use FAT/FAT32 in USB storage, we strongly suggest you that all characters in filename should be in lower case due to file system's limitation. It may not be a problem if you configure to play all files in the device or in specific folders. However, the filename must be in lower case, if your playlist includes any specific filename.

3-2 Choose Your Skin

Here you can configure the display skin (background layer). Go to **PLAYBACK > SKIN** and select a skin (or no skin) first.

3-2-1 Use Default Skin

If you do not have your proprietary skins, please select among the default skins.

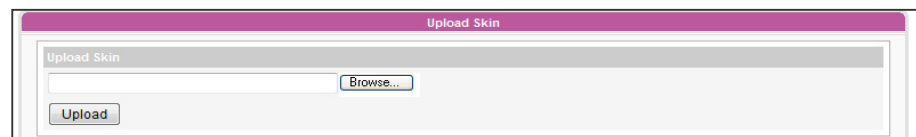


3-2-2 Use Your Own Skin

NOTE

You can upload as many skin files as you want as long as the total size of skin files (including default ones) won't exceed the system partition storage.

You can also upload your self-designed skins (created by **CAYIN Skin Editor**) from the bottom of the page. Please select your skin file and click [**Upload**]. Then, you can see your own skin here. Just select that skin and you can use your own one.



3-2-3 Control Skin by CMS Server

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.

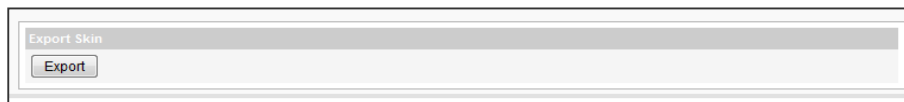
NOTE

You can export a Skin to a **CSK** file or multiple Skins to a **CSKS** file.

The CSKS file can be uploaded to another SMP player or CMS server but CANNOT be opened by CAYIN Skin Editor for further modification.

3-2-4 Export Skin

You can export skins, save them in your PC, and then upload to other SMP players or CMS servers. You can also open those skin files and modify them in Skin Editor. Click [**Export**] and you will see all skins in the pop-up window. Please select those skins you want to export and click [**Export**].



3-3 Choose Media Source and Set Playlist

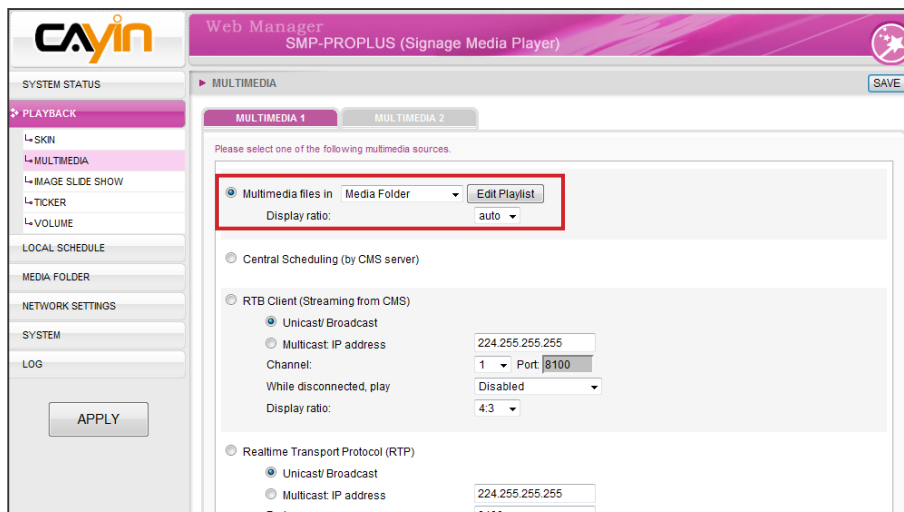
3-3-1 Play Files in Media Folder

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

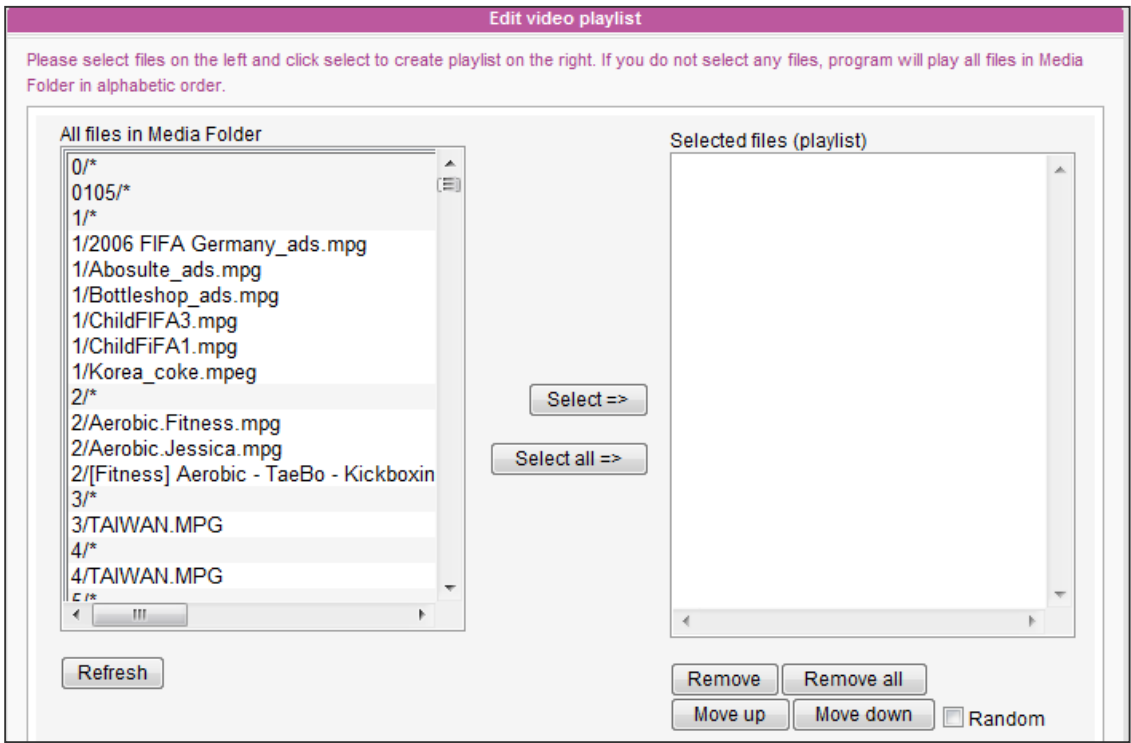
1. Login SMP player and enter Web Manager.
2. Go to **PLAYBACK > MULTIMEDIA** page.
3. Select Multimedia 1 or Multimedia 2. If there are two multimedia zones on your selected skin, you have to configure settings for both zones.
4. Click "**Multimedia files in**" and select the content source from the drop down menu. Then, you can click [**Edit Playlist**] to edit the playlist of files in the Media Folder.

NOTE

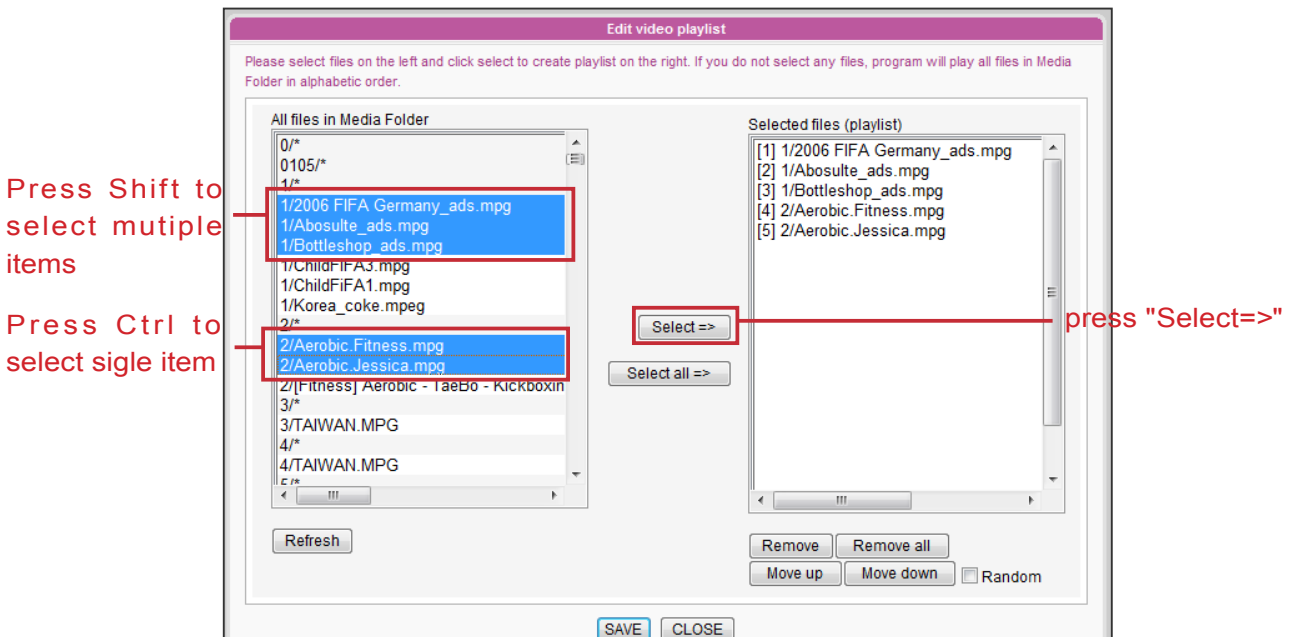
Only SMP-PROPLUS supports two multimedia areas.



- Click [**Edit Playlist**] button and you will see a pop-up window. All video files in the Media Folder will be listed in the left column. You can click [**Refresh**] here to update the files in the Media Folder. 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.

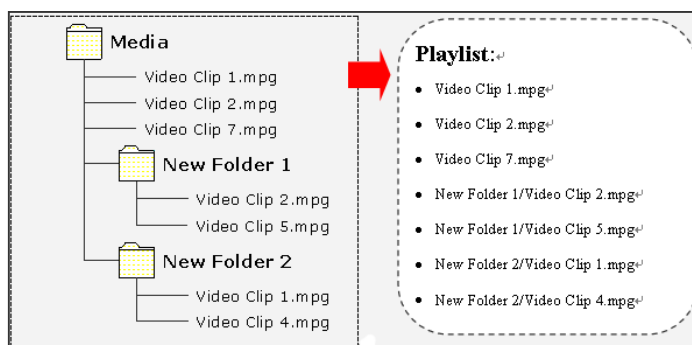
NOTE

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:



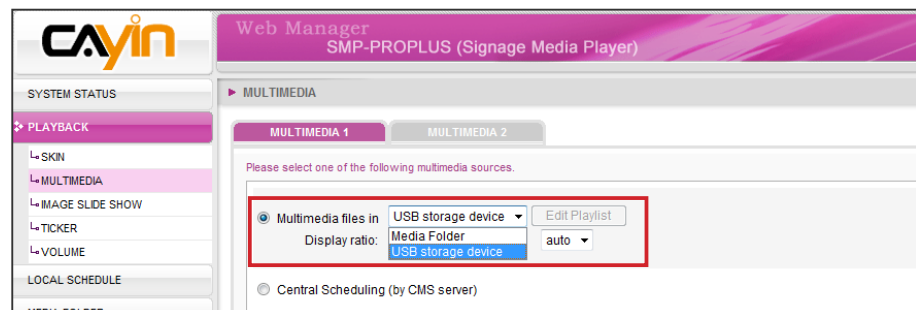
NOTE

The USB file system supported by SMP players are as followings: FAT/FAT32/NTFS

3-3-2 Play Files in USB Storage Device

Select “**USB storage device**” from “**Multimedia files in**” drop down menu; then you can play files in a USB storage device. However, you will not be able to edit playlist here. SMP will play all files in the device alphabetically.

You can also select the display ratio from the drop down menu here. There are three options for you to choose: “**auto**”, “**4:3**”, “**16:9**”.



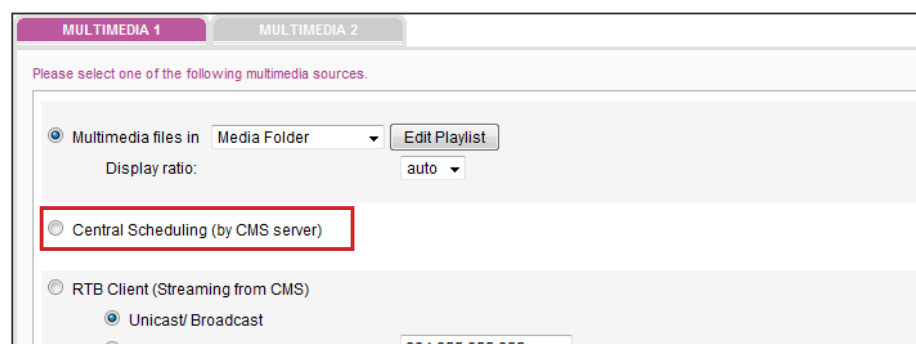
3-3-3 Central Scheduling (by CMS Server)

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. Please follow the following steps:

1. Login SMP player and enter Web Manager.
2. Go to **PLAYBACK > MULTIMEDIA** page.
3. Click “**Central Scheduling (by CMS Server)**”. Then, the playlist 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.



NOTE

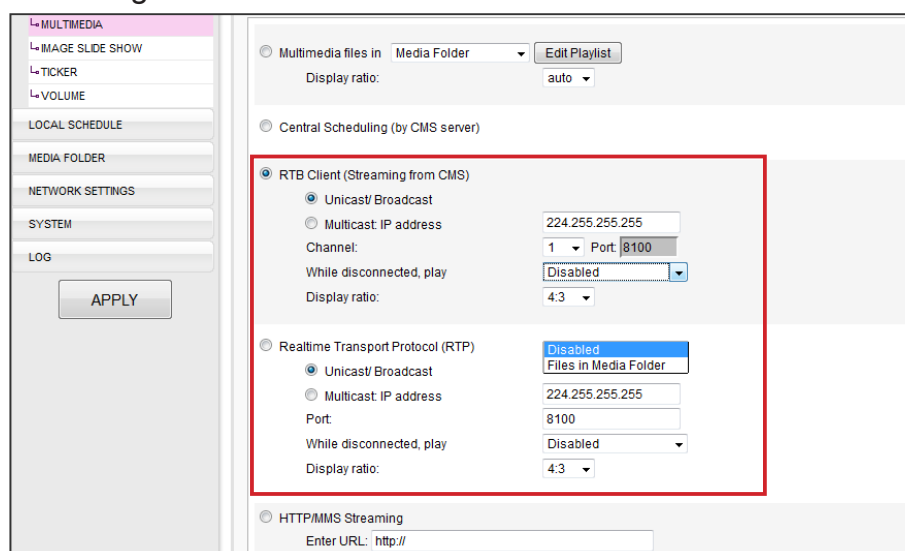
SMP players only support MPEG-2 & MPEG-4 RTB/RTP streaming.

NOTE

SMP-200 doesn't support RTB and RTP.

3-3-4 RTB/RTP Streaming (SMP-PRO4 & SMP-PROPLUS)

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 the streaming mode (RTB or RTP).
4. You can also select the display ratio from the drop down menu here. There are three options for you to choose: **“auto”**, **“4:3”**, **“16:9”**

3-3-5 HTTP/MMS Streaming (SMP-PRO4 & SMP-PROPLUS)

NOTE

SMP-200 doesn't support 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. You can also select the display ratio from the drop down menu here. There are three options for you to choose: “**auto**”, “**4:3**”, “**16:9**”

3-3-6 Video Input (SMP-PRO4 only)

To play AV-IN signal on the multimedia area, please select this item, and refer to section **7-4-5** for detailed video input configurations.

NOTE

We suggest the image files of slide show do not exceed 4 million pixels. You can have the best presentation when the image size is the same as the one of the display area.

3-3-7 Image Slide Show

To play photo slide show (JPEG/GIF pictures only) from Media Folder, or USB device, please enable this option. You can enter the duration in seconds for playing each picture. Furthermore, you can also select the transition effect and playback sequence for files such as forward, backward or randomly. To play pictures in screen size, check the box “**Scale to fit area**” and choose how you want the image to be shown in the drop down menu.

NOTE

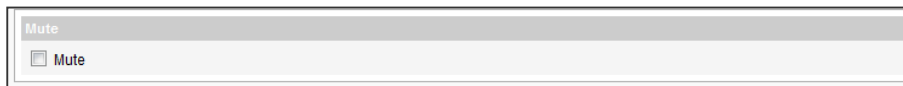
To apply the settings changed in Playback section, click [**Save**] on the bottom and click [**Apply**] on the left.

NOTE

Only SMP-PROPLUS players support the 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.

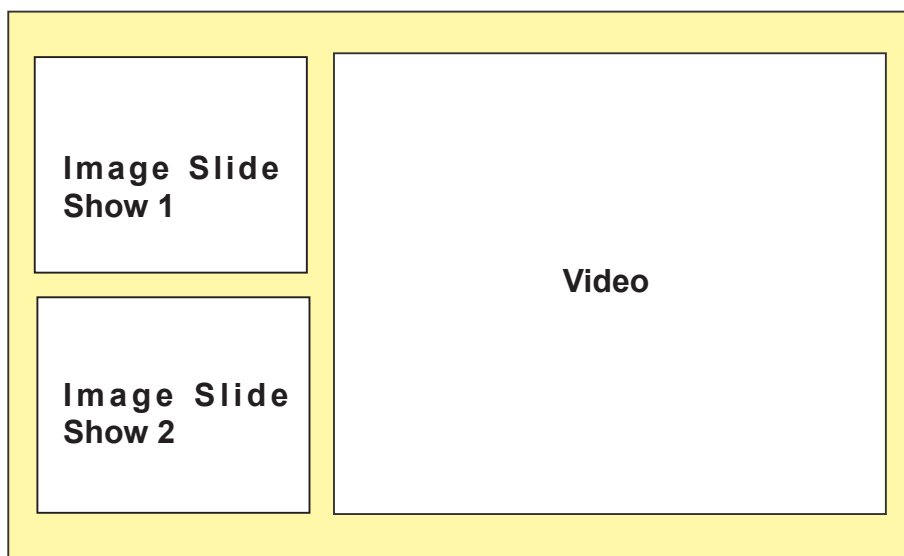


NOTE

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 corresponding subfolders before using 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. Go to **PLAYBACK > 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 image files in Media Folder	Edit playlists and play image files in the Media folder
Central Scheduling (by CMS Server)	Enable this option; then you can control the slideshow playlist from a CMS server. Please refer to the CMS manual for detailed configurations.

4. Set the “**Duration**” in seconds for playing each picture.
5. Set the “**Sequence**”. You can select to play files in forward, backward, or randomly.
6. Set the “**Transition effect**”.
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 if you have two image slide show areas.

3-5 Ticker

SMP-PRO Series supports two ticker areas. You can configure it separately to display different ticker texts on the screen. Please follow the steps below to select from multiple sources for the ticker text, and set up the font and the color of the ticker area.

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

NOTE

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

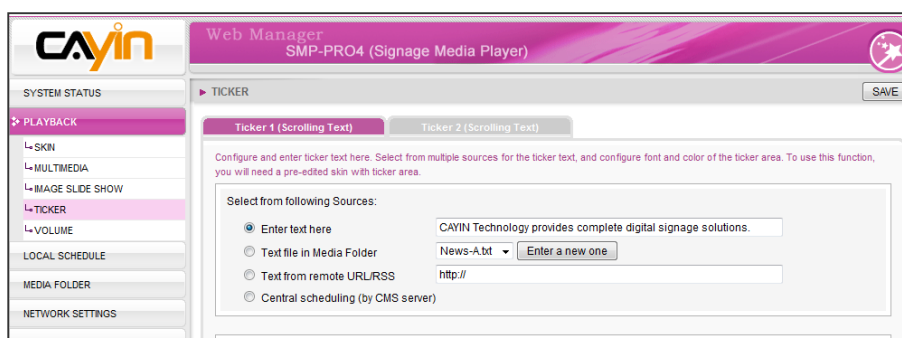
NOTE

You can enter max. 512 characters in the text field.
The text file (.txt) can include max. 16384 characters.

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, you can choose any imported .txt files from the drop down menu. 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. SMP players checks RSS feed every 20 seconds and updates if necessary.
Central Scheduling (by CMS Server)	Control ticker text from CMS server. For detailed 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

1. Enter Web Manager and go to **PLAYBACK > TICKER** page.
2. Select text direction, font and font size from drop down menus.
3. Enter the R, G, B code directly, and click [>>] to see the accurate color.
4. Click [**SAVE**] and [**APPLY**].

Web Manager
SMP-PRO4 (Signage Media Player)

▶ TICKER SAVE

Ticker 1 (Scrolling Text) Ticker 2 (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:

Set background color (Enabling single color background is recommended to improve the ticker performance.)

Text scrolling effect:

Speed:

Pause (second):

Line spacing:

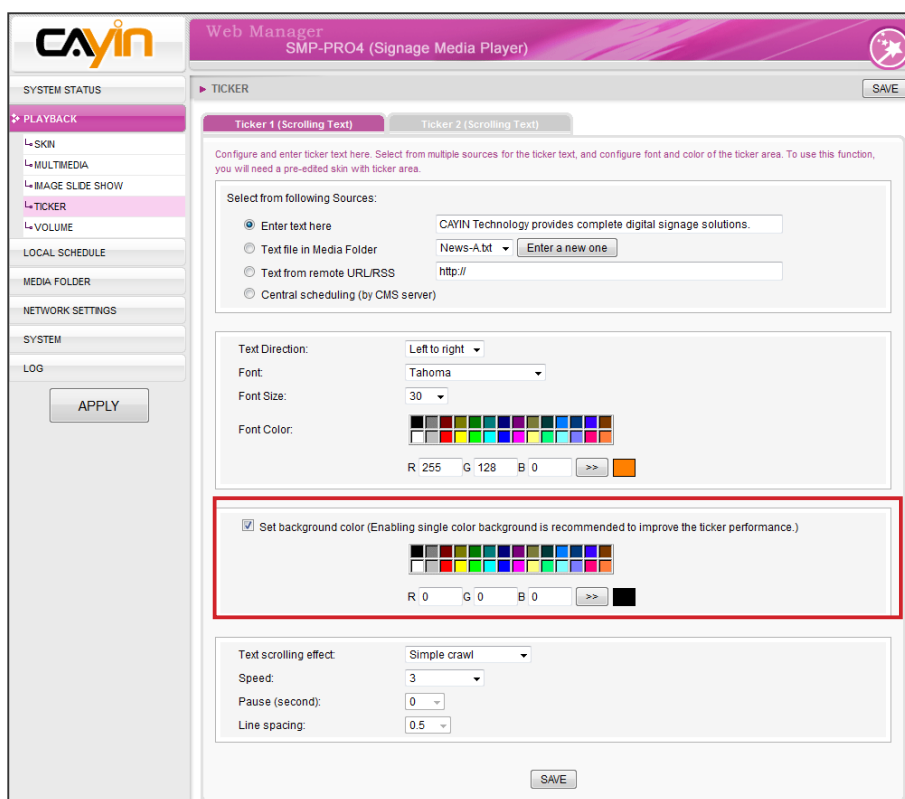
3-5-2 Set Background Color

You can choose a suitable color or enable single background color for your ticker background. Otherwise, the ticker background will be transparent to Skin background.

NOTE

Enabling single color background option is recommended for improving ticker performance and lower CPU loading.

1. Enter Web Manager and go to **PLAYBACK > 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]** to apply the ticker background color.



NOTE

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

3-5-3 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**

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.

crawl", "**Simple bottom-up**", and "**Bottom-up and crawl**". Set a suitable speed. "**1**" represents the slowest speed, and "**6**" represents the fastest one.

Text scrolling effect:	Simple crawl
Speed:	3
Pause (second):	0
Line spacing:	0.5

NOTE

If you use ticker mode "**Simple 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.

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.

- 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.
- 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	47
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 and go to **LOCAL SCHEDULE > SKIN** page.
2. Click [**Add Schedule**] button and you will see a pop-up window.

