



CAYIN TECHNOLOGY

SIGNAGE MEDIA PLAYER: SMP-WEB SERIES

User Manual

SMP-WEBDUO

Version 1.0

SMP-WEBPLUS

Version 4.5

Version 5.0

SMP-WEBPLUS-T

Version 4.5

Version 5.0

SMP-WEB3

Version 2.5

Version 3.0

SMP-WEB3N

Version 2.5

Version 3.0

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MPWE00/EN/090706

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SMP-WEB series is a web-based networked digital signage system. All multimedia contents are displayed in full-screen webpage, so designers can utilize their own familiar web-editing tools and unleash their creativities. SMP-WEB series supports most popular web languages, image file formats, and audio/video codec. In addition to Flash, HTML, video, images, animations, and texts, SMP-WEBPLUS-T can easily be extended to provide interactive services incorporating with touch screens.

Hamburgers

- Cheese burger \$3.00
- Bacon burger 3.50
- Chicken burger 3.50
- Double beef burger 4.58
- Pork burger 3.00
- Fish burger 2.80
- Ocean shrimp burger 3.45

Sandwiches

- Meatball sandwich 2.30
- Pork sandwich 2.25
- Ham sandwich 3.25
- Vegetable sandwich 3.20

Soft Drink

- Ice tea \$1.50
- Coke cola \$1.50
- Sprite \$1.50
- Ice coffee \$2.00
- Orange Juice 1.50

1 Fish Burger Combo \$3.99

2 Cheese Burger Combo \$4.10

3 Double Beef Combo \$5.10

4 Chicken Burger Combo \$4.50

5 Ham Sandwich Combo \$4.30

6 Pork Sandwich Combo \$4.30

Just only plus 25 cents, you can upgrade a beverage and a side dish for your combo.

New Submarine Sandwich Value Meal

Fresh Low-fat

\$4.30
Includes Medium Onion Ring and Small Soft Drink

PORK \$3.25

A of Club

OCT 16 2006 06:30

TEE OFF SCHEDULE

- 07:00 Shafter**
- 07:30 Vance**
- 08:30 Eagle**
- 09:00 Hills**
- 10:30 Kailua**
- 13:00 Kapaa**
- 13:30 Whistler**

WARNING! A golf accident took place in Hole 8. We will re-open Hole 8 soon.

Finding the right golf instructor?

Peter Rogers
PGA Class A Professional.
He was named one of Top 50 Instructors by Golf Digest.

Susan Hunt
LPGA Class A Teaching Professional. The champion of 1996 US Open Championships.

cayin lease collection plan on January 31st, 2009. Passenger

ARRIVALS

Airline	Flight	From	Time	Expected	Status
American Airlines	AA 778	TAIPEI	09:00	09:00	ARRIVED
American Airlines	AA 800	NEW YORK	09:30	09:30	COMPLETED
Cayin Airline	CA 224	BOSTON	10:10	10:37	NOT CONFIRMED
Hong Kong Airline	HK 340	HONG KONG	11:00	11:00	ON TIME
Japan Airline	JL 505	TOKYO	11:00	11:00	NOT CONFIRMED
Cayin Airline	CA 225	NEW YORK	11:50	12:00	ON TIME
American Airlines	AA 850	NEW YORK	12:10	12:10	ON TIME
Cayin Airline	CA 240	BOSTON	12:30	12:40	DELAY
Hong Kong Airline	HK 350	HONG KONG	12:50	12:50	ON TIME
Japan Airline	JL 500	TOKYO	13:00	13:10	NOT CONFIRMED
Hong Kong Airline	HK 320	HONG KONG	13:40	13:40	ON TIME
Hong Kong Airline	HK 320	HONG KONG	14:00	14:00	ON TIME
American Airlines	AA 850	NEW YORK	14:10	14:10	ON TIME
Cayin Airline	CA 450	BOSTON	14:40	14:40	ON TIME
Hong Kong Airline	HK 190	HONG KONG	15:30	15:40	DELAY
Japan Airline	JL 500	TOKYO	15:50	15:50	ON TIME
Cayin Airline	CA 264	NEW YORK	16:50	16:50	NOT CONFIRMED
Hong Kong Airline	HK 420	HONG KONG	16:30	16:30	ON TIME
American Airlines	AA 800	NEW YORK	16:55	16:55	ON TIME
Cayin Airline	CA 450	BOSTON	17:10	17:10	ON TIME
Japan Airline	HK 190	HONG KONG	17:40	17:40	ON TIME
Japan Airline	JL 500	TOKYO	18:00	18:00	ON TIME
Cayin Airline	CA 264	NEW YORK	18:10	18:10	ON TIME
Hong Kong Airline	HK 420	HONG KONG	18:30	18:40	NOT CONFIRMED
American Airlines	AA 800	NEW YORK	18:55	18:55	ON TIME
Cayin Airline	CA 450	BOSTON	19:10	19:10	ON TIME
Hong Kong Airline	HK 190	HONG KONG	19:30	19:40	DELAY
Japan Airline	JL 500	TOKYO	19:45	19:55	ON TIME
Cayin Airline	CA 264	NEW YORK	20:10	20:25	NOT CONFIRMED
Hong Kong Airline	HK 420	HONG KONG	20:30	20:40	NOT CONFIRMED
Cayin Airline	CA 264	NEW YORK	20:30	20:35	NOT CONFIRMED
Hong Kong Airline	HK 420	HONG KONG	20:30	20:40	NOT CONFIRMED

DEPARTURES

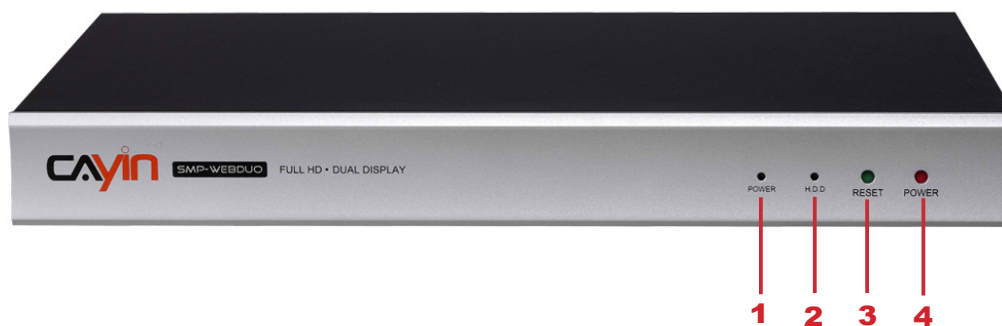
Airline	Flight	Destination	Time	Expected	Status
American Airlines	AA 650	NEW YORK	09:20	09:20	ARRIVED
American Airlines	AA 700	HAWAII	09:40	09:40	ON TIME
Cayin Airline	CA 200	TAIPEI	09:00	10:20	NOT CONFIRMED
Japan Airline	JL 521	TOKYO	11:30	11:30	NOT CONFIRMED
Hong Kong Airline	HK 380	HONG KONG	11:00	11:50	DELAY
American Airlines	AA 600	BOSTON	11:55	11:55	ON TIME
American Airlines	AA 700	NEW YORK	12:20	12:20	ON TIME
American Airlines	AA 400	HAWAII	12:40	12:40	ON TIME
Cayin Airline	CA 300	TAIPEI	12:55	12:55	ON TIME
Japan Airline	JL 525	TOKYO	13:10	13:30	NOT CONFIRMED
Hong Kong Airline	HK 120	HONG KONG	13:20	13:20	ON TIME
American Airlines	AA 450	BOSTON	13:55	13:55	ON TIME
American Airlines	AA 450	NEW YORK	14:10	14:20	DELAY
Hong Kong Airline	HK 590	HONG KONG	14:20	14:20	ON TIME
Cayin Airline	CA 120	TAIPEI	14:55	14:55	ON TIME
Japan Airline	JL 540	TOKYO	15:10	15:10	COMPLETED
Hong Kong Airline	HK 360	HONG KONG	15:30	15:30	ON TIME
Cayin Airline	CA 240	BOSTON	15:45	15:45	ON TIME
American Airlines	AA 520	NEW YORK	15:45	15:55	DELAY
Hong Kong Airline	HK 780	HAWAII	16:00	16:10	DELAY
Cayin Airline	CA 85	TAIPEI	16:20	16:20	ON TIME
Japan Airline	JL 547	TOKYO	16:40	16:40	ON TIME
Hong Kong Airline	HK 360	HONG KONG	16:55	16:55	ON TIME
Cayin Airline	CA 340	BOSTON	17:15	17:25	DELAY
Hong Kong Airline	HK 360	HONG KONG	17:50	17:50	ON TIME
Cayin Airline	CA 240	BOSTON	15:45	15:45	ON TIME
American Airlines	AA 520	NEW YORK	15:45	15:55	DELAY
Hong Kong Airline	HK 780	HAWAII	16:00	16:10	DELAY
Cayin Airline	CA 85	TAIPEI	16:20	16:20	ON TIME
Japan Airline	JL 547	TOKYO	16:40	16:40	ON TIME
Hong Kong Airline	HK 260	HONG KONG	16:55	16:55	ON TIME
Cayin Airline	CA 340	BOSTON	17:15	17:25	DELAY

Fabulous Promotion Celebrate Cayin Airlines Fortcoming

can upgrade cabins when 100,000 miles are accrued 18:45:32

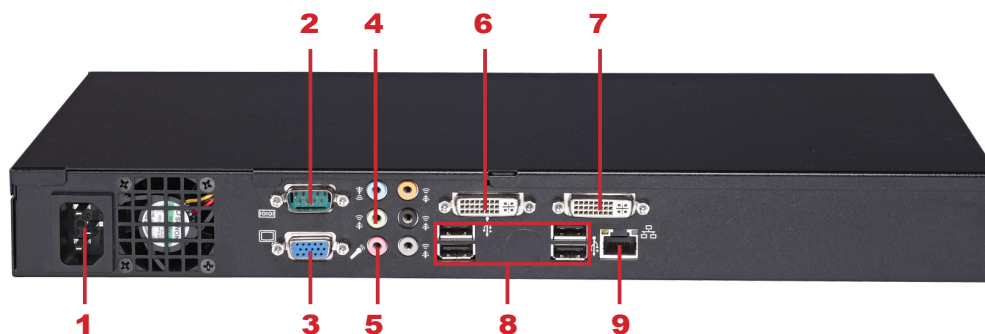
1-1 SMP-WEBDUO Appearance

1-1-1 Front View (P/N: LB-600)



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

1-1-2 Rear View (P/N: LB-600)



- 1.** Power Connector **2.** RS-232 **3.** VGA **4.** Audio-Out
5. Line-In (reserve for future use) **6.** DVI 2 **7.** DVI 1 **8.** USBx4 **9.** Ethernet LAN

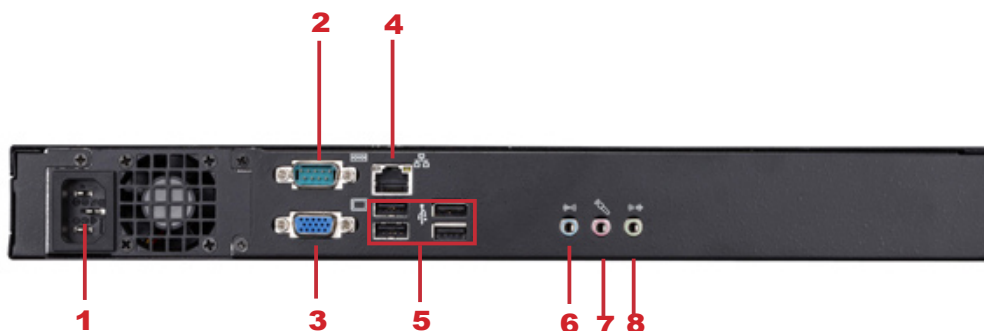
1-2 SMP-WEBPLUS Appearance

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)



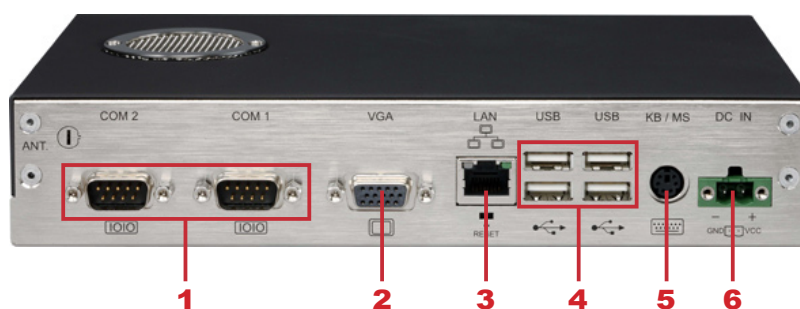
- 1.** Power Connector **2.** RS-232 **3.** VGA **4.** Ethernet **5.** 4×USB **6.** Line-In (reserve for future use) **7.** Mic-In (reserve for future use) **8.** Audio-Out

1-2-3 Front View (P/N: LB-500)



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

1-2-4 Rear View (P/N: LB-500)



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

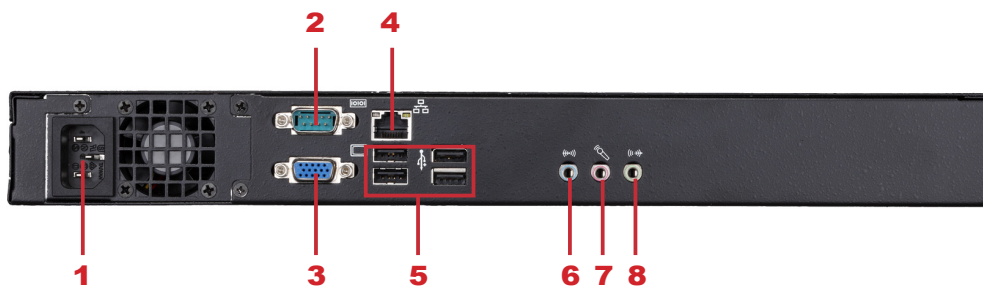
1-3 SMP-WEBPLUS-T Appearance

1-3-1 Front View (P/N: LB-300)



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

1-3-2 Rear View (P/N: LB-300)



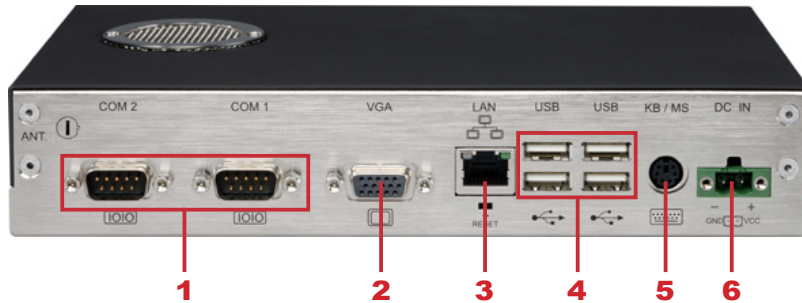
1. Power Connector **2.** RS-232 **3.** VGA **4.** Ethernet **5.** 4×USB **6.** Line-In (reserve for future use) **7.** Mic-In (reserve for future use) **8.** Audio-Out

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



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

1-3-4 Rear View (P/N: LB-500)



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

1-4 SMP-WEB3/SMP-WEB3N Appearance

1-4-1 Front View (P/N: LB-400, LB-400N)



- 1. Power & HDD LED
- 2. Front USB connectors

1-4-2 Rear View - SMP-WEB3 (P/N: LB-400)



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

1-4-3 Rear View - SMP-WEB3N (P/N: LB-400N)



- 1.** COM Port **2.** Power Connector **3.** Ethernet **4.** AV-Out
5. S-Video Out **6.** VGA Connector (Output) **7.** USBx2 **8.** Power Switch

1-5 Hardware Specifications

	SMP-WEBPLUS/ SMP-WEBPLUS-T (P/N: LB-300)	SMP-WEBPLUS/ SMP-WEBPLUS-T (P/N: LB-500)	SMP-WEB3/WEB3N (P/N: LB-400/400N)	SMP-WEBDUO (P/N: LB-600)
Dimension	44 (H) x 380 (W) x 195 (D) mm	43 (H) x 222 (W) x 135 (D) mm	44 (H) x 290 (W) x 150 (D) mm	44 (H) x 380 (W) x 195 (D) mm
Material	Aluminum + Steel	Aluminum + Iron	Steel (Fanless)	Aluminum + Steel
Color	Silver & Black	Gray & White	Black	Silver & Black
Net Weight	4.4 Kg (with hard drive)	1.5 Kg (with hard disk)	2.5 Kg (with hard disk)	4.4 Kg (with hard disk)
Network	10/100/1000 Mbps Ethernet	10/100 Mbps Ethernet	10/100 Mbps Ethernet	10/100/1000 Mbps Ethernet
Internal Storage	160GB, 3.5" IDE HDD	80GB, 2.5" IDE HDD (Share with system software)	80GB, 2.5" IDE HDD	320GB, 3.5" SATA HDD
Video	VGA D-Sub	VGA D-Sub/DVI-D (No HDCP support)	VGA D-Sub, Composite (WEB3 only)/S-Video (NTSC/PAL)	VGA D-Sub x 1, DVI-D x 2 (No HDCP support)
Audio	Phone Jack (Stereo)	Phone Jack (Stereo)	RCA Stereo	Phone Jack (Stereo)
Video In	N/A	N/A	Composite (RCA) (SMP-WEB3 only)	N/A
Audio In	N/A	N/A	RCA Stereo (SMP-WEB3 only)	N/A
Power	100~240V AC (with internal adaptor)	100~240V AC (with external adaptor)	100~240V AC (with external adaptor)	100~240V AC (with internal adaptor)
Others	RS-232 (COM), USB x 4	RS-232 (COM), USB x 4	RS-232 (COM), USB x 4	RS-232 (COM), USB x 4
Certificate	CE, FCC	CE, FCC, UL, LVD, CCC	CE, FCC, LVD	CE, FCC

1-6 System Specifications

	SMP-WEBPLUS/ SMP-WEBPLUS-T (P/N: LB-300)	SMP-WEBPLUS/ SMP-WEBPLUS-T (P/N: LB-500)	SMP-WEB3/WEB3N (P/N: LB-400/LB-400N)	SMP-WEBDUO (P/N: LB-600)
Playback File Format	<ul style="list-style-type: none"> • WEB: Build-in Firefox 2.0; support W3C HTML format and JavaScript 1.7 • Flash: Support Adobe Flash Player V9 • Image: JPEG/GIF(1)/BMP; support image resolution up to 1920x1080 (2 million pixels) 			
Video Files	<ul style="list-style-type: none"> • MPEG/MPG/VOB/MP3/MP4 • WMV/WMA • AVI 			
CODEC³	<ul style="list-style-type: none"> • MPEG-1, MPEG-2 PS, MPEG-2 TS, MPEG-4 ISO • MP3 (MPEG AUDIO LAYER 3) • WMV 7/8/9 • WMA 7/8 • RAW DV (SMP-WEBPLUS, SMP-WEBPLUS-T, SMP-WEBDUO only) • H.264² (SMP-WEBPLUS, SMP-WEBPLUS-T, SMP-WEBDUO only) 			
Network Streaming	<ul style="list-style-type: none"> • CAYIN RTB (Encapsulation Method: MPEG TS , Codec: MPEG-1/MPEG-2, bit rate: 1~5 Mbps) • RTP (Encapsulation Method: MPEG TS , Codec: MPEG-1/MPEG-2) • HTTP/MMS 			
Video Resolution³	<ul style="list-style-type: none"> • Video Resolution and Specification may differ for different output methods, supporting up to 720p (1280x720); bit rate up to: 10~12 Mbps (MPEG2), 8~9 Mbps (MPEG4), 4~8 Mbps (WMV), 3 Mbps (H.264) [Landscape, 25 fps, single video playback]² • To avoid system running in the low performance, we suggest you do not use the following screen resolutions when SMP player is playing 720p HD video: 1920x1200, 1920x1080, 1600x1200, 1280x1024(75Hz) or similar high resolutions set in the 'User define' mode. 720p HD video is also not suggested to be used in the portrait mode. 		<ul style="list-style-type: none"> • Support up to 480p (720x480) • Support video bit-rate up to 5 Mbps (codec dependent) 	<ul style="list-style-type: none"> •Video Resolution and Specification may differ for different output methods, supporting up to 1080p (1920x1080); bit rate up to: 20 Mbps (MPEG2), 10~12 Mbps (MPEG4), 8~10 Mbps (WMV), 5~8 Mbps (H.264, 720p only) [Single mode/Landscape, 25 fps, single video playback]² Video Resolution and Specification may differ for different output methods. Please refer to Chapter 6-4 for details.

	SMP-WEBPLUS/ SMP-WEBPLUS-T (P/N: LB-300)	SMP-WEBPLUS/ SMP-WEBPLUS-T (P/N: LB-500)	SMP-WEB3/WEB3N (P/N: LB-400/LB-400N)	SMP-WEBDUO (P/N: LB-600)
Display Output³	<ul style="list-style-type: none"> Screen Resolutions: 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1600x1200, 1280x720 (720p), 1280x768, 1600x900, 1360x768, 1366x768, 1368x768, 1920x1080, 1920x1200 and User define resolution^{3,4} Support 90 and 270 degree display 		<ul style="list-style-type: none"> Screen Resolutions: 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720 (720p), 1280x768, 1600x900, 1360x768, 1366x768^{3,4} Do not support display rotation Composite & S-Video only be supported on screen resolution 800x600 	<ul style="list-style-type: none"> Screen Resolutions: 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720(720p), 1280x768, 1360x768, 1366x768, 1368x768, 1600x900, 1600x1200, 1680x1050, 1920x1080, 1920x1200 and User define resolution^{3,4} Support 90 and 270 degree display rotation (Portrait Display)
Network Interface	<ul style="list-style-type: none"> 10/100/1000 Mbps Ethernet 802.11b/g wireless LAN adaptor (optional) 	<ul style="list-style-type: none"> 10/100 Mbps Ethernet 802.11 b/g wireless LAN adaptor (optional) 	<ul style="list-style-type: none"> 10/100 Mbps Ethernet 802.11b/g wireless LAN adaptor (optional) 	<ul style="list-style-type: none"> 10/100/1000 Mbps Ethernet 802.11b/g wireless LAN adaptor (optional)
Network Protocols	<ul style="list-style-type: none"> Support static IP and dynamic IP (DHCP) Support HTTP, SMB, ICMP Support network detection and will automatically change to backup off-line content during network disconnection 			
Detect EDID/DDC parameters	<ul style="list-style-type: none"> Support 		N/A	<ul style="list-style-type: none"> Support
Other	<ul style="list-style-type: none"> Connect to a keyboard or mouse Switch playlist by entering keypad key (0~9) 			
System Disk	Disk-on-Module (Flash)	HDD (Share with content disk)	Disk-on-Module (Flash)	Disk-on-Module (Flash)
HID Touch Support	Only SMP-WEBPLUS-T	Only SMP-WEBPLUS-T	N/A	N/A

NOTE

- 1 SMP-WEB series does not support animation GIF and CMYK JPEG.
- 2 Only 720p H. 264 video is supported, bit-rate up to 5~8 Mbps.
- 3 The maximum bit-rate and resolution might be different based on your file encoding methods. We acknowledge video playback results may be influenced by many factors, such as codec, bit-rate, screen resolution, or other components playing 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.
- 4 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.

1-7 Install SMP-WEB Series

1-7-1 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 or DVI cable to your screen. (The default screen resolution is 1024x768.)
4. If you need to configure system settings directly from the player, please connect a keyboard and a mouse to any of the USB connectors.
5. Connect the power adapter to a socket. SMP-WEB will be turned on by itself.
6. Once you see the LOGIN page on the screen, you already complete the installation.

1-7-2 Login on SMP-WEB Series

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

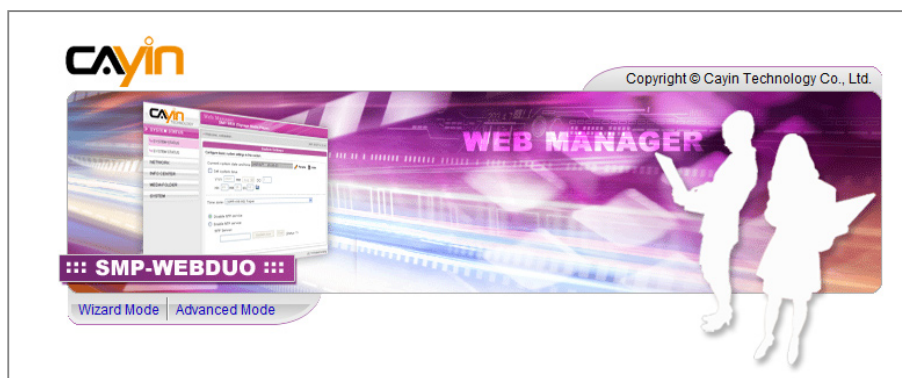
NOTE

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

DHCP (Auto IP)

If you are in the DHCP network, SMP players 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 steps below 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**], and enter a username and password.

Default Username: **webadmin**

Default Password: **admin**

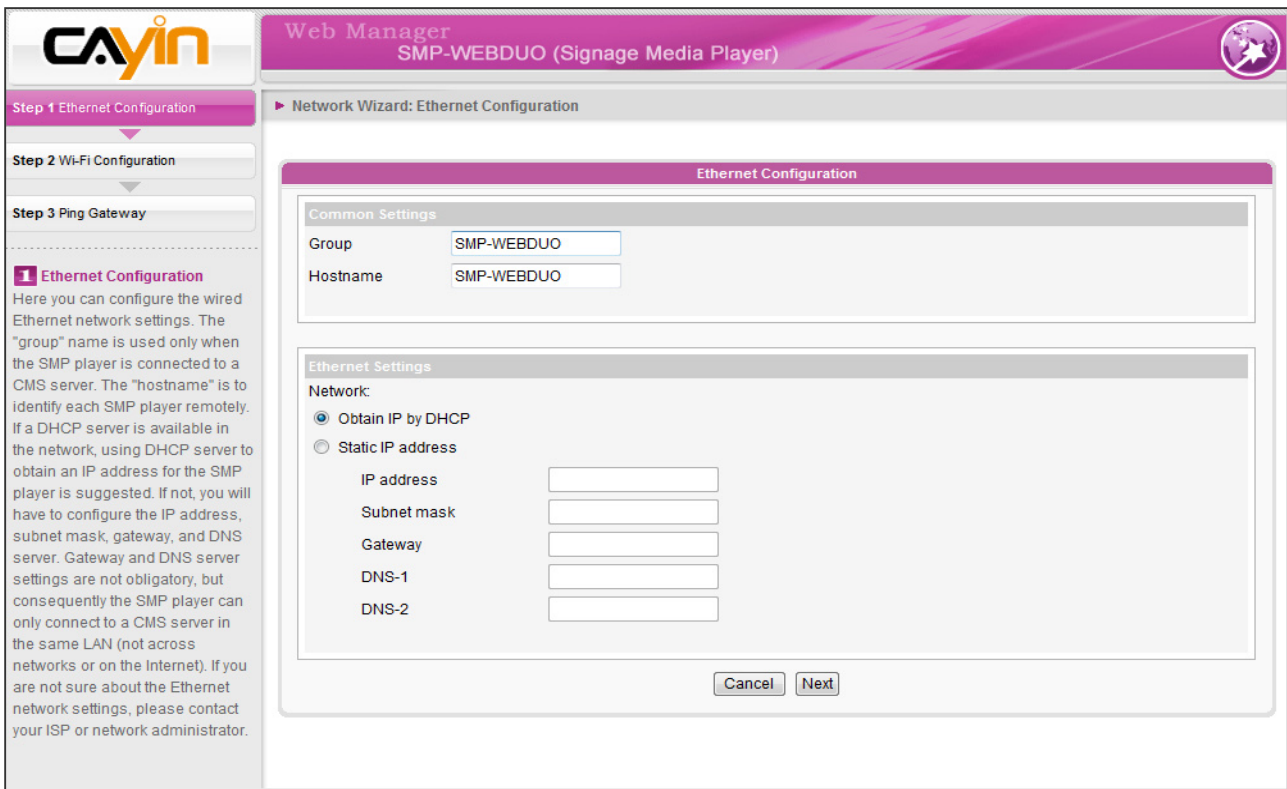
2. After logging in Web Manager, click [**NETWORK SETTINGS**] or [**Network Wizard**] on the screen. Then, click “Static IP Address” in the Ethernet Settings area and set up all related network settings for this SMP.

NOTE

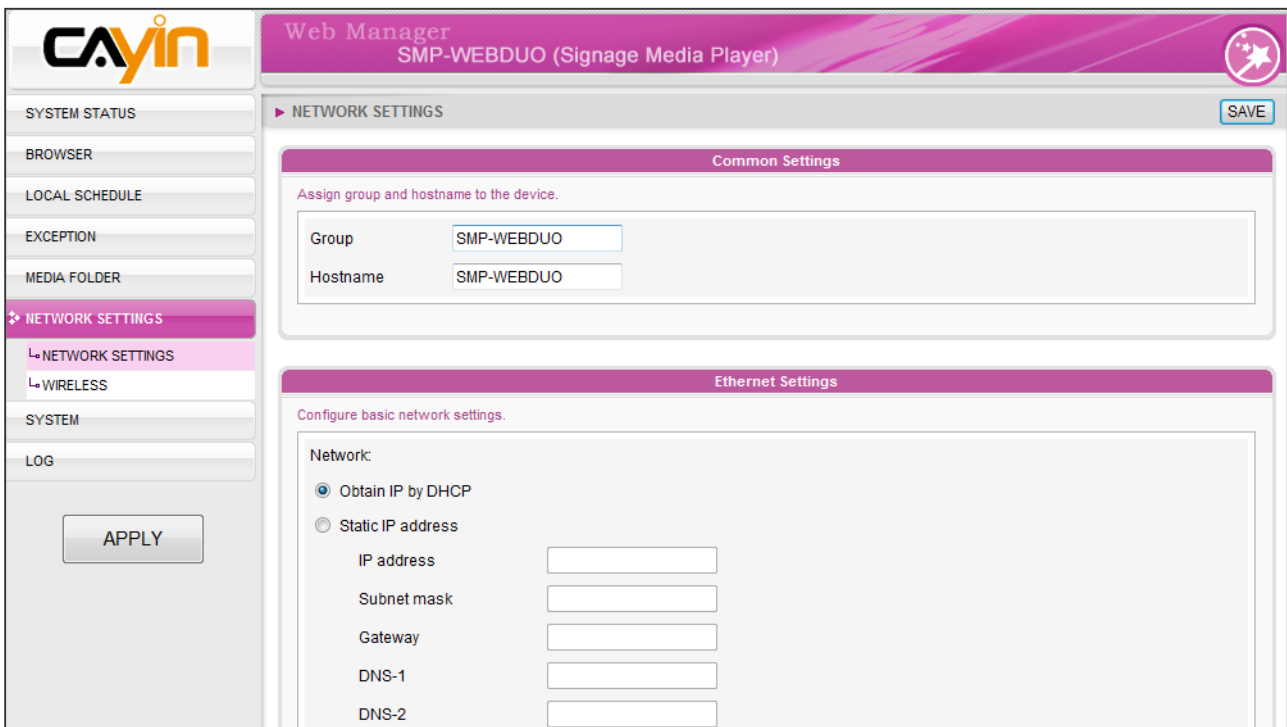
Except for the initial installation of SMP, we suggest you to manage or change settings of SMP by remote PC, but not do it directly from the player.

3. After completing, click **[SAVE]** and **[APPLY]**. In the **[Network Wizard]**, please follow the wizard steps to finish the settings. Then, the SMP client will reboot.

Wizard Mode



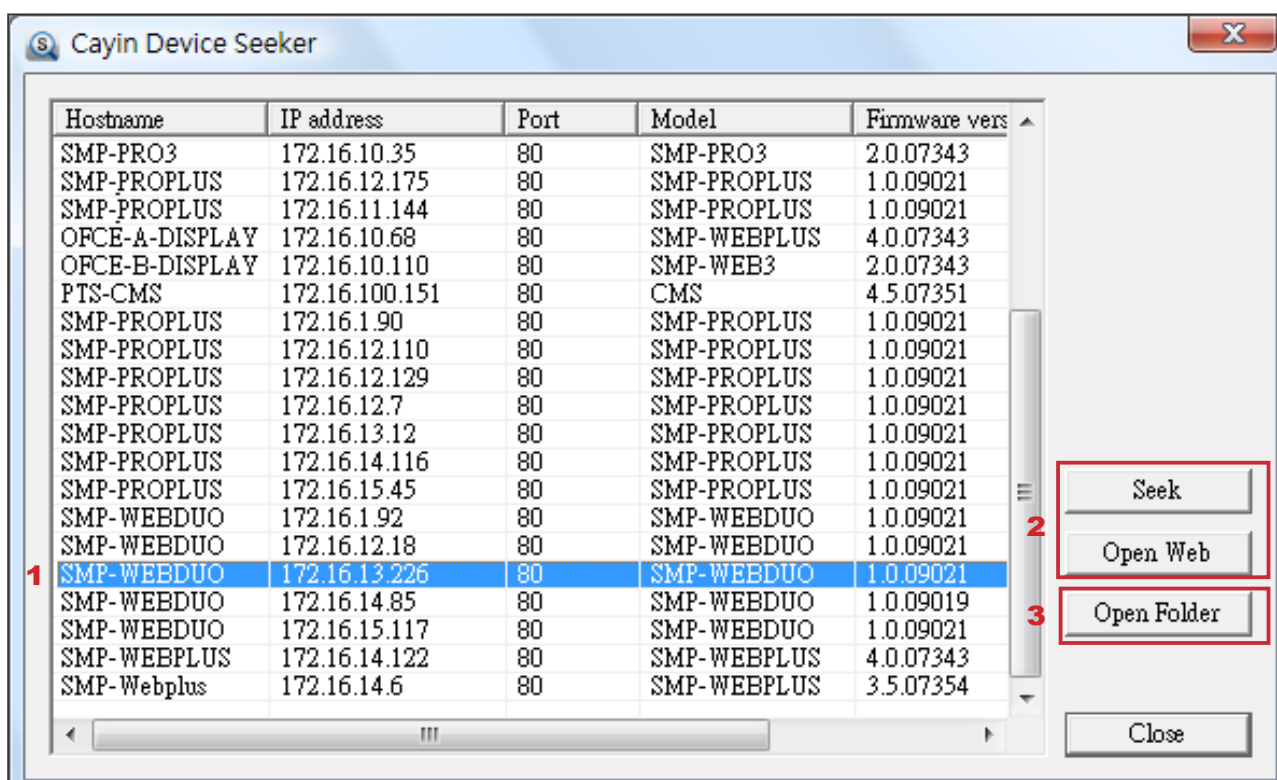
Advanced Mode



1-7-3 Remote PC Login

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

1. Insert the product CD into your CD-ROM, and run “Cayin Device Seeker” (\Tool\Device Seeker\cysrch.exe). You can also copy this file to your PC for future management.
2. Click [**Seek**] and the seeker will search all available SMP clients or CMS servers in the same LAN. Select one player and double click the player’s name. Or, you can also click a player’s name, and click [**Open Web**].
3. You can also open the Media Folder of any player by [**Cayin Device Seeker**]. Select the player you want to connect, and click [**Open Folder**].
4. If your PC and the SMP player are not in the same LAN, the Device Seeker can not function properly. Please open the browser and enter the IP address of the SMP player. After you login successfully, you can start to manage the SMP.



2. Configuration in Wizard Mode

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2-1 Upload Files to SMP Player

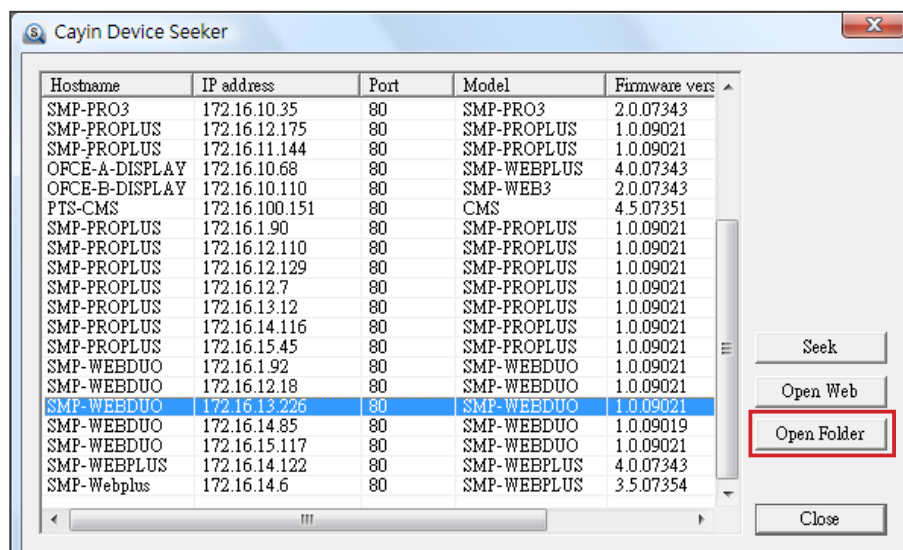
When you use SMP players without CMS server, you can choose one of the following methods to upload files to SMP-WEB series players.

Method 1:

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

NOTE

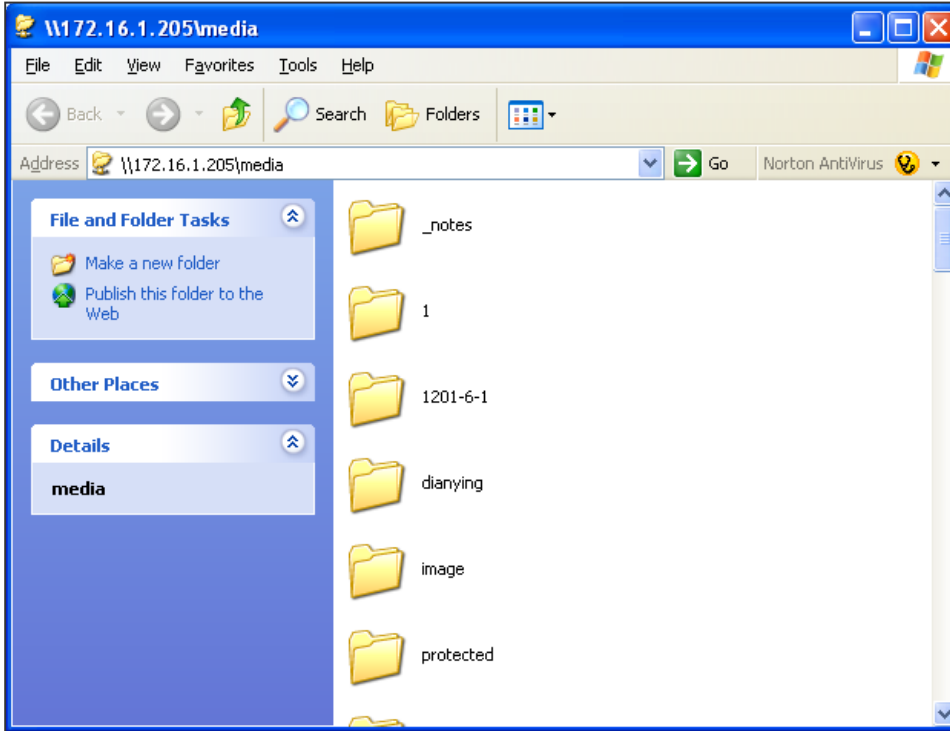
Your PC and SMP player have to be in the same LAN, so that you can use Cayin Device Seeker to open the Media Folder of that SMP.



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:

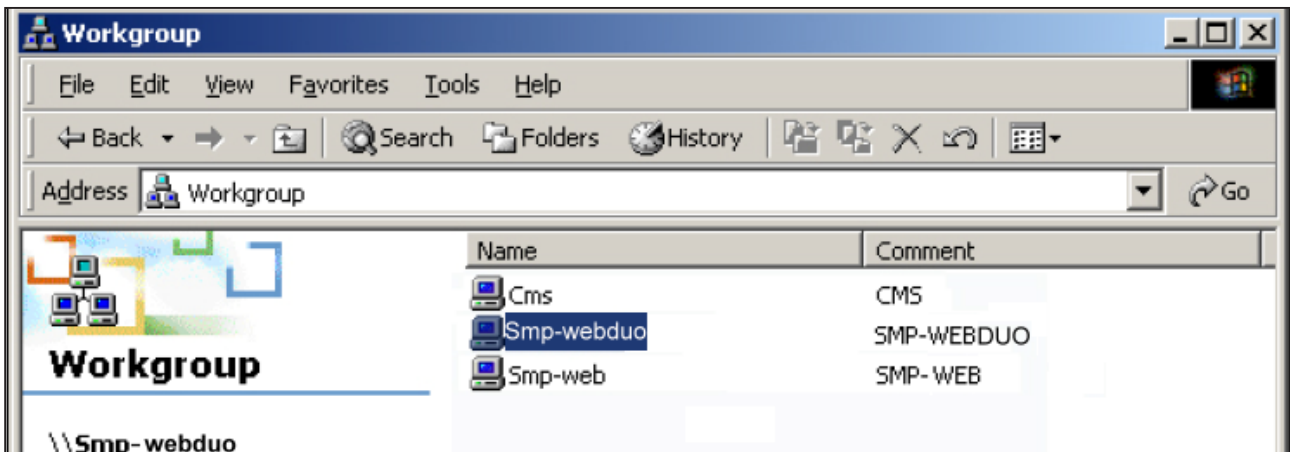
1. Open [**File Explorer**], and enter the \\hostname or "\\IP address". For example, if your hostname is SMP-WEBDUO, please enter \\SMP-WEBDUO or \\172.16.1.205.



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

Method 3:

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

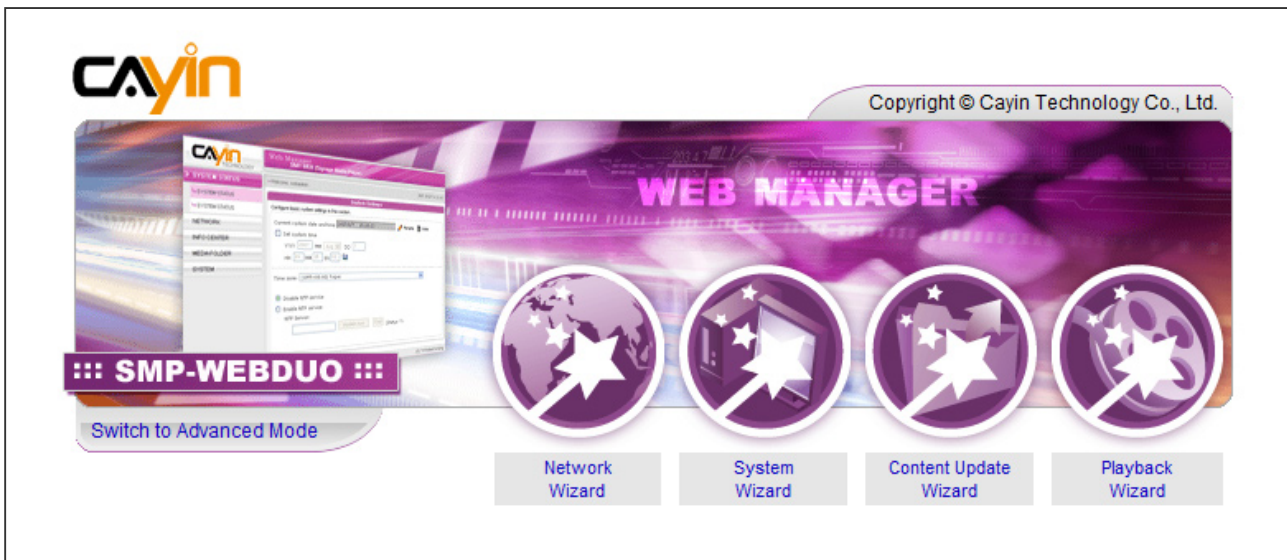


2. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.

2-2 Wizard Mode Introduction

When you open SMP Web Manager, you can choose to use Wizard Mode by clicking on 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.

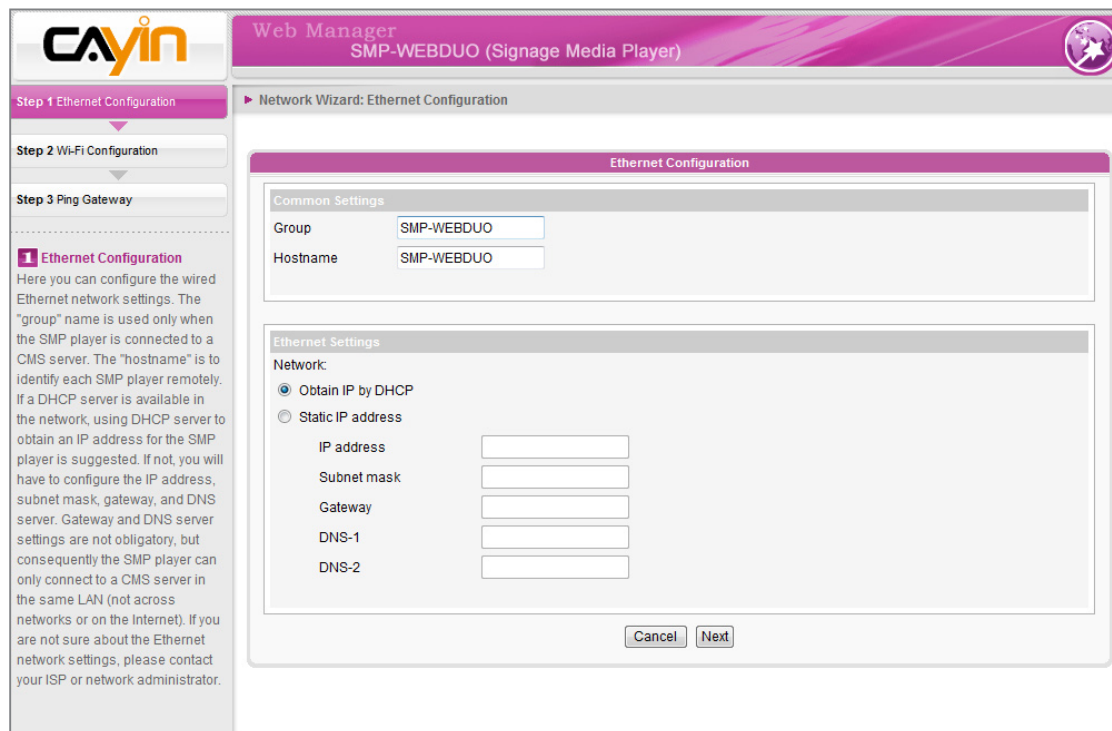
2-3-1 Step1: Ethernet Configuration

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 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.