The screenshot shows the 'Web Manager' interface for 'SMP-PRO4 (Signage Media Player)'. The left sidebar contains navigation options: SYSTEM STATUS, PLAYBACK, LOCAL SCHEDULE (expanded), SKIN, MULTIMEDIA, IMAGE SLIDE SHOW, TICKER, VOLUME, and MEDIA FOLDER. The main content area is titled 'SKIN' and contains a 'Skin Local Scheduling' section. This section includes a table with columns: Enable, Name, Information, and Command. The table has one row with 'Default' skin. Below the table is an 'Add Schedule' button. A red box highlights this button, and a red arrow points down to a detailed pop-up window for creating a new schedule.

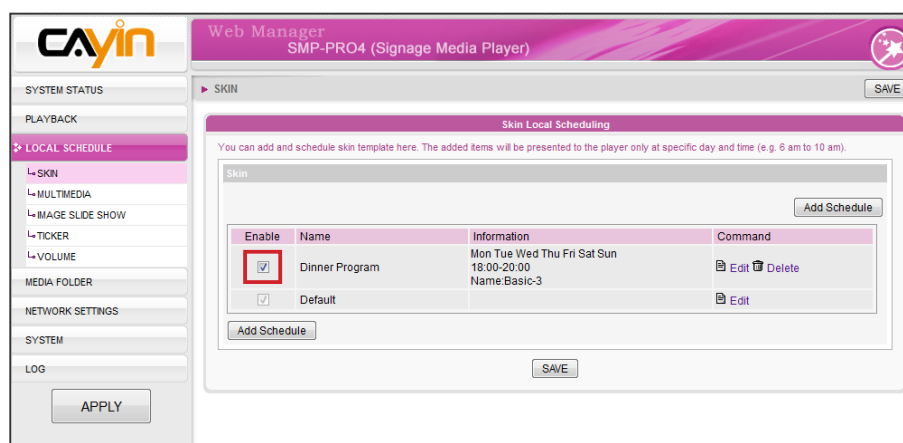
The pop-up window, titled 'Skin Local Scheduling', contains the following fields and options:

- Schedule name: Dinner Program
- Play at:
 - Day: Mon Tue Wed Thu Fri Sat Sun
 - Start Time: 18 : 00 (HH:MM)
 - End Time: 20 : 00 (HH:MM)
- Options:
 - No Skin (play multimedia in full screen)
 - Central Scheduling (skin centrally scheduled by CMS)
 - Use local skin
- Available skins:
 - Name:Default, Skin Resolution:640x480 ...
 - Name:Basic-2, Skin Resolution:640x480 ...
 - Name:Basic-3, Skin Resolution:640x480 ...
 - Name:Purple-Abstract, Skin Resolution:640x480 ...

NOTE

You can design your own skin by “**CAYIN Skin Editor**” and upload it to Web Manager.

- Name your new schedule here, e.g. “**Dinner Program**”. Then, set the “**Start Time**” and the “**End Time**” for your schedule.
- Select a skin. You can choose one from local skins or select “**No Skin**” and play your multimedia files in full screen. If you want to use CMS to centrally schedule skin files, please choose “**Central Scheduling**”.
- After completing configuration, click [**SAVE**].
- You can see a new schedule on the list now. Please tick this item and press [**SAVE**] and [**APPLY**]. SMP will only display the checked item.



4-2 Multimedia Zone

When you add a schedule for the multimedia zone, it 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.

For example, you can follow the steps below to add a new schedule: play selected files in Media Folder from 7:00 to 8:00.

- Enter Web Manager and go to **LOCAL SCHEDULE > MULTIMEDIA** page.
- If you purchase SMP-PROPLUS player, you can select “**MULTIMEDIA 1**” or “**MULTIMEDIA 2**” based on the skin you choose. If there are two multimedia zones in the skin, you have to configure these two zones separately.

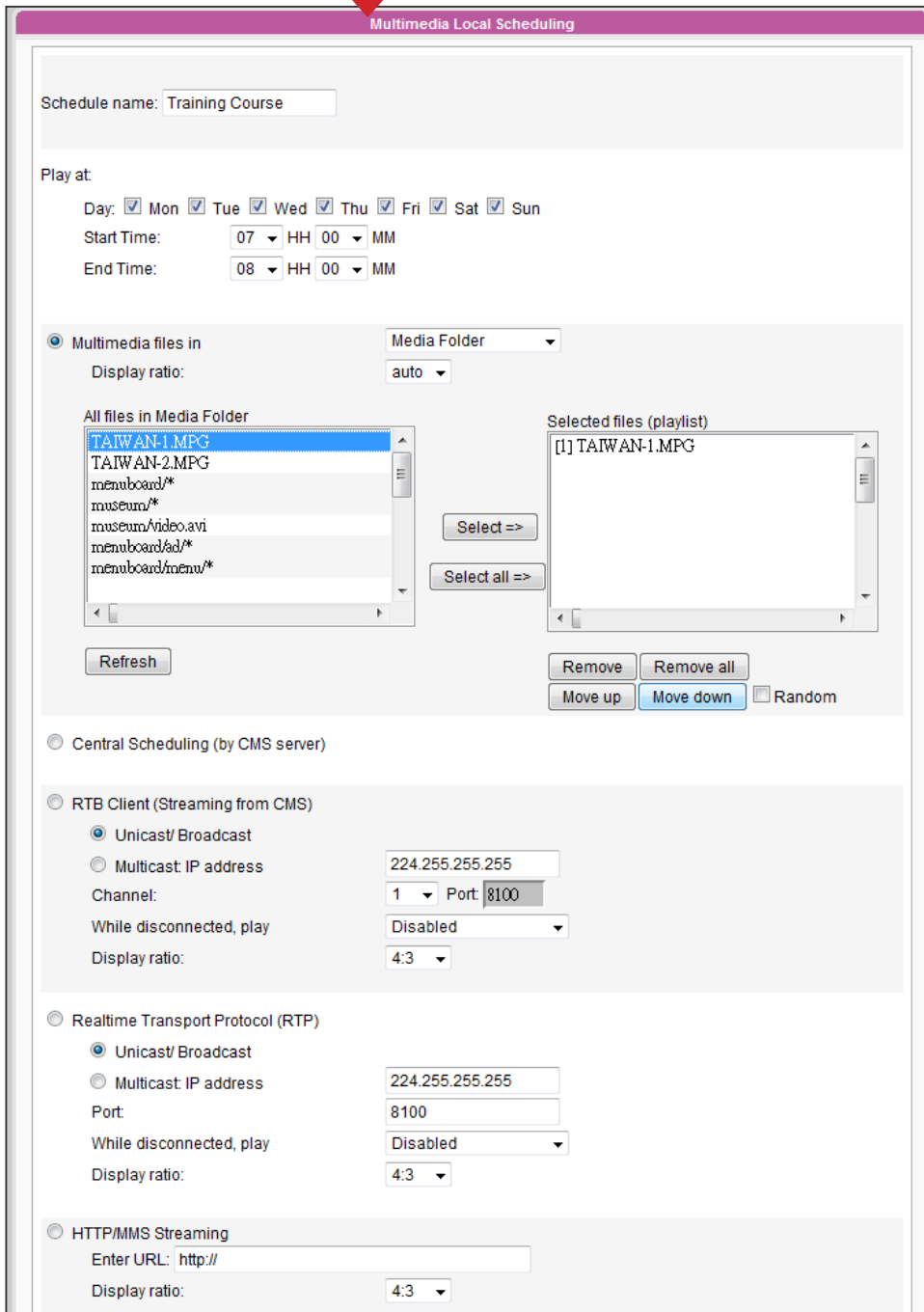
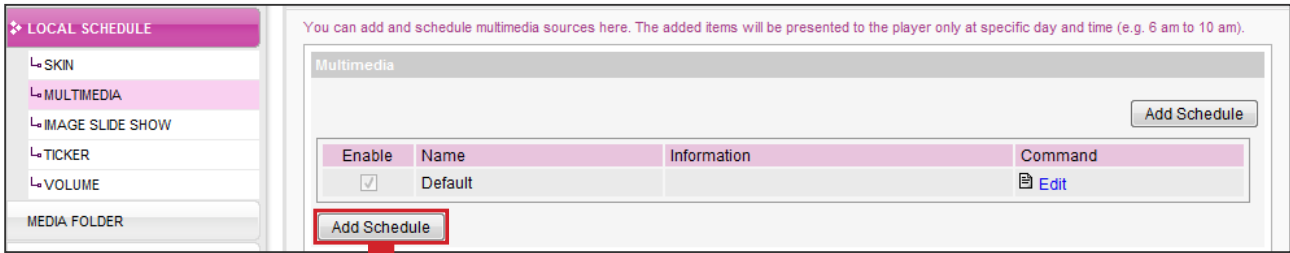
NOTE

You can add up to 99 scheduling tasks.

NOTE

Only SMP-PROPLUS supports two multimedia zones.

3. Click **[Add Schedule]** button and you will see a pop-up window.

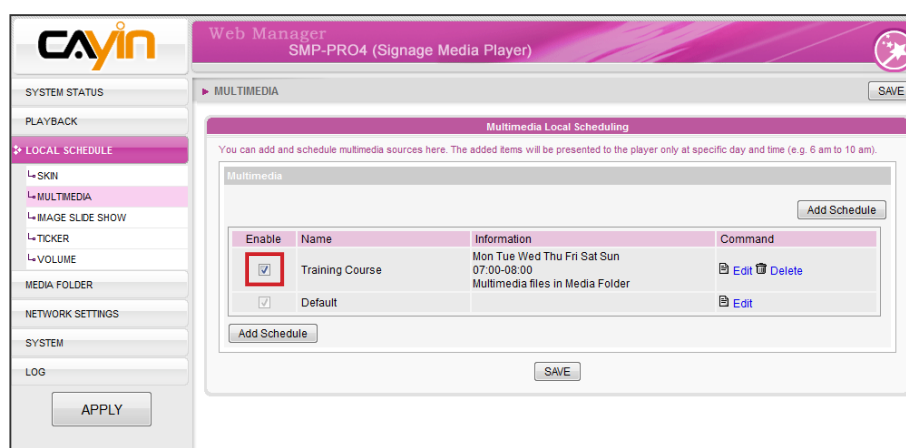


4. Name your new schedule here. e.g. **“Training Course”**. Then, set the **“Start Time”** and the **“End Time”** for your schedule.

NOTE

The USB file system supported by SMP players are as follows: FAT/FAT32/NTFS

5. Please select a multimedia source and follow the configuration options in this page to finish the Multimedia local scheduling. Please refer to section **3-3** for detailed descriptions of each option.
6. After completing configuration, click [**SAVE**].
7. You can see a new schedule on the list now. Please tick this item and press [**SAVE**] and [**APPLY**].



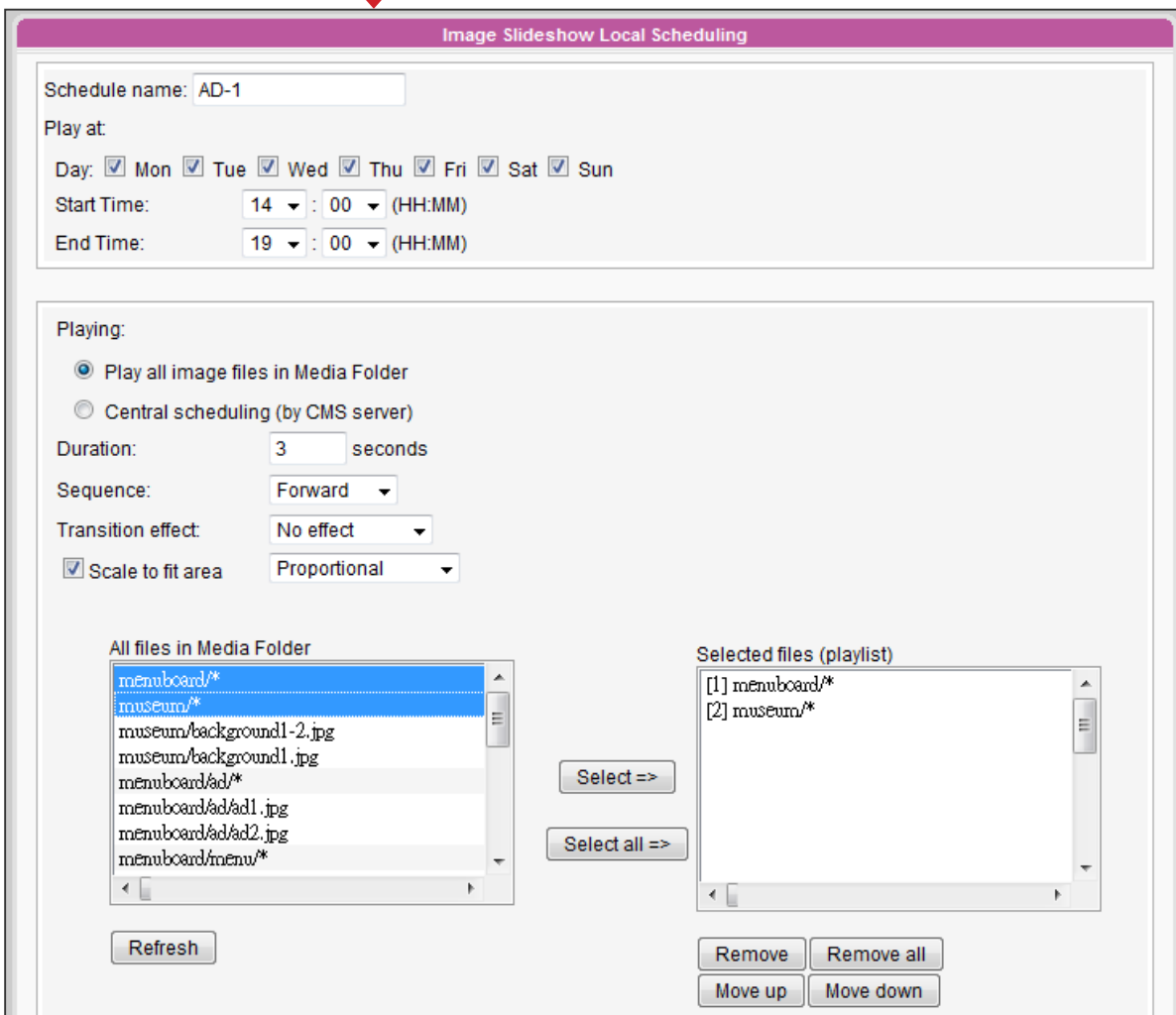
NOTE

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, it 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 and go to **LOCAL SCHEDULE > IMAGE SLIDE SHOW** page.
2. Select “**IMAGE SLIDE SHOW 1**” or “**IMAGE SLIDE SHOW 2**” based on the skin you choose. If there are two image slide show zones in the skin, you have to configure these two zones separately.
3. Click [**Add Schedule**] button and you will see a pop-up window.



- Name your new schedule here. e.g. **“AD-1”**. Then, set the **“Day of the week”**, **“Start Time”** and the **“End Time”** for your schedule.
- Select a content source. You can play all image files in Media Folder, or play contents from CMS server.
- Set the duration and playback sequence, and transition effect. You can also tick **“Scale to fit the area”** and choose if you want the image to fit the screen area proportionally or non-proportionally.

7. Select files you want to play in the left column and click [**Select=>**] to move them into your playlist (right column). You can also click [**Refresh**] to get the latest files in Media Folder. If you want to select all files in Media Folder, please click [**Select all=>**]. You can also change the file sequence by [**Move up**] and [**Move down**] or remove it from playlist by [**Remove**] and [**Remove all**].
8. After completing configuration, click [**SAVE**].
9. You can see a new schedule on the list now. Please tick this item and press [**SAVE**] and [**APPLY**].



4-4 Ticker Zone

When you add a schedule for the ticker zone, it will be applied only to the specified period of time (e.g. 11 to 13). 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.

1. Enter Web Manager and go to **LOCAL SCHEDULE > TICKER** page.
2. Select "**TICKER 1**" or "**TICKER 2**" based on the skin you choose. If there are two ticker zones in the skin, you have to configure these two zones separately.
3. Click [**Add Schedule**] button and you will see a pop-up window.



Ticker Local Scheduling

Schedule name:

Play at:

Day: Mon Tue Wed Thu Fri Sat Sun

Start Time: : (HH:MM)

End Time: : (HH:MM)

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 (Enabling single color background is recommended to improve the ticker performance.)



R G B

Text scrolling effect:

Speed:

Pause (second):

Line spacing:

4. Name your new schedule here. e.g. **“Lunch-AD”**. Then, set **“Day of the week”**, **“Start Time”** and the **“End Time”** for your schedule.
5. 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.
6. Set the text direction, font type, size, and color.
7. If you want to use a single color on the background of the ticker zone, you can set background color here.
8. 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”**.

Text scrolling effect:

Speed:

Pause (second):

Line spacing:

9. Set a suitable speed. “1” represents the slowest speed, and “6” represents the fastest one.
10. 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.
11. After completing configuration, click [**SAVE**].
12. You can see a new schedule on the list now. Please tick this item and press [**SAVE**] and [**APPLY**].



NOTE

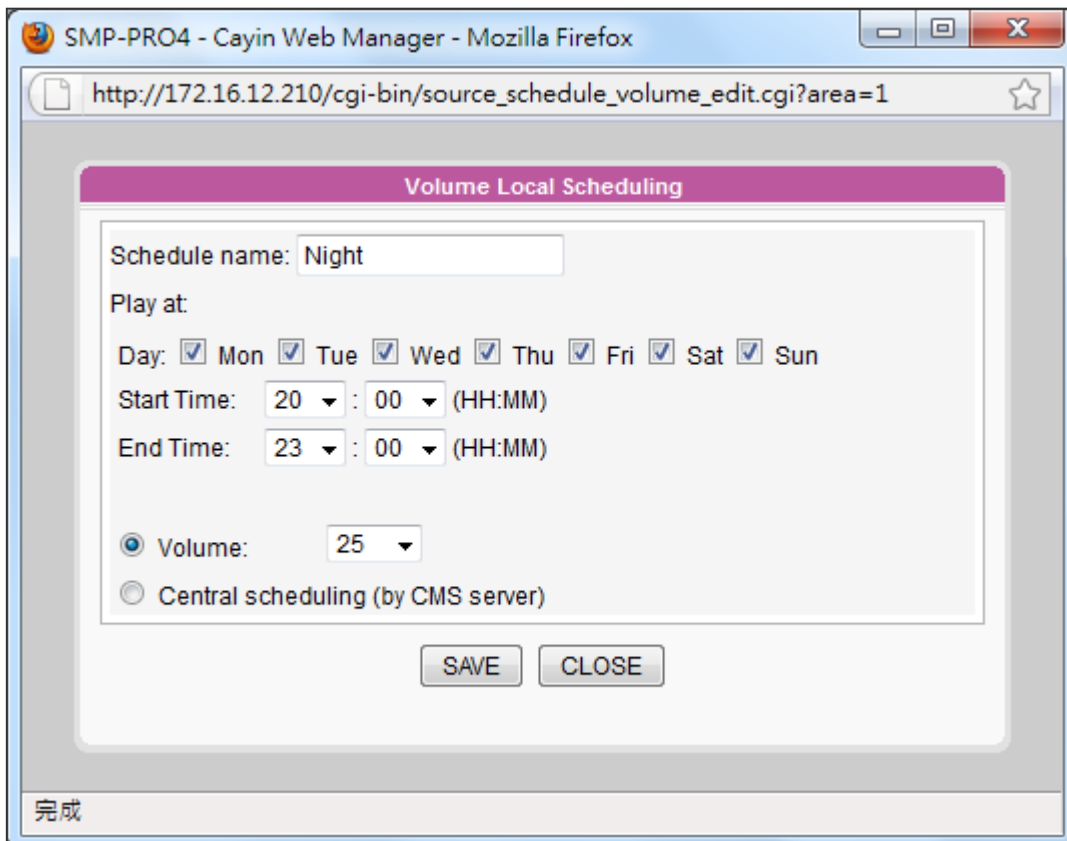
You can add up to 99 scheduling tasks.

4-5 Volume

When you add a schedule for the system volume, it 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 and go to **LOCAL SCHEDULE > VOLUME** page.
2. Click [**Add Schedule**] button and you will see a pop-up window.





3. Name your new schedule here. e.g. **“Night”**. Then, set the **“Day of the week”**, **“Start 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 of time.
6. After completing configuration, click [**SAVE**].
7. You can see a new schedule on the list now. Please tick this item and press [**SAVE**] and [**APPLY**].

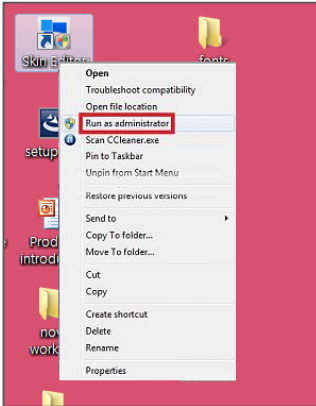


5. Skin Management

5-1 Create Your Own Skin	57
5-1-1 Install Skin Editor	57
5-1-2 Create a new skin file (.csk).....	58
5-1-3 Upload a Skin File into Skin Template.....	64
5-1-4 Edit a Skin File in Skin Template.....	65
5-2 Create Your Own Clock (.clk)	66
5-2-1 Create a Clock (.clk).....	66
5-2-2 Upload a Clock (.clk).....	74
5-3 Upload the CAYIN Skin File into SMP	74
5-4 Apply Skin	75

NOTE

If you are using Windows Vista or Windows 7, please run CAYIN Skin Editor as administrator.

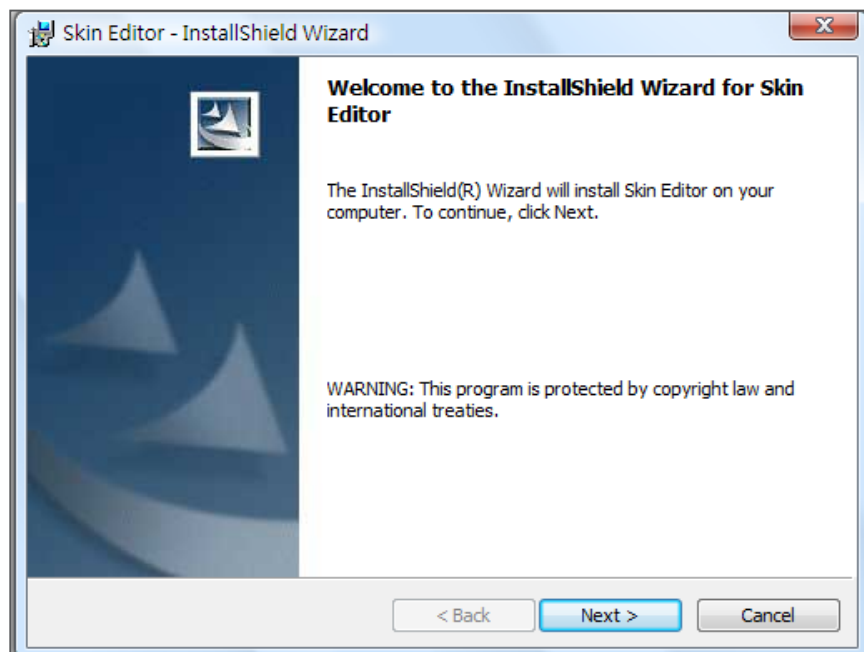


You can create your own skin via **CAYIN Skin Editor**, upload it to players, and adopt it into your contents. In this section, you can manage your own skin displayed as a background on which video, image, and ticker play. CAYIN's Skin Editor now is available in English, German, Spanish, French, Italian, Japanese, Polish, Thai, Simplified Chinese and Traditional Chinese.

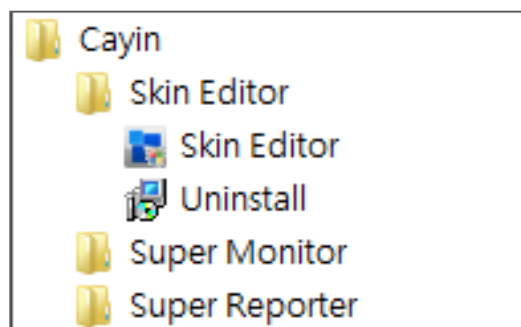
5-1 Create Your Own Skin

5-1-1 Install Skin Editor

You can find the editing tool, **CAYIN Skin Editor**, in the product CD (\Tool\Skin Editor\Multiple Language). Here please choose your preferred language and execute the **setup.exe** to start the installation. Please follow the instructions prompted on the screen to finish the installation.