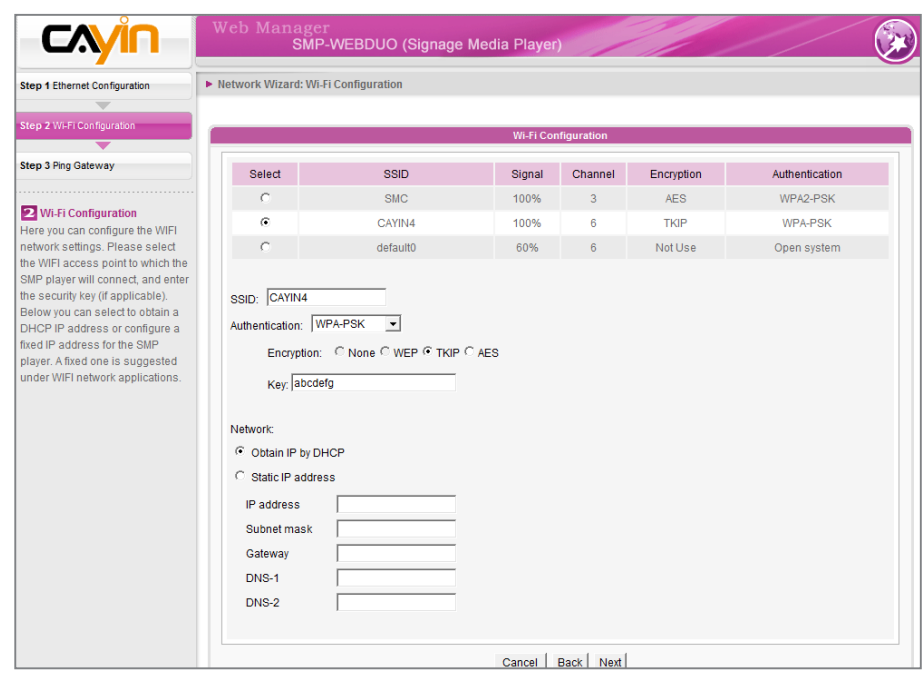


NOTE

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: Wi-Fi Configuration (Optional)

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



NOTE

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

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

NOTE

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

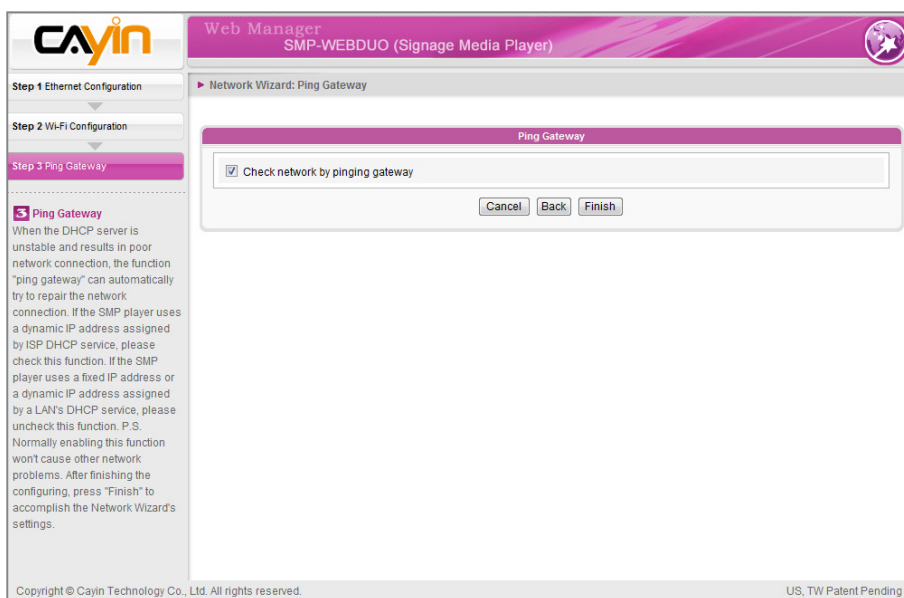
If you need a compatible Wi-Fi adaptor, please contact CAYIN sales representative, or authorized resellers.

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.

NOTE

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



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

System may need to reboot after you finish Network Wizard.

2-4 System Wizard

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

2-4-1 Step1: Time & Language Settings

Here you can configure the 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, Japanese, Traditional Chinese, and Simplified Chinese.

NOTE

For WEBDUO, please upload apatch for Japanese user interface.

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

2-4-2 Step2: Display Settings

Here you can configure the settings relevant to the display device. According to the actual screen connected to the SMP player, please configure its screen resolution and refresh rate.

On some SMP models, you can select the video signal output. 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.

SMP-WEBDUO has several display modes. For detailed introduction of each configuration, please refer to section **6-4 Display Settings**.

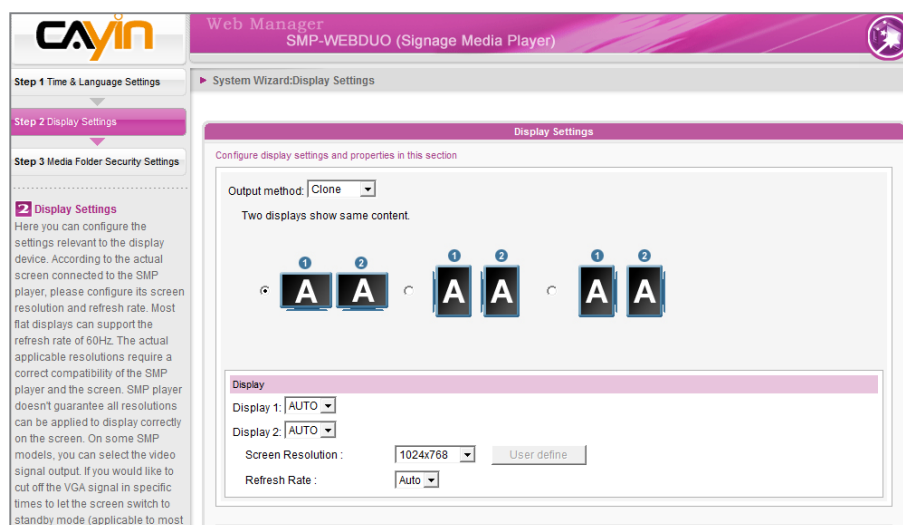
IMPORTANT

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

NOTE

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

SMP-WEBDUO



1. Choose an output method and more display configurations, including the orientation and resolution, will be shown below corresponding to your selection. Please configure the settings accordingly.
2. Click "Hide Cursor" if you don't want to see the cursor on the screen.
3. If you want to turn off the display (SMP will cut down the VGA or DVI output) automatically, you can set a specific time of a day or day of week to cut off the VGA/DVI signal.
4. Click [**Next**] to proceed.

* User Define Resolution (for user who has experience)

If you can not select a suitable resolution on the list, you can choose "User Define" resolution.

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

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.

3. Choose either "Basic Configuration" (Recommended) or "Advanced Configuration". For "Basic Configuration", you just need to enter a compatible resolution and refresh rate for your display. For "Advanced Configuration", you must enter all necessary parameters, provided by your display vendor to drive the graphic output. Please note the max. resolution here is 2048x2048, the min. resolution is 320x240.
4. Click [**Save**] and go back to the "Display Settings" page.
5. Click [**Save**] again and click [**Apply**].

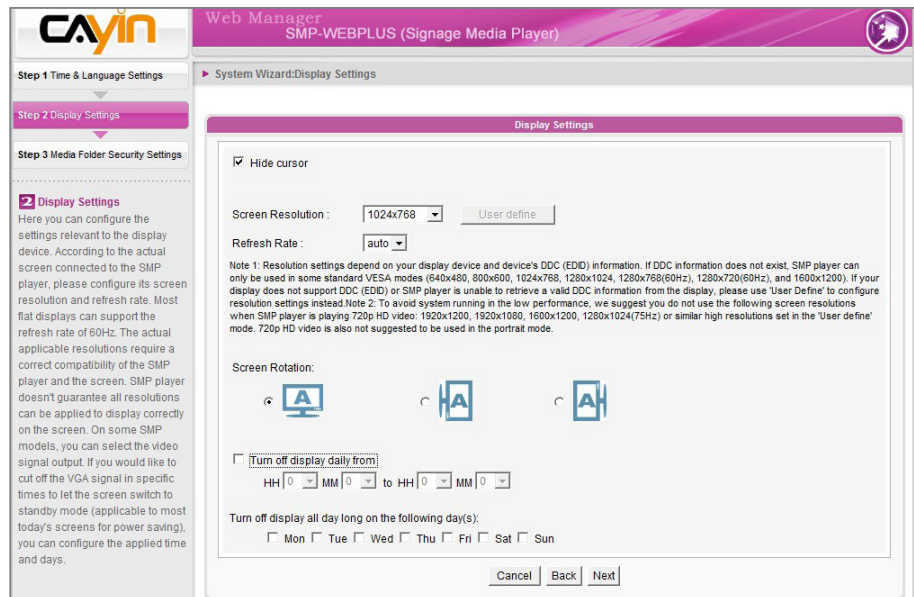
SMP-WEBPLUS/SMP-WEBPLUS-T

NOTE

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

NOTE

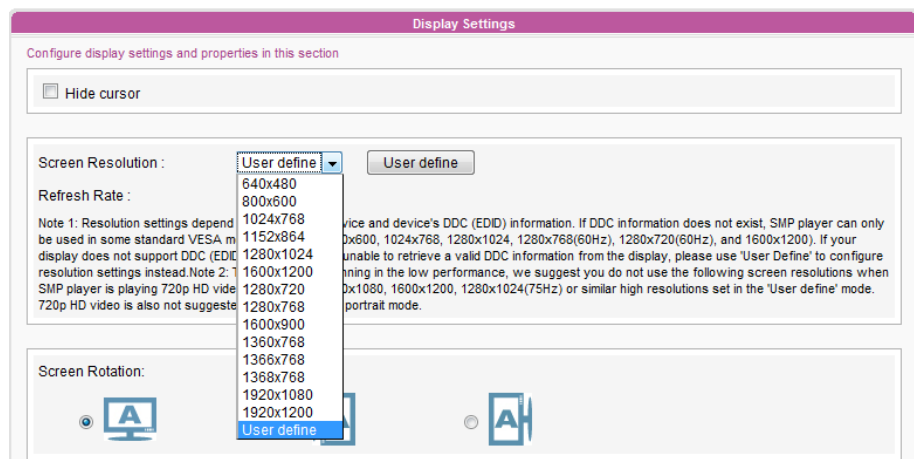
Most screens will enter the sleep mode when the VGA signal is cut down by the SMP player. However, some screens might respond unexpectedly, such as showing a blue screen. The outcome depends on the firmware of each screen, not SMP player.



1. Click "Hide Cursor" if you don't want to see the cursor on the screen.
2. Choose a proper screen resolution and rotation mode.
3. If you want to turn off the display (SMP will cut down the VGA output) automatically, you can set a specific time of a day or day of week to cut off the VGA signal.
4. Click [**Next**] to proceed.

* User Define Resolution (for user who has experience)

If you can not select a suitable resolution on the list, you can choose "User Define" resolution.



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

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.

User-Defined Display Resolution

You can configure the non-VESA standard mode here. To use Basic Configuration, just enter the screen resolution and the refresh rate, the program will try to calculate a valid parameter for your display. Please check the user manual or datasheet of your display to get the correct number. If you still cannot configure the display to meet your needs, you must use Advanced Configuration and enter all the necessary parameters for X-Window system.

Basic Configuration

Screen Resolution : X pixels

Refresh Rate : Hz

Advanced Configuration

Dot Clock: MHz

Horizontal:

Width	Sync Start	Sync End	Total
<input type="text" value="1024"/>	<input type="text" value="1048"/>	<input type="text" value="1184"/>	<input type="text" value="1344"/>

Vertical:

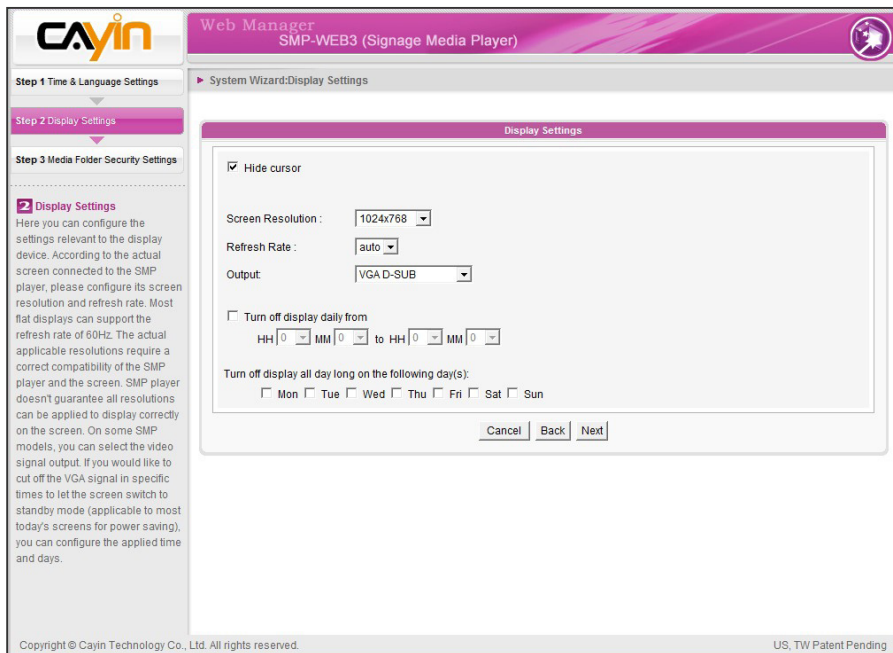
Height	Sync Start	Sync End	Total
<input type="text" value="768"/>	<input type="text" value="771"/>	<input type="text" value="777"/>	<input type="text" value="806"/>

3. Choose either "Basic Configuration" (Recommended) or "Advanced Configuration". For "Basic Configuration", you just need to enter a compatible resolution and refresh rate for your display. For "Advanced Configuration", you must enter all necessary parameters, provided by your display vendor to drive the graphic output. Please note the max. resolution here is 2048x2048, the min. resolution is 320x240.
4. Click [**Save**] and go back to the "Display Settings" page.
5. Click [**Save**] again and click [**Apply**].

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.

SMP-WEB3/WEB3N



1. Click "Hide Cursor" if you don't want to see the cursor on the screen.
2. Choose a proper screen resolution and output connector.
3. If you want to turn off the display (SMP will cut down the VGA output) automatically, you can set a specific time of a day or day of week to cut off the VGA signal.
4. Click [**Next**] to proceed.

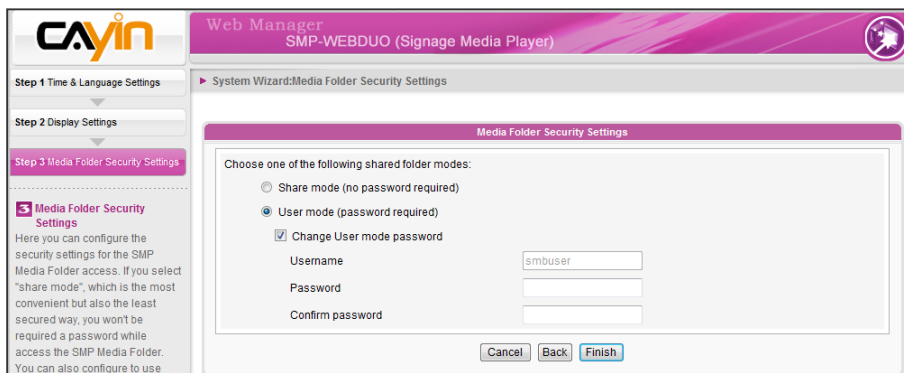
2-4-3 Step3: Media Folder Security Settings

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

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

You can also configure to use "user mode" and assign a password.

After finishing the configuring, press [**Finish**] to accomplish the "System Wizard" Settings.



2-5 Content Update Wizard

2-5-1 Content Update Settings

Here you can configure the content synchronization of the Media Folder with a CMS server. If the SMP player is only for offline uses and doesn't connect to a CMS server, you can skip this wizard.

The screenshot shows the 'Content Update Settings' wizard in the Cayin Web Manager. The sidebar on the left provides instructions: '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 uses and doesn't connect to a CMS server, you can skip this wizard. First, you configure how frequently the SMP player will check with CMS server for updated content. Next you enter the "group" name to which the SMP player belongs. Then you enter one CMS server's account name and password, of which the account is authorized to access the content of the group. Finally you enter the CMS' IP or domain address (e.g. ...'. The main form contains the following fields and buttons:

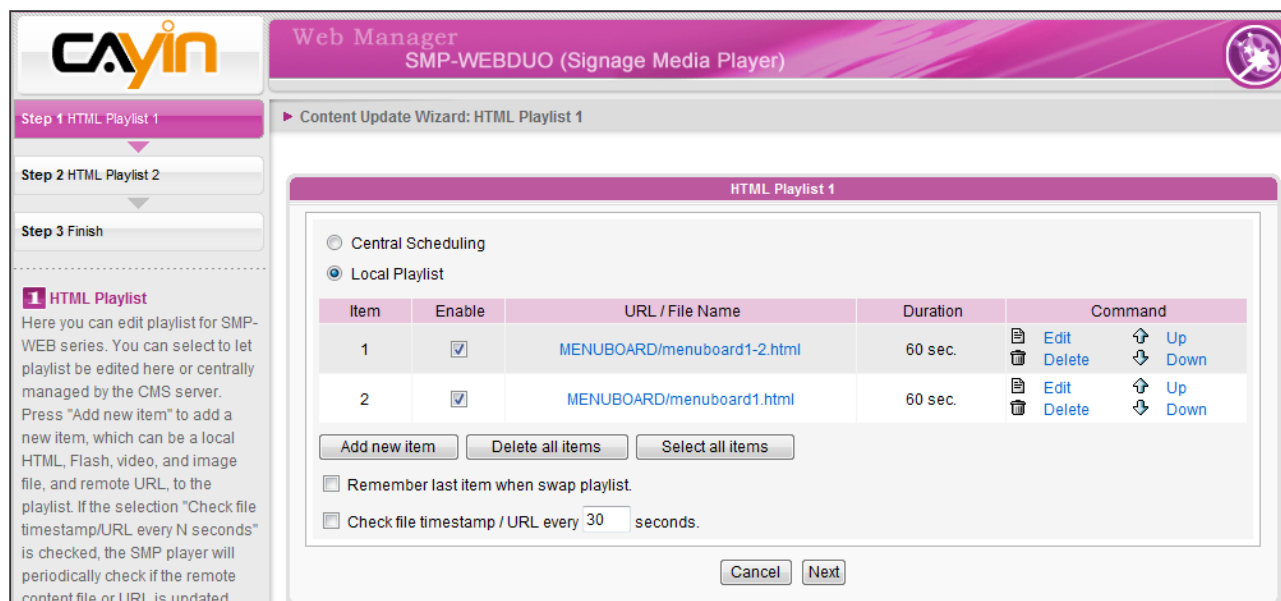
- Check for new content every: minutes
- Group:
- Username:
- Password:
- Hostname or IP address:
- Click 'Test' to check connection:
- Buttons:

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

2-6 Playback Wizard

2-6-1 HTML Playlist

Here you can edit playlist for SMP-WEB series. You can select to let playlist be edited here or centrally managed by the CMS server.



Press [**Add new item**] to add a new item, which can be a local HTML, Flash, video, and image file, and remote URL, to the playlist.

If the selection, "Remember last item when swap playlist", is checked, the SMP player will resume playing the next item in the selected playlist when you change playlist. This function can ensure all items in a playlist can be shown on the screen even if you stop playing that playlist before every item in that playlist is played.

If the selection "Check file timestamp/URL every N seconds" is checked, the SMP player will periodically check if the remote content files, URLs or content files in local drive are updated. This selection is normally applied when you configure to play only a single item on the playlist permanently.

Press [**Finish**] to finish the "Playback Wizard" settings.

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

3-1 Upload Files to SMP Player

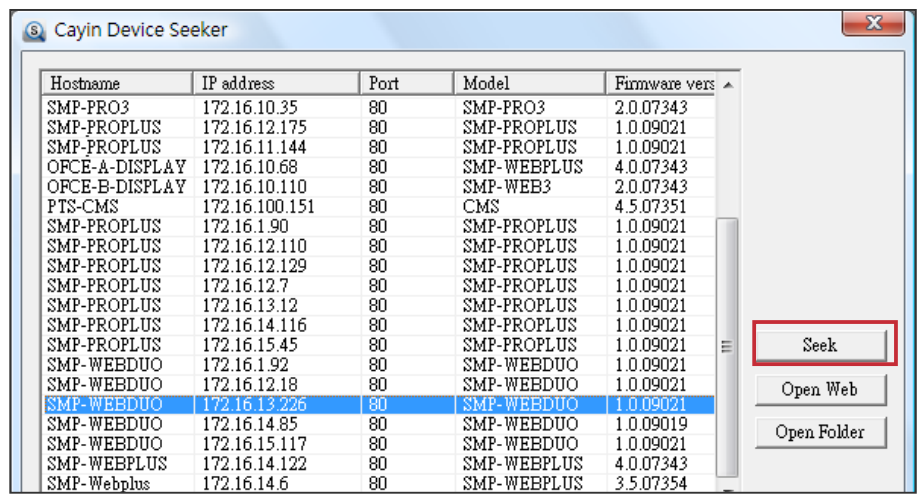
When you use SMP players without CMS server, you can choose one of the following methods to upload files to SMP-WEB series players.