After successful installation, you can find the **“Skin Editor”** program shortcut on Desktop or Program menu.



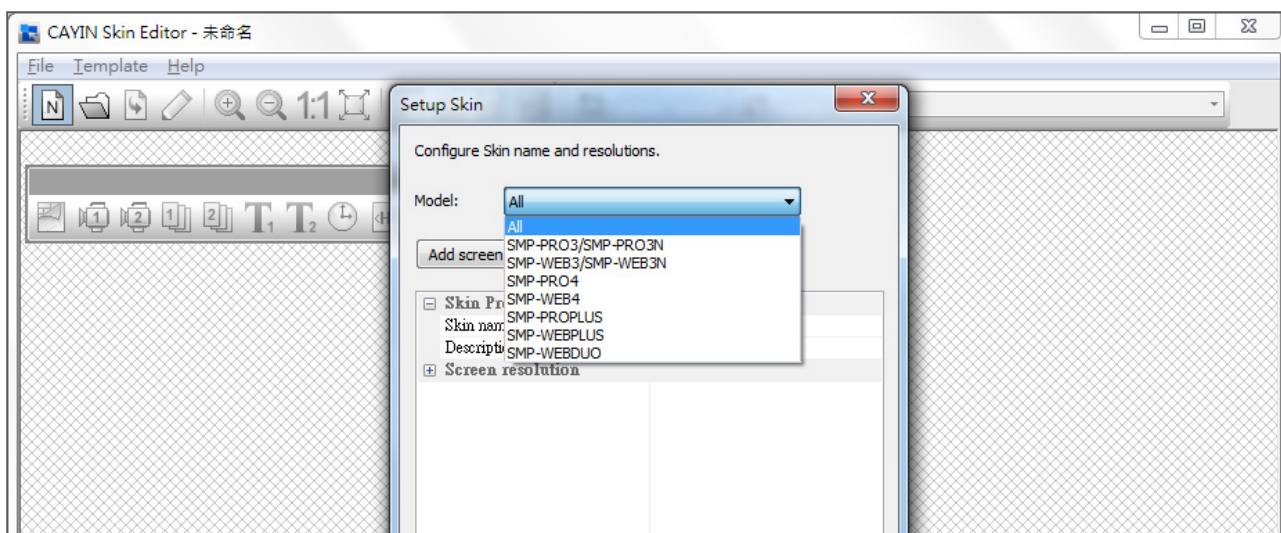
5-1-2 Create a new skin file (.csk)

By using **CAYIN Skin Editor** program, you can make your own skin for SMP players. Please follow the steps below to build your own skin.

1. Execute the program **Skin Editor** in Start menu or on your desktop.
2. You can prepare at least one JPEG image file or you can choose single color background.
3. Go to **File > Create New Skin** or just click the icon in toolbar and you will see a pop-up window.



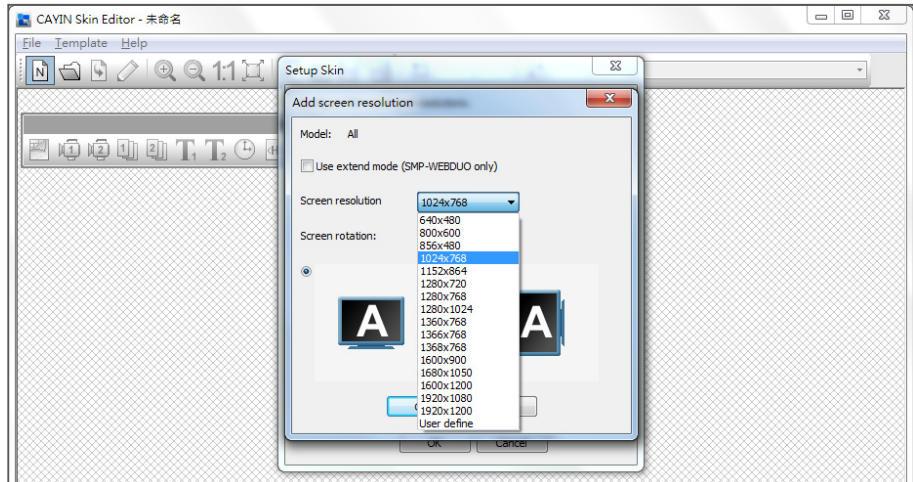
4. Please choose a product model. If you choose **[ALL]**, you can create a skin file for all resolutions supported by SMP series.



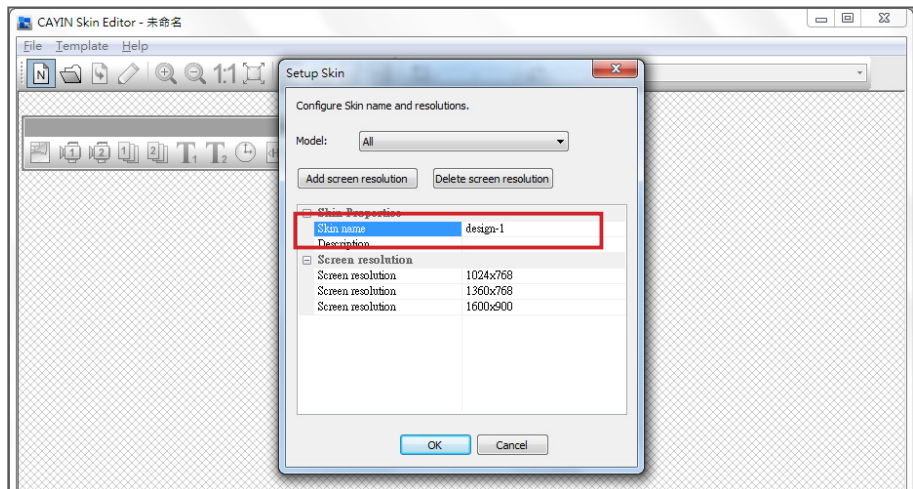
NOTE

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.

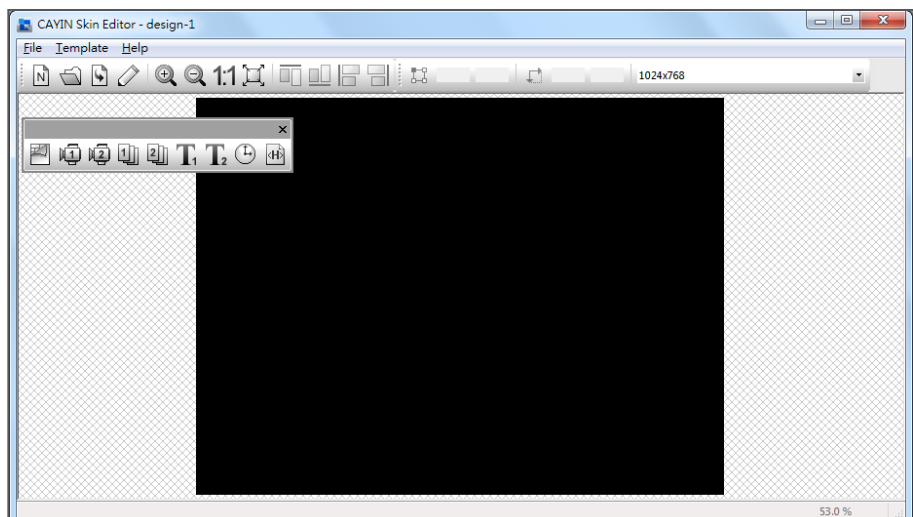
5. Select your skin resolutions and screen rotation. Please choose and save one resolution at a time if you want to create several skin resolutions. You can also select "**User define**" to configure your own resolution. Click **[OK]** to proceed.



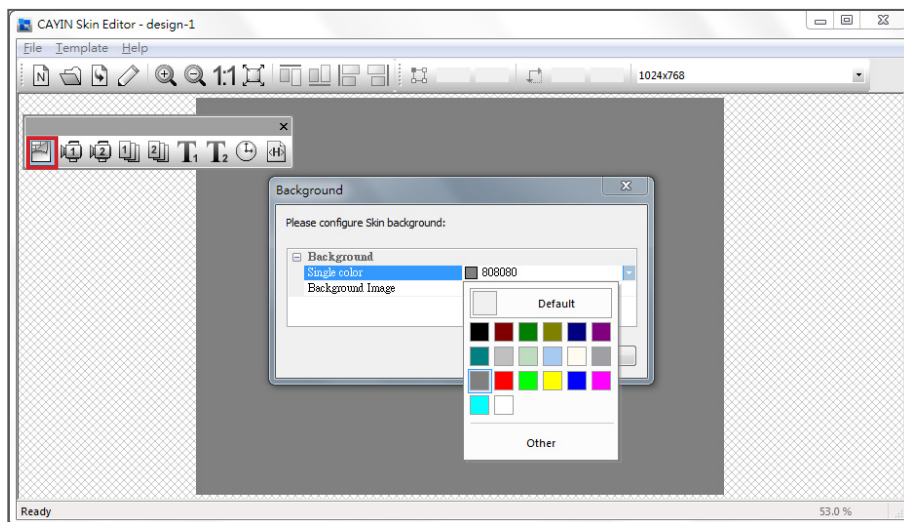
6. Now name your skin and description (optional). Click **[OK]** to proceed.



7. You can see an area that matches with the resolution you choose.



- You can change the background color for your skin. Just click on the **background** icon on the tool bar and choose the color you want. You can also import your own background image.



NOTE

CAYIN's Skin Editor will detect which kinds of zones you can include to your skin file. Also, the Skin Editor will automatically gray out those elements you cannot use.

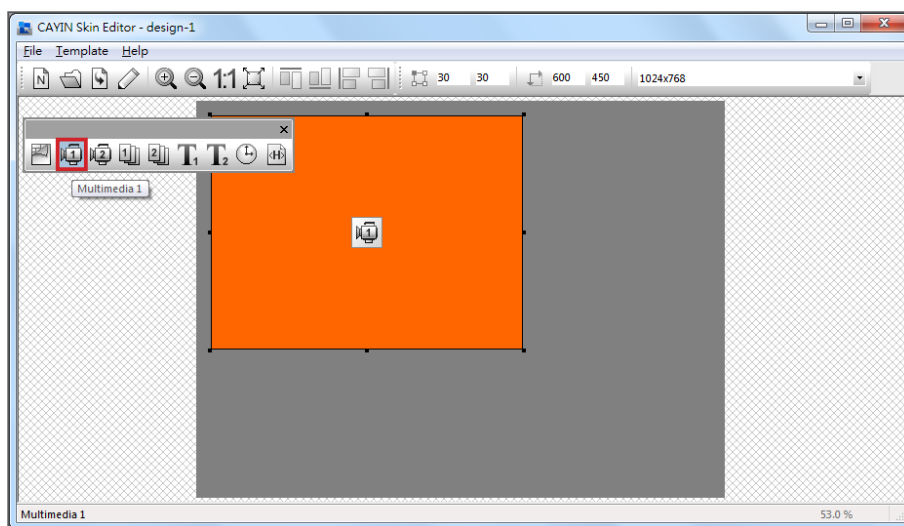
NOTE

SMP-PRO series **DOES NOT** support "HTML/Flash" function.

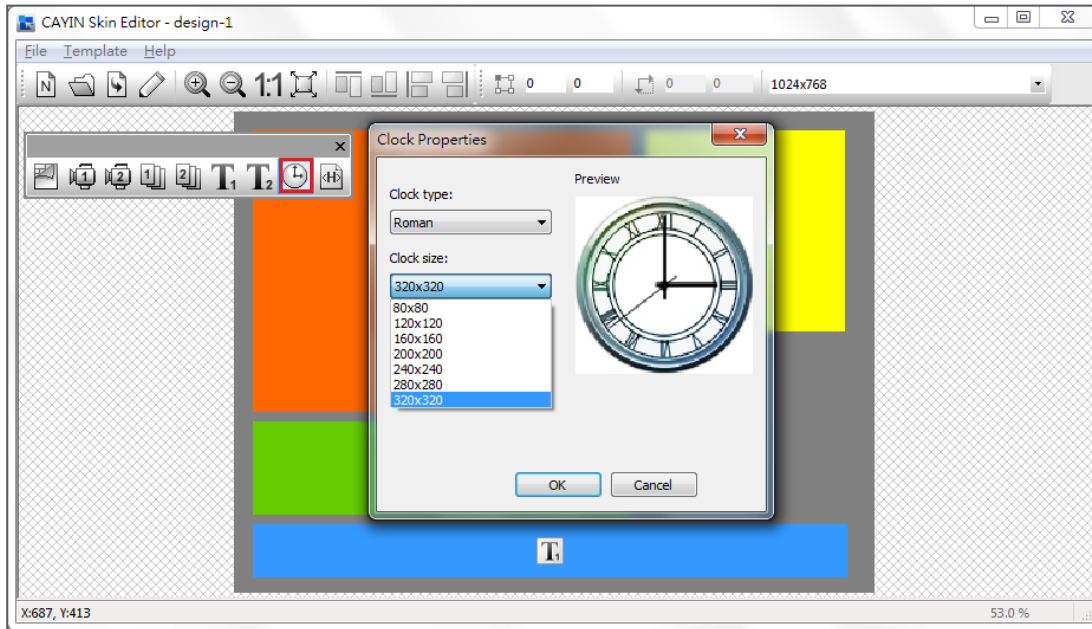
NOTE

For Multimedia, Image Slide Show, and Ticker areas, you cannot start the setting with area 2. You must finish configuring area 1 before you can move on to area 2.

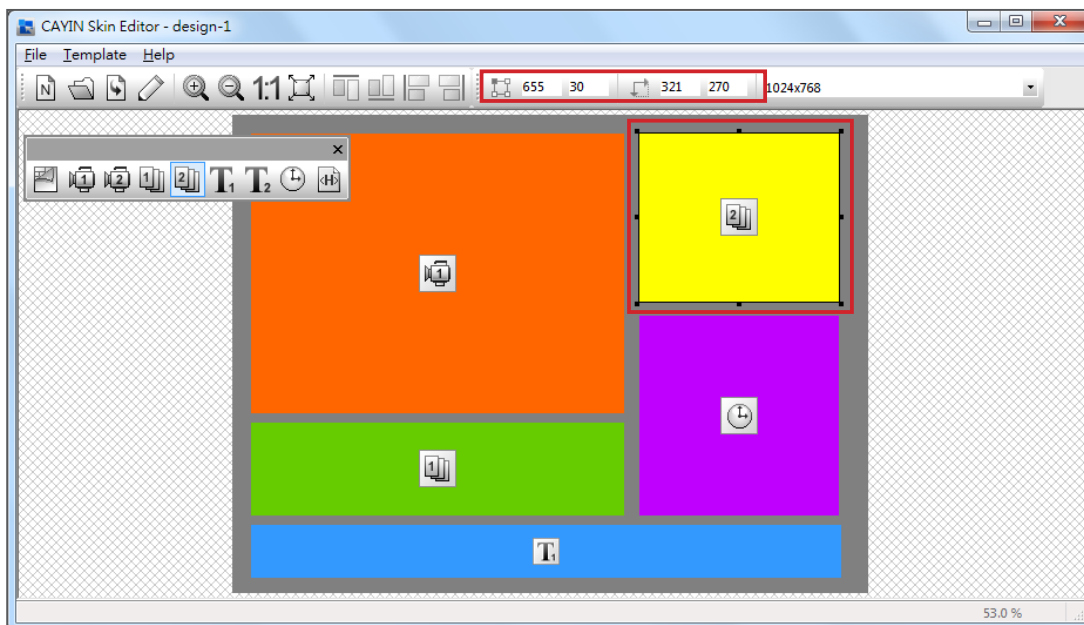
- Now please choose which zones you want to edit first. For example, if you want to edit a multimedia zone first, please click on the **multimedia** icon on the toolbar and drag the area size you want for the multimedia zone. When it is done, you can see an area with a multimedia icon in it. This can help you identify the type of each area.



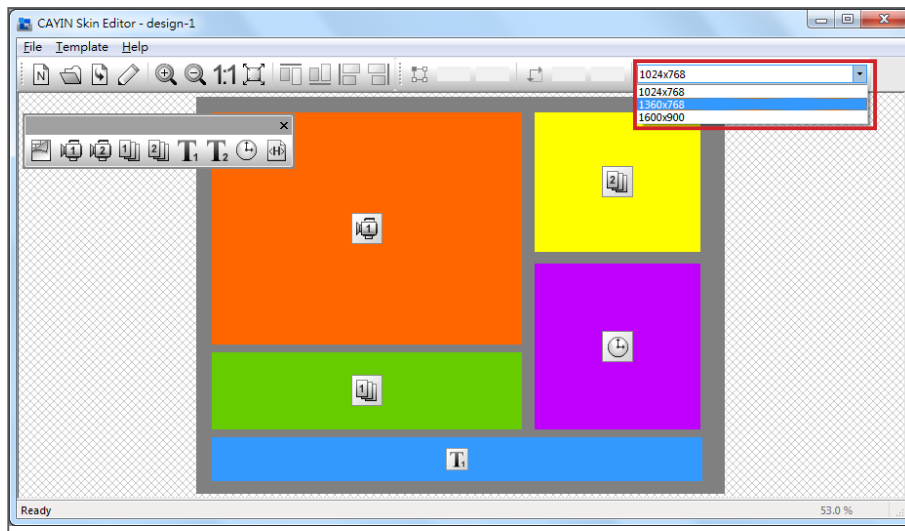
10. When you configure the clock area, you can only adjust the size of the clock area by selecting a pre-defined size, and place it in any position you want. There are two types of clocks: analog and digital.



11. If you want to adjust the size of each element, just click the element you want to adjust and move your cursor to the edge of that element. When you see the arrow show, please left click your mouse and drag to the size you want. You can also type the coordinate value on the columns on the upper side toolbar to change the skin size. If you want to move a specific zone, please just drag and drop the zone to the place you want.



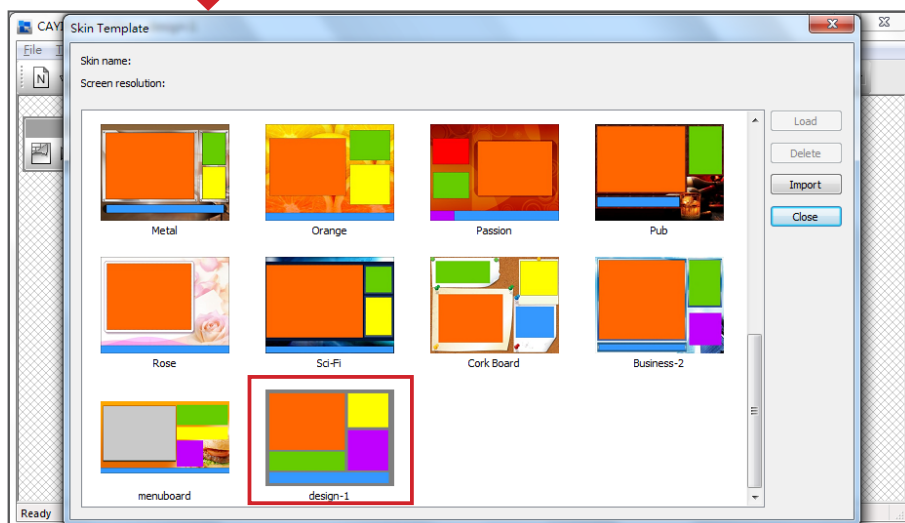
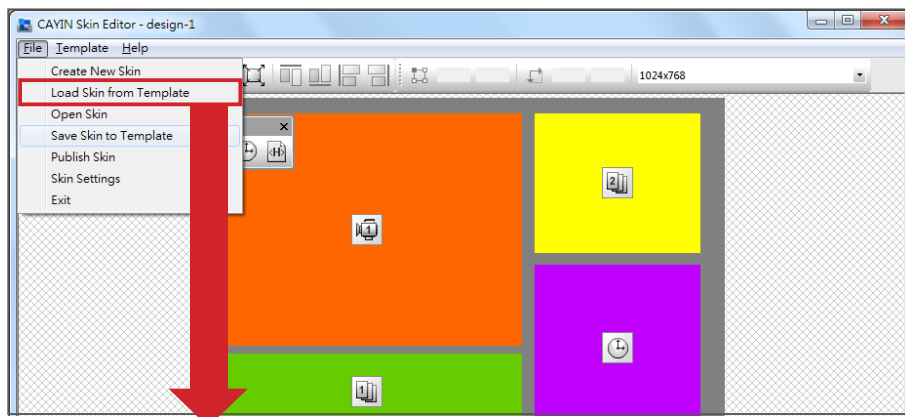
- If you upload more than one resolution for your skin, please select other resolutions from the upper side drop down menu and start over the configuration process.



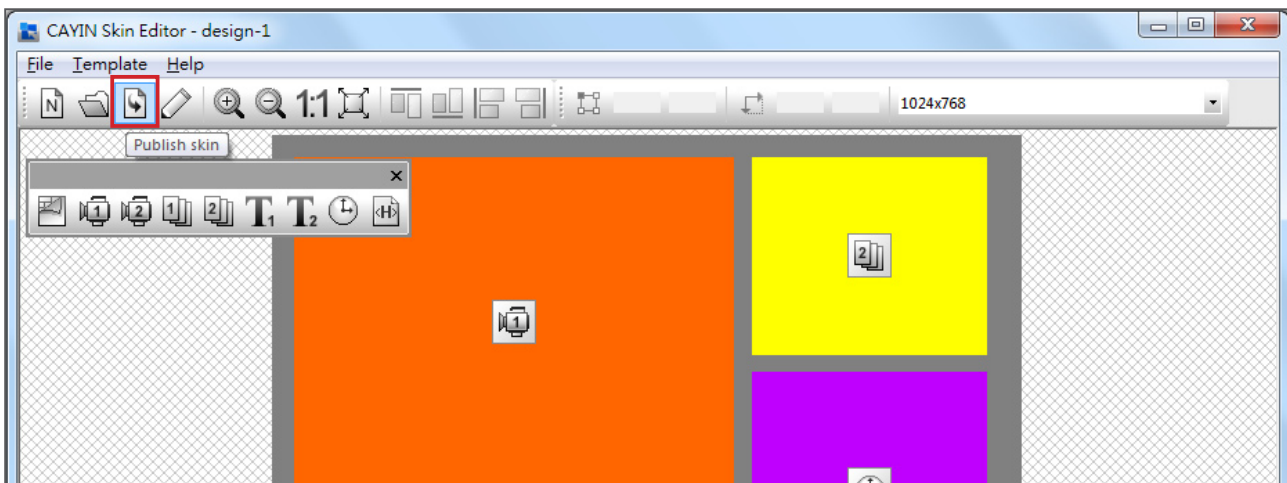
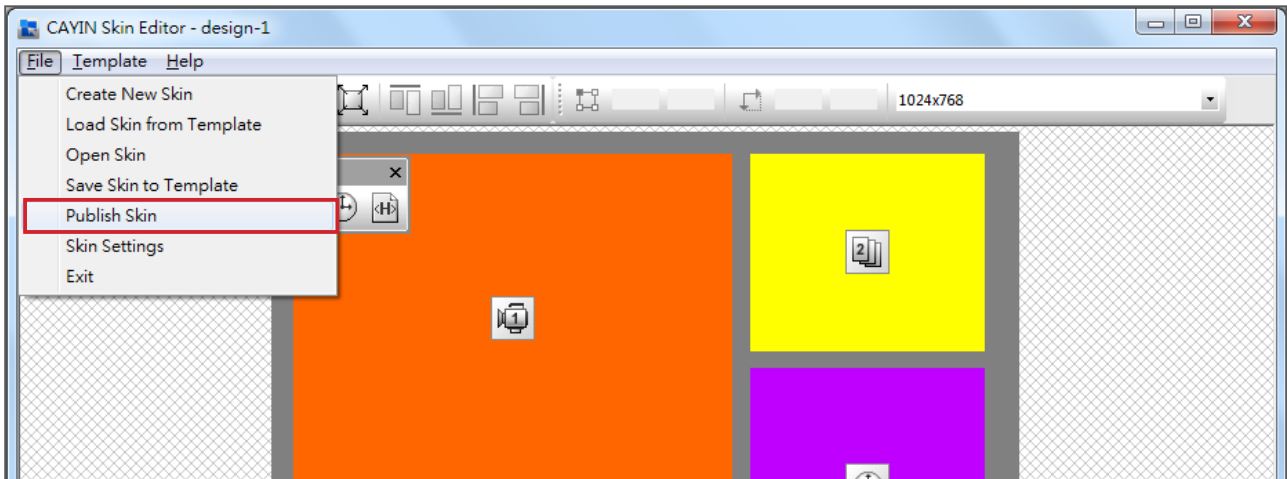
NOTE

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.