Method 1:

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

NOTE

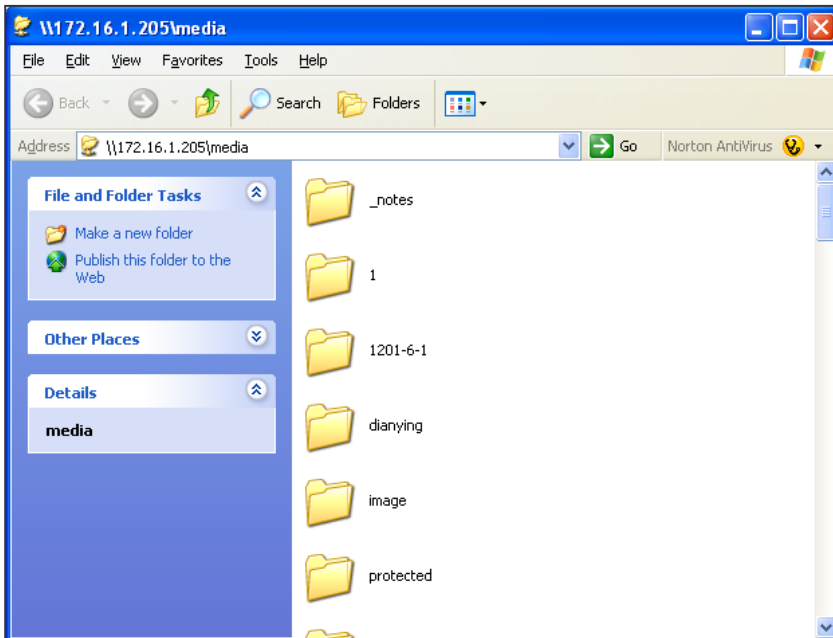
Your PC and the SMP player have to be in the same LAN, so that you can use Cayin Device Seeker to open the Media Folder of that SMP.



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-WEBDUO, please enter \\SMP-WEBDUO or \\172.16.1.205.



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.

NOTE

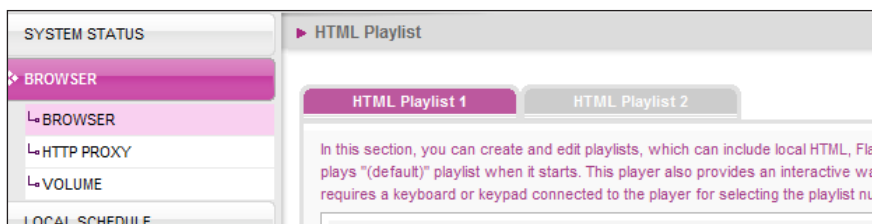
You can edit at most 31 playlists (index 0~30) of HTML/JPEG/SWF/VIDEO and add up to 99 items in each playlist.

3-2 Edit Playlist

You can edit playlists via Web Manager of SMP-WEB series player on your own PC.

NOTE

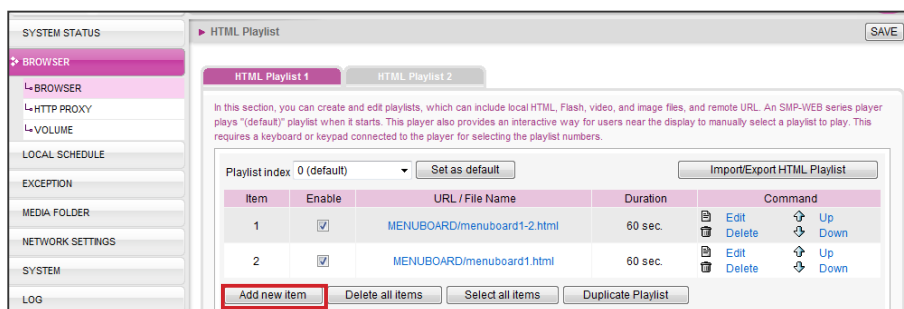
Only SMP-WEBDUO provides two HTML Playlists for two different screens. If you use "Distinct" as the display output method, you must edit two web playlist for two displays: "HTML Playlist1" for the 1st display and "HTML Playlist2" for the 2nd display. For all other display output methods, you only need to edit one HTML Playlist. Any settings in HTML Playlist 2 will not take effect.



3-2-1 Edit New Playlist

Please follow the following steps to edit a new playlist for a SMP player.

1. Login SMP and enter Web Manager.
2. Click [**BROWSER**] and select the "BROWSER" page.
3. Locate the "Playlist index" drop-down menu, and select "0". Then, you can start to add an item in the "Playlist 0".
4. Click [**Add new item**] and open the "Add / Edit Entry" pop-up window.



5. In the “Add / Edit Entry” window, you can decide the sequence of this new item in the playlist. By default, the new item will be inserted as the last item. For example, if you already have five items in this playlist, the system will automatically place this new item at the sixth place by default. You can also choose to insert this new item between the first and fifth place. Please refer the following table for all detailed settings:

NOTE

This method is similar to the way you use in your PC browser. SMP-WEB series products do not support HTTPS (SSL) protocol currently.

Remote URL	Specify a URL where SMP can connect to the html content, e.g. http://remote_web_server/path/to/your.html . You can also use dynamic server script, such as ASP, PHP, or CGI to generate the HTML page. Check the box Append Hostname Parameter and the system will append hostname/group parameter to the end of the html URL automatically. For example, you enter http://remote_web_server/test.php in this option, SMP will actually send a request as http://remote_web_server/test.php?hostname=hostname&group=groupname The hostname here is the hostname that you configure in “NETWORK SETTINGS” at run-time.
HTML/SWF file in Media Folder	Select to play an html or swf file in the Media Folder. By default, SMP will automatically list all html and swf files in the Media Folder, so you can select an item here. If you haven't uploaded your files in the Media Folder, you can also pre-edit the playlist by clicking [Enter new one] and entering the item (e.g. /cayin/main.html) directly in the text box.

NOTE

If you play video files in the Media Folder, you will not be able to set the duration of this video. The system will automatically play the next item in this playlist after the system finishes playing the whole video.

NOTE

Please DO NOT assign an empty playlist here. The result may be unpredictable.

Image transition	<p>You can insert an image file (JPEG/GIF) as a display item or a transition between two HTML files by enabling this function. You can also configure the transition effect as follows. By default, SMP will automatically list all image files in the Media Folder, so you can select one here. If you haven't uploaded your files in the Media Folder, you can also pre-edit the playlist by clicking [Enter new one] and entering the item (e.g. /cayin/cartoon.jpg) directly in the text box.</p> <p>* Animation: The transition effect when the image enters and leaves the screen. We now provide four animations: "fly from top to bottom", "fly from bottom to top", "fly from left to right" and "fly from right to left".</p> <p>* Speed: The speed of animation effect.</p> <p>* Pre-load next item: You must set the time when you would like the system to start pre-loading the next item (eg. an html file) before the image disappears. For example, the duration of this image is 20 seconds and you want the system to start pre-loading the next item at the 18th seconds, you need to set the number "2 (seconds)" in the field. The number here depends on the loading time of the next item (html).</p>
Video file in Media Folder	<p>You can insert a video file as one of the items in the playlist, and display a full-screen video. By default, SMP will automatically list all video files in the Media Folder, so you can select one here. If you haven't uploaded your files in the Media Folder, you can also pre-edit the playlist by clicking [Enter new one] and entering the item (e.g. /cayin/cartoon.mpg) directly in the text box. After you select a video file, you can also set the display ratio as 4:3 or 16:9 or auto.</p>
Playlist index	<p>You can jump to a different playlist and item after playing this newly-added item, as long as you configure the playlist index and designated item number here. The playback jumps to the designated item by your command. If the item number doesn't exist or is disabled, SMP will play the next available item in the designated playlist. You don't need to assign duration parameter when using this function.</p>
Video-Input (SMP-WEB3 only)	Play Video-in in full screen

6. Finally, set the duration of each playback item. After the time is up, SMP will play the next item. If you configure the duration as “Always”, the playlist will stop here, which means that SMP will keep playing this item without moving to the next item. You can still use ‘play-next-item’ tag to change the playlist item.
7. Click [**SAVE**] and [**CLOSE**] to complete the settings of an item.
8. Add more items to this playlist. If you want to adjust the order of the items, please click [**Up**] or [**Down**] to move forward or backward.
9. After completing settings, click [**SAVE**] and [**APPLY**].

NOTE

Please remember to enable those items which you wish to play one by one; or you can click [**Select all Items**] to select all items in this playlist. SMP will only play those selected items. If you want to remove all items in this playlist, please click [**Delete all Items**].

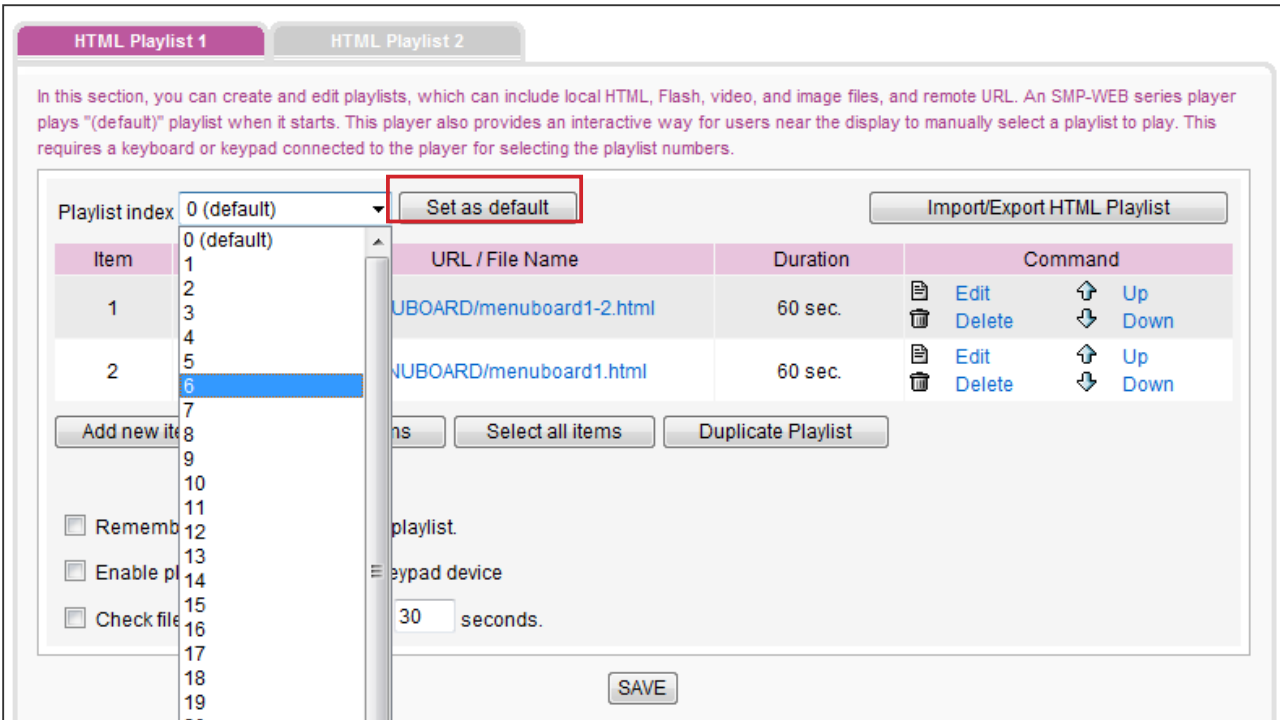
The screenshot displays the 'HTML Playlist' configuration interface. On the left is a sidebar with menu items: SYSTEM STATUS, BROWSER (expanded to show BROWSER, HTTP PROXY, VOLUME), LOCAL SCHEDULE, EXCEPTION, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM, and LOG. The main panel shows 'HTML Playlist 1' and 'HTML Playlist 2' tabs. A descriptive text explains that playlists can include local HTML, Flash, video, image files, and remote URLs. Below this is a 'Playlist index' dropdown set to '0 (default)' and a 'Set as default' button. An 'Import/Export HTML Playlist' button is also present. The central table lists two items:

Item	Enable	URL / File Name	Duration	Command
1	<input checked="" type="checkbox"/>	MENUBOARD/menuboard1-2.html	60 sec.	Edit, Delete, Up, Down
2	<input checked="" type="checkbox"/>	MENUBOARD/menuboard1.html	60 sec.	Edit, Delete, Up, Down

At the bottom of the table are buttons: 'Add new item', 'Delete all items', 'Select all items', and 'Duplicate Playlist'. The 'Delete all items' and 'Select all items' buttons are highlighted with red boxes in the original image.

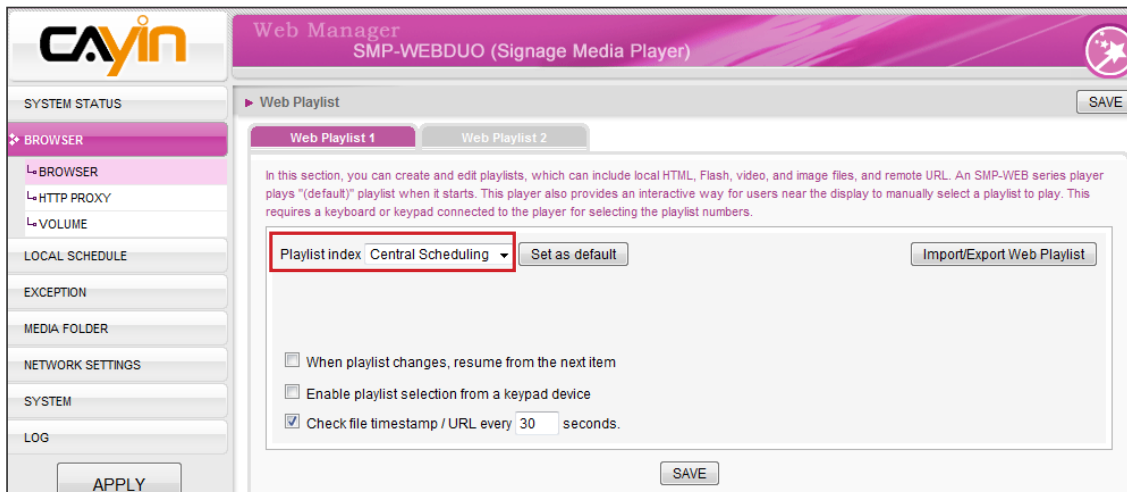
3-2-2 Set Default Playlist

SMP-WEB series player can display only one active playlist at one time, so please click [**Set as default**] if you would like to play this selected playlist index. The index number with the word 'default' will be the default playlist and SMP-WEB series player will automatically display items in that default playlist on the screen after the system start-up.



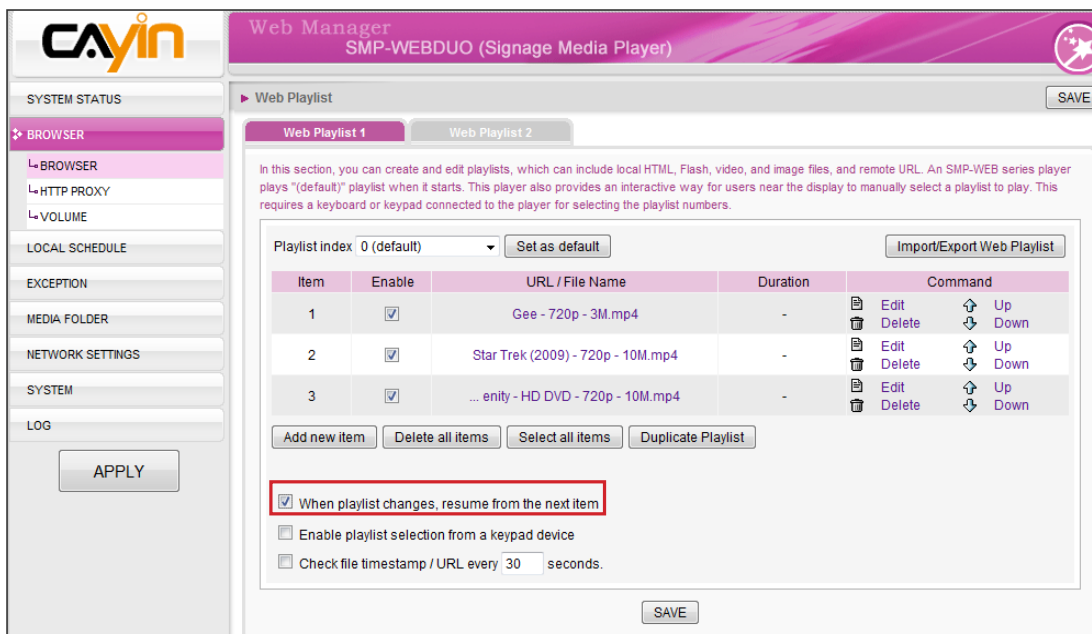
3-2-3 Set Central Scheduling

If the playlist of this SMP player will be centrally controlled by a CMS server, please select “Central Scheduling”. You are not allowed to edit playlist directly in SMP and the SMP player will play multimedia contents based on the schedule configured on CMS.



3-2-4 When playlist changes, resume from the next item

If you enable this function, SMP will remember the last item it played and resume from the next item when you switch playlist by keypad, change default playlist, or change scheduling.

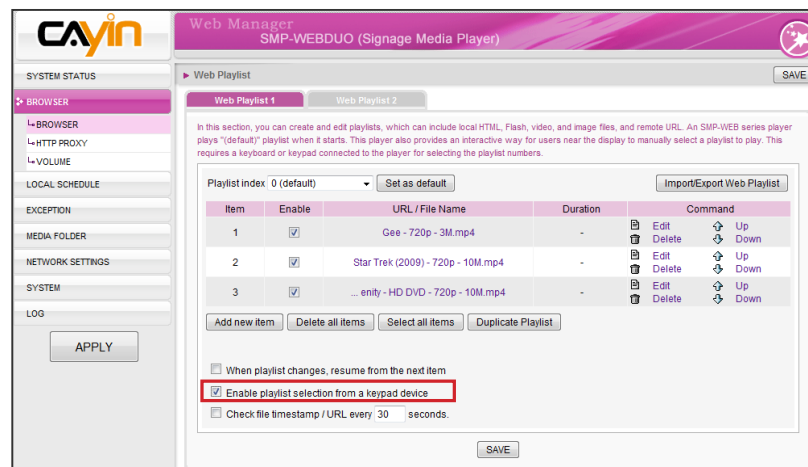


3-2-5 Select Playlist from a Keypad Device

NOTE

Press “.” Key at keypad, you can trigger central scheduling playlist. You can not switch playlist index 10~30 from a keypad device.

“Enable playlist selection from a keypad device” and you can change the playlist by clicking number keys at a keypad/keyboard device which connects to a SMP-WEB series player. You can edit up to 10 different playlists, and user can easily change it by clicking 0~9 key in keyboard or keypad to map playlist index 0~9.



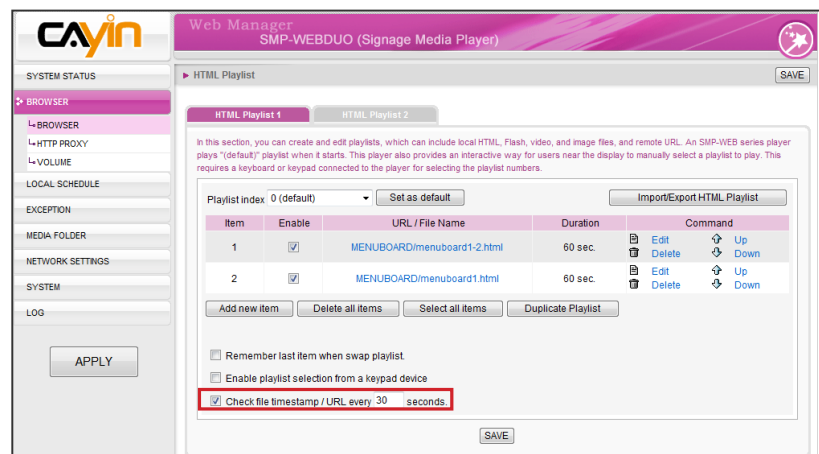
3-2-6 Check File Timestamp / URL

NOTE

SMP-WEB series player judges if a file is updated by the following ways:

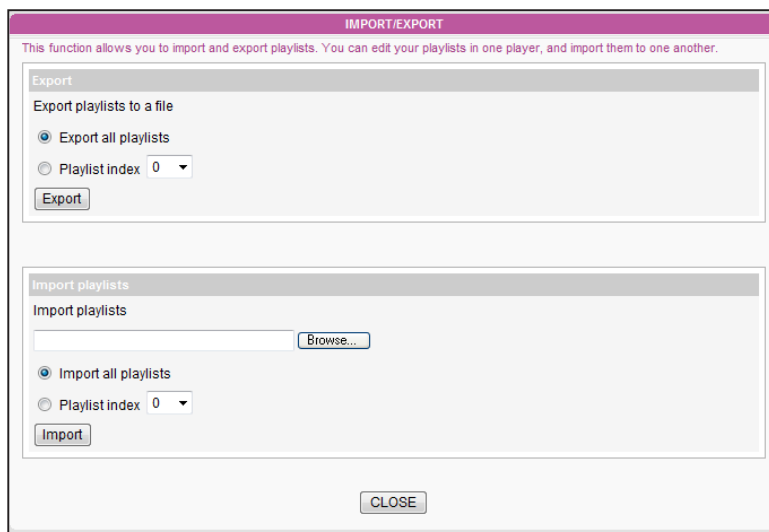
- * For remote URL: HTTP Last-Modified header tag
- * For HTML file in Media Folder: File time

When the playlist includes HTML items either from a URL or the Media Folder, you can choose to enable “Check file timestamp / URL every ... seconds”. The system will check the URL or HTML file and refresh the new web page according to your specified time. If there is no updated file, or even the file is removed, the system will keep playing the original one.



3-3 Manage Playlist

You can import or export all playlists or a specific playlist, so that you can save a lot of time while preparing them.



NOTE

If you configure the “Pop-up Blocker” in your browser or disable “File Download”, 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”. You can also try to press **[Ctrl]** key while you click the **[Export]** button. This works for most pop-up blocker program.

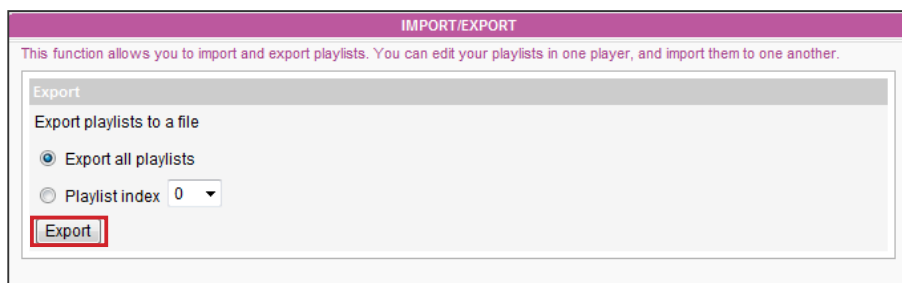
NOTE

You cannot export a playlist when you operate directly on a SMP player. Please use a PC to login Web Manager via Ethernet and then export the playlist.

3-3-1 Export Playlist

Please follow the steps below to export playlists to your PC.

1. Login SMP and enter Web Manager.
2. Go to the “BROWSER” page and click the **[Import/Export Web Playlist]** button.
3. You can either choose to export all playlists or export a specific playlist.