- If you would like to save the unfinished skin temporarily, please go to **File > Save skin to template**. Then, you can save the skin in the “**Template**” library, and come back to edit it again later by using "**Load Skin from Template**".



14. After completing all configurations, please remember to save your skin file (.csk) individually by clicking **Publish Skin** icon on the tool bar or go to **File > Publish Skin**. You can upload the .csk file into SMP players or CMS server by Web Manager later.



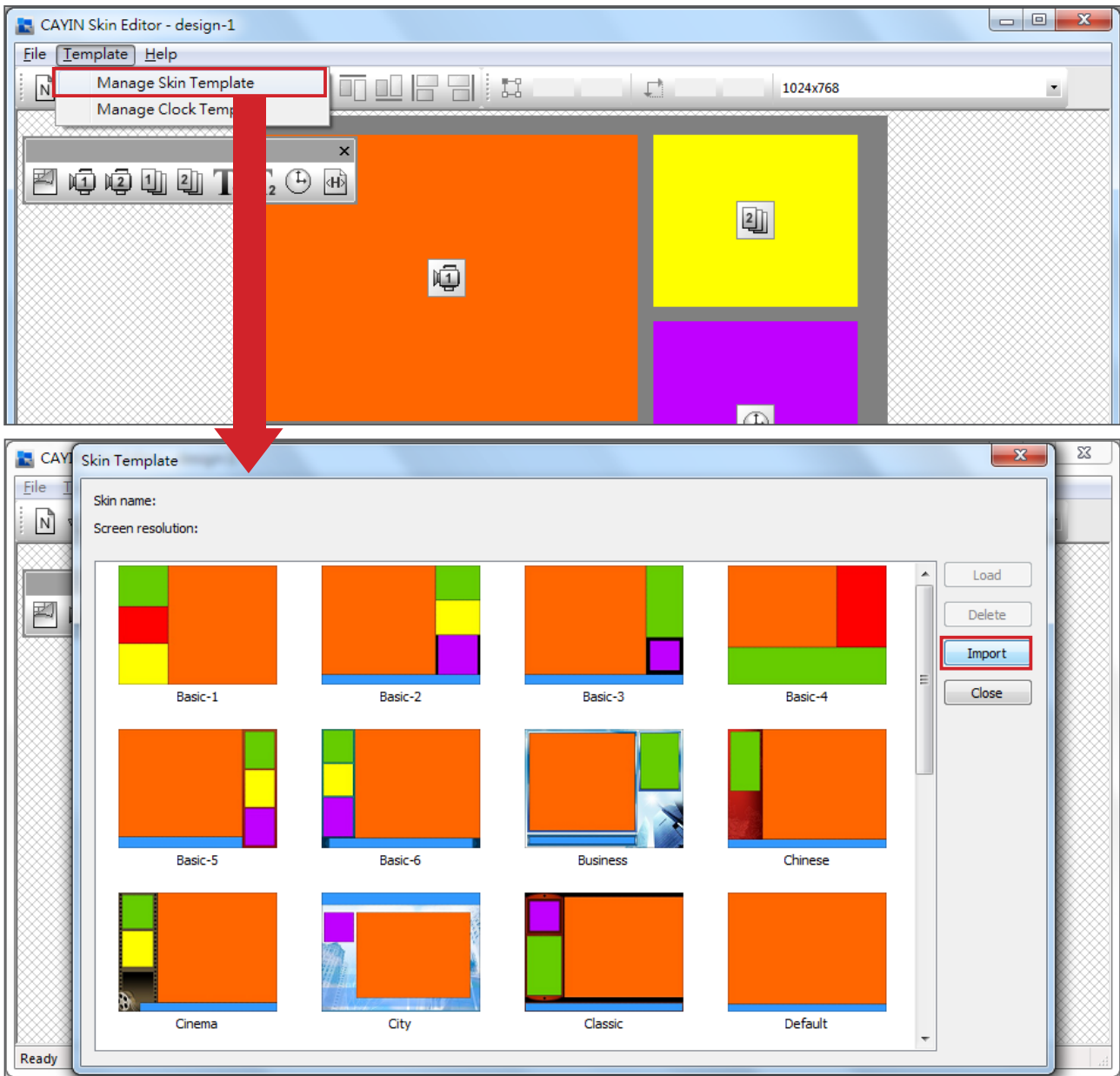
More information about **CAYIN Skin Editor** are as follows:

Create a New Skin	Add a new skin
Open skin from csk file	Open created skin
Publish skin	Save your skin and publish .csk file
Skin settings	Configure skin properties such as name, model, and resolution.
Zoom in/Zoom out	Enlarge or reduce the view of a skin.
1:1	Display the skin in the actual size.
Fit	Fit a skin to the screen.
Align Top/Bottom/Left/Right	Arrange selected areas to align top, bottom, left or right with each other.
Position	Adjust the coordinate value of the upper left corner of the selected zone.
Width/Height	Adjust the size of each zone you add in the skin.
Resolution drop down menu	Choose different resolutions of skins here. Please note you can also see those resolutions you already configure in Skin settings.

5-1-3 Upload a Skin File into Skin Template

You can export skins (.csk) from SMP player's Web Manager or download new skin file (.csk) from CAYIN's PartnerNet website. After having the .csk file, you can easily upload a new skin to Skin Editor.

1. Download a ".**csk**" file from CAYIN's partner website or a SMP player to your PC.
2. Open CAYIN Skin Editor and go to **Template > Manage Skin Templates** and click **[Import]** button. Choose the skin you want to import and press **[Open]**.



3. Now you can find the imported skin file stored in Skin Template. Choose this skin and click **[Load]**. Then, you can further edit this skin.

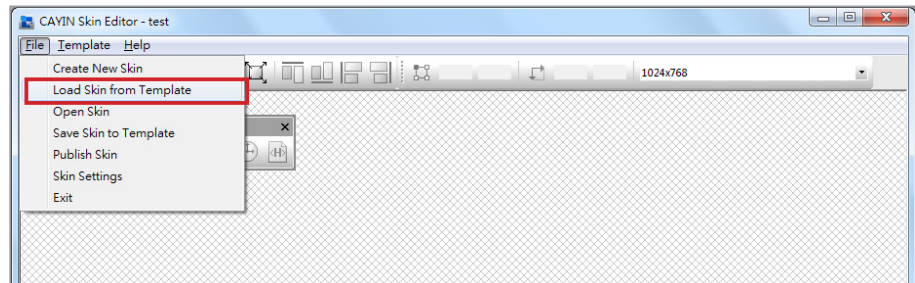
NOTE

You have to save your skin in the Skin Template first via “**File > Save skin to template**”, or your skin won't show up in Skin Template for any further modification.

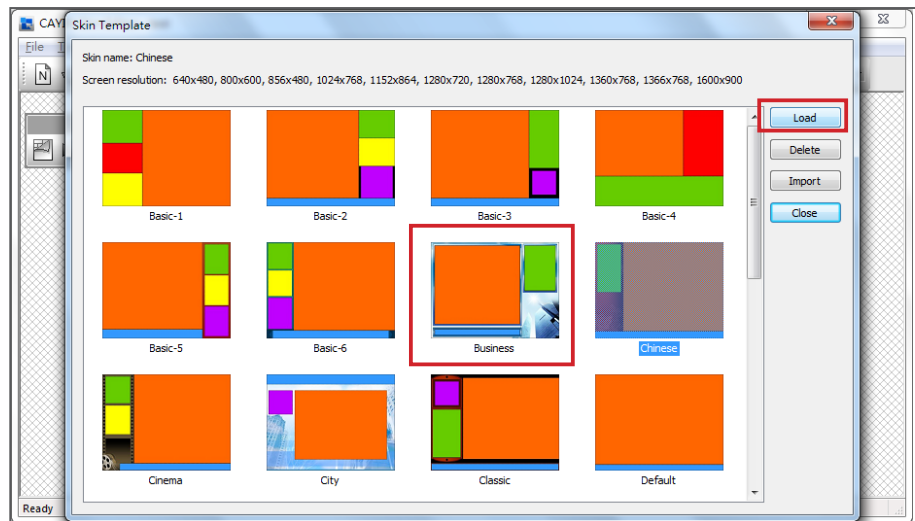
5-1-4 Edit a Skin File in Skin Template

Skin Editor preloads many skins in **Skin Template** for your further editing. You can also save your own skin to Skin Template. Please follow steps below to reload and adjust skin settings.

1. Open the **CAYIN Skin Editor**.
2. Go to **File > Load Skin from Template**. You will see a pop-up menu.



3. Choose the skin you want to adjust and click [**Load**].



4. Now you can make changes for your skin file.

5-2 Create Your Own Clock (.clk)

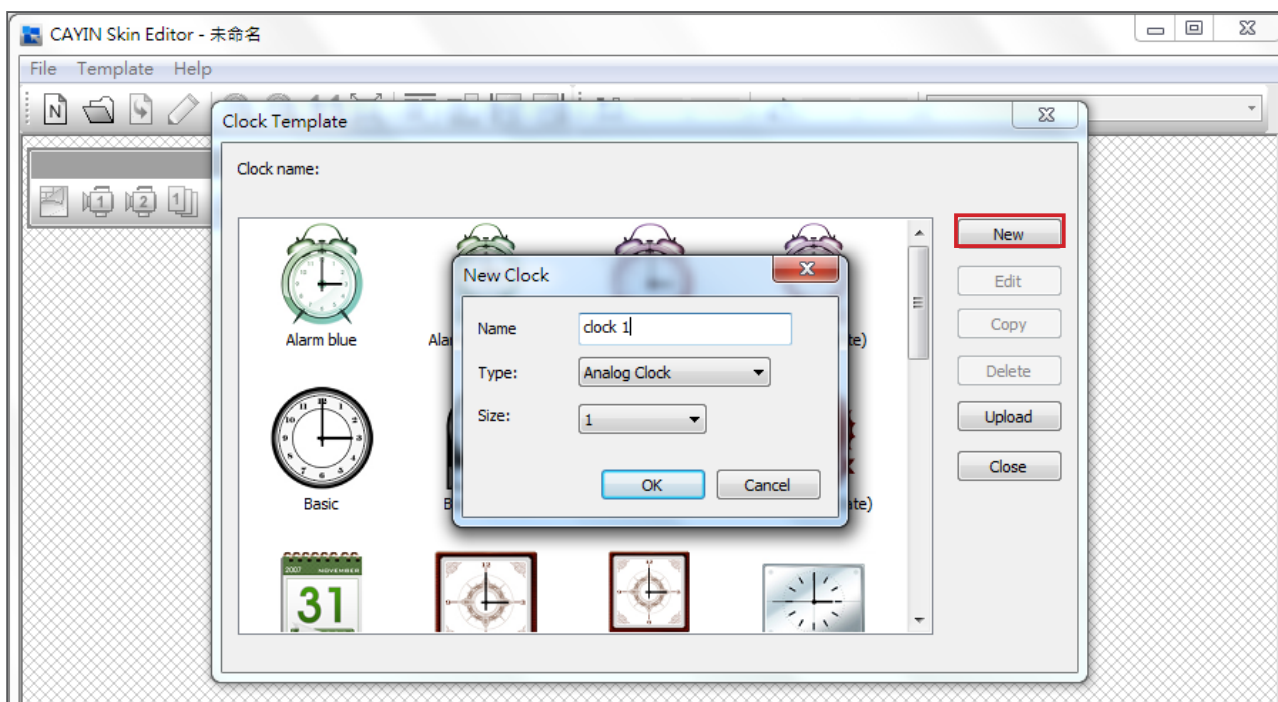
5-2-1 Create a Clock (.clk)

You can use **CAYIN Skin Editor** to create your personal clock file (.clk).

1. Go to **Template > Manage Clock Template**.



2. Click [**New**], you will see a pop-up window. You can name your clock; choose the clock type and how many resolutions you want to create for your clock (Size) here. Click [**OK**] to continue.



3. Here you can configure all the settings for your clock. Please follow the following steps to complete your settings.

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).

There are different configurations for analog, digital (image) and digital (text) clock. Please refer to the following descriptions for these three clocks.

Analog Clock:

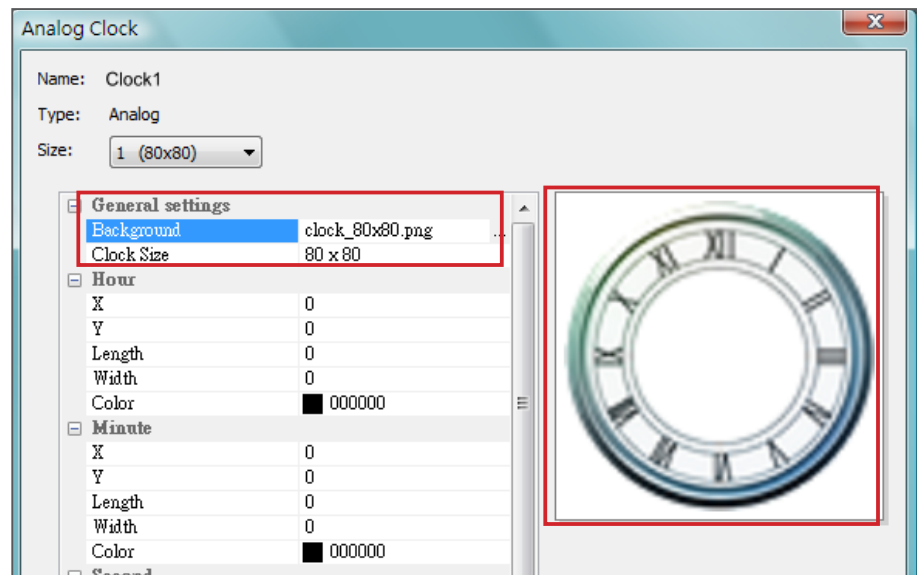
If you choose analog clock, you will see an analog clock pop-up window.

NOTE

The clock dimension is max. 1024 pixels (both width and height), min. 50 pixels.

General Settings

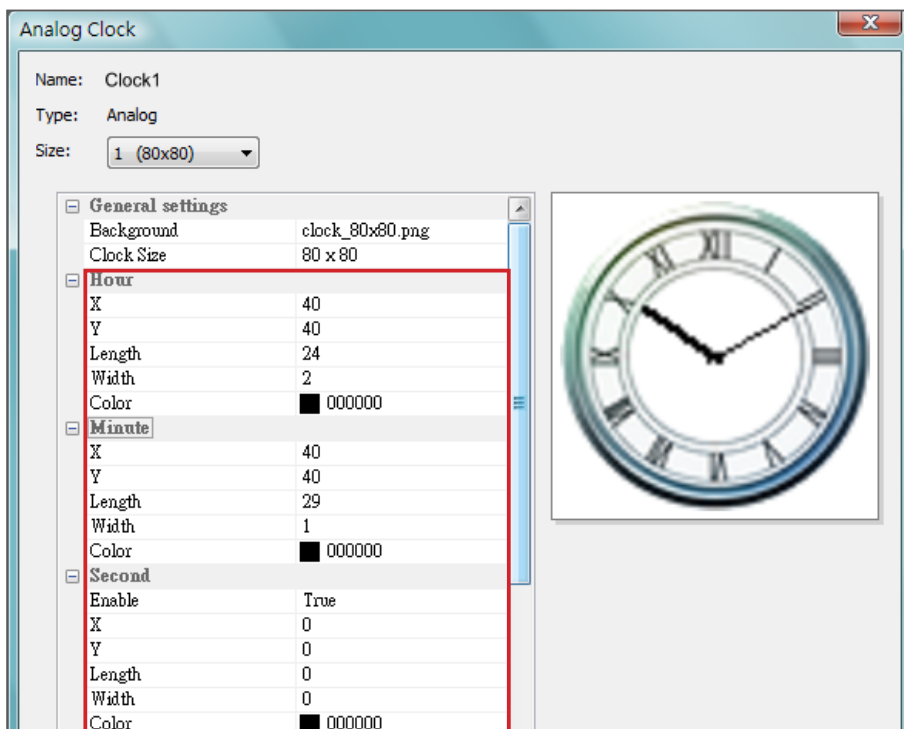
1. Select your clock background here. You have to import an image file as your clock background image (clock face). The clock size will be based on the imported background image.
2. After importing the background image, you can see the preview on the right hand side of window.



Hour/Minute/Second

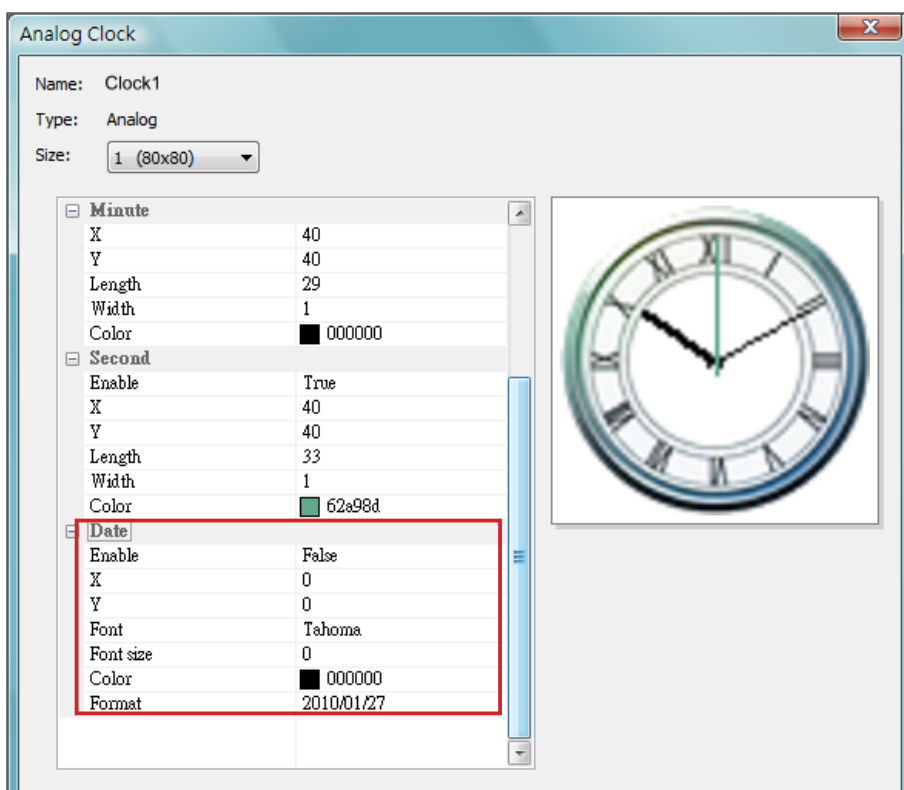
Here you can create the hour hand, minute hand and second hand for your clock.

1. Input the exact coordinate value (x,y) on clock face in hour/minute/second column.
2. Configure the length and width of the hour hand, minute hand and second hand for your clock.
3. If you want to enable the second hand, please choose [**True**]; otherwise please choose [**False**] to disable it.
4. Then, you can choose colors in Color column.
5. Check the preview and fine tune your configuration if required.



Date

1. If you want to show the date, please choose [**True**]; otherwise please choose [**False**] to disable and skip this step.
2. Input the exact coordinate value (x,y) to decide the location of the date. You can also choose the **Font**, **Font Size** and **Color** here.

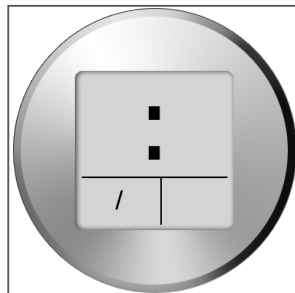


- After finishing all the resolutions you just configured, please click **[OK]**. Now you can see your own personal clock in the Clock Template window.

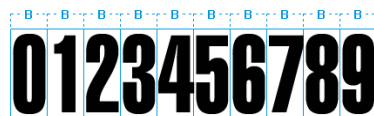
Digital Clock (Image):

The concept of Digital Clock (image) is using images to compose a clock. Users who choose to make this clock type need to prepare several images (such as number and week day) and import them into Skin Editor. Here are the images you should have in your hands when you make an Image Digital Clock.

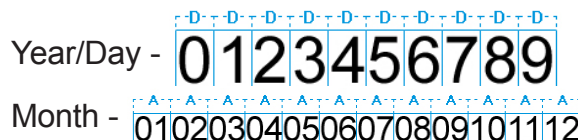
- Image for clock background



- Image for hour/minute/second



- Image for year/month/day



- Image for day of week



- Image for 12 hour



Now you can start to create your own clock. Choose "**Digital Clock (image)**", you can see a digital clock (image) pop-up window.

General Settings

- Select your clock background here. You have to import an image file as your clock background image (clock face). The clock size will be based on the imported background image.

NOTE

The clock dimension is max. 1024 pixels (both width and height), min. 50 pixels.

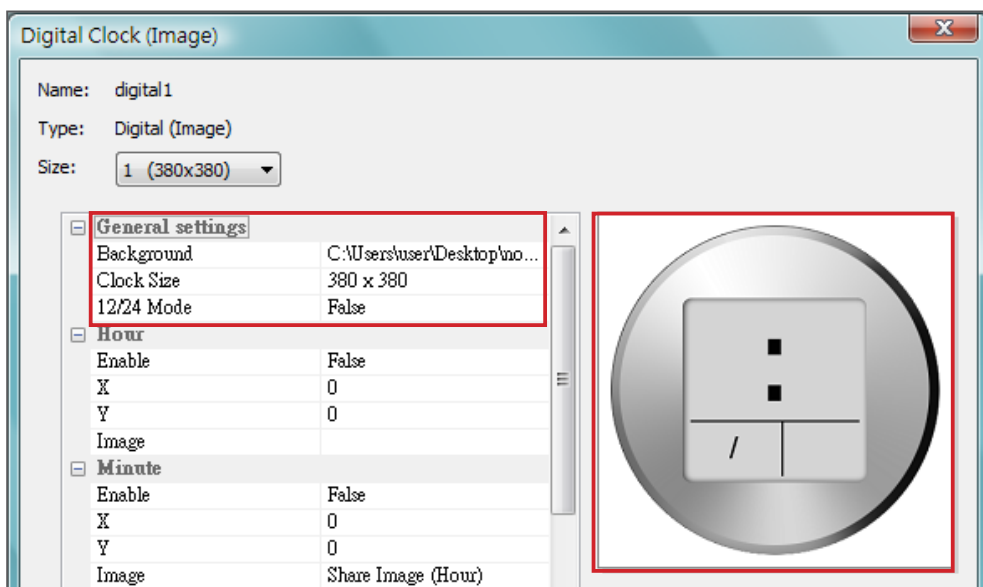
IMPORTANT

The image you use for clock should be a serial text, such as "**123456789101112**" for month or "**Sun,Mon,Tue,Wed,Thr,Fri,Sat**" for day of week. The width of each set of number or words should be the same. Skin Editor will automatically capture the corresponding text from the text string.

NOTE

You can create your own image for year/month/day areas separately. For example, you can use "**Jan, Feb,Mar,Apr,May,Jun,Jul,Aug, Sep,Oct,Nov,Dec**" as your month image.

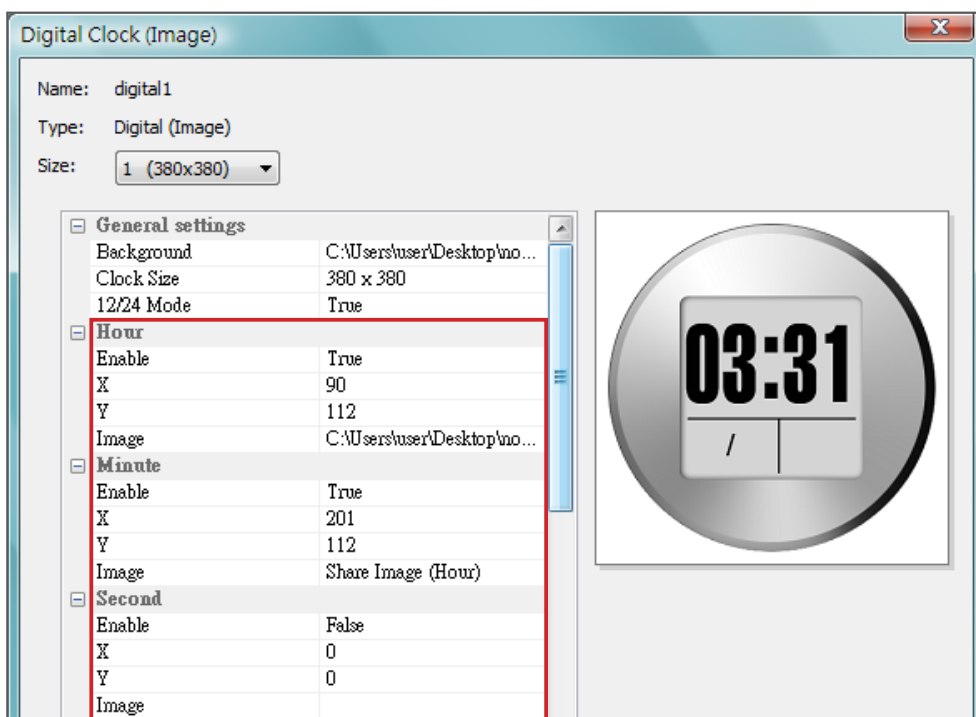
- After importing the background image, you can see the preview on the right hand side of the window. You can also enable the “**12/24 mode**” function for 12 hour or 24 hour clock.



Hour/Minute/Second

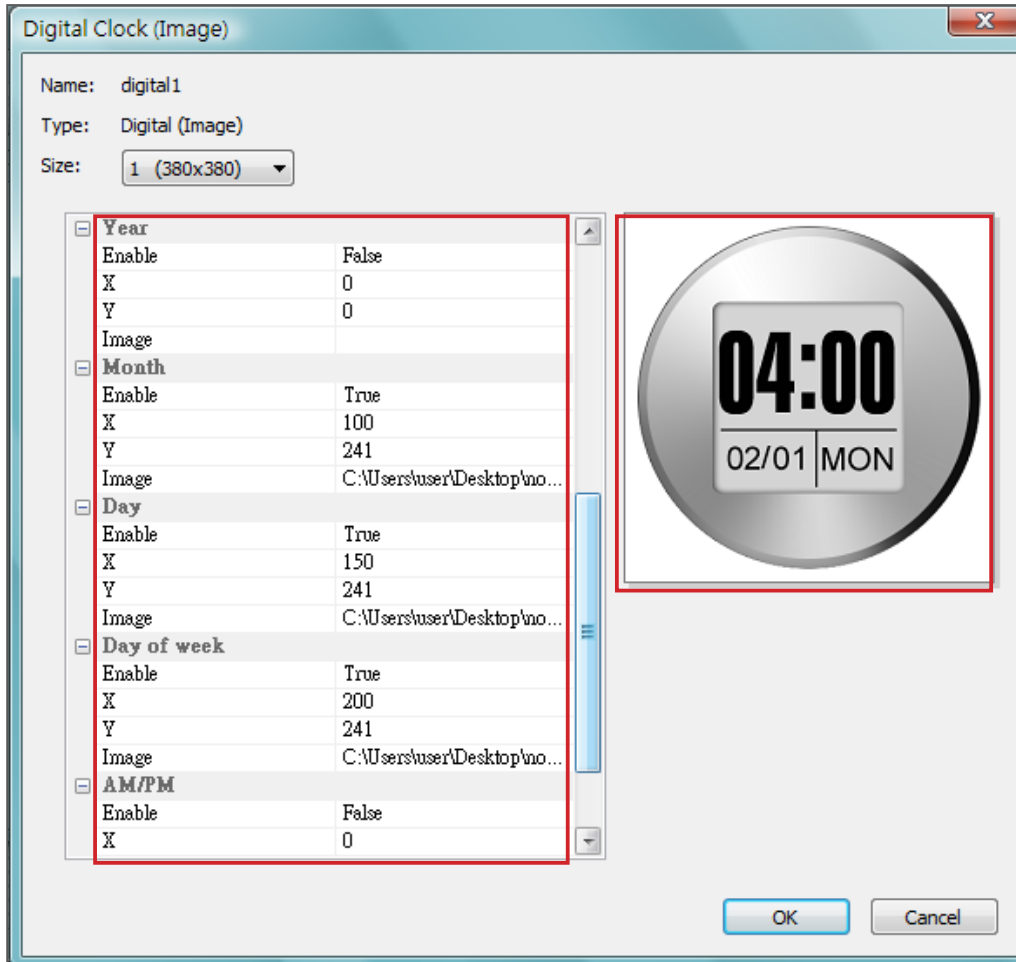
Here you can create the hour, minute and second for your clock.

- Enable hour/minute/second columns and input the exact coordinate value (x,y).
- Import the prepared image separately in image columns under hour/minute/second.
- Choose [**True**] if you want to show seconds in your clock; otherwise please choose [**False**] to disable this function.



Year/Month/Day/Day of Week

1. Please follow the same process to import images in year/month/day and day of week columns.
2. Then, you can choose to enable “**AM/PM**” function and import the image to this column.



3. Check the preview and fine tune your configuration if required.
4. After finishing all the resolutions you just configured, please click [**OK**]. Now you can see your own personal clock in the Clock Template window.

Digital Clock (Text):

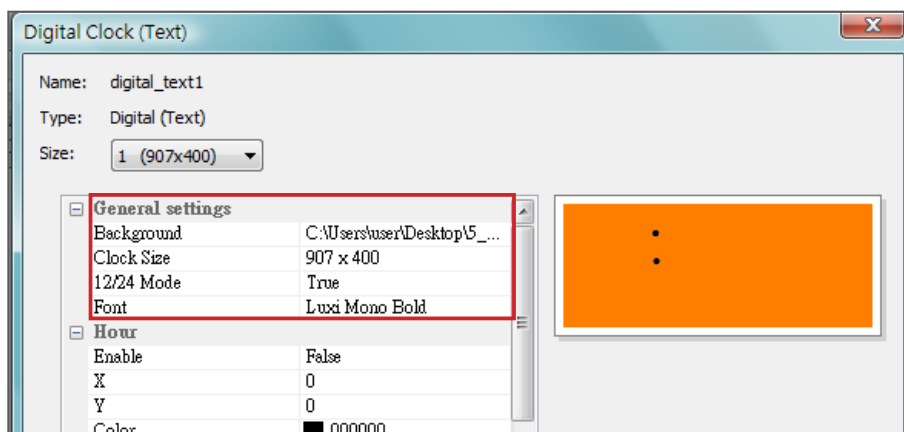
If you choose digital clock (text), you will see a digital clock (text) pop-up window.

NOTE

Please import one pre-designed background image into Skin Editor when you make a text digital clock.

General Settings

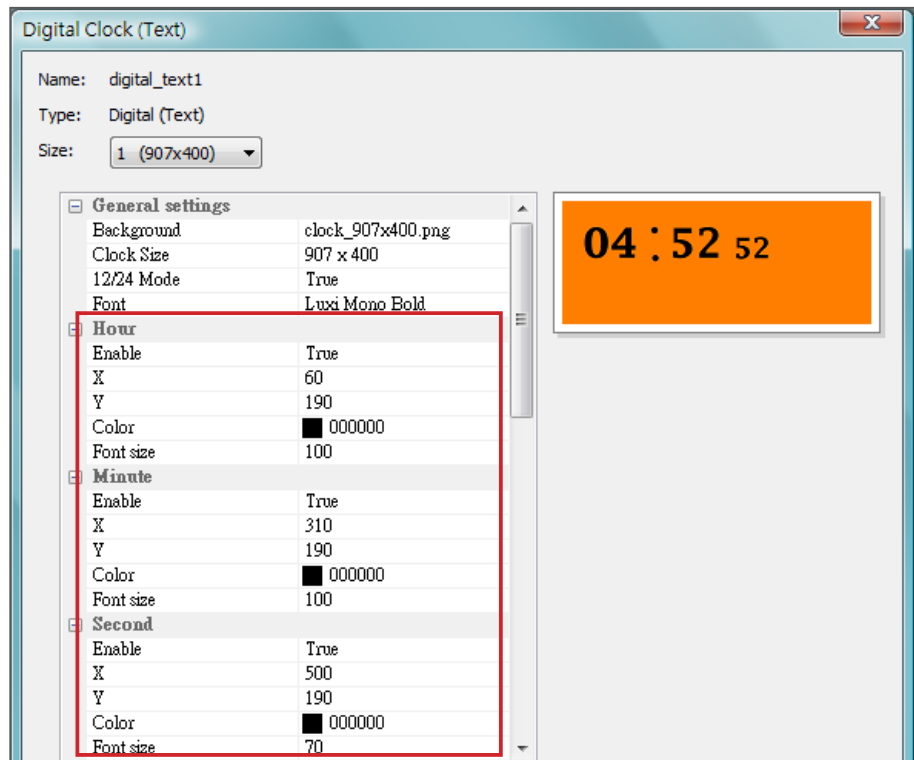
1. Select your clock background here. Please note you have to import an image file as your clock background image. If you do not want any background image, please import a white image here. The clock size will automatically show after you import the background image.
2. After importing the background image, you can see the preview on the right hand side of the window. You can also enable the “**12 Hour indicate**” function. If you want to enable this function, please select [**True**]; otherwise choose [**False**].



Hour/Minute/Second

Here you can create the hour, minute and second for your clock.

1. Enable hour/minute/second columns and input the exact coordinate value (x,y).
2. You can also choose color and font size in “**Color**” and “**Font Size**” columns.
3. If you want to enable the second area, please choose [**True**]; otherwise please choose [**False**] to disable it.

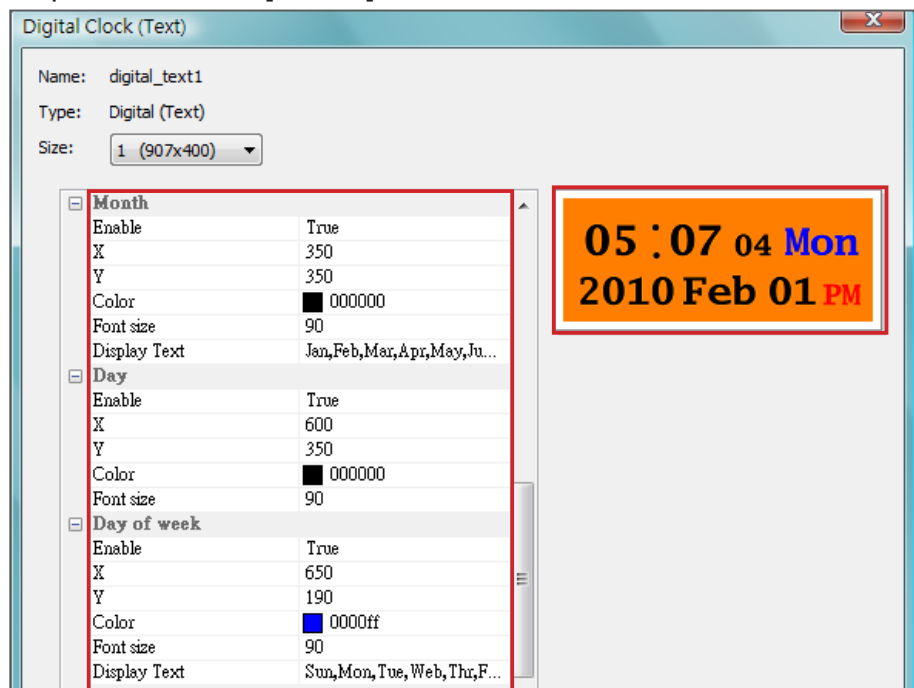


Year/Month/Day/Day of Week

1. Please follow the same process to import images in year/month/day and day of week columns.
2. In month/day of week and AM/PM columns, you can enter the actual wording that will display on your clock. If you want to enable "AM/PM" function, please choose [True]; otherwise please choose [False] to disable it.

NOTE

Please make sure to enter a serial text and a comma, ",", between each word when you input text in month/day of week and AM/PM columns. For example, please enter "Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec" but NOT only "Feb" into the display text area in month column. The system will automatically capture the corresponding text from the text string.



3. Check the preview and fine tune your configuration if required.
4. After finishing all the resolutions you just configured, please click [**OK**]. Now you can see your own personal clock in Clock Template window.

5-2-2 Upload a Clock (.clk)

You can download new Clock templates (.clk) from CAYIN's PartnerNet website and upload them into Skin Editor.

1. Download a ".clk" file to your PC, or have any existing ".clk" file at hand.
2. Open the CAYIN Skin Editor and go to **Template > Manage Clock Templates** and click [**Import**] button.
3. Choose the skin you want to upload and press [**Open**]. Now you can find the uploaded clock and make any changes on it.

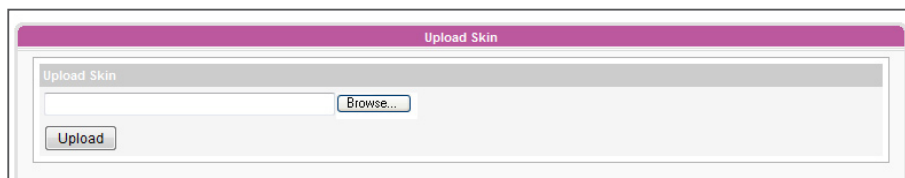
5-3 Upload the CAYIN Skin File into SMP

NOTE

You can upload as many skin files as you want as long as the total size of skin files (including default ones) won't exceed the system partition storage.

You have to upload the skin files into SMP players or CMS server.

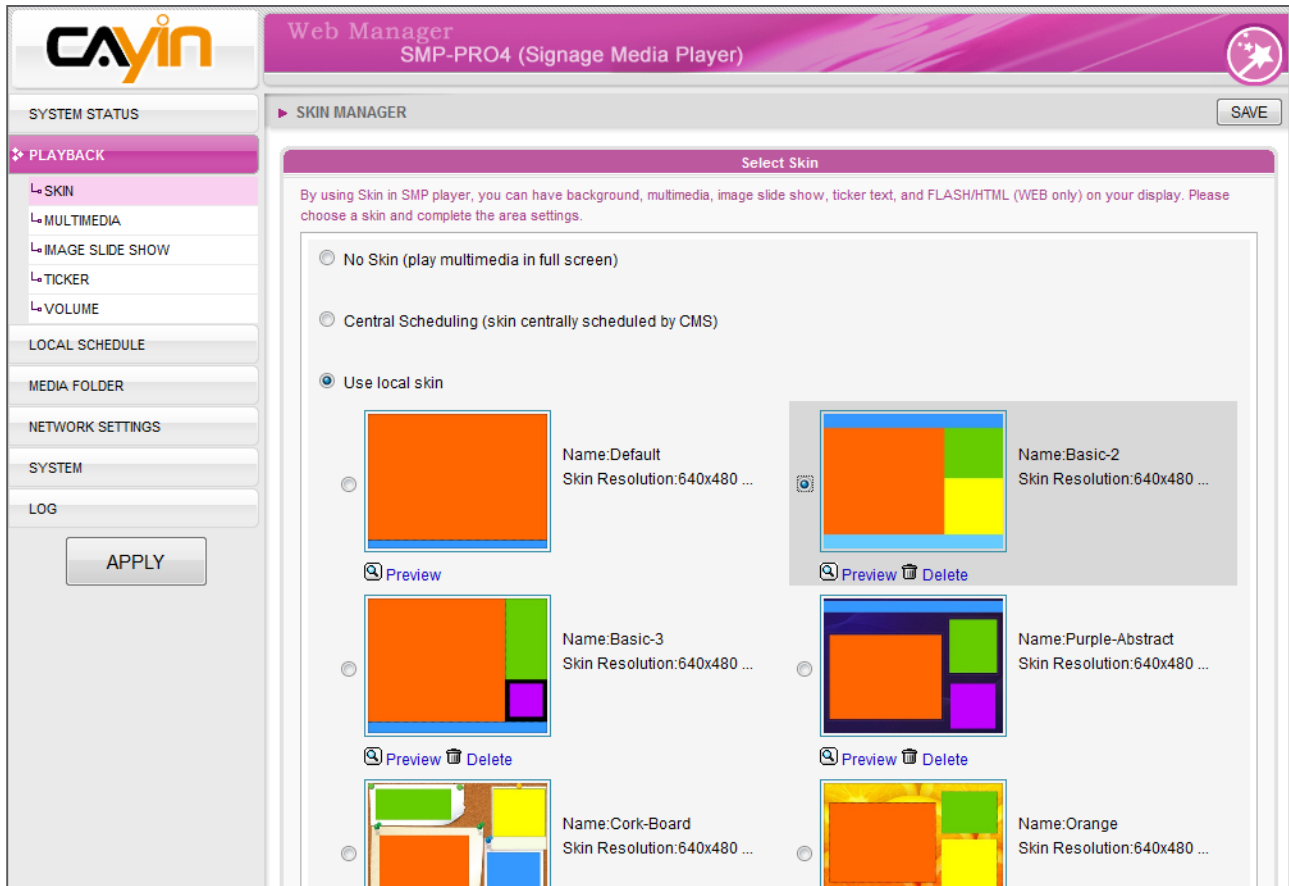
1. Enter Web Manage and go to **Playback > Skin** page.
2. Go to "**Upload Skin**" area and click [**Browse...**] to upload the skin file into SMP.



5-4 Apply Skin

After the skin is uploaded into the system, go to **Playback > Skin** to make changes of your favorite skin.

1. Login Web Manager.
2. Go to **PLAYBACK > SKIN** page. Please refer to the following table for more functions.



No Skin (play multimedia in full screen)	Choose this option if you want to play Multimedia Content in full screen mode.
Central Scheduling (skin centrally scheduled by CMS)	The skin can be centrally scheduled by CMS server.
Use local skin	Use skin which stores in the system disk of this SMP player. You can also click [Preview] to see the layout of the skin.

3. Click **[Next]** to continue the process.

6 ■ **Content Update and Media Folder Management**



6-1 Update Media Folder 77

6-2 Manage Media Folder..... 81

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

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 and go to **MEDIA FOLDER** page.

NOTE

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

NOTE

You can only download 8192 files and 256 folders in maximum for each mapping group.

The screenshot displays the 'Web Manager' interface for 'SMP-PRO4 (Signage Media Player)'. The left sidebar contains navigation options: SYSTEM STATUS, PLAYBACK, LOCAL SCHEDULE, MEDIA FOLDER (selected), 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 in the top right corner. 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 60 minutes
 - Check for new content daily at
 - HH: 0 MM: 0
 - HH: 0 MM: 0
 - HH: 0 MM: 0
- Specify exclusive time(s) for content synchronization
 - Mon Tue Wed Thu Fri Sat Sun
 - From: HH: 8 MM: 0
 - To: HH: 11 MM: 0
- Content synchronization with
 - CMS server:
 - Username: admin
 - Password: ****
 - Hostname or IP address: 172.16.100.250
 - Group: SMP-PRO4
 - Click 'Test' to check connection: Test
 - Web server: _____

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: _____
 - Confirm password: _____

The access is only allowed from IP address: _____

Allow updating content from USB storage device

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”**.

NOTE

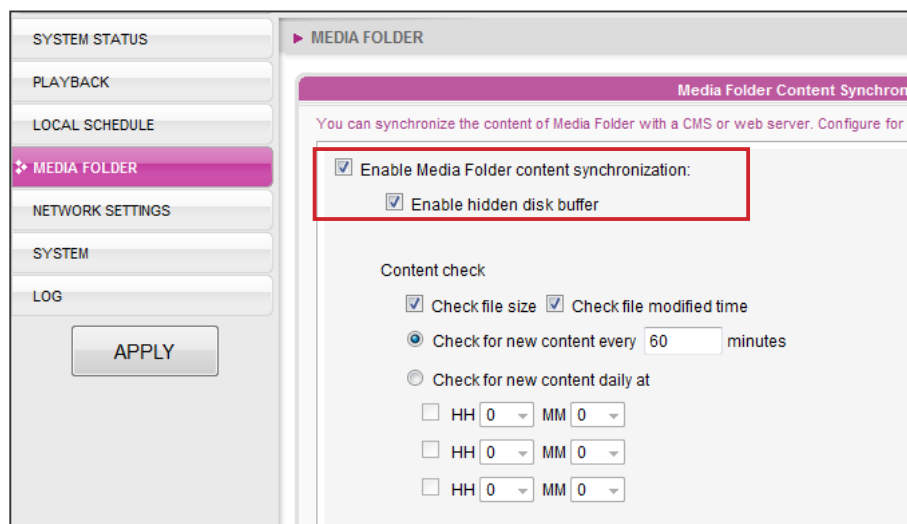
To prevent some media files from being deleted by CMS server while you update content of SMP automatically from CMS, you can create a folder named **“protected”** and keep your files in that folder.

NOTE

The maximum time interval is 10080 minutes.

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. If you would like to download files to a hidden disk space, please tick **“Enable hidden disk buffer”**. After downloading process completes, the system will copy all files to Media Folder at one time.

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.



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. Please note you have to choose at least one method. We suggest you check both of them.
5. Please set the frequency of content checking.

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.

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.

Content check

Check file size Check file modified time

Check for new content every 60 minutes

Check for new content daily at

HH 0 MM 0

HH 0 MM 0

HH 0 MM 0

Specify exclusive time(s) for content synchronization

Mon Tue Wed Thu Fri Sat Sun

From: HH 8 MM 0

To: HH 11 MM 0

NOTE

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

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.

Content synchronization with

CMS server:

Username:

Password:

Hostname or IP address:

Group:

Click 'Test' to check connection:

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**".

- 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.

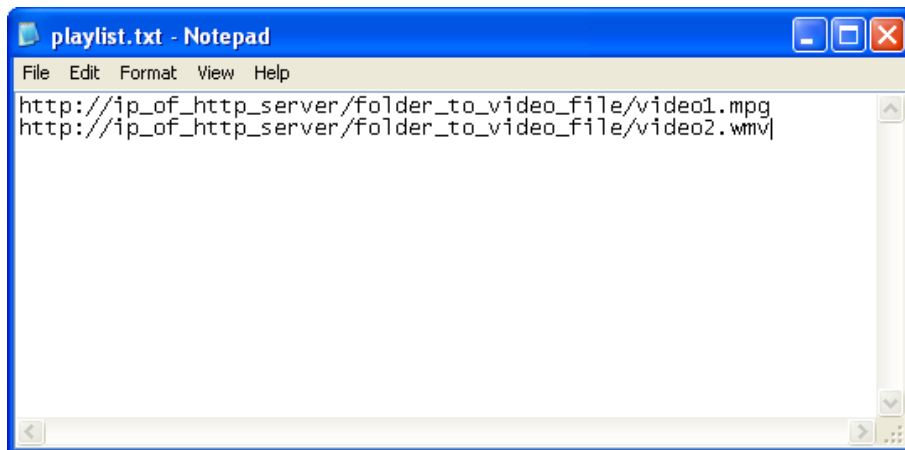
Web server:

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).

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:



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.