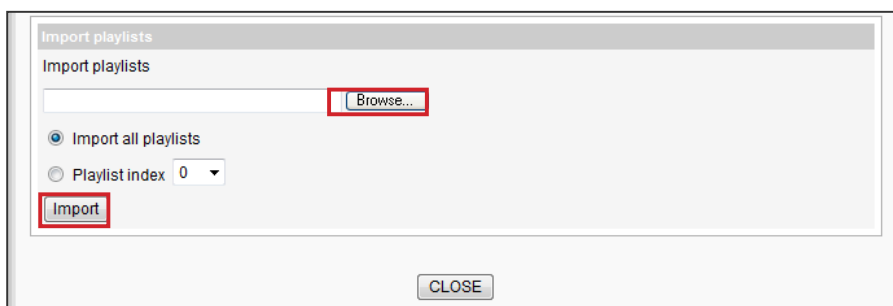


4. Click **[SAVE]** in the pop-up window and save the file to your designated path and folder. Then, you complete the backup.

3-3-2 Import Playlist

You can import playlist to other SMP-WEB players. To import playlist, please follow the steps:

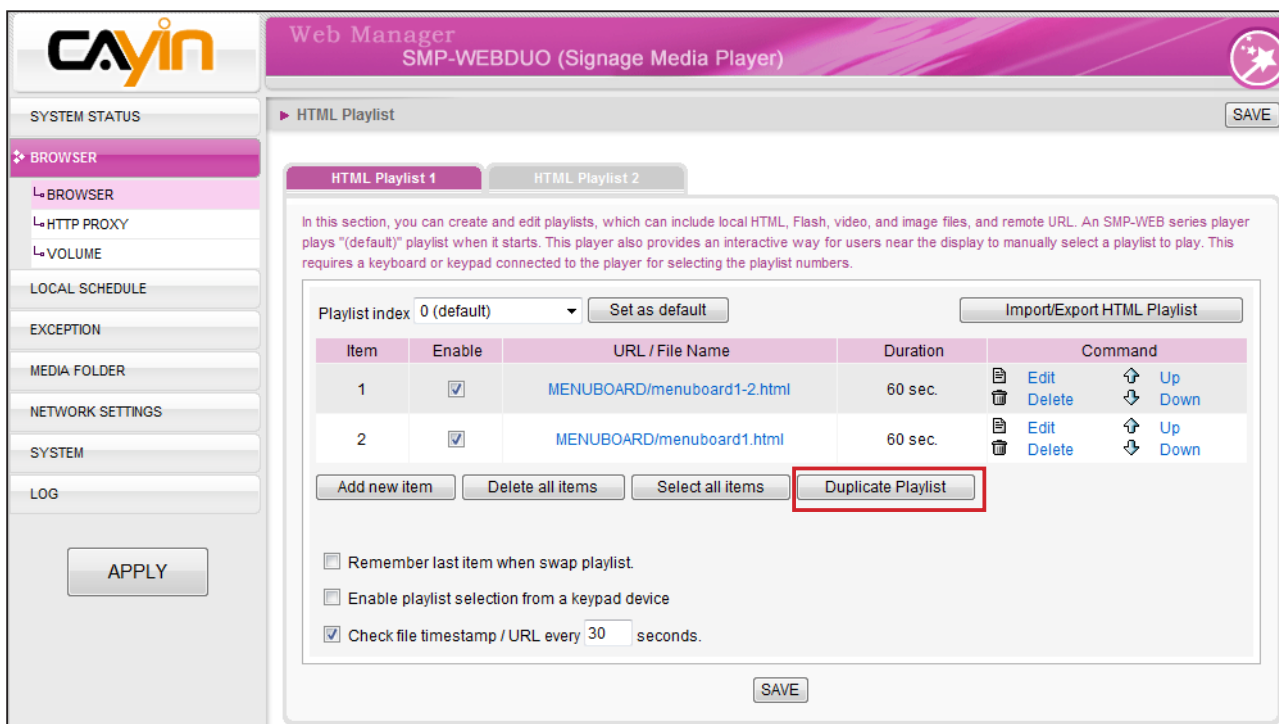
1. Login SMP and enter Web Manager.
2. Go to the “BROWSER” page and click the [**Import/Export Web Playlist**] button.
3. Click “Browse...” to choose an exported playlist file (*.dat for all playlists or *.cpl for a single playlist)
4. You can either choose to import all playlists or import a specific playlist.



3-3-3 Duplicate Playlist

You can duplicate items from one playlist to another.

1. Click on [**Duplicate Playlist**] button.



DUPLICATE PLAYLIST

You can duplicate all or part of playlist item to other playlist.

Source Playlist

From HTML Playlist 0

<input checked="" type="checkbox"/> Select/de-select all	Item	URL / File Name
<input checked="" type="checkbox"/>	1	MENUBOARD/menuboard1-2.html
<input checked="" type="checkbox"/>	2	MENUBOARD/menuboard1.html

Duplicate to HTML Playlist 0
 Append to HTML Playlist 0
 Insert at HTML Playlist 0 Item 1

APPLY CLOSE

2. Choose a source playlist
3. Select items which you would like to duplicate from that selected source playlist
4. Select a target playlist. You can either replace, append to end, or insert the source items to the target playlist.

NOTE

Please do not configure this setting unless you have a clear idea about your network configurations. This option only affects playback remote URL at browser. If you need to update contents from CMS to SMP and to use SuperMonitor, please consult your network administrator to open the port access.

NOTE

WEB HTTP Proxy DOES NOT support automatic account and password authentication.

3-4 HTTP Proxy

You can configure proxy settings if your network has restrictions to Internet connection. Please configure one of the following settings.

Web Manager
SMP-WEBDUO (Signage Media Player)

SYSTEM STATUS

BROWSER

HTTP PROXY

LOCAL SCHEDULE

EXCEPTION

MEDIA FOLDER

NETWORK SETTINGS

SYSTEM

LOG

APPLY

SAVE

HTTP PROXY

HTTP Proxy Description

Direct connection to the Internet
 Auto-detect proxy settings for this network
 Manual proxy configuration:

HTTP Proxy: proxy.yourdomain.com
 Port: 80
 No proxy for: 127.0.0.1, 192.168.1.1

Automatic proxy configuration URL:

SAVE

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Direct connection to the Internet: Browser connects to Internet without proxy. This is the default setting.

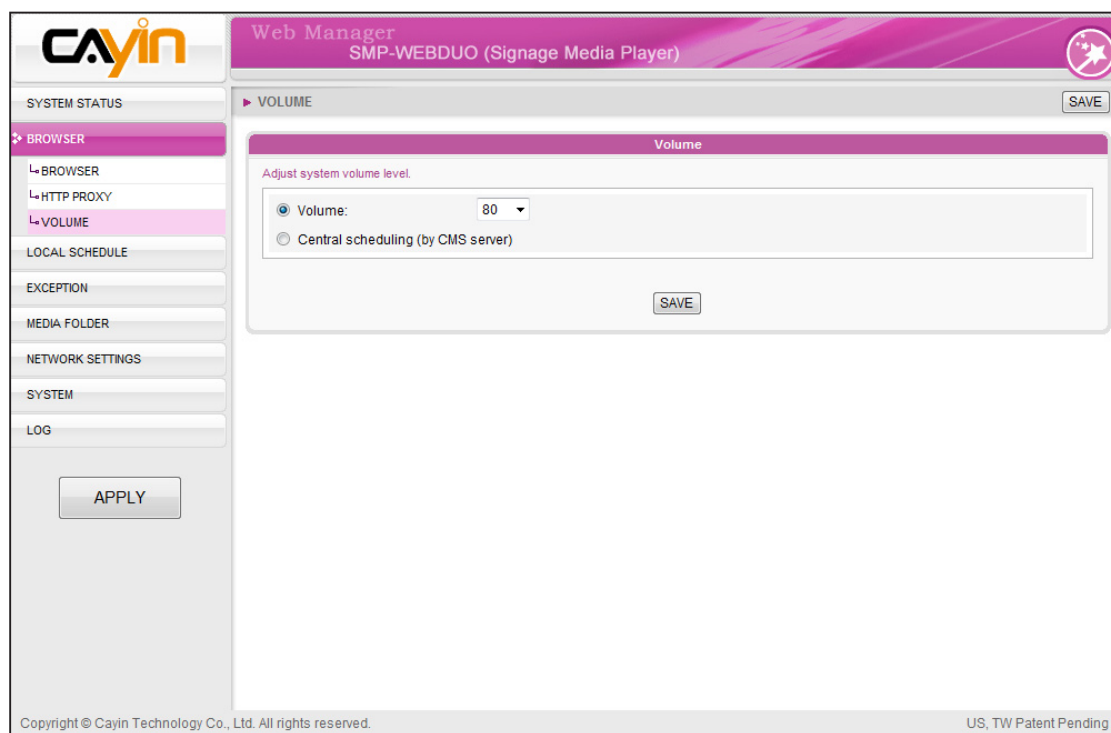
Auto-detect proxy settings for this network: Choose this if you want Firefox to automatically detect the proxy settings for your network.

Manual proxy configuration: Choose this if you have a proxy server. Please enter the IP address and port number of the proxy server. You can also specify hostnames or IP addresses that do not be proxied.

Automatic proxy configuration URL: Choose this if you have a proxy configuration (.pac) file.

3-5 System 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)".



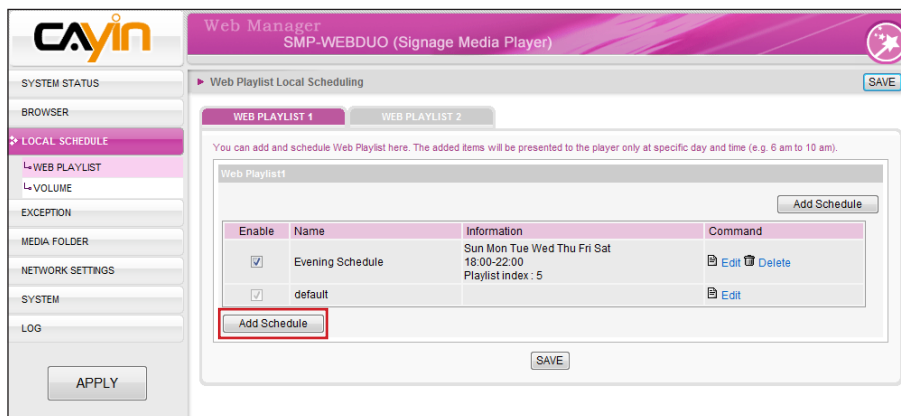
3-6 Local Scheduling

You can specify weekly schedule for HTML Playlist and volume on SMP player directly.

3-6-1 Web Playlist

You can edit a schedule to playback different playlists at designated time.

1. Select a Web Playlist. (If you choose “Distinct” display output method, you can edit two separated schedules for the two Web Playlists.)
2. Click **[Add Schedule]** to create a new schedule item on the pop-up window.



3. Specify the schedule name, day of week, and start/end time.
4. Choose appropriate playlist index.

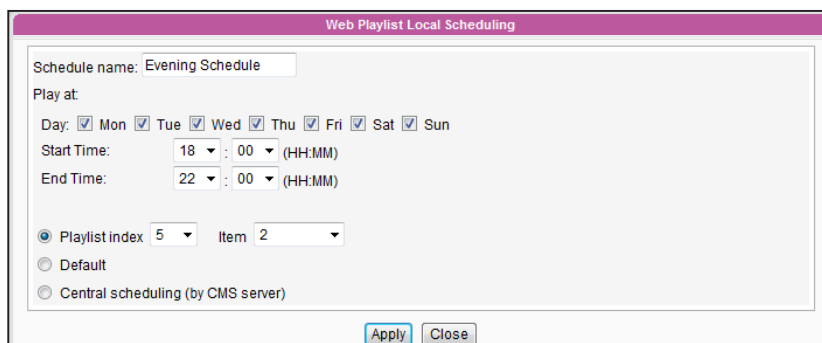
Playlist: Specify playlist index and item number.

Default: Run the default playlist

Central Scheduling: Run the playlist controlled by CMS server

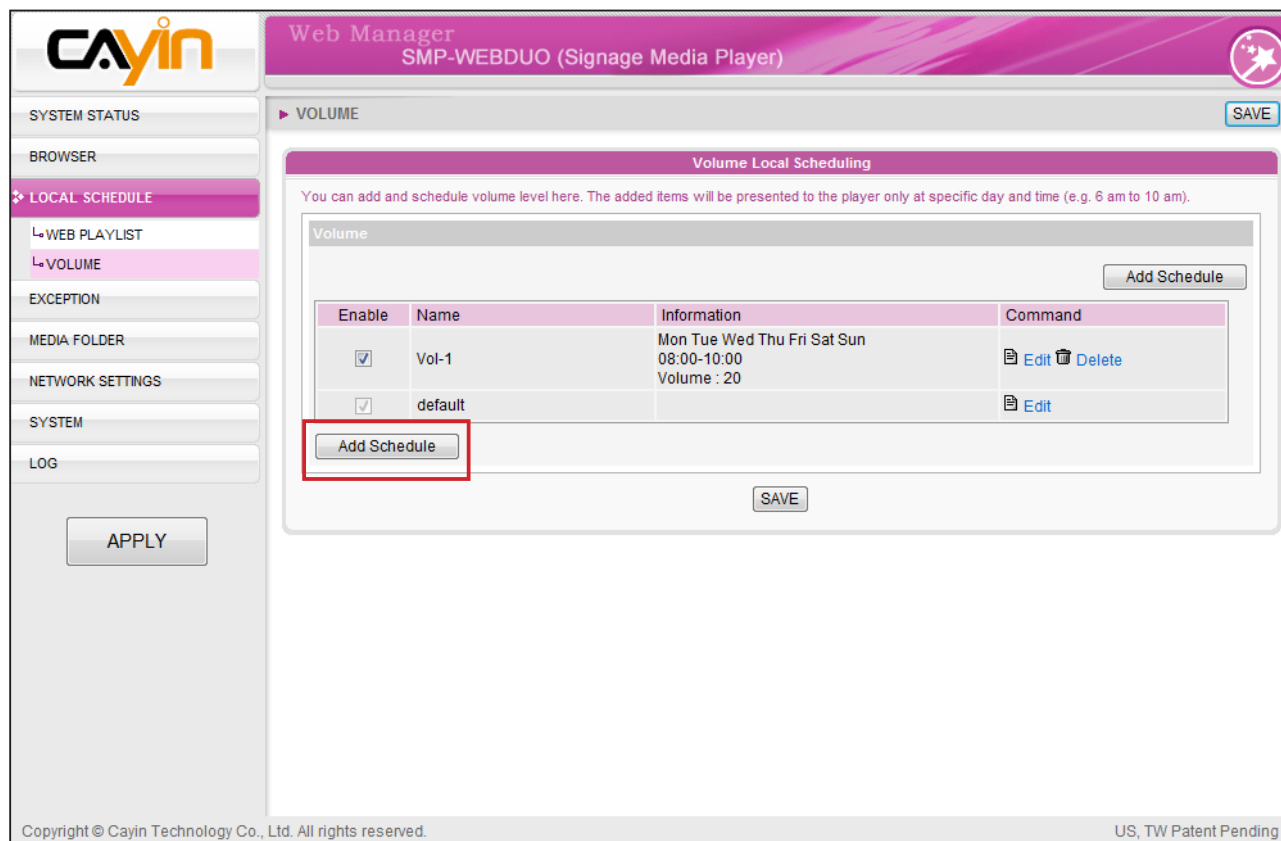
NOTE

Local Scheduling has higher priority than Central Scheduling.

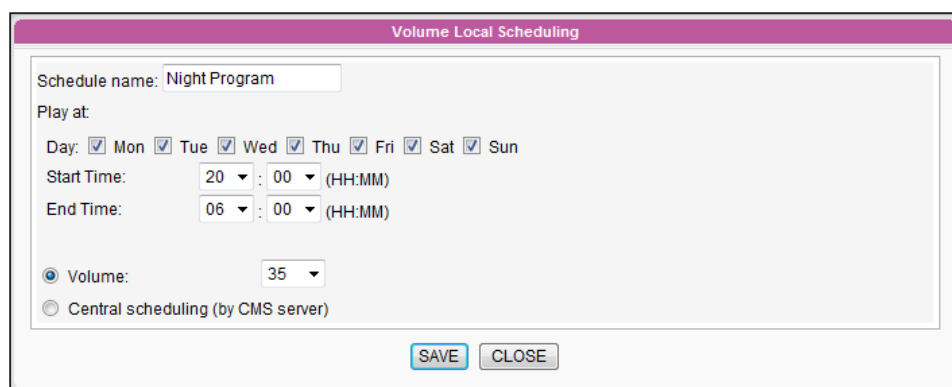


3-6-2 System Volume

You can change system volume at a specific day and time. For example, the system can lower down the volume at night automatically after you configure the settings.



1. Click **[Add Schedule]** to create a new schedule item on the pop-up window.



- Specify the schedule name, day of week, and start and end time.
- Set the volume. The sound is louder when the number is bigger.
- If you would like to control SMP's volume by CMS server, please select "Central scheduling (by CMS server)".

4 **Using CAYIN Media Player in HTML**

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4-1 Media Player Tag and Attributes

CAYIN's Media Player can be embedded into HTML tag, like Adobe Flash. You can play media files in Media Folder or real-time streaming by using CAYIN's media player. You can embed CAYIN's media player into browser by defining the <object> tag in HTML.

The following picture depicts how you can display images and CAYIN Media Player in a HTML page. You can see the complete content of this HTML page with a browser. Assign this HTML page as an item in the playlist of a SMP-WEB series player; then you can present multi-media contents, such as a web page, on the display.



We provide many useful "Tags" which you can include in your HTML page to control CAYIN Media Player. Please refer to the following tables and examples.

HTML Code:

```
<object type="TYPE Attribute" height=" Object height (pixel)" width=" Object width (pixel)">
  <param name="NAME Attribute " value=" value ">
  <param name="NAME Attribute " value=" value ">
  <param name="NAME Attribute " value=" value ">
  ...
</object>
```

TYPE Attribute:

Attribute	Attribute Value	Note
Type	video/mpeg video/main video/sub	<p>For SMP-WEBDUO/WEBPLUS/WEBPLUS-T, users can play two videos in one HTML page. "video/main" represents the main video; "video/sub" represents the secondary video. For SMP-WEB/WEB3/WEB3N, users can play video by using the tag "video/mpeg" or "video/main".</p> <p>If you decide to play two videos in one HTML page, we suggest that you assign the video with larger resolutions as the main video.</p> <p>We do not suggest you play two videos at the same time when you play Full HD (high resolution) video.</p>

NAME Attribute:

Attribute	Attribute Value	Note
src	file://folder/video_filename mms://ip_address/mms_url http://ip_address/http_url rtb://port rtb://multi_cast_ip:port rtp://port rtp://multi_cast_ip:port	<p>file: play files in Media Folder</p> <p>mms: Microsoft MMS streaming</p> <p>http: http streaming</p> <p>rtb: CAYIN RTB streaming</p> <p>rtp: Real-time Transport Protocol streaming</p> <p>Note: About 'src' attribute usage, see examples in the following section.</p>
loop	1 (default) 0	Assign to play video repeatedly.
fullscreen	1 0 (default)	Display full-screen video.
hidden	1 0 (default)	By default (setting 0), the screen will not be hidden. When the player is hidden, the file will still be played and the sound will not be mute, if available.
ratio	auto (default) 4:3 / 1:1 / 16:9 / 2.11:1	Aspect ratio of media player window.
control-panel	1 0 (default)	Set the display mode of control-panel. If you enable this function, the panel will be shown by left clicking the mouse on the region of media player.
play-local-all	1 0 (default)	Play all files in the Media Folder.

Attribute	Attribute Value	Note
play-server-schedule	1 2 0 (default)	Play files in Media Folder according to CMS's Central Scheduling settings. This option cannot be used with play-local-all. 1: Play first multimedia central scheduling. 2: Play second multimedia central scheduling. 0: Disable central scheduling (default) WEB series players can use both Attribute Value=1 or 2.
play-folder-all	folder_name	Play all files in the selected folder. Example: <param name="play-folder-all" value="folder_name">
play-next-item	1 0 (default)	Play next Web Playlist item when video playlist finished in this page. This option is exclusive with loop option (loop must be false).
random-playlist	1 0 (default)	Randomly play all items in a playlist
audio	1 (default) 0	Turn on / off sounds. In the case of two videos in a HTML page, the "sub-video" will automatically be turned off, when you set "true" for the "main video".

4-2 Examples

Example 1: Play the file, video.mpg, in the Media Folder repeatedly

```
<html>
<head>
</head>
<body>
.....
<object type="video/main" width="320" height="240">
<param name="src" value="file://video.mpg">
<param name="loop" value="1">
<param name="ratio" value="4:3">
</object>
.....
</body>
</html>
```

Example 2: Play the file, video.mpg, in the Media Folder repeatedly and display in full screen

```
<html>
<head>
</head>
<body>
.....
<object type="video/main" width="320" height="240">
<param name="src" value="file://video.mpg">
<param name="fullscreen" value="1">
<param name="loop" value="1">
</object>
.....
</body>
</html>
```

Example 3: Play several video files in the Media Folder repeatedly

If you want to play many items, please add multiple “param” tag and set the “name” as “src”. In the following example, the media player will play video files in the sequence of 1.mpg, 2.mpg, 3.mpg, 4.mpg, and 5.mpg.

```

<html>
<head>
</head>
<body>
.....
<object type="video/main" width="320" height="240">
<param name="loop" value="1">
<param name="src" value="file://1.mpg">
<param name="src" value="file://2.mpg">
<param name="src" value="file://3.mpg">
<param name="src" value="file://4.mpg">
<param name="src" value="file://5.mpg">
</object>
.....
</body>
</html>

```

Example 4: Play all video files in the Media Folder

If you want to play all files in the Media Folder, you can use the attribute “play-local-all”. Then, the media player will play all files in the alphabetical order.

```

<html>
<head>
</head>
<body>
.....
<object type="video/main" width="320" height="240">
<param name="loop" value="1">
<param name="play-local-all" value="1 ">
</object>
.....
</body>
</html>

```

Example 5: Play several video files in the Media Folder and move automatically to the next Web playlist after playing the previous one.

In the following example, the player will notify the browser and move to next web playlist item. We suggest you set the duration of all items in a web playlist as “Always”.

```
<html>
<head>
</head>
<body>
.....
<object type="video/main" width="320" height="240">
<param name="src" value="file://1.mpg">
<param name="src" value="file://2.mpg">
<param name="src" value="file://3.mpg">
<param name="play-next-item" value="1 ">
</object>
.....
</body>
</html>
```

NOTE

You can use `<param name="play-server-schedule" value="2">` to play the 2nd multimedia Central scheduling (Multimedia-2) in CMS server version 5.5 or later.

Example 6: Control the playlist by CMS’s central scheduling

The media player will download the playlist in CMS when you use the tag “play-server-schedule”.

```
<html>
<head>
</head>
<body>
.....
<object type="video/main" width="320" height="240">
<param name="loop" value="1">
<param name="play-server-schedule" value="1 ">
</object>
.....
</body>
</html>
```

Example 7: Play all videos in a sub-folder and play files randomly

The media player will play files in a sub-folder of Media Folder with the attribute “play-folder-all”. You can also play the video files randomly with the attribute “random-playlist”.

```
<html>
<head>
</head>
<body>
.....
<object type="video/main" width="320" height="240">
<param name="loop" value="1">
<param name="play-folder-all" value="folder_name">
<param name="random-playlist" value="1">
</object>
.....
</body>
</html>
```

Example 8: Play two videos in one web page. SMP-WEBDUO/WEBPLUS/WEBPLUS-T can play two videos in one web page by using attributes, “video/main” and “video/sub”.

```
<html>
<head>
</head>
<body>
.....
<object type="video/main" width="640" height="480">
<param name="loop" value="1">
<param name="src" value="file://1.mpg">
</object>
.....
<object type="video/sub" width="320" height="240">
<param name="loop" value="1">
<param name="src" value="file://2.mpg">
<param name="audio" value="0">
</object>
.....
</body>
</html>
```

Example 9: Hide a media player and play sounds (music) only

If you want to hide a media player and only play music, e.g. MP3, you have to create a CSS rule to control the attributes of “OBJECT” tag, and set the value of param name “hidden” as “1”.

```
<html>
<head>
<style type="text/css">
<!--
object {
    visibility: visible;
}
object.hiddenObject {
    visibility: hidden ! important;
    width: 0px ! important;
    height: 0px ! important;
    margin: 0px ! important;
    padding: 0px ! important;
    border-style: none ! important;
    border-width: 0px ! important;
    max-width: 0px ! important;
    max-height: 0px ! important;
}
-->
</style>
</head>
<body>
<object type="video/main" height="240" width="320" class="hiddenObject">
<param name="src" value="file://1.mp3">
<param name="hidden" value="1">
</object>
</body>
</html>
```

Example 10: Play Audio Video input (for WEB3 only)

```
<html>
<head>
</head>
<body>
.....
<object type="video/video-in" width="320" height="240">
</object>
.....
</body>
</html>
```

4-3 Apply Font in SMP-WEB Series Players

You can use fonts in HTML by the following steps:

1. Open HTML file by a text editor or HTML editor (e.g. Adobe® Dreamweaver®).
2. Copy face name from font list below and specify the font face HTML tag:

Example

```
<font face=" Vagabond">This is a sample text.</font>
```

If font support bold and italic, you can use the following tag to choose bold or italic font:

Bold:

```
<b><font face=" Luxi Mono">This is a sample text.</font></b>
```

Italic:

```
<i><font face=" Luxi Mono">This is a sample text.</font></i>
```

Bold italic:

```
<b><i><font face=" Luxi Mono">This is a sample text.</font></i></b>
```

Default Font list for SMP-WEB Series players

Model	Face name	font type	Note
SMP-WEB3/SMP-WEB3N 2.5/3.0	AardvarkBold	Bold	
	AR Yenti Heavy B5	Regular	Traditional Chinese Font
	Broadway	Regular	
	AR PL Mingti2L Big5	Regular	Traditional Chinese Font
	AR YuanGB Heavy	Regular	Simplified Chinese Font
	Kochi Mincho	Regular	Japanese Font
	Luxi Mono	Bold	
	Tahoma	Regular	
	Vagabond	Bold	
SMP-WEBPLUS/ SMP-WEBPLUS-T 4.5/5.0	AR Yenti Heavy B5	Regular	Traditional Chinese Font
	Broadway	Regular	
	AR PL Mingti2L Big5	Regular	Traditional Chinese Font
	AR YuanGB Heavy	Regular	Simplified Chinese Font
	Kochi Mincho	Regular	Japanese Font
	Luxi Mono	Regular Bold Italic Bold/Italic	
	Luxi Serif	Regular Italic Bold/Italic	
	Luxi Sans	Regular Bold Italic Bold/Italic	
	Tahoma	Regular	
Vagabond	Bold		
SMP-WEBDUO 1.0	AardvarkBold	Bold	
	AR Yenti Heavy B5	Regular	Traditional Chinese Font
	Broadway	Regular	
	AR PL Mingti2L Big5	Regular	Traditional Chinese Font
	AR YuanGB Heavy	Regular	Simplified Chinese Font
	Kochi Mincho	Regular	Japanese Font
	Luxi Mono	Regular Bold Italic Bold/Italic	
	Luxi Serif	Regular Bold Italic Bold/Italic	
	Luxi Sans	Regular Bold Italic Bold/Italic	
	Tahoma	Regular	
	Vagabond	Bold	

4-4 Hide the Scroll Bar

If you want to hide the scroll bar in a web page, please apply the CSS settings below:

```
<html>
<head>
<title></title>
<style type="text/css">
<!--
body {
margin-left: 0px;
margin-top: 0px;
overflow: hidden;
}
-->
</style></head>
<body>
.....
</body>
</html>
```

5. **Content Update and Media Folder Management**

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NOTE

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

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 deleting by CMS server while you update content of SMP automatically from CMS, you can create a folder named "protected" and keep your files in that folder.

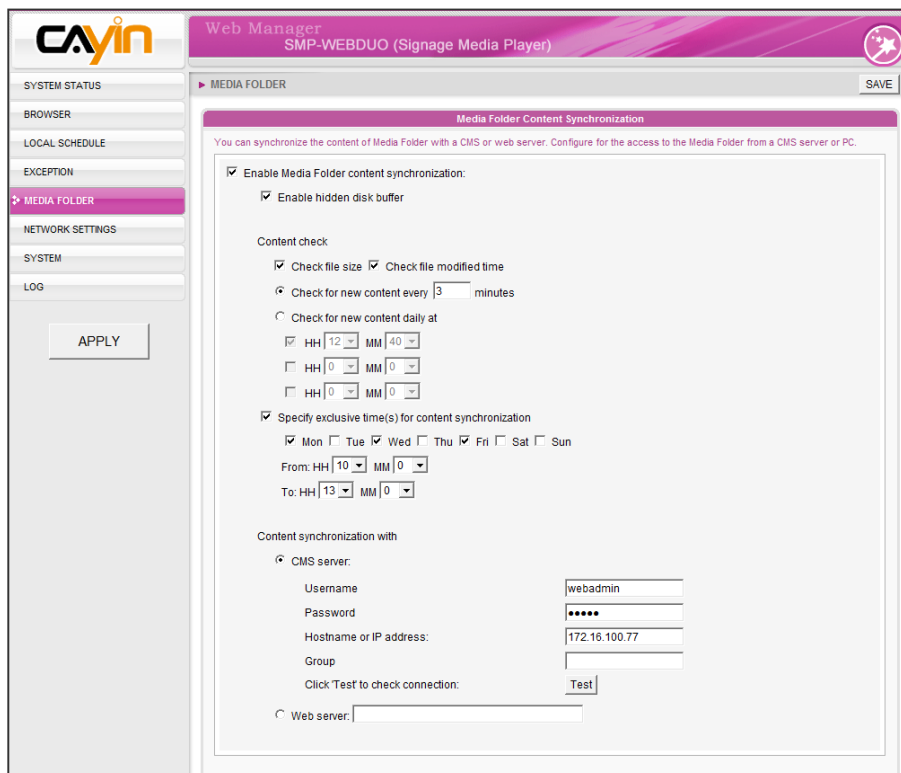
In this section, you can enable automatic content update function of Media Folder with CMS server. You can also configure the settings of access authorization of Media Folder.

5-1 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; then click [**MEDIA FOLDER**].



2. Enable the "Media Folder content synchronization" function and SMP player will periodically download new or updated files from CMS's Content Update Server. It also removes those files that no longer exist in CMS server.

3. Enable "Use hidden disk buffer", if you would like to download files to a hidden disk space first. After downloading process completes, the system will copy all files to Media Folder at one time.

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.

Enable Media Folder content synchronization:
 Enable hidden disk buffer

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

5. Please set the frequency of content checking.

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.

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.

HH 0 MM 0

Specify exclusive time(s) for content synchronization

Mon Tue Wed Thu Fri Sat Sun

From: HH 10 MM 0

To: HH 13 MM 0

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.

NOTE

The maximum time interval is 10080 minutes.

NOTE

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

NOTE

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

NOTE

Central Scheduling of all contents (Multimedia, Web Playlist, and Volume) 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).

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:

Web server:

- 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.

Password:

Hostname or IP address:

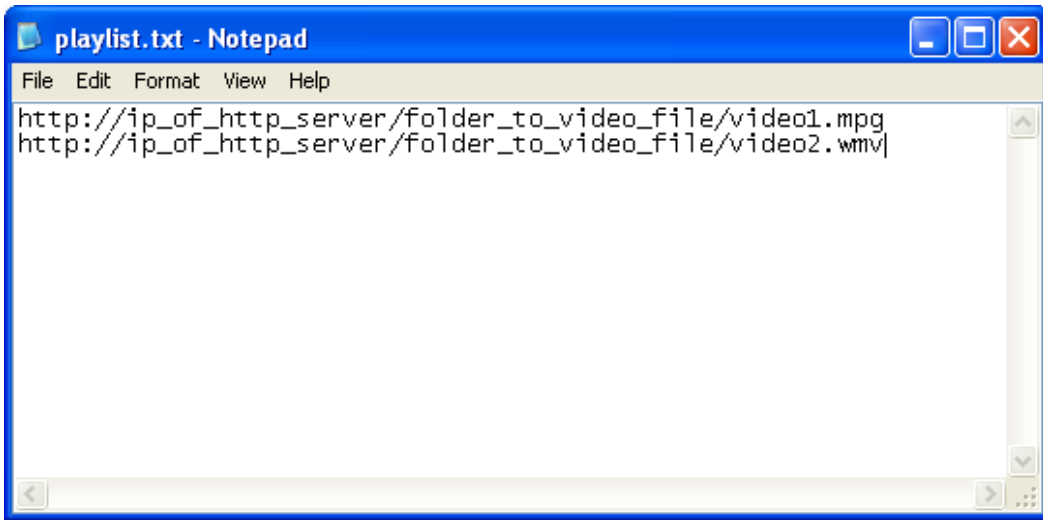
Group:

Click 'Test' to check connection:

Web server:

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

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

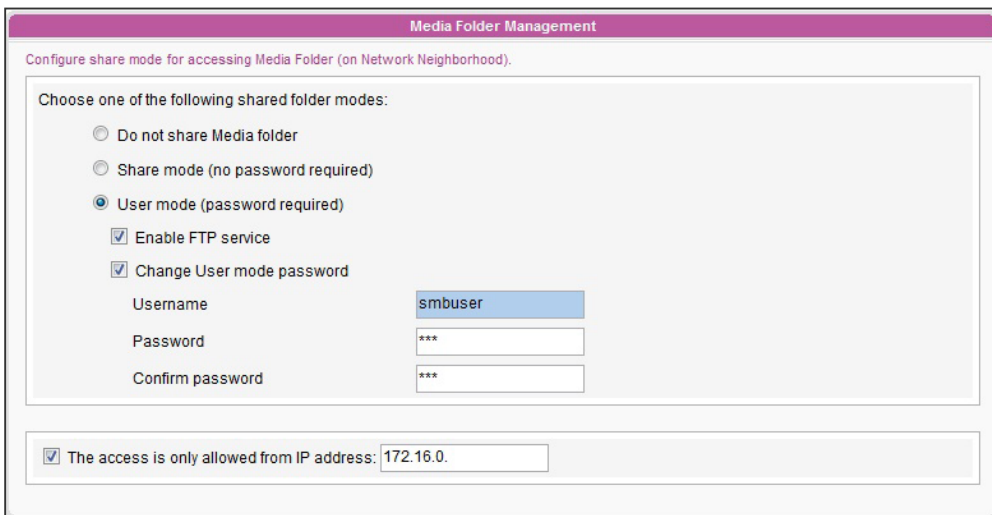


By changing the text file, you can update the SMP player's playlist in media folder.

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

5-2 Manage Media Folder

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

A screenshot of the "Media Folder Management" configuration window. The title bar is purple and says "Media Folder Management". Below the title bar, it says "Configure share mode for accessing Media Folder (on Network Neighborhood)". The main area has a heading "Choose one of the following shared folder modes:" followed by three radio button options: "Do not share Media folder", "Share mode (no password required)", and "User mode (password required)". The "User mode (password required)" option is selected. Below these are two checked checkboxes: "Enable FTP service" and "Change User mode password". Under "Change User mode password", there are three input fields: "Username" with the value "smbuser", "Password" with "***", and "Confirm password" with "***". At the bottom, there is a checked checkbox "The access is only allowed from IP address:" followed by an input field containing "172.16.0.".

<p>Do not share Media folder</p>	<p>The folder will not be shared.</p>
<p>Share mode</p>	<p>Select "Share mode" if you allow open access of all users. In this mode, users can access the folder without username and password.</p>
<p>User mode</p>	<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 function and change its username and password. Default Username: smbuser Default Password: smbuser Enable FTP service: Enable this feature, and you can also access media folder through FTP protocol. You can use any FTP client of your choice; however, for the non-ANSI file name, you must use UTF-8 enabled FTP client software.</p>
<p>The access is only allowed from IP Address</p>	<p>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.</p>

6 System Status and Settings

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

6-1 System Status

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

6-1-1 Basic Information

You can check the Hostname, Product Model, Firmware Version, and Date/Time of a SMP-WEB series player in this section. You can specify the hostname in “8-1 Ethernet” section, and change the date/time/time-zone in “6-2-1 Set System Time” section.

Basic Information

Basic information of system status

Hostname: SMP-WEBDUO

Group: SMP-WEBDUO

Product Model: SMP-WEBDUO

Firmware Version: 1.0 ,Build 09005

Current Date and Time: 2009/01/06 10:12:14

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

6-1-2 Advanced Information

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

Advanced Information

Advanced information of system status

CPU Utilization: Usage 16.0%

Memory Usage: Total 1001.9MB , Used 404MB , Usage 40.4%

System Disk Usage: Total 197.49MB , Used 155.91MB , Usage 78.9%

Resource Disk Usage: Total 121.52MB , Used 5.52MB, Usage 4.5%,

Media Folder Usage: Total 146.71GB , Used 1.64GB, Usage 1.1%, [view files](#).

Ethernet

IP Address: 172.16.13.234 Subnet Mask: 255.255.0.0

Gateway: 172.16.0.1

MAC Address: 00:06:93:F0:88:6E

DNS1: 168.95.1.1 DNS2: 4.2.2.6

DISPLAY 1

Output Device: AUTO (Real: DVI-1)

Screen Resolution: 1280x1024 (Real: 1280x1024)

Refresh Rate: 60 Hz (Real: 60 Hz)

DISPLAY 2

Output Device: AUTO (Real: VGA)

Screen Resolution: 1024x768 (Real: 1024x768)

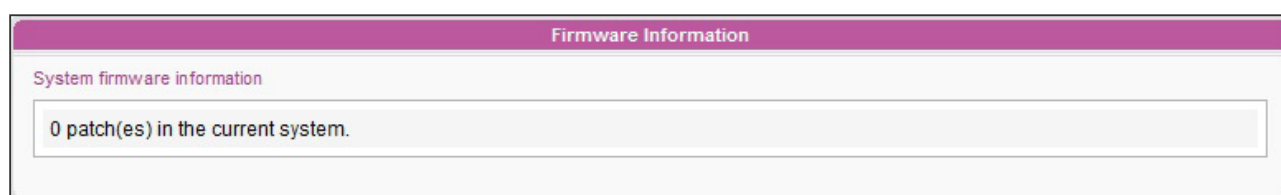
Refresh Rate: 60 Hz (Real: 60 Hz)

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.
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.
Resource Disk Usage	Resource disk is used to store fonts. If you run out of resource disk space, you will not able to add more fonts.

Network information	You can check IP address and other related network information here. For a wireless connection, you can also check the access point (SSID) and security settings.
Display Information	You can check both the real and selected screen resolutions and refresh rates of the connected display.
View Files	Shows all the files in Media Folder.

6-1-3 Firmware Information

You can check all updated patches information here.



6-2 System Settings

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

6-2-1 Set System Time

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

1. Login SMP Web Manager. Click [**SYSTEM**] and switch to “SYSTEM” page.
2. Enable “Set system 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**].



Current date and time 2007/12/5 13:00:05

Set system date and time

YYYY 2007 MM Dec DD 5

HH 12 MM 59 SS 16

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

Disable NTP service

Enable NTP service

NTP Server:

6-2-2 NTP Service

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

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

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

NOTE

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

6-2-3 Change Web Administrator's Password

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

6-2-4 Change Service Port of Web Manager

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

NOTE

The max. port number 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>)

The screenshot shows a configuration form with two sections. The first section, 'Change web administrator's password:', includes fields for Username (webadmin), Password, and Confirm password. The second section, 'Change service port of Web Manager:', is highlighted with a red border and contains a 'Port number' field set to 8080.

6-2-5 Choose Web Manager Language

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

NOTE

If you are using WEBDUO, please upload the patch to support the Japanese user interface.

The screenshot shows the 'Web Manager Language' dropdown menu open, displaying a list of languages: English (selected), Deutsch, Español, Français, Italiano, 日本語, 简体中文, and 繁體中文. Below the language menu, there is a 'Set system reboot at' section with 'Enable', 'Restart mode', and 'Day' options.

6-2-6 Set System Reboot

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

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

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

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.

6-2-7 Frequency of Server Communication

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

Table of communication frequency

Value	Central Schedule Configuration (period per area)	Super Monitor 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

6-3 System Maintenance

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

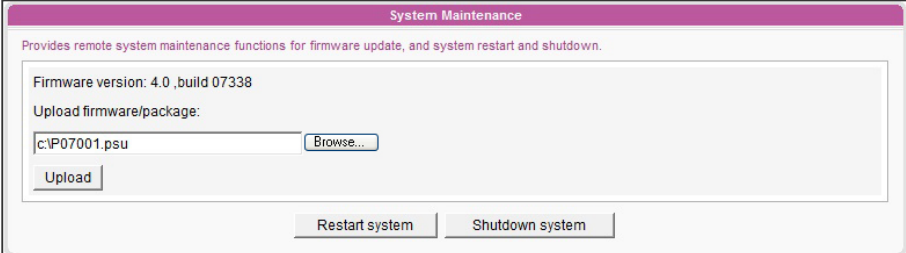
You can restart or shut down the system by clicking the corresponding button at the end of the page.

6-3-1 Upload Firmware

NOTE

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

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”.



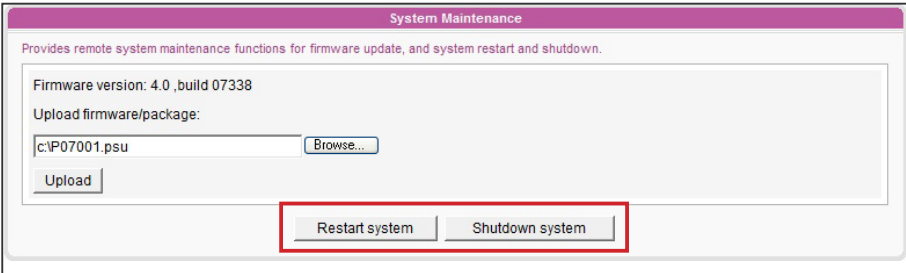
The screenshot shows the 'System Maintenance' page with the following elements:

- Header: System Maintenance
- Sub-header: Provides remote system maintenance functions for firmware update, and system restart and shutdown.
- Firmware version: 4.0 ,build 07338
- Upload firmware/package: c:\P07001.psu (with a 'Browse...' button)
- Buttons: Upload, Restart system, Shutdown system

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.

6-3-2 Restart/Shutdown System

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



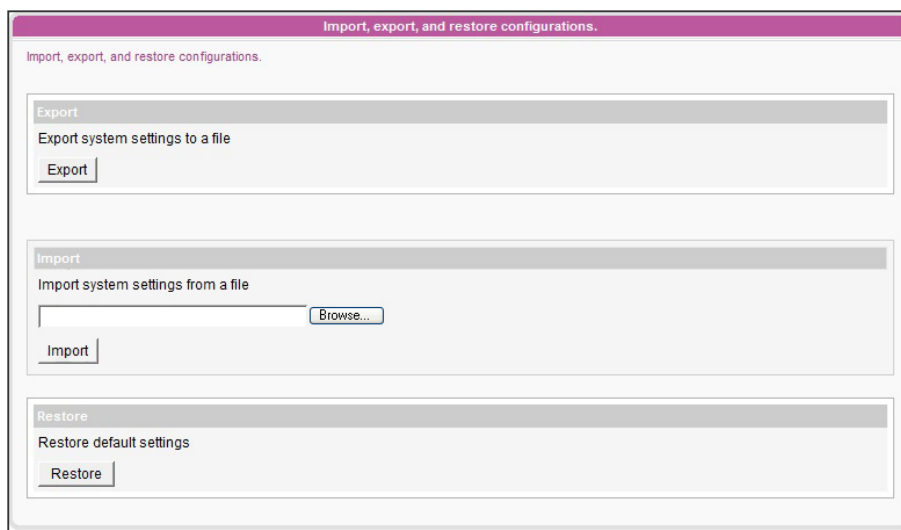
This screenshot is identical to the previous one, but a red box highlights the 'Restart system' and 'Shutdown system' buttons at the bottom of the page.

NOTE

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

6-3-3 Export/Import/Restore System Settings

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



NOTE

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

6-3-4 Remote System Recovery

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



6-4 Display Settings

In this section, you can configure the settings related to the display. Please refer to the following sections for detailed display information of different players.

6-4-1 Display Information for SMP-WEBDUO

In SMP-WEBDUO, you have 4 different output methods for different applications.

A Single:

Output signals to one single display only. You will have best overall system performance by choosing this method.

A A Clone:

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

A B C Extended:

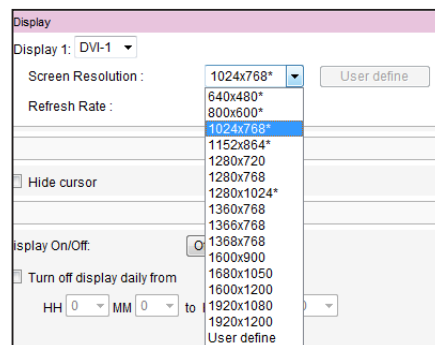
Connect one SMP player to two screens and present one content which will show across these two screens.

A B Distinct:

Connect one SMP player to two screens which present two different contents on each screen. You need to configure the 2nd Web Playlist for the 2nd screen. You can display at most four videos on two screens by choosing this method.

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 cannot see any * after the resolution number, please check you display maker or your VGA/ DVI cable for EDID signal support.