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

Password

Confirm password

The access is only allowed from IP address:

Allow updating content from USB storage device

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	<p>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.</p> <p>Default Username: smbuser</p> <p>Default Password: smbuser</p> <p>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.</p>
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.
Allow update content from USB storage device	<p>Tick this option and you can upload or update contents/files via USB storage devices. Format your USB disk in compatible format and put all your content into USB storage. The content in USB storage will be synchronized to Media Folder.</p> <p>You can also update the exported system settings (SYSTEM MAINTENANCE > Export Configuration) in the root of USB disk, SMP player will also import the configuration after all the files are synchronized. Please DO NOT change the exported setting filename. SMP can only recognize compatible filename in USB disk.</p> <p>Note: This function will replace every file in Media Folder with the one in USB disk, but files in the “protected” folder will be kept.</p> <p>The USB file system supported by SMP players are as followings: FAT/FAT32/NTFS</p>

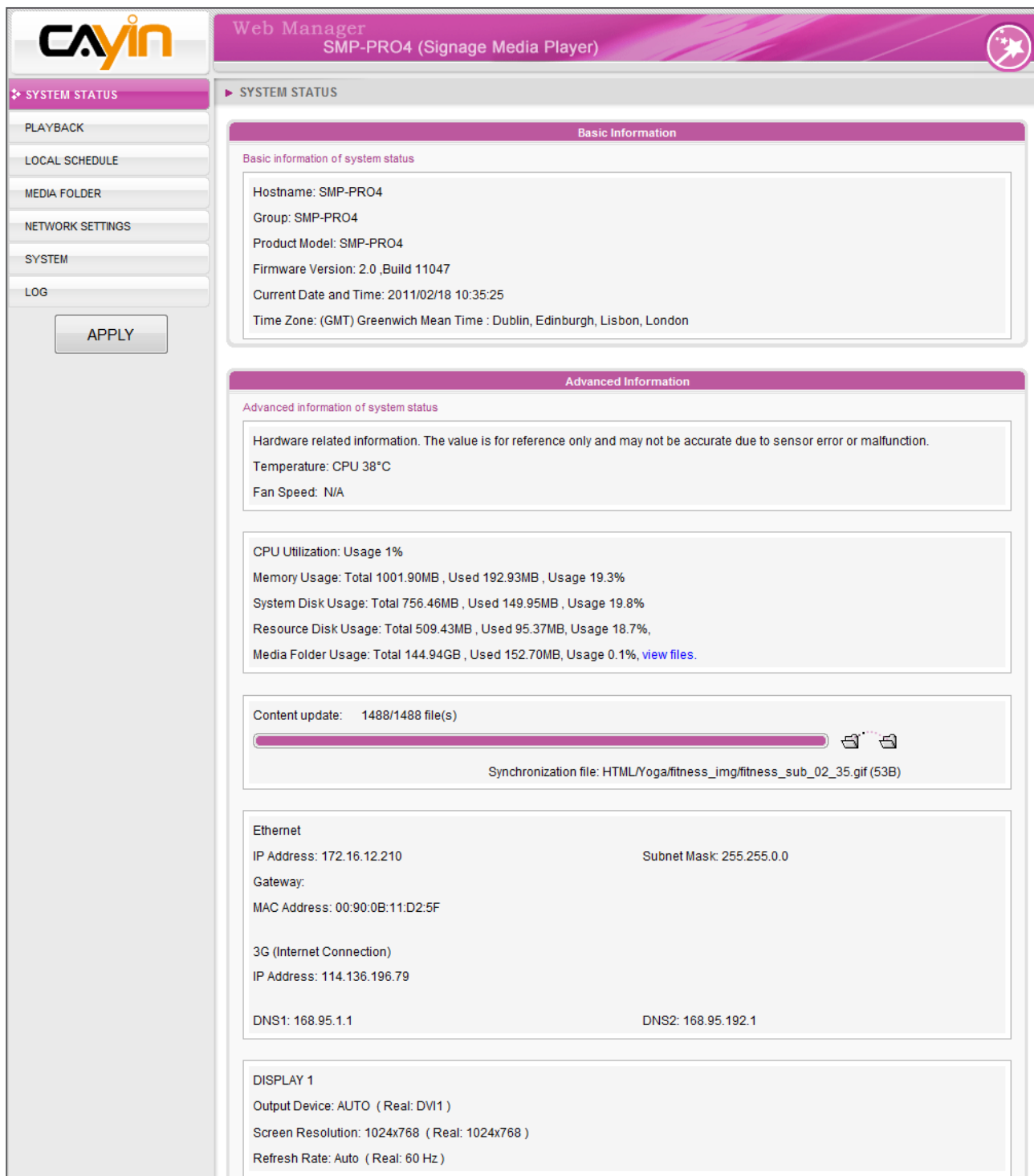
7 ■ System Status and Settings

7-1 System Status	83
7-1-1 Basic Information	84
7-1-2 Advanced Information	84
7-1-3 Firmware Information	85
7-2 System Settings	86
7-2-1 Set System Time	86
7-2-2 NTP Service	87
7-2-3 Change Web Administrator's Password.....	88
7-2-4 Change Service Port of Web Manager	88
7-2-5 Choose Web Manager Language	89
7-2-6 Set System Reboot	89
7-2-7 Frequency of Server Communication.....	90
7-2-8 RS-232 Setting.....	90
7-3 System Maintenance	92
7-3-1 Upload Firmware.....	92
7-3-2 Restart/Shutdown System.....	92
7-3-3 Upload Background Image.....	93
7-3-4 Export/Import/Restore System Settings	94
7-3-5 System Recovery	94
7-4 Display Settings	96
7-4-1 Configure Display Properties (SMP-PRO4 & SMP-200)...	96
7-4-2 Configure Display Properties (SMP-PROPLUS)	98
7-4-3 Hardware Video Acceleration (SMP-PROPLUS).....	99
7-4-4 Turn On / Off Display.....	100
7-4-5 Video Input Settings (SMP-PRO4 & SMP-PROPLUS)...	101
7-5 Location	102
7-5-1 GPS.....	102
7-5-2 Static Location.....	104

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 and you will see the [**SYSTEM STATUS**] page.



Cayin Web Manager
SMP-PRO4 (Signage Media Player)

SYSTEM STATUS

Basic Information

Basic information of system status

Hostname: SMP-PRO4
Group: SMP-PRO4
Product Model: SMP-PRO4
Firmware Version: 2.0 ,Build 11047
Current Date and Time: 2011/02/18 10:35:25
Time Zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London

Advanced Information

Advanced information of system status

Hardware related information. The value is for reference only and may not be accurate due to sensor error or malfunction.

Temperature: CPU 38°C
Fan Speed: N/A

CPU Utilization: Usage 1%
Memory Usage: Total 1001.90MB , Used 192.93MB , Usage 19.3%
System Disk Usage: Total 756.46MB , Used 149.95MB , Usage 19.8%
Resource Disk Usage: Total 509.43MB , Used 95.37MB , Usage 18.7%
Media Folder Usage: Total 144.94GB , Used 152.70MB, Usage 0.1%, [view files](#).

Content update: 1488/1488 file(s)

Synchronization file: HTML/Yoga/fitness_img/fitness_sub_02_35.gif (53B)

Ethernet
IP Address: 172.16.12.210 Subnet Mask: 255.255.0.0
Gateway:
MAC Address: 00:90:0B:11:D2:5F

3G (Internet Connection)
IP Address: 114.136.196.79
DNS1: 168.95.1.1 DNS2: 168.95.192.1

DISPLAY 1
Output Device: AUTO (Real: DVI1)
Screen Resolution: 1024x768 (Real: 1024x768)
Refresh Rate: Auto (Real: 60 Hz)

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.

Basic Information

Basic information of system status

Hostname: SMP-PRO4
Group: SMP-PRO4
Product Model: SMP-PRO4
Firmware Version: 2.0, Build 11047
Current Date and Time: 2011/02/18 10:35:25
Time Zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London

7-1-2 Advanced Information

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

Advanced Information

Advanced information of system status

Hardware related information. The value is for reference only and may not be accurate due to sensor error or malfunction.

Temperature: CPU 38°C

Fan Speed: N/A

CPU Utilization: Usage 1%

Memory Usage: Total 1001.90MB , Used 192.93MB , Usage 19.3%

System Disk Usage: Total 756.46MB , Used 149.95MB , Usage 19.8%

Resource Disk Usage: Total 509.43MB , Used 95.37MB , Usage 18.7%,

Media Folder Usage: Total 144.94GB , Used 152.70MB , Usage 0.1%, [view files.](#)

Content update: 1488/1488 file(s)

Synchronization file: HTML/Yoga/fitness_img/fitness_sub_02_35.gif (53B)

Ethernet

IP Address: 172.16.12.210	Subnet Mask: 255.255.0.0
Gateway:	
MAC Address: 00:90:0B:11:D2:5F	
3G (Internet Connection)	
IP Address: 114.136.196.79	
DNS1: 168.95.1.1	DNS2: 168.95.192.1

DISPLAY 1

Output Device: AUTO (Real: DV11)

Screen Resolution: 1024x768 (Real: 1024x768)

Refresh Rate: Auto (Real: 60 Hz)

CPU Temperature	You can monitor the real-time CPU temperature and avoid the thermal shutdown problem in advance. Please refer to the list below for more detailed information.		
	Product Model	Max. CPU Temperature (Reference)	
	SMP-PROPLUS	100 degree Celsius	
	SMP-PRO4	90 degree Celsius	
Note: SMP-200 is not equipped with a CPU temperature sensor.			
Fan Speed	You can see the real-time CPU and system fan speed in this area. If the fan speed is too slow, you may need to clean the fan to keep SMP player stay cool and stop it from overheating. Please refer to the list below for more detailed information.		
	Product Model	CPU FAN Speed (Reference)	System FAN speed (Reference)
	SMP-PROPLUS (LB-300)	4000 rpm or above: Normal and Healthy status 2500~4000 rpm: System maintenance is recommended 2500 rpm or under: Fan replacement is recommended	3500 rpm or above: Normal and Healthy status 2000~3500 rpm: System maintenance is recommended 2000 rpm or under: Fan replacement is recommended
	Note: 1. Hardware information is for reference only and may not be accurate due to other possibilities, such as: sensor error or malfunction. 2. The Fan Speed area will show N/A if your player is SMP-PRO4 or SMP-200, because of its fanless design.		
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. Note: For SMP-200, you can use external storage by inserting an SD card. When you do so, the figure of this item will show your SD card's storage space. If you don't plug in any SD card, the figure here will show you the default internal storage space. * View Files: Shows all the files in Media Folder.		
Content update	It shows the content update status of this SMP player, only when SMP is configured to update contents from a CMS server.		
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 the real & selected screen resolutions and refresh rates of the connected display.		

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.

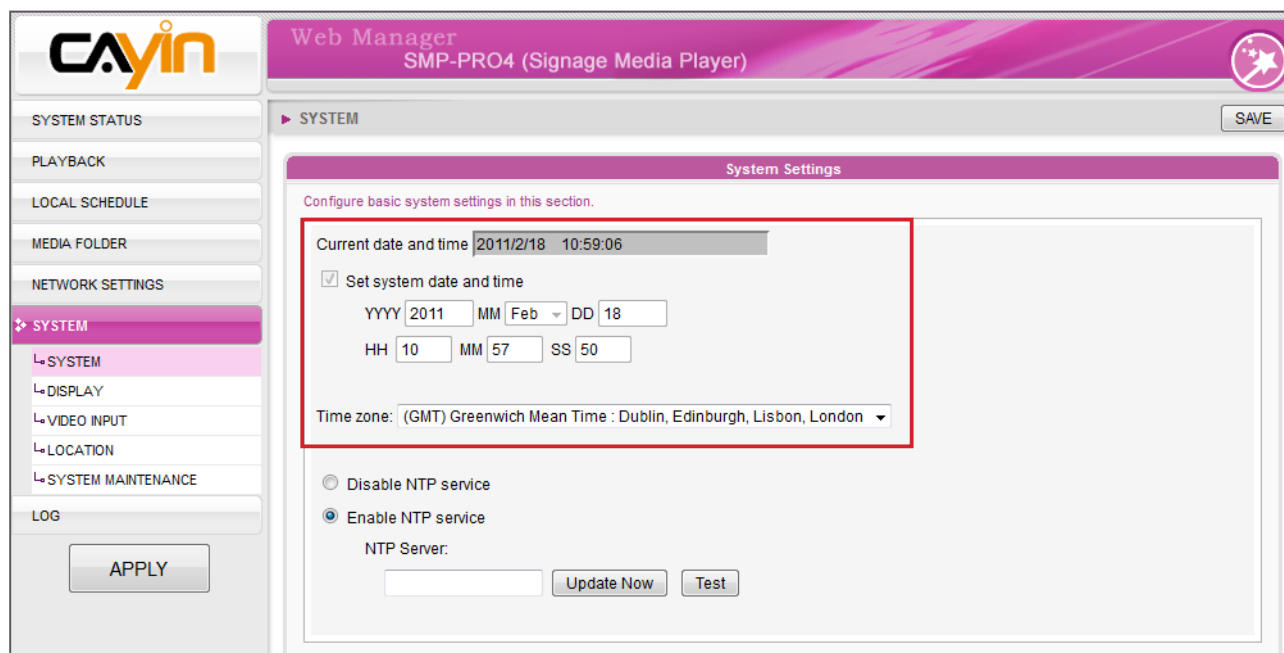
7-2 System Settings

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 and go to **SYSTEM > 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**] to adopt the changes.



7-2-2 NTP Service

You can enable 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 address.
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**] to adopt changes.

The screenshot displays the 'System Settings' page in the Cayin Web Manager. The left sidebar contains navigation options: SYSTEM STATUS, PLAYBACK, LOCAL SCHEDULE, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM (selected), SYSTEM, DISPLAY, VIDEO INPUT, LOCATION, SYSTEM MAINTENANCE, and LOG. An 'APPLY' button is located at the bottom of the sidebar. The main content area is titled 'System Settings' and includes a 'SAVE' button in the top right. The settings are as follows:

- Current date and time: 2011/2/18 10:59:06
- Set system date and time
 - YYYY: 2011, MM: Feb, DD: 18
 - HH: 10, MM: 57, SS: 50
- Time zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London
- Disable NTP service
- Enable NTP service (highlighted with a red box)
- NTP Server: [Text Input Field]
- Buttons: Update Now, Test

NOTE

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

7-2-3 Change Web Administrator's Password

You can leave this option checked to change administrator's password.

The screenshot shows a web interface for changing the administrator's password. It contains two main sections, both with checked checkboxes. The first section is titled "Change web administrator's password:" and includes three input fields: "Username" with the value "webadmin", "Password" with five dots, and "Confirm password" with five dots. The second section is titled "Change service port of Web Manager:" and includes a "Port number" input field with the value "8080".

7-2-4 Change Service Port of Web Manager

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

NOTE

The max port range is 65535.

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>)

This screenshot is identical to the one in section 7-2-3, showing the "Change web administrator's password" and "Change service port of Web Manager" options with their respective input fields.

7-2-5 Choose Web Manager Language

SMP-PRO series Web Manager supports 10 languages, which are English, French, German, Italian, Japanese, Spanish, Polish, Thai, Traditional Chinese, and Simplified Chinese. You can select an appropriate language setting here.

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, choose “**Restart mode**”, and tick specific date/time. Then, click [**SAVE**] and [**APPLY**].

NOTE

SMP-200 has limited resources, so we strongly recommend you to reboot the system once or twice a day.

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.

NOTE

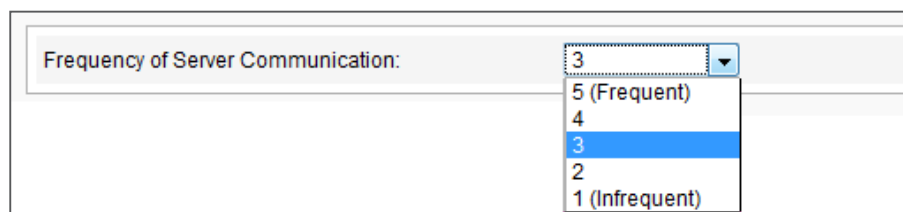
If you connect SMP players to CMS version 5.0 or earlier, please set frequency to 5 or 4, otherwise you may see the invalid status of SMP connection in Client List or SuperMonitor.

7-2-7 Frequency of Server Communication

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

Communication Frequency Table

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



7-2-8 RS-232 Setting

You can configure RS-232 commands here.

1. Click [**RS-232 parameters**] button and you will see a pop-up window.



2. Here you can configure RS-232 parameters such as "**COM Port**", "**Baud Rate**", "**Data-bit**", "**Parity**", "**Flow Control**" and "**Stop Bit**". Please make sure the parameters you configure here consist with the connected device.

RS-232 parameters

Please configure RS-232 parameters. Parameters that you configure here must consist with those of the connected device.

Service State:

COM Port:

Baud Rate:

Data-Bit:

Parity:

Flow Control:

Stop Bit:

3. Click [**SAVE**] to adopt the changes.
4. Click [**Configure RS-232 (COM port) commands**] button and you will see a pop-up window.
5. Click [**Add RS-232 Command**] button and you can add/edit command here. Name your command first, and choose a command type in the drop down menu. You can see a list of corresponding commands below. Select a command then enter string by ASCII code or hexadecimal number.

Configure RS-232 (COM Port) commands

Configure RS-232 commands. Use "Send" command to send strings to the connected device and "Receive" command to receive strings.

Name	Command	String

Add/Edit Command

Select a command type then enter string by ASCII code or hexadecimal number.

Name:

Choose a Command:

Display Command:

Turn on Display [Send]
Turn off Display [Send]

Command String:

ASCII Hex

6. Click [**SAVE**] to adopt the changes.

NOTE

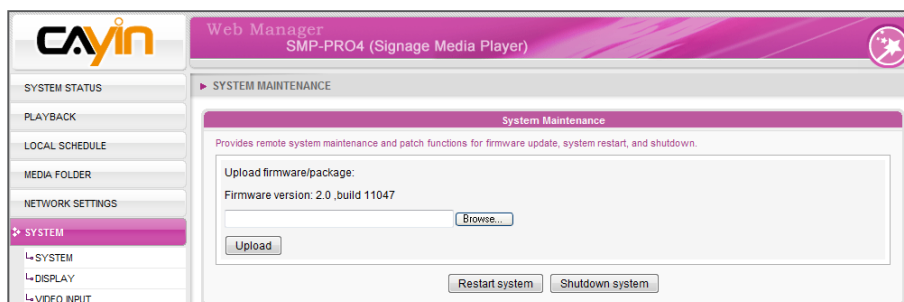
Please only upload firmware provided by CAYIN. Upload unknown firmware may damage the system.

7-3 System Maintenance

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

7-3-1 Upload Firmware

1. Login SMP Web Manager. Click "**SYSTEM**" and switch to "**MAINTENANCE**" page.
2. Click [**Browse**] and select a file; then click [**Upload**]. The extension of a firmware file is ".psu" or ".fsu".



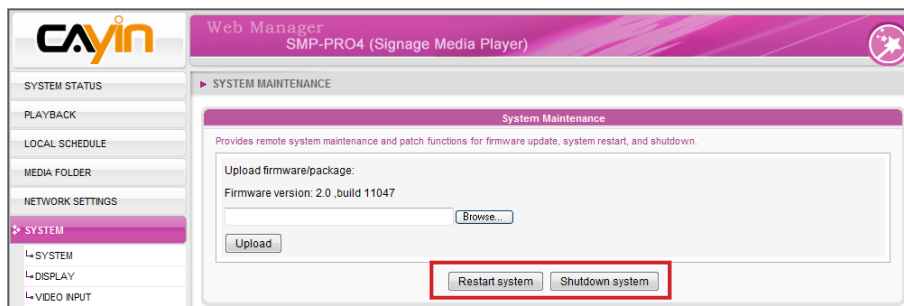
NOTE

After uploading the firmware or patch files, you may see an incomplete Web Manager UI page due to browser cache issue. Please press **Ctrl + F5** to refresh the web page.

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.

7-3-2 Restart/Shutdown System

You can restart or shutdown the system by clicking the corresponding button here.



NOTE

If you are not sure about the display ratio, please upload both a wide (16:9) and a standard resolution (4:3) image here. System will apply the suitable one according to the display standard.

7-3-3 Upload Background Image

Here you can change the system background image to your favorite one.

The screenshot shows a web interface titled "Import, export, and restore configurations." It contains several sections:

- Export:** "Export system settings to a file" with an "Export" button.
- Import:** "Import system settings from a file" with a "Browse..." button and an "Import" button.
- Upload Background Image:** This section is highlighted with a red border. It has two sub-sections:
 - "Background image for wide display resolution" with "Browse...", "Upload", and "Preview" options.
 - "Background for other display resolution" with "Browse...", "Upload", and "Preview" options.
- Restore:** "Restore default settings" with a "Restore" button.

NOTE

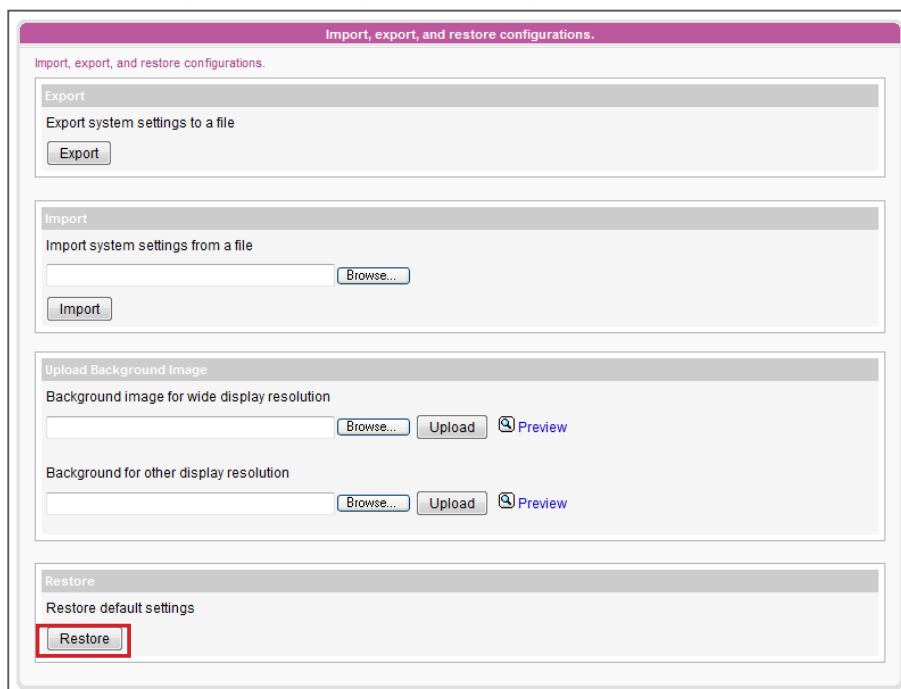
Please upload the image with the same resolution as your screen resolution, so that the picture won't be resized, influencing the quality of your presentation.

1. Choose the background image resolution according to your display standard. If you use 16:9 or 16:10 screen resolution, please upload your picture in this option - "**Background image for wide display resolution**". For 4:3 and other screen resolutions, please upload your image in this option – "**Background for other display resolution**".
2. Click [**Browse...**] to locate the image you would like to upload and click [**Upload**] button to apply the change. You may see the uploaded image by clicking "**Preview**".

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

7-3-4 Export/Import/Restore System Settings

Here 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.



NOTE
Network settings (including WIFI) 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. Please also note that 3G data network settings will NOT be kept if you apply system recovery.

7-3-5 System Recovery

Recover system remotely

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



Recover system locally

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. You can have more options by using this method to recover system. 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.

7-4 Display Settings

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

7-4-1 Configure Display Properties (SMP-PRO4 & SMP-200)

There are two output methods you can choose from.

Single Mode:

Output signals to one single display only. You will have best overall system performance if you choose this method.

IMPORTANT

If you choose VGA or DVI as output port, you can see the “*” beside the resolution value which is the supported EDID value reported by the display.

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

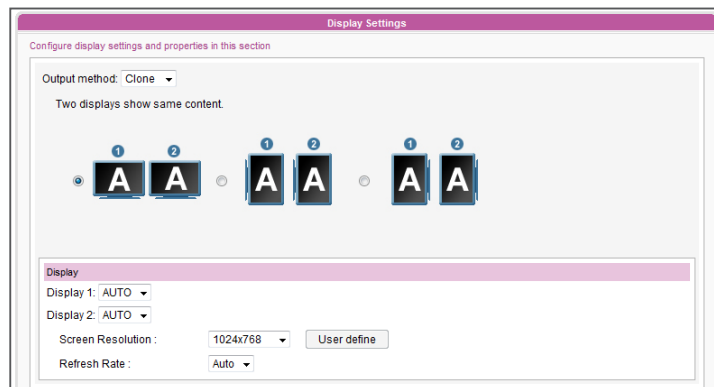
Two screens with one identical model for Clone mode is strongly suggested. You can only configure one screen resolution for two screens, so the presentation result may be unpredictable if you use two different screens, one of which doesn’t support the selected resolution.