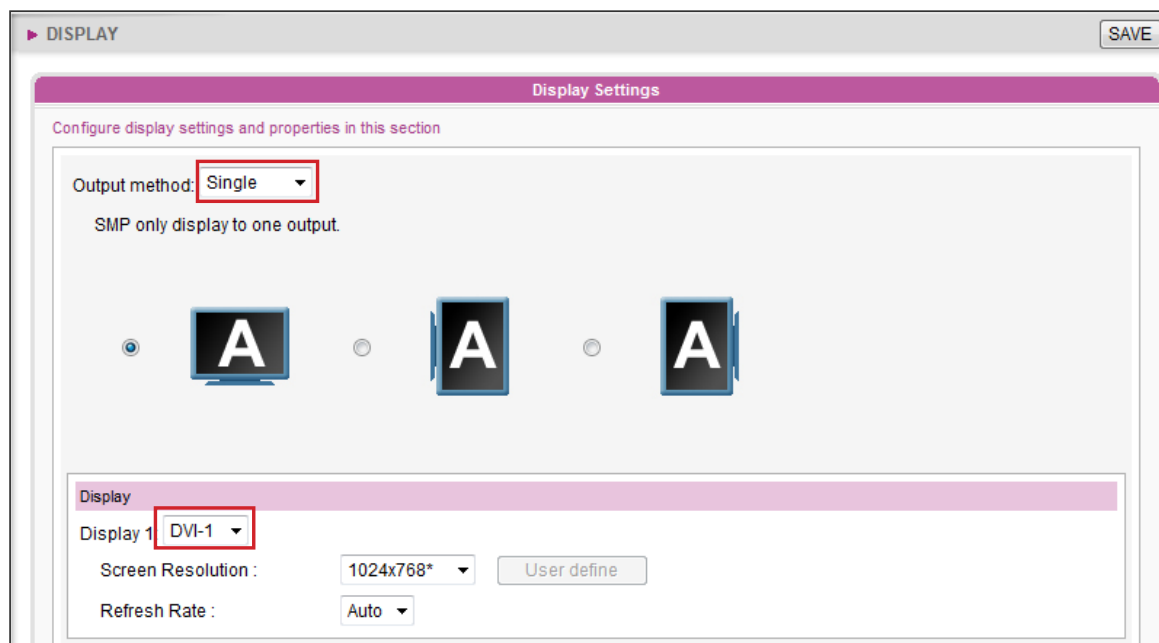


NOTE

1. SMP-WEBDUO supports following predefined screen resolutions: 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1600x1200, 1280x720(720p), 1280x768, 1600x900, 1360x768, 1366x768, 1368x768, 1680x1050, 1920x1080, and 1920x1200.
2. The maximum bit-rate and resolution might be different based on your file encoding methods. We acknowledge video playback results may be influenced by many factors, such as codec, bit-rate, screen resolution, or other components playing 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.

6-4-1-1 Output Method: Single

1. Login SMP Web Manager. Click [**SYSTEM**] and switch to “DISPLAY” page.
2. Choose single mode. SMP-WEBDUO only outputs signals to a display connector.
3. Choose the orientation of the screen.
4. Choose a video source. You can choose VGA, DVI-1, or DVI-2. You can also choose Auto and SMP-WEBDUO will detect connection automatically.
5. Choose a suitable screen resolution and refresh rate. You can specify a predefined screen resolution and refresh rate or enter your own specification by selecting “User define”.

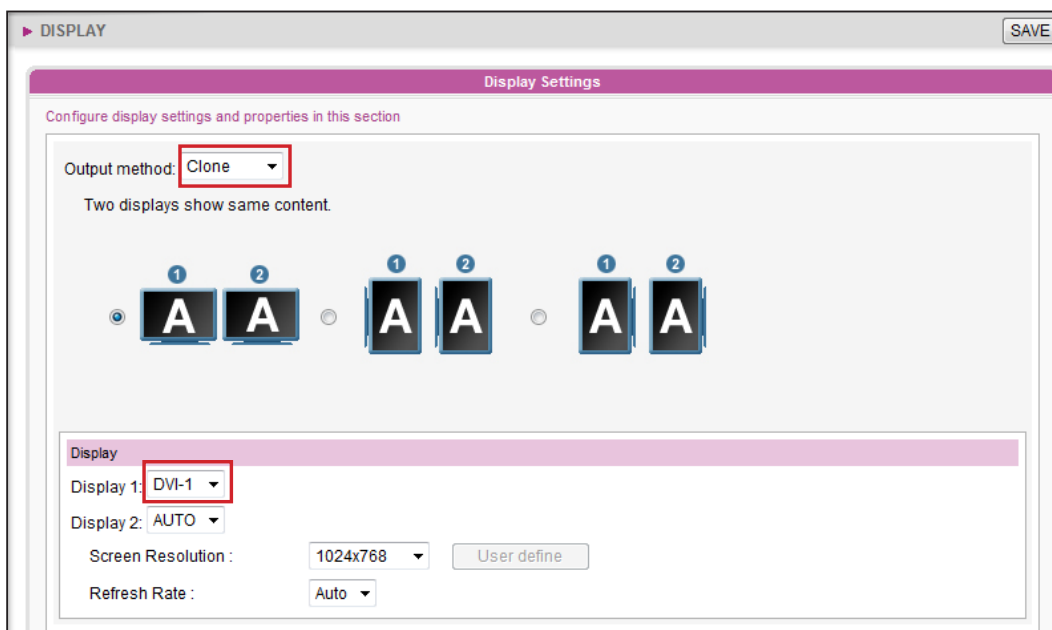


Video Resolution and Specification may differ for different output methods, supporting up to 1080p (1920x1080), Bit rate up to: 20 Mbps (MPEG2), 10~12 Mbps (MPEG4), 8~10 Mbps (WMV), 5~8 Mbps (H.264, 720p only) [Landscape, 25 fps, one video only]

	Landscape Screen	Portrait Screen
Screen Resolution	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240
Video Resolution	1x1080i/1080p (~20M bps) or 2x720p (15M bps) or 2x480p	1x1080i/1080p (~12Mbps, MPEG2 only) or 1x720p (8~10M bps) or 2x480p

6-4-1-2 Output Method: Clone

1. Choose Clone mode. SMP-WEBDUO outputs identical signals to two different screens.
2. Choose the orientation of the two screens.
3. Choose a video source. You can choose VGA, DVI-1, or DVI-2 for two different screens. You can also choose Auto and SMP-WEBDUO will detect connection automatically.
4. 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".



NOTE

Two screens with one identical model for Clone and Extended modes 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.

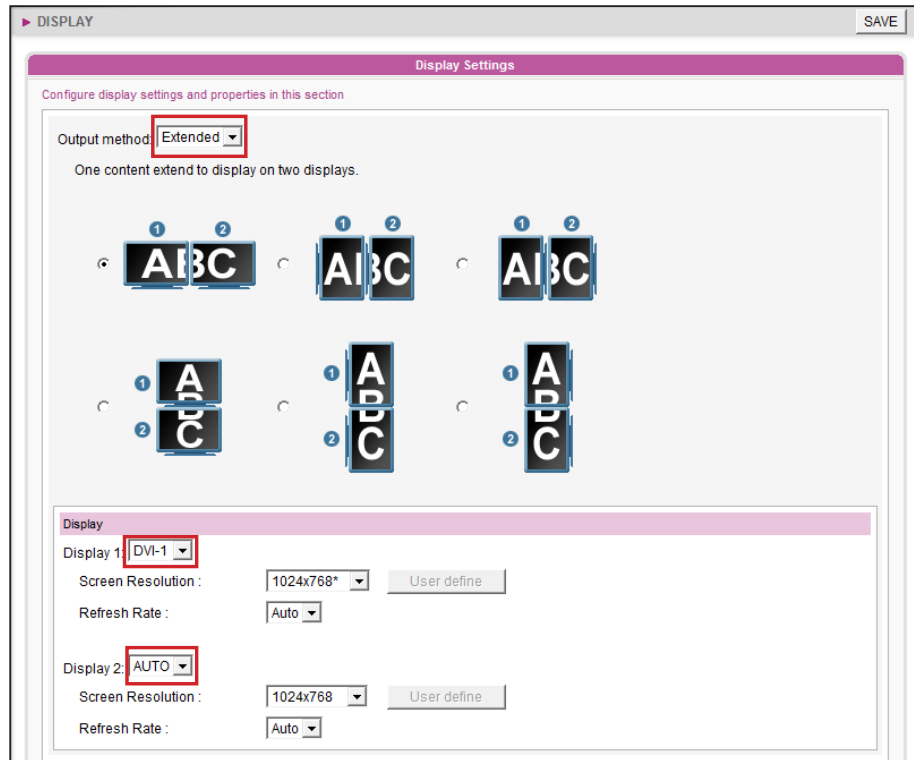
Video Resolution and Specification may differ for different output methods, supporting up to 1080p (1920x1080), Bit rate up to: 20 Mbps (MPEG2), 10~12 Mbps (MPEG4), 8~10 Mbps (WMV), 5~8 Mbps (H.264, 720p only) [Landscape, 25 fps, one video only]

	Landscape Screen	Portrait Screen
Screen Resolution	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240
Video Resolution	1x1080i/1080p (~20M bps) or 2x720p (15M bps) or 2x480p	1 x 1080i/1080p (~12Mbps, MPEG2 only) or 1x720p (8~10M bps) or 2x480p

6-4-1-3 Output Method: Extended

1. Choose Extended mode. SMP-WEBDUO outputs one content to two different screens, but extends the desktop twice of the size.
2. Choose the orientation of the two screens.
3. Choose a video source. You can choose VGA, DVI-1, or DVI-2 for two different screens. You can also choose Auto and SMP-WEBDUO will detect connection automatically.

- 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”.



NOTE

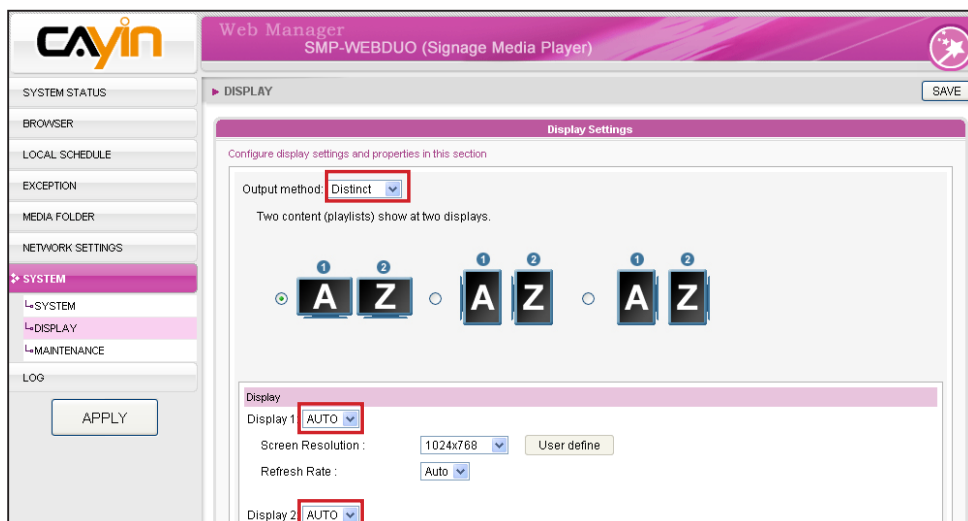
Two screens with one identical model for Clone and Extended modes is strongly suggested. You can only configure one screen resolution for two screens, so the presentation result may be unpredictable if you use two different screens, one of which doesn't support the selected resolution.

Video Resolution and Specification may differ for different output methods, supporting up to 1080p (1920x1080), Bit rate up to: 20 Mbps (MPEG2), 10~12 Mbps (MPEG4), 8~10 Mbps (WMV) , 5~8 Mbps (H.264, 720p only) [Landscape, 25 fps, one video only]

	Landscape Screen	Portrait Screen
Screen Resolution	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240
Video Resolution	1x1080i/1080p (~20M bps) or 2x720p (15M bps) or 2x480p	1x1080i/1080p (~12Mbps, MPEG2 only) or 1x720p (8~10M bps) or 2x480p

6-4-1-4 Output Method: Distinct

1. Choose Distinct mode. SMP-WEBDUO outputs two sets of different signals to two screens, so each screen will present its content.
2. Choose the orientation of the two screens. Then, you must configure settings for two screens respectively.
3. Choose a video source for each screen. You can choose VGA, DVI-1, or DVI-2 for two different screens. You can also choose Auto and SMP-WEBDUO will detect connection automatically.
4. Choose a suitable screen resolution and refresh rate for each screen. You can specify a predefined screen resolution and refresh rate or enter your own specification by selecting "User define".



Video Resolution and Specification may differ for different output methods, supporting up to 1080p (1920x1080), Bit rate up to: 20 Mbps (MPEG2), 10~12 Mbps (MPEG4), 8~10 Mbps (WMV), 5~8 Mbps (H.264, 720p only) [Landscape, 25 fps, one video only]

	Landscape Screen	Portrait Screen
Screen Resolution	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240	User Interface: 1920x1200 Max by User define: 2048x2048 Min. by User define: 320x240
Video Resolution	1x1080i/1080p (~20M bps) or 2x720p (15M bps) or 4x480p	1x1080i/1080p (~12Mbps, MPEG2 only) or 1x720p (8~10M bps) or 4x480p

6-4-2 Display Information for SMP-WEBPLUS/SMP-WEBPLUS-T

NOTE

SMP-WEBPLUS/SMP-WEBPLUS-T does not provide the options: “TV-Out” and “TV-Vscan”.

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

Display Settings




Hide cursor

Screen Resolution : 1360x768* User define

Refresh Rate : Auto

Note 1: Resolution settings depend on your display device and device's DDC (EDID) information. If DDC information does not exist, SMP player can only be used in some standard VESA modes (640x480, 800x600, 1024x768, 1280x1024, 1280x768(60Hz), 1280x720(60Hz), and 1600x1200). If your display does not support DDC (EDID) or SMP player is unable to retrieve a valid DDC information from the display, please use 'User Define' to configure resolution settings instead. Note 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.

Screen Rotation:

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

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

Cancel Back Next

NOTE

In the “portrait” mode or in the listed resolution (1920x1080, 1920x1200, 1600x1200, 1280x1024@75Hz), SMP-WEBPLUS/WEBPLUS-T does not support to play HD video and two videos on one web page.

You can rotate the screen clockwise or counter-clockwise to display portrait presentations.




1. Login SMP-WEBPLUS Web Manager. Click **[SYSTEM]** and switch to “DISPLAY” page.
2. Locate the “Screen Rotation” function and select a suitable one for you.
3. Click **[SAVE]** and **[APPLY]**.

Screen Resolution : 1024x768 User define

Refresh Rate : auto

Note 1: Resolution settings depend on your display device and device's DDC (EDID) information. If DDC information does not exist, SMP player can only be used in some standard VESA modes (640x480, 800x600, 1024x768, 1280x1024, 1280x768(60Hz), 1280x720(60Hz), and 1600x1200). If your display does not support DDC (EDID) or SMP player is unable to retrieve a valid DDC information from the display, please use 'User Define' to configure resolution settings instead. Note 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.

Screen Rotation:

6-4-3 Display Information for SMP-WEB3/WEB3N

NOTE

If you are using SMP-WEB3/WEB3N player, the display will have black area when using composite output mode.

Screen Resolution	640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720(720p), 1280x768, 1600x900, 1360x768, 1366x768
Refresh Rate	Auto, 60, 70, 72, 75
Output	Display output to VGA D-SUB or Composite/S-Video Composite & S-Video only support NTSC/PAL in 800x600 screen resolution. (NTSC/PAL Must configure through jumper)

Display Settings

Hide cursor

Screen Resolution : 1024x768

Refresh Rate : 60

Output : VGA D-SUB

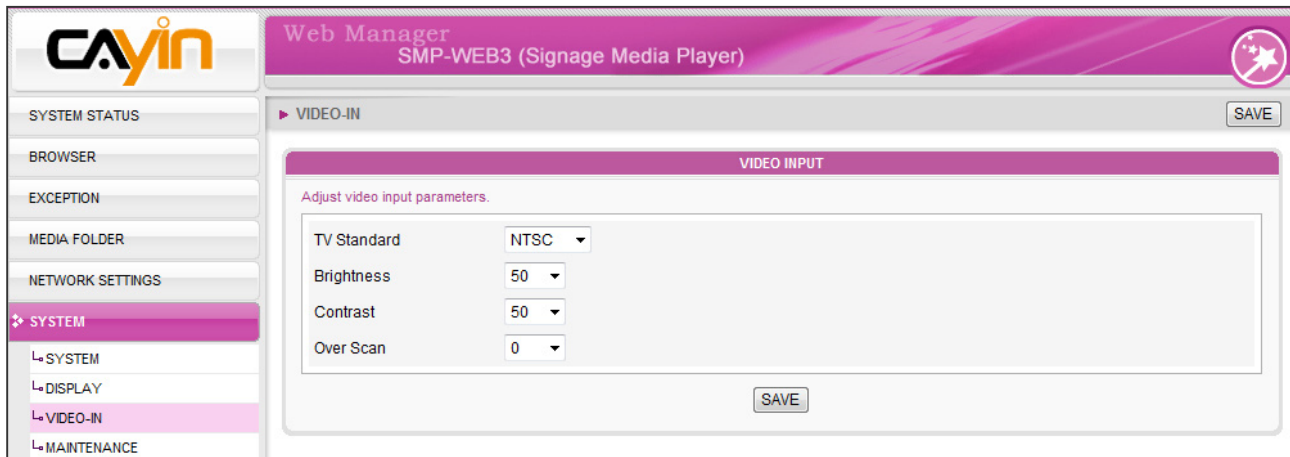
Turn off display daily from
HH 0 MM 0 to HH 0 MM 0

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

Cancel Back Next

6-4-4 Video Input Settings (SMP-WEB3 only)

1. Login SMP Web Manager
2. Click [**SYSTEM**] and switch to “VIDEO IN” page.
3. Please refer to the following table for all functions.



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.
Over scan	To adjust the over scan from 0 to 100 by every 5 degrees. This option is for you to zoom in and out of video input signals.

6-4-5 User Define Resolution (WEBPLUS/PLUS-T and WEBDUO)

If you cannot select a suitable resolution on the list, you can choose “User Define” resolution.

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

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.

3. Choose either “Basic Configuration” (Recommended) or “Advanced Configuration”. For “Basic Configuration”, you just need to enter a compatible resolution and refresh rate for your display. For “Advanced Configuration”, you must enter all necessary parameters, provided by your display vendor to drive the graphic output.
4. Click [**Save**] and go back to the “Display Settings” page.
5. Click [**Save**] again and click [**Apply**].

6-4-6 Hide Cursor

Enable this option to hide mouse cursor on displayed screen.

1. Enable the function “Hide cursor”.
2. Click [**SAVE**] and [**APPLY**].

The screenshot shows the 'Web Manager' interface for 'SMP-WEB3N (Signage Media Player)'. The left sidebar contains navigation options: SYSTEM STATUS, BROWSER, EXCEPTION, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM (selected), SYSTEM, DISPLAY (selected), MAINTENANCE, and LOG. Below the sidebar is an 'APPLY' button. The main content area is titled 'DISPLAY' and contains a 'Display Settings' section. The 'Hide cursor' checkbox is checked and highlighted with a red box. Other settings include Screen Resolution (1360x768), Refresh Rate (60), and Output (VGA D-SUB). There are 'Off' and 'On' buttons for 'Display On/Off', and a 'Turn off display daily from' section with time pickers. At the bottom, there are 'APPLY' and 'SAVE' buttons.

6-4-7 Turn on / Turn off Display

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




1. Click [**SYSTEM**] and switch to “DISPLAY” page.
2. Please refer to the following table for more functions.

Screen Resolution : 1024x768 User define

Refresh Rate : auto

Note 1: Resolution settings depend on your display device and device's DDC (EDID) information. If DDC information does not exist, SMP player can only be used in some standard VESA modes (640x480, 800x600, 1024x768, 1280x1024, 1280x768(60Hz), 1280x720(60Hz), and 1600x1200). If your display does not support DDC (EDID) or SMP player is unable to retrieve a valid DDC information from the display, please use 'User Define' to configure resolution settings instead. Note 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.

Screen Rotation:

Display On/Off: Off On

Turn off display daily from

HH 1 MM 0 to HH 6 MM 0

Turn off display all day long on the following day(s):

Mon Tue Wed Thu Fri Sat Sun

NOTE

If you choose the display output from Composite/S-Video on SMP-WEB3/WEB3N, you will not be able to turn on/off the display remotely.

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.

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

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

7. Touch Panel Support (SMP-WEBPLUS-T)

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7-2 Configure Parameters of Touch Panel	89
7-3 Screen Saver Mode	90

NOTE

SMP-WEBDUO, SMP-WEBPLUS, SMP-WEB3, and SMP-WEB3N do not support HID touch panel.

NOTE

Only touch panels (controller) with USB interface are supported. You must plug the USB cable to the touch panel before turning on the SMP player.

SMP-WEBPLUS-T supports HID Compliance touch panel devices. You can easily create an interactive digital signage with the SMP-WEBPLUS-T player.

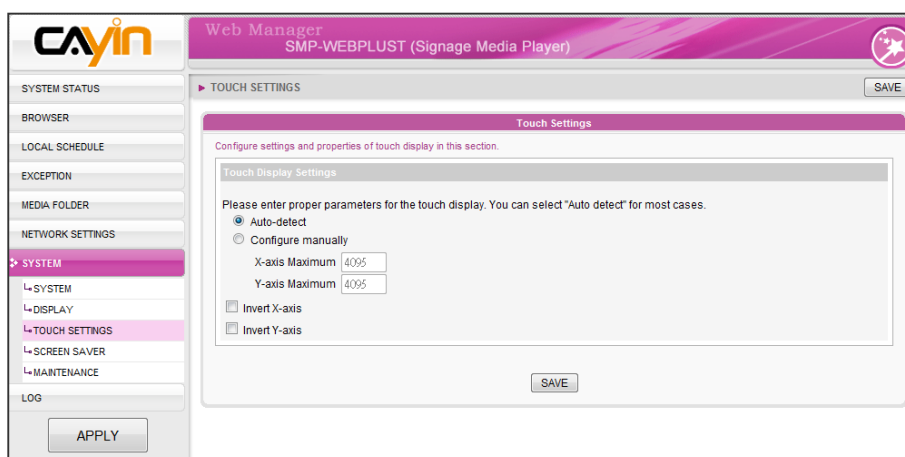
7-1 Verified Touch Panel

The following touch panels are tested and verified by CAYIN. However, we suggest you consult the manufacture of the touch panel and test it with CAYIN’s player before you decide the suitable model for your applications.

Touch Manufacture	Detail
Elo TouchSystems (Tyco Electronics)	Website: http://www.elotouch.com Technology: SAW Size: 19” Display Maker: Elo
Lumio	Website: http://www.lumio.com Technology: Optical Size: 17” & 42” Display Maker: Chilin
NextWindow	Website: http://www.nextwindow.com Technology: Optical Size: 32” Display Maker: Chilin

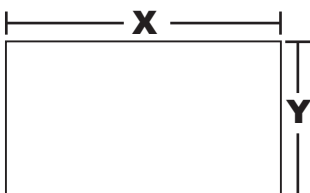
7-2 Configure Parameters of Touch Panel

Calibration is not necessary for most touch panels that CAYIN tested. Please log in Web Manager and go to "SYSTEM > TOUCH SETTINGS" page for further parameter configuration information.