1. Login SMP Web Manager. Click "**SYSTEM**" and switch to "**DISPLAY**" page.
2. Choose single mode in output method drop down menu. SMP player only outputs signals to a display connector.
3. Choose the orientation of the screen.
4. Choose a video source. You can choose AUTO, VGA or DVI-1. If you choose AUTO, SMP player will automatically detect connection status.
5. Choose a suitable screen resolution and refresh rate. You can specify a predefined screen resolution and refresh rate or assign your own specification by selecting "**User define**".

Clone Mode:

Connect one SMP player to two screens which present exactly the same content.



NOTE

If you choose VGA or DVI as output port, you can see the “*” beside the resolution value which is the supported EDID value reported by the display.

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. Login SMP Web Manager. Click "**SYSTEM**" and switch to "**DISPLAY**" page.
2. Choose Clone mode in output method drop down menu. SMP player will output identical signals to two different screens.
3. Choose the orientation of the two screens.
4. Choose a video source. You can choose AUTO, VGA or DVI-1 for two different screens. If you choose AUTO, the SMP player will automatically detect connection status.
5. Choose a suitable screen resolution and refresh rate which will apply to these two screens. You can specify a predefined screen resolution and refresh rate or enter your own specification by selecting "**User define**".
6. After completing settings, click [**SAVE**] and [**APPLY**] so that those settings will come into effect.

NOTE

1. SMP-PRO4 supports following predefined screen resolutions and refresh rates:

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

2. SMP-200 supports following predefined screen resolutions and refresh rates:

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

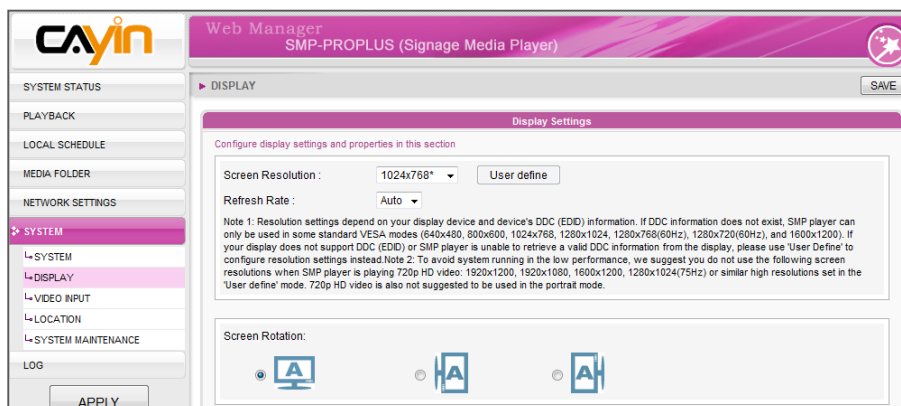
3. When you choose a screen resolution, please also note that video resolution and specification may differ for different output methods and screen orientation. Please test in your screen and choose the most suitable resolution.

	Landscape Screen	Portrait Screen
SMP-PRO4 Video Resolution	1x720p (10M bps)	1x480p (5M bps)
SMP-200 Video Resolution	1x720p	1x720p

7-4-2 Configure Display Properties (SMP-PROPLUS)

IMPORTANT

If you choose VGA or DVI as output port, you can see the “*” beside the resolution value which is the supported EDID value reported by the display.



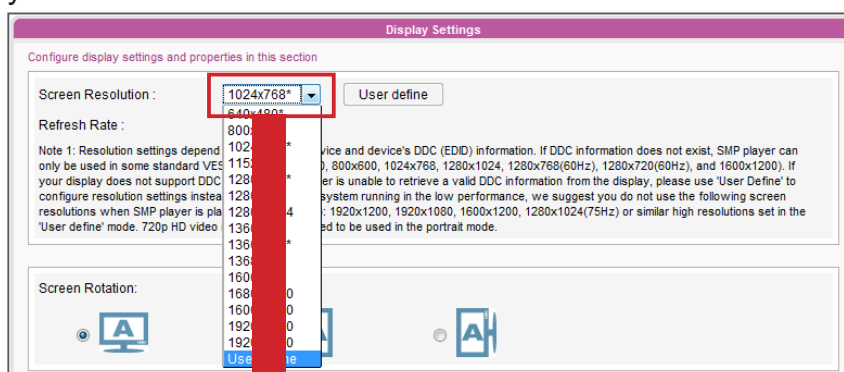
1. Login SMP Web Manager.
2. Click "**SYSTEM**" and switch to "**DISPLAY**" page.
3. Select a screen resolution and refresh rate. You can specify a predefined screen resolution and refresh rate or assign your own specification by selecting "**User define**".

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.

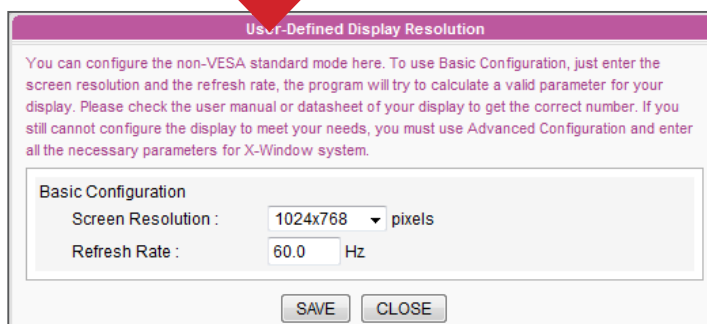
* User Define

If you cannot 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.

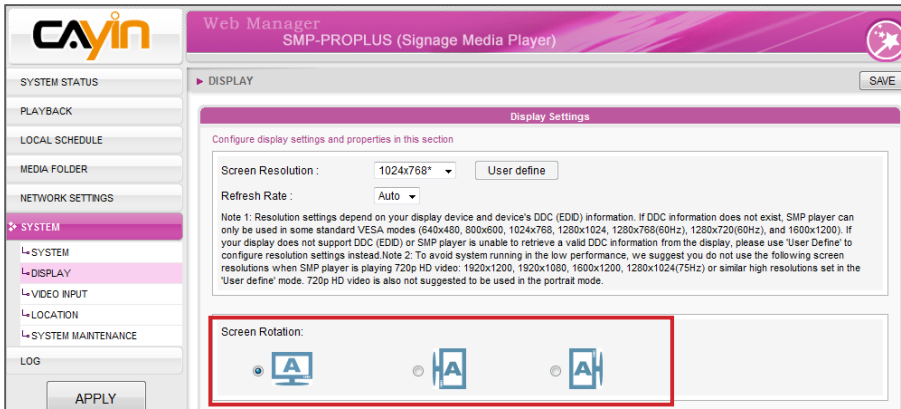


NOTE

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.



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.

NOTE

1. SMP-PROPLUS supports following predefined screen resolutions and refresh rate:

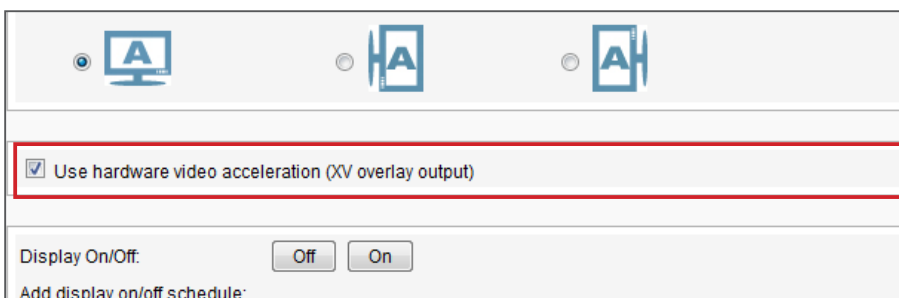
Screen Resolution	640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1600x1200, 1280x720 (720p), 1280x768, 1360x768, 1366x768, 1368x768, 1600x900, 1680x1050, 1920x1080, 1920x1200.
Refresh Rate	Auto, 60, 70, 72, or 75.

2. When you choose a screen resolution, please also note that video resolution and specification may differ for different output methods and screen orientation. Please test in your screen and choose the most suitable resolution.

	Landscape Screen	Portrait Screen
Video Resolution	1x720p (10~12M bps)	1x480p (5M bps)

7-4-3 Hardware Video Acceleration (SMP-PROPLUS)

SMP-PROPLUS is equipped with the function of hardware video acceleration. By default, we will enable this function to provide better video playback quality. However, this function will lead to the side effect that video cannot be previewed in SuperMonitor. If your top priority is to preview the playback content, you can choose to turn off hardware video acceleration here. However, please note that this action may cause un-smooth video playback on SMP players for some high resolution video.



NOTE

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

NOTE

If you configure the RS-232 command to turn on/off display, the command will be sent based on the same settings in this section.

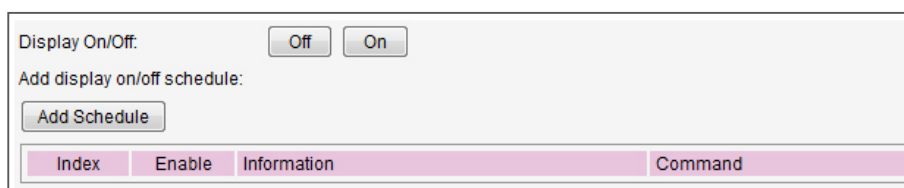
NOTE

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.

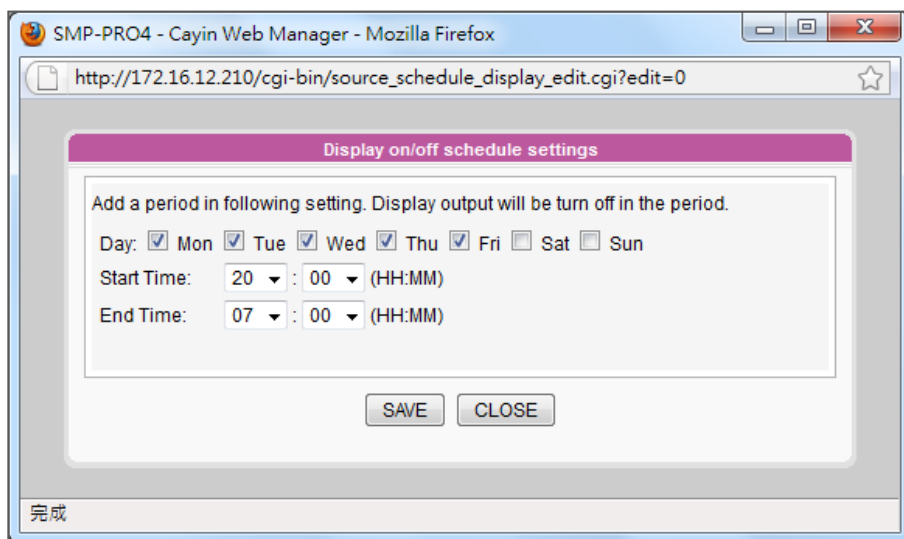
7-4-4 Turn On / Off Display

You can choose to turn on or turn off the screen remotely with SMP player (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 steps below:

1. Login SMP Web Manager
2. Click [**SYSTEM**] and switch to [**DISPLAY**] page.



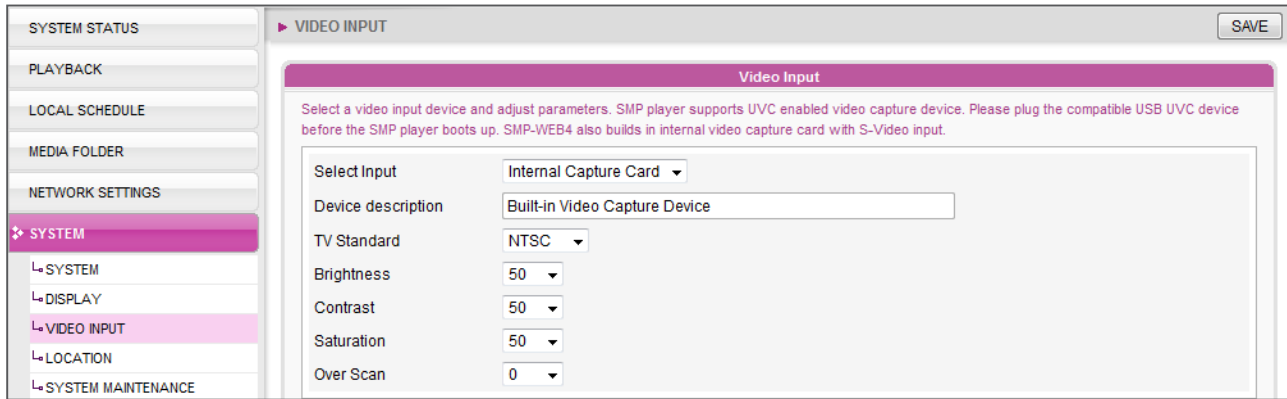
3. You can click [**On**] or [**Off**] to turn on or turn off the display instantly.
4. If you want to turn on or off displays automatically based on schedules, please click [**Add Schedule**] to edit a schedule in the pop-up window.



5. Set the days and the period of time you want to turn off the display and click [**SAVE**].
6. Then, please remember to enable this schedule and click [**SAVE**] and [**APPLY**].

7-4-5 Video Input Settings (SMP-PRO4 & SMP-PROPLUS)

1. Login SMP Web Manager
2. Click "**SYSTEM**" and switch to "**VIDEO INPUT**" page.



3. Please refer to the following table for all functions.

Select Input	Select your input type here.
Device Description	Description of your input device.
TV Standard	Set video input type. The input type can be NTSC, PAL and SECAM.
Brightness	To adjust the brightness from 0 to 100 by every 5 degrees.
Contrast	To adjust the contrast from 0 to 100 by every 5 degrees.
Saturation	To adjust the saturation from 0 to 100 by every 5 degrees.
Over scan	To adjust the over scan from 0 to 100 by every 5 degrees. You can use this option to adjust the image size. For example, 5 -> 105% and 10->110%

SMP players also supports USB UVC video capture device. Please plug the compatible USB UVC device before the SMP player boots up and you can capture picture in real time. You can also use functions above to adjust the picture quality before you actually capture it. Please refer to the comparison table below for the video-in function among SMP players:

	Build-In	USB Camera (UVC)
SMP-PRO4	Yes (S-Video)	Yes
SMP-PROPLUS	N/A	Yes
SMP-200	N/A	N/A

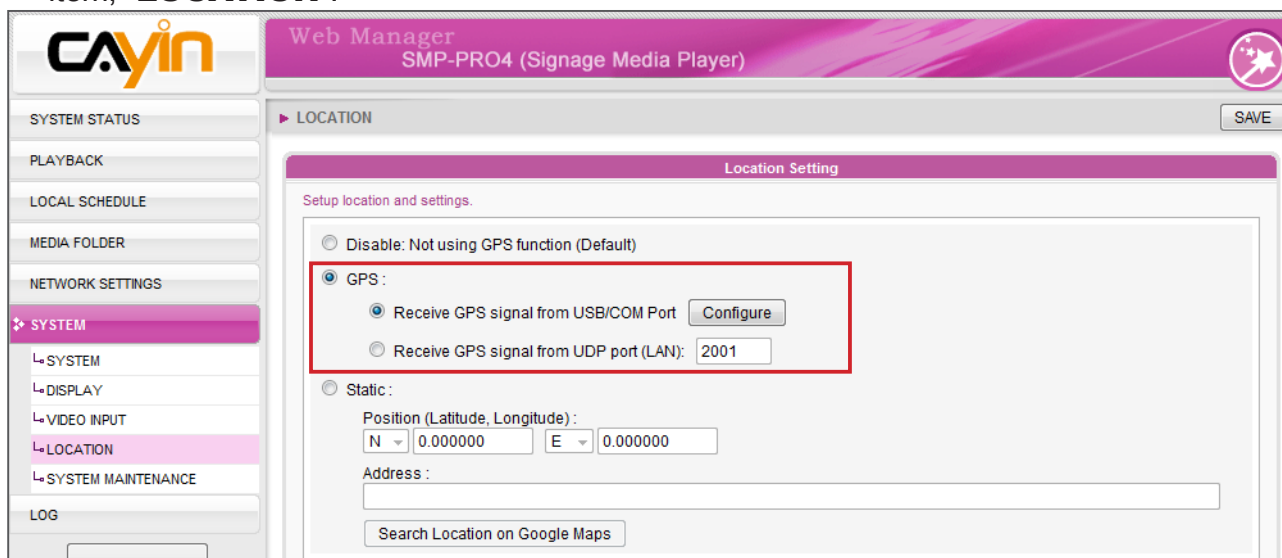
For more information about UVC driver and compatible cameras, please refer to <http://linux-uvc.berlios.de/>

7-5 Location

7-5-1 GPS

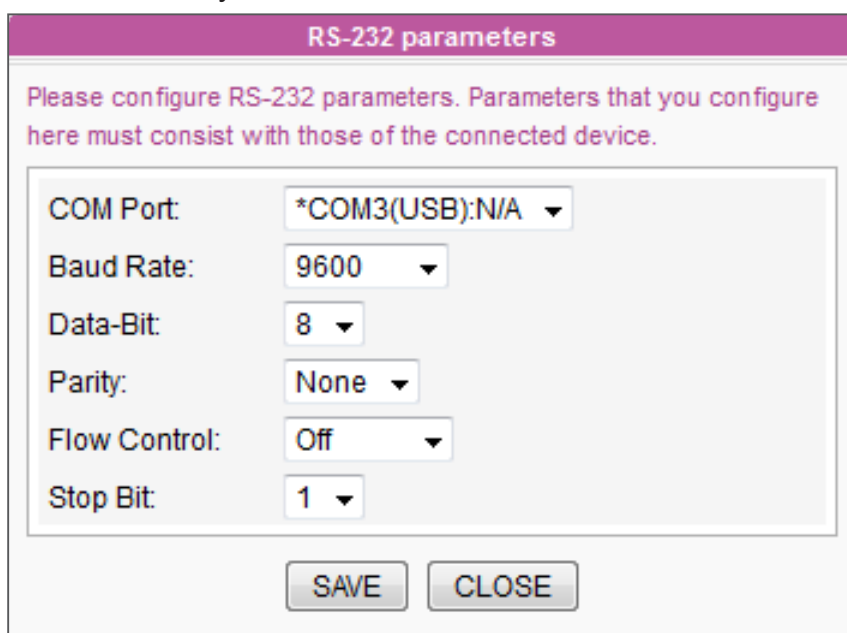
In this section, we will guide you to complete the settings of GPS connection.

1. Connect a GPS receiver to the SMP player.
2. Login to SMP Web Manager and click “**SYSTEM**” in the main page. Then, click the sub-item, “**LOCATION**”.



3. Enable “**GPS**” function. There are two types of GPS sources: **USB/COM** port and **UDP** port. Please select the one you are using now and configure it accordingly.

If you use a GPS receiver with the USB/COM port, please click [**Configure**] and fill in all necessary fields based on the manual of that GPS receiver.



4. If you enable the GPS function and finish configurations successfully, you can check the GPS connection status in the “**SYSTEM STATUS**” page.

Location Info

Mode: GPS (COM port) Status: Normal

Latitude/Longitude: N 25°3'55" / E 121°31'33"

Ground Speed: 2.41 KM/H

Address: N/A

NOTE

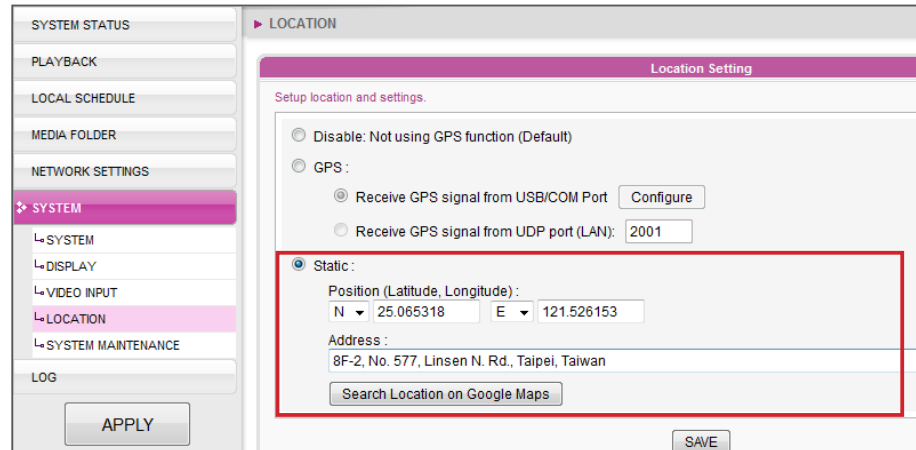
If the SMP player is installed in a mobile vehicle, you will be able to see the SMP player moving on the map. The map will be refreshed every 5 seconds.

5. You can also check the SMP player’s location on Google Maps. Click the Latitude/Longitude value (ex. N 25°3'55" / E 121°31'33") in the “**SYSTEM STATUS**” page.

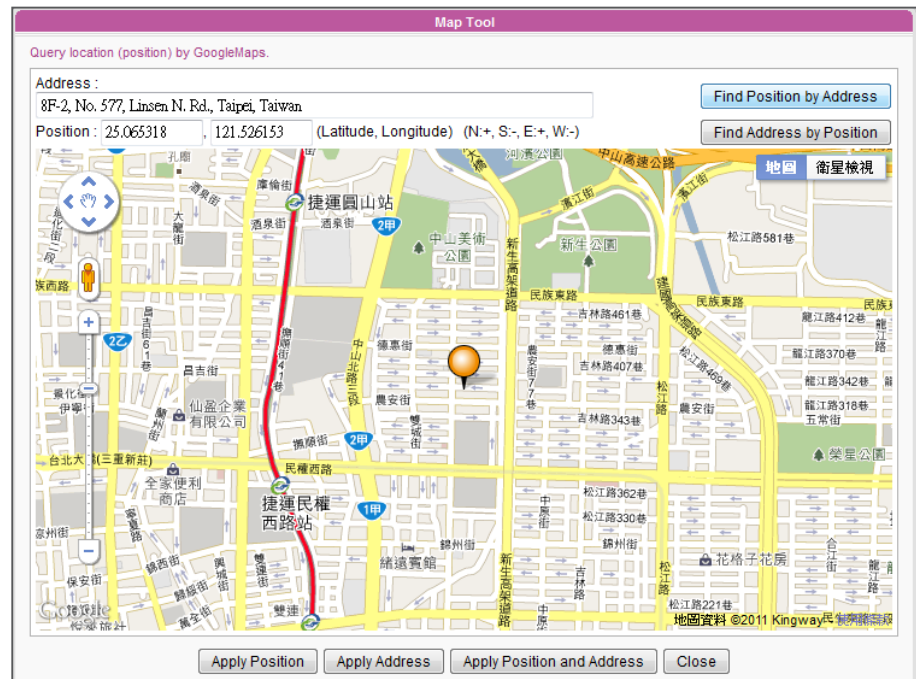
7-5-2 Static Location

In this section, we will guide you to complete settings of a location. Then, you can see SMP players on Google Maps without GPS.

1. Login to SMP Web Manager and click “**SYSTEM**” in the main page. Then, click the sub-item, “**LOCATION**”.



2. Select “**Static**”, then set a location. If you know the latitude and longitude of your location, please enter the numbers directly. You can also find the location on Google Maps. Please click [**Search Location on Google Maps**].



NOTE

1. The correct format of latitude and longitude here should be like “**25.065483 / 121.525963**”, not “**N 25°3'55" / E 121°31'33"**”.
2. The address field here is for your reference. You must fill in the latitude and longitude numbers. If you don't know the number, please use Google Maps to search the location.

Please enter the address of the location and click [**Find Position by Address**]. Then, you can see the location on the map and the correct latitude and longitude. Click [**Apply Position and Address**] to save them.