NOTE

X and Y axes will not be changed when you rotate the screen (from landscape to portrait).

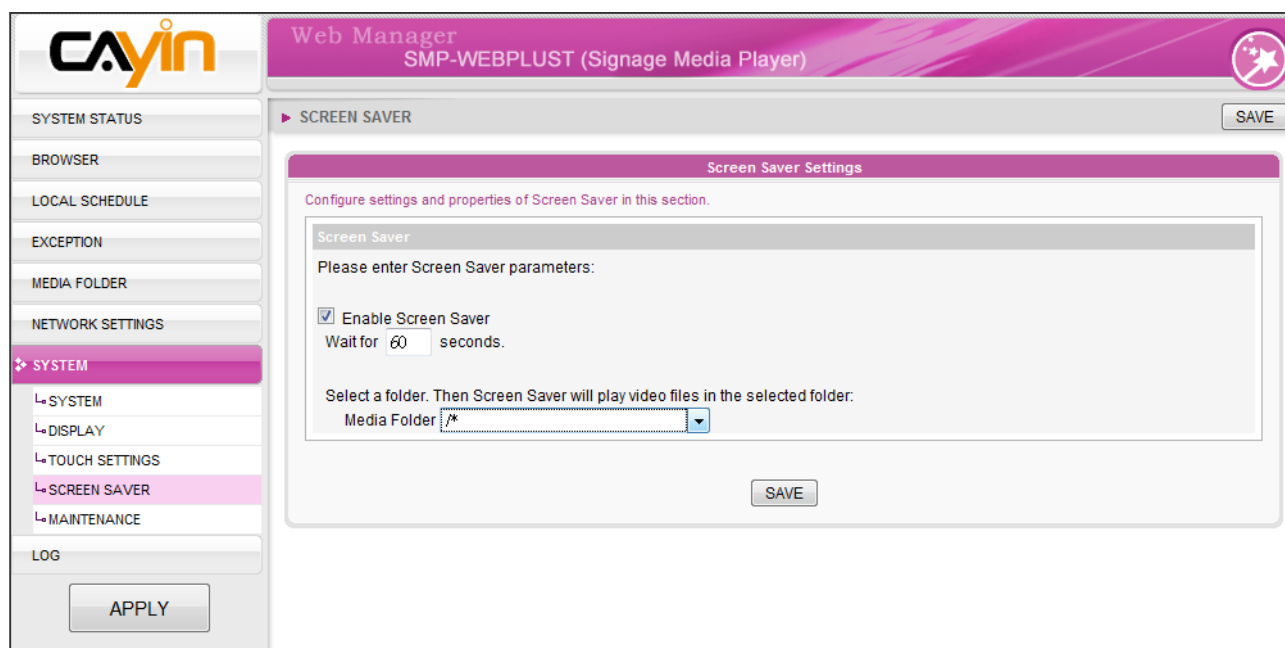


- **Auto-detect:** Automatically read parameters from the Touch controller. This is the default setting.
- **Configure manually:** Enter suitable X and Y axis parameters here. You can consult the touch manufacture or try it by yourself.
- **Invert X/Y-axis:** If the cursor moves toward the opposite direction, you need to enable this function. For example, if the cursor moves to your right-hand side, while you actually move your finger from right to left, please enable "Invert X-axis". If the cursor moves toward the upside, while you actually move down your finger, please enable "Invert Y-axis".

7-3 Screen Saver Mode

SMP-WEBPLUS-T supports Screen Saver mode. You can configure the Screen Saver settings and properties here.

1. Login SMP Web Manager. Click [**SYSTEM**] and switch to “Screen Saver” page.
2. Tick “Enable Screen Saver” option to activate screen saver function. The system will automatically go into screen saver mode when the player idled for a period of time (such as 60 seconds).
3. Select a media folder. Screen Saver will play video files located in the selected folder.
4. Click [**SAVE**] and [**APPLY**].



8. Network Settings

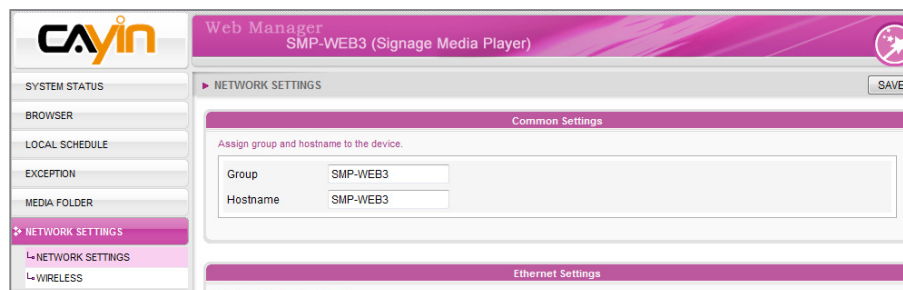
8-1 Ethernet.....	92
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In this section, you can assign a group name and hostname for a SMP player and define the network connection mode. SMP players with the same Group name will be managed altogether for content update and central scheduling.

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.

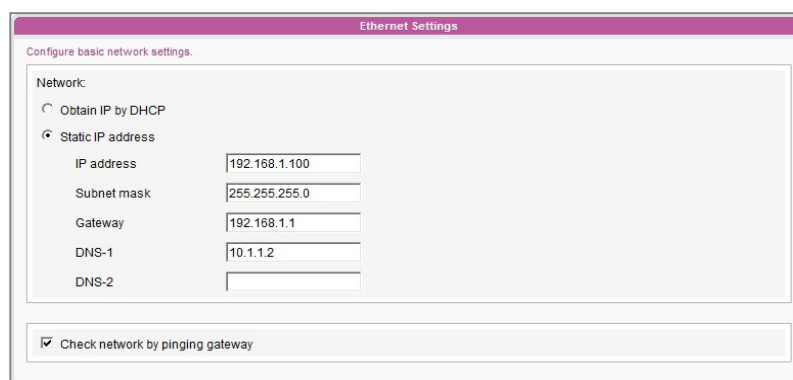


NOTE

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.

2. Enter a “Group” name and a “Hostname” of SMP.
3. Select “DHCP Client” if the network supports DHCP protocol for obtaining the IP address automatically. To use static IP address, enter the relevant information in “Static IP Address” settings.
4. Click [**SAVE**] and [**APPLY**] to apply those settings.



NOTE

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

NOTE

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

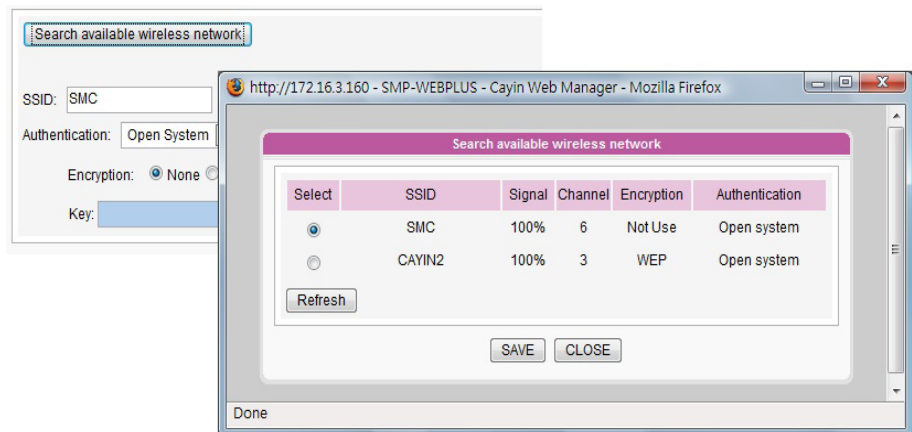
NOTE

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

8-2 Wireless Network

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

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



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

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

NOTE

SMP-WEB series will play the default playlist specified in “Browser” section automatically when the connection to the remote server resumes.

8-3 Off-Line Settings

In this section, you can set an alternative action when the remote server is disconnected. If you enable this feature, SMP-WEB series player will try to send requests periodically to the URL set in “Checking following URL”. When SMP player fails to connect to the URL, it will take the alternative action to play contents in Media Folder, so that you will not suffer blank or error pages.

1. Login Web Manager. Click [**EXCEPTION**] and you will see the “EXCEPTION” page.
2. Check the box of “Enable Exception function”.
3. Assign a URL to detect the network connection. SMP will send a request to the URL periodically to check the availability of the URL and determine if the network connection is OK or not.
4. Enable “Check Network Every [...] seconds” and specify how often SMP should check the status of network connection.
5. Then, specify a playlist which you want to play during the network disconnection. Or, select to show the login page of Web Manager when the network is disconnected.
6. After completing settings, click [**SAVE**] and [**APPLY**] so that those settings will come into effect.

Enable Exception function

Checking the URL

Check network status every seconds

When network disconnects, play:

Playlist

No program (Web Manager)

9 LOG Management

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In this chapter, you can make related settings of log files. Log function helps you to create or read log records. Syslog function allows log software in your PC to retrieve log records and further analyze them.

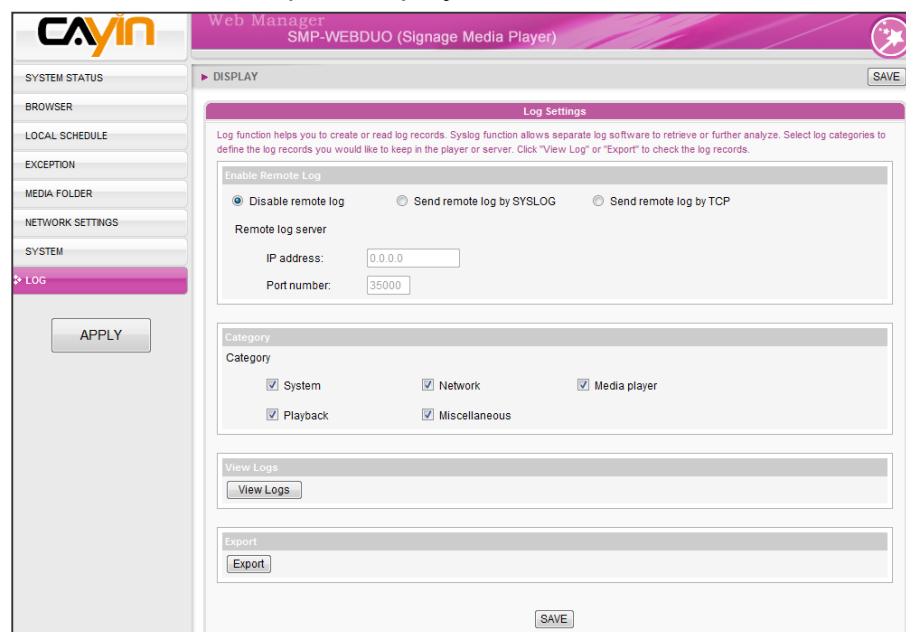
9-1 Enable Syslog

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

1. Login SMP Web Manager, and go to the [**LOG**] page.
2. Enable remote log. Select “Send remote log by SYSLOG” or “Send remote log by TCP” and enter the IP address of your designated server. If you choose to send log by TCP, log records can be assured to transmit completely without losing packet if SMP is online.
3. You can select log categories to define those log records you would like to keep in the player or server.

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.



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

9-2 View Logs

You can check log records in a SMP player.

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

The screenshot shows a 'View Logs' dialog box. At the top, there is a 'View Logs' button highlighted with a red box and a red arrow pointing down to the main log display area. The log display area has a title bar 'View logs' and contains a table of log entries. The table has columns for Date / Time, Type, Category, and Message. The entries are as follows:

Date / Time	Type	Category	Message
Mon Jun 29 17:48:30 2009	INFORMATION	PLAYBACK	[SMP-WEBDUO]: PLAYBACK: Play /Serenity - HD DVD - 720p - 10M.mp4
Mon Jun 29 17:49:15 2009	INFORMATION	PLAYBACK	[SMP-WEBDUO]: BILLING: /Star Trek (2009) - 720p - 10M.mp4;130
Mon Jun 29 17:49:16 2009	INFORMATION	MEDIA PLAYER	[SMP-WEBDUO]: PLAYER: Player exit. (ID=20)
Mon Jun 29 17:49:16 2009	INFORMATION	PLAYBACK	[SMP-WEBDUO]: BROWSER: Play item 2: Star Trek (2009) - 720p - 10M.mp4; 133 seconds.
Mon Jun 29 17:49:18 2009	INFORMATION	PLAYBACK	[SMP-WEBDUO]: PLAYBACK: Play /Serenity - HD DVD - 720p - 10M.mp4
Mon Jun 29 17:50:49 2009	INFORMATION	PLAYBACK	[SMP-WEBDUO]: BILLING: /Serenity - HD DVD - 720p - 10M.mp4;139
Mon Jun 29 17:50:50 2009	INFORMATION	MEDIA PLAYER	[SMP-WEBDUO]: PLAYER: Player exit. (ID=10)
Mon Jun 29 17:50:50 2009	INFORMATION	PLAYBACK	[SMP-WEBDUO]: BROWSER: Play item 3: Serenity - HD DVD - 720p - 10M.mp4; 141 seconds.
Mon Jun 29 17:50:52 2009	INFORMATION	PLAYBACK	[SMP-WEBDUO]: PLAYBACK: Play /Gee - 720p - 3M.mp4

At the top of the log display area, there are navigation buttons: 'Page', 'Prev', '940', 'Next', 'Refresh', 'Clear all logs', and 'Close'.

NOTE

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

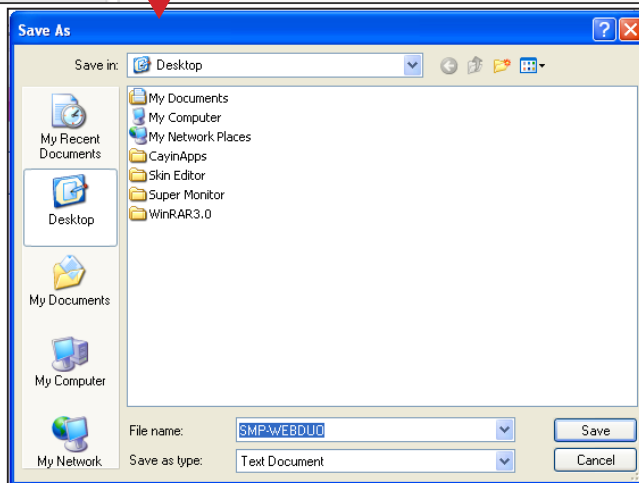
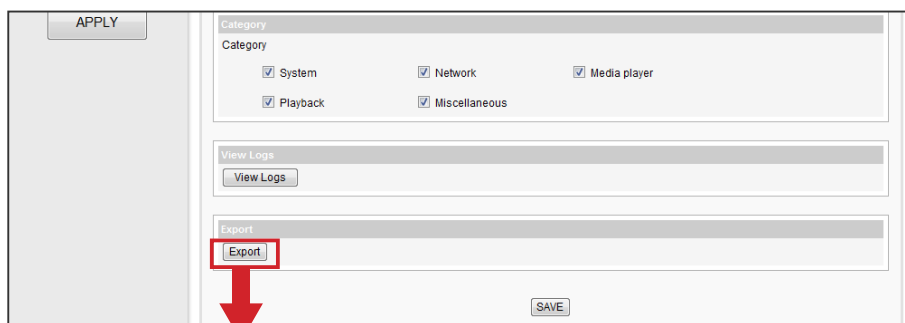
NOTE

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

9-3 Export Log File

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

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



10. SMP Console

By pressing CTRL-ALT-Backspace, you can exit GUI mode into text console to make some low-level management. After you set the configuration here, those changes take effect after the system restarts.

1. View System Information

View firmware, CPU, memory, and disk information.

2. Network Administration

Configure Ethernet network.

3. System Update

Upload system update file or patch (.fsu or .psu) file from USB storage device. Contact your reseller for these files, store them in a USB flash disk (FAT32) and insert the USB storage device into a SMP player's USB socket. You can upload files here or from the Web Manager.

4. Manage Storage (Advanced User Only)

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

Format Internal Hard-disk

This function is especially for those system maintainers who need to format the internal hard-disk. Please note that this function will format your hard-disk and you will lose all data in the disk. Follow the questions in the procedure.

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.

5. Reset Password

Reset the Web Administration's password to admin.

6. Restart

Restart the system.

7. Shutdown

Shutdown (turn-off) the system.

NOTE

You can not format the internal hard disk of SMP-WEBPLUS/SMP-WEBPLUS-T (P/N: LB-500)

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 pressing 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 sticked 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 choose to recover system, configuration or resource altogether or separately. For example, you can only recover the system firmware first. If it works, all configurations and resources will be kept after system is restored.

Appendix

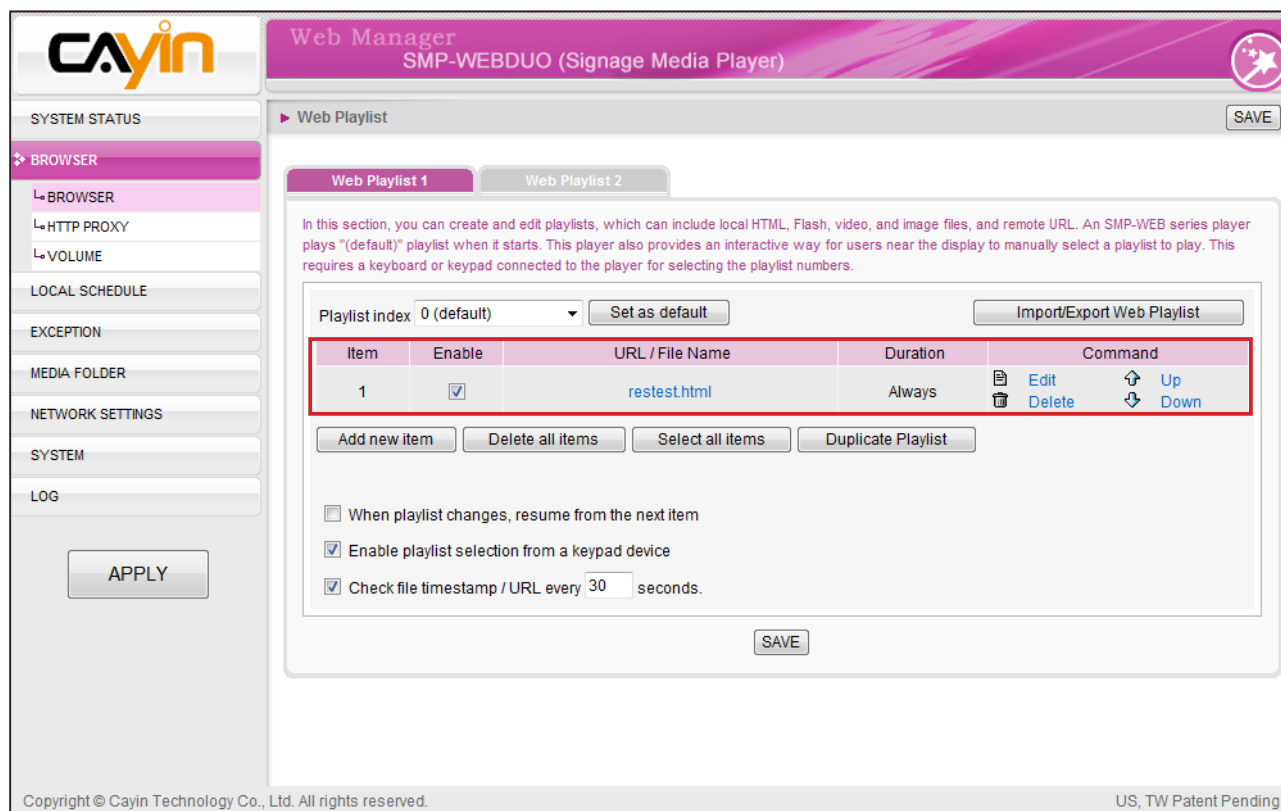
Appendix A: Test the Resolution of Your Display 104

Appendix B: Use “log_rcv” to collect syslog from players106

Appendix A: Test the Resolution of Your Display

You can use the testing file in the product CD (\Tool\resolution_test\retest.html) to test the resolution of your display. By using this file, you can check the real presentation of your display, either when you install a SMP-WEB series player for the first time or change to a new display.

1. Insert the product CD into your CD-ROM, and copy these two files, retest.html and retest.jpg (\Tool\resolution_test), to the Media Folder of a SMP-WEB series player via Network Neighborhood.
2. Login the Web Manger of the SMP. Click [**BROWSER**] and select the “BROWSER” page. Then, add this HTML file as an item in the default playlist.
3. When the SMP player displays this file on the screen, you will see the current resolution of your screen indicated on the picture.



Use the page to check the actual Resolution of your display.

W: 640

H: 480

W: 800

H: 600

W: 852/856

H: 720

H: 768

W: 1024

H: 900

H: 1024

H: 1080 Full HD Movie Standard

W: 1280

W: 1360/1366

W: 1440

W: 1600

W: 1680

W: 1920 Full HD Movie Standard

CAYIN

Congratulations!
Your display supports Full-HD Resolution.

CAYINTECH.COM

NOTE

DO NOT run the program "log_rcv.exe" directly in the CD.

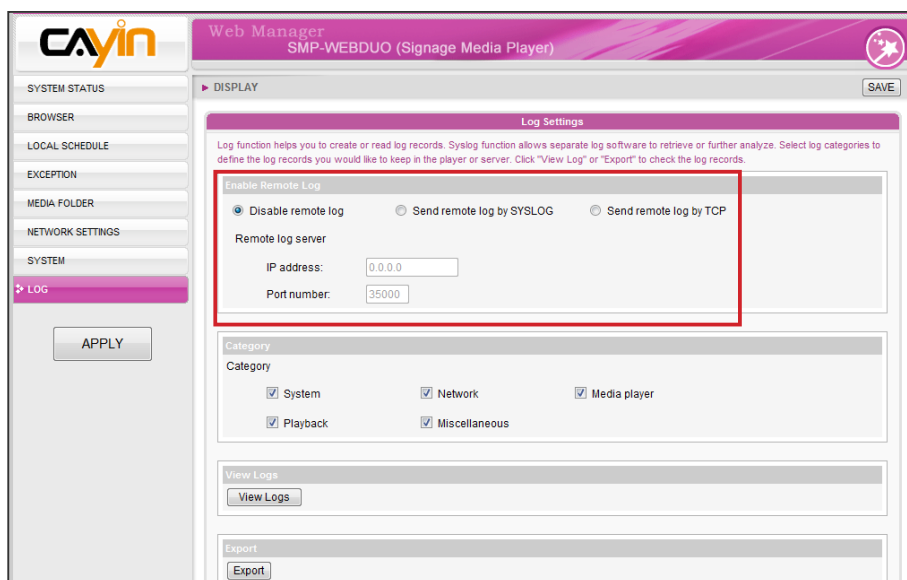
NOTE

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

Appendix B: Use "log_rcv" to collect syslog from players

"log_rcv.exe" is a simple tool helping you to collect syslogs from SMP players. 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 been 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>