8 ■ Network Settings

8-1 Ethernet.....	106
8-2 WIFI Wireless Network.....	107
8-3 3G Data Network.....	108

NOTE

Check network by pinging gateway:

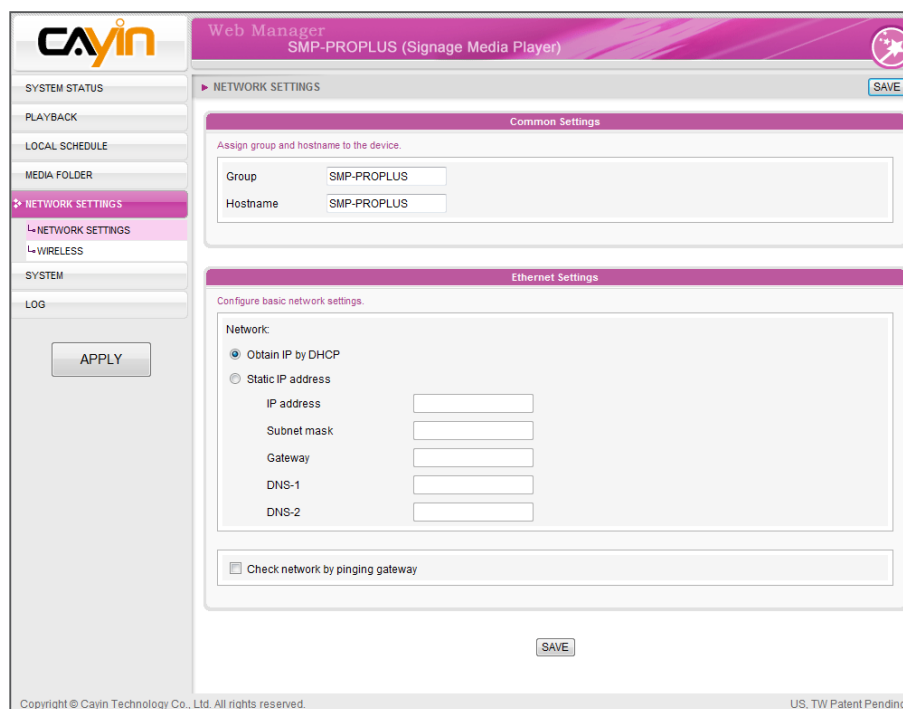
This function helps users to adjust IP configurations automatically whenever the DHCP network changes. Enable this function and SMP player will send out a ping packet every 3 minutes to check the gateway. If the gateway doesn't response, SMP player will try to repair the network connection automatically.

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 “**Obtain IP by 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.



8-2 WIFI 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.

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.

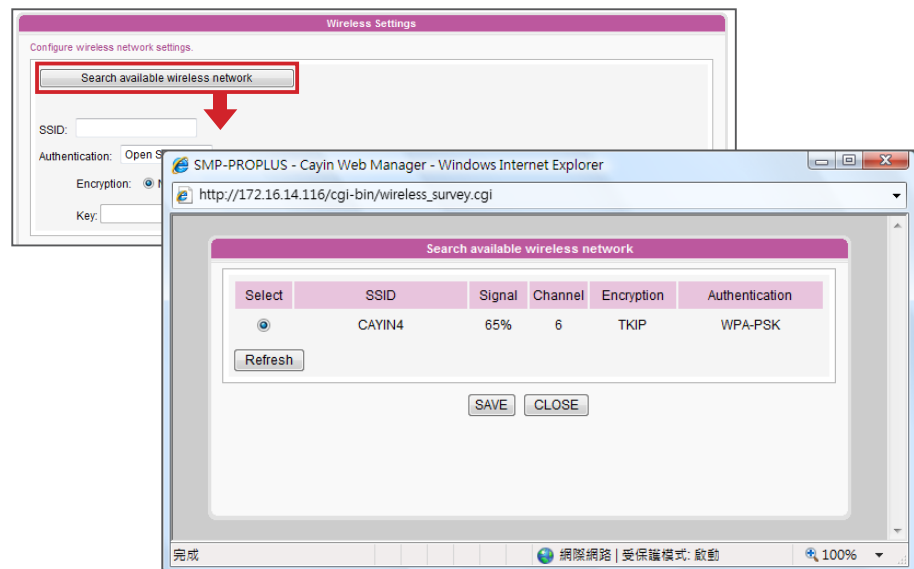
NOTE

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

NOTE

If you purchase Wi-Fi adaptor by yourself, we cannot guarantee its quality and compatibility.

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.

8-3 3G Data Network

Please follow the steps below to configure settings of 3G data network on SMP players.

STEP 1: Plug in 3G modem



STEP 2: Go to SMP's Web Manager page

After plugging the 3G modem, you need to configure network settings and activate 3G network. Please go to the SMP player's Web Manager page (Advanced Mode). You can access the page directly on the SMP player or via existing network connection.

STEP 3: Start to configure network settings



Web Manager
SMP-PRO4 (Signage Media Player)

3G DATA NETWORK [SAVE]

3G Settings

Configure 3G network settings

Profile :

APN :

PIN :

Phone :

Username :

Password :

Plug-and-Connect (Auto-connection) :

Modem Info

Modem Device :

Connection Status : [Test]

[Connect] [Disconnect]

1. Login to SMP Web Manager and click “**NETWORK SETTINGS**” on the main page. Click the sub-item, “**3G DATA NETWORK**”.

NOTE

Please take extra care when you enter the PIN number. You get three tries to enter the PIN, and your SIM card will be locked if you fail after these tries. If the above situation happens, you need to consult your ISP and unlock the phone before you can re-configure 3G connection again.

NOTE

If your SIM card is secured by a PIN code, you need to enter the correct PIN code before you use it. If you fail to enter the correct code, then you will see the following two messages:

- **Incorrect PIN code:**

You enter a wrong PIN code or haven't entered any PIN code.

- **PUK is required:** If you enter wrong PIN codes three times, the SIM card will be locked. Then, you need to enter PUK to unlock it.

2. Fill in all necessary fields required by your 3G ISP (Internet Service Provider). You may not need to fill in all fields provided here. Different ISP requires and provides different access settings, so please check with your ISP.
3. We suggest you enable this function: “**Plug-and-Connect (Auto-connection)**”. If you enable this function, the SMP player will connect to the 3G network automatically whenever the player is turned on or the 3G modem is plugged in.
4. Click [**SAVE**] and [**APPLY**]. Then, click [**Connect**] to establish the connection.
5. Once your 3G modem is connected to the player, the system will automatically capture all related modem information showing at the bottom of this page.
 - **Modem Device:** It shows the 3G modem you are using now.
 - **Connection Status:** If the player connects to 3G network, it will show “**Connected**”. When you just plug in the 3G modem, it should show “**Disconnected**”. You can click [**Test**] to check the connection. If it shows “**No 3G modem present**”, it means the 3G modem doesn't physically connect to the player.
 - [**Connect**] and [**Disconnect**] buttons: You can click these two buttons to connect or disconnect 3G network manually.

STEP 4: Access 3G network successfully

When this SMP player connects 3G network, you can see the connection status on the “**SYSTEM STATUS**” page.

Ethernet	
IP Address: 172.16.12.210	Subnet Mask: 255.255.0.0
Gateway:	
MAC Address: 00:90:0B:11:D2:5F	
3G (Internet Connection)	
IP Address: 114.136.196.79	
DNS1: 168.95.1.1	DNS2: 168.95.192.1

NOTE

When you use 3G network, the SMP player might change IP address periodically (based on the setting of your 3G modem). So, the only way to remotely access each SMP player's Web Manager is to locate it by CMS's user interface (Player Management).

The screenshot shows the 'Web Manager CMS (Content Management Server)' interface. On the left is a navigation menu with options like SYSTEM STATUS, ACCESS CONTROL, and PLAYER MANAGEMENT. The main area displays a 'Client List' table. Above the table, there is a 'Select group' dropdown set to 'All Players' and a 'Location Map' button. The table lists six connections with their respective hostnames, IP addresses, ports, and statuses. The 'Command' column for each row contains three links: 'Information', 'Open', and 'Delete'. A red box highlights the 'Open' links in the original image.

Index	Hostname	IP Address	Port	Status	GPS	Command
1	SMP-WEBPLUS	59.120.150.76 (172.16.9.140)	80	OK	N/A	Information Open Delete
2	SMP-WEB4	59.120.150.76 (172.16.11.239)	80	OK	Static	Information Open Delete
3	SMP-WEB4	59.120.150.76 (172.16.8.63)	80	OK	N/A	Information Open Delete
4	SMP-WEBPLUS	115.80.239.187 (115.80.239.187)	80	OK	Static	Information Open Delete
5	SMP-WEBPLUS	111.82.171.227 (111.82.171.227)	80	Fail	Normal	Information Open Delete
6	SMP-WEB4	115.81.177.174 (115.81.177.174)	80	OK	Static	Information Open Delete

If the SMP's IP changes when you configure the player via its user interface, the connection will be terminated. Then, you need to go back to the CMS's user interface to locate that SMP player again and reestablish the connection.

9. Log Management

9-1 Enable Syslog	112
9-2 Use log_rcv to Change PORT.....	113
9-3 View Logs.....	114
9-4 Export Log File	115
9-5 Clear Log Files.....	115

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.

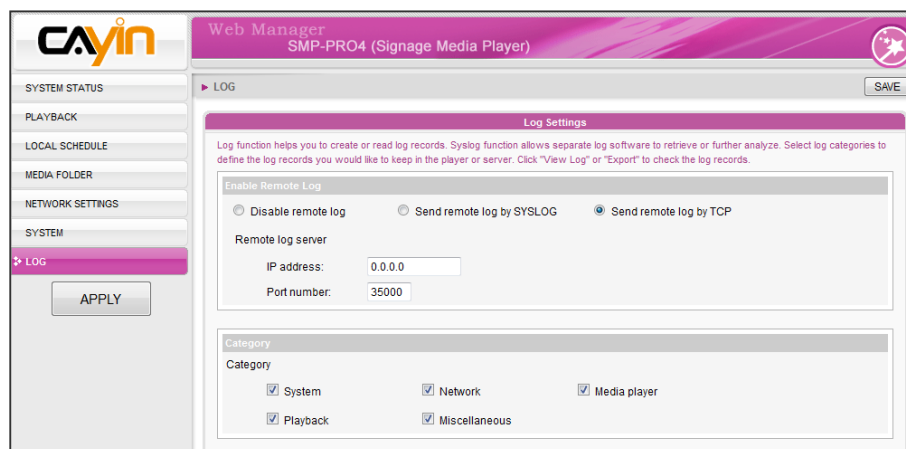
9-1 Enable Syslog

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 you will see the [**LOG**] page.
2. Tick "**Send remote log by SYSLOG**" or "**Send remote log by TCP**" and enter the IP address of your designated server to enable remote log function. 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 items from 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

NOTE

The max. port range is 65535.

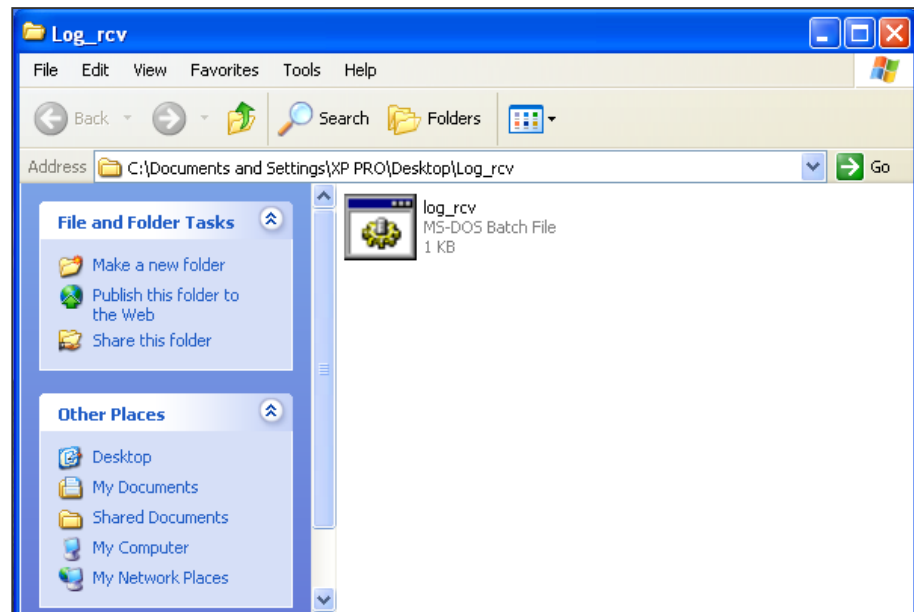
NOTE

Default port number of syslog is 514 (UDP).

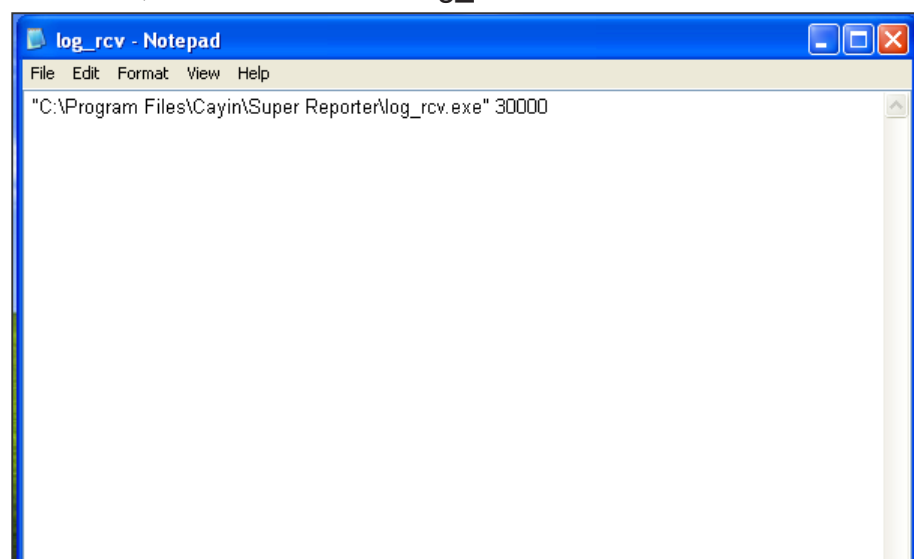
9-2 Use log_rcv to Change PORT

When SMP players send log files to log-rcv through TCP, the default port number for both SMP and log-rcv is 35000. You can follow steps below to change the port number for log_rce to receive log files.

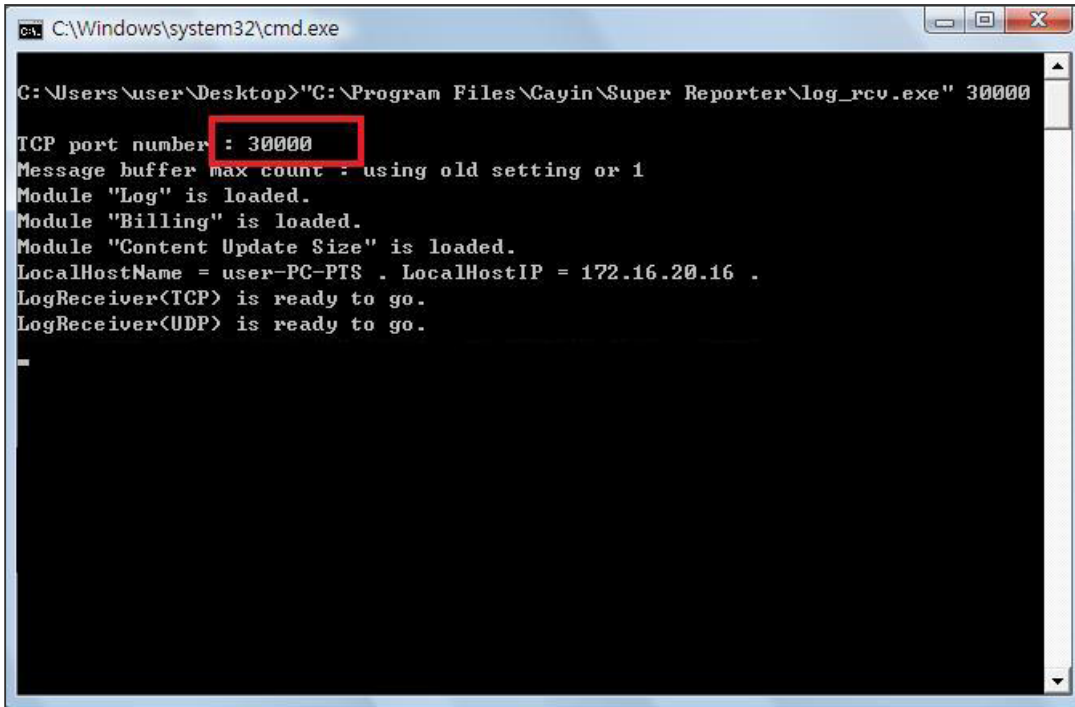
1. Add a new batch file log_rcv.bat.



2. For example, if you want to change the port number as 30000, the content of the log_rcv.bat will be as below:



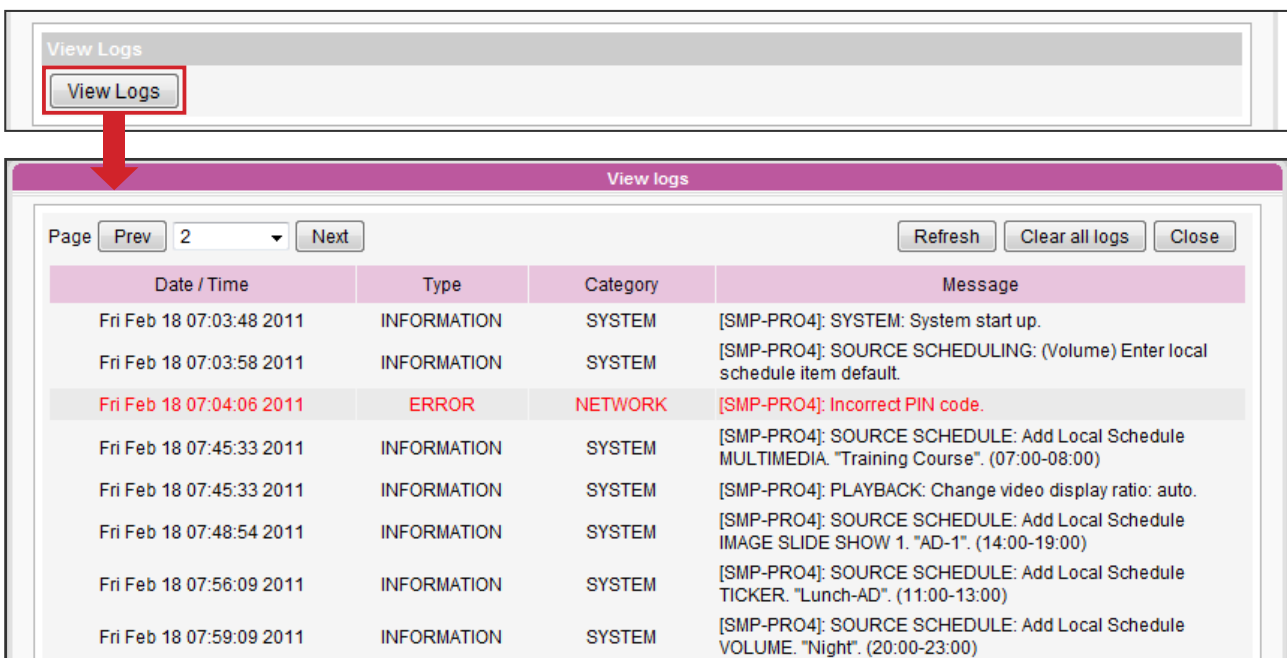
3. Open log_rcv.bat. System will run the log_rcv.exe automatically.



9-3 View Logs

You can check the log records in the SMP player.

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



NOTE

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

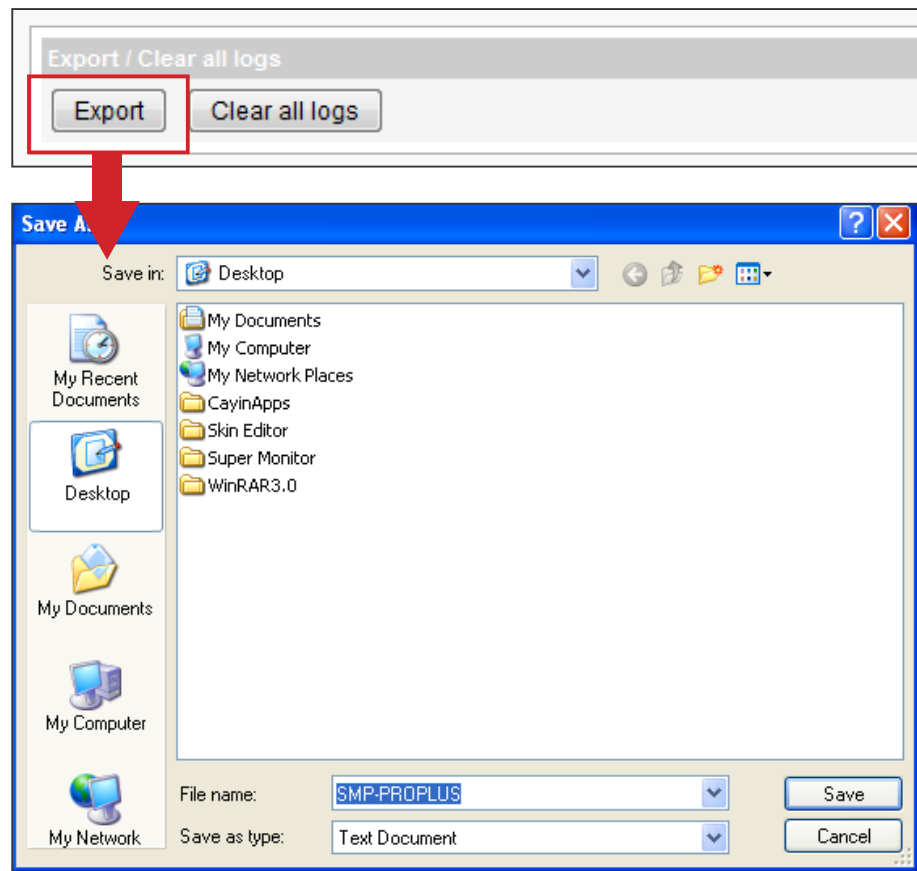
NOTE

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**”.

9-4 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 you will see the [**LOG**] page.
2. Click [**Export**]; then, you can export and save the log files as “**abc.log**”.



9-5 Clear Log Files

You can clear all log files in SMP players.

1. Login SMP Web Manager and you will see the [**LOG**] page.
2. Click [**Clear all logs**]; then, you can remove all log files in the player.



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 or use ping to check network configurations.

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.

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.

NOTE

For SMP-200, this function will format the storage space of the onboard flash. If you are using an SD card, the system will format the SD card.

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. (SMP-200 skips this step and recovers automatically)
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



Appendix A: Use “log_rcv” to collect syslog from clients . 121

Appendix B: SMP-200 Video Formats..... 123

Appendix A: 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>

Appendix B: SMP-200 Video Formats

File format: MP4

- Video codec: H.264 (AVC), MPEG-4 ISO, MPEG-4 XVID, MPEG-4 DIVX
- Audio codec: MPEG-4 Audio, MPEG-Audio (MP3)
- Max resolution: 1280x720 (720p)
- Minimum resolution: 64x64
- Max bit rate: 10 Mbps

File format: AVI

- Video codec: H.264, MPEG-4 XVID, MPEG-4 DIVX
- Audio codec: MPEG-Audio (MP3)
- Max resolution: 1280x720 (720p)
- Minimum resolution: 64x64
- Max bit rate: 10 Mbps

File format: MPG (PS stream)

- Video codec: MPEG-2
- Audio codec: MPEG-Audio (MP3)
- Max resolution: 1280x720 (720p)
- Minimum resolution: 64x64
- Max bit rate: 10 Mbps

File format: WMV

- Video codec: WMV V9
- Audio codec: WMA 2
- Max resolution: 1280x720 (720p)
- Minimum resolution: 64x64
- Max bit rate: 10 Mbps