



CAYIN TECHNOLOGY

## SIGNAGE MEDIA PLAYER: SMP-WEB SERIES

# User Manual

### **SMP-WEB4**

Version 1.5

Version 2.0

### **SMP-WEBDUO**

Version 2.5

Version 3.0

### **SMP-WEBPLUS**

Version 6.5

Version 7.0

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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 page and Flash 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-WEB series players can easily be extended to provide interactive services incorporating with touch screens.

## 1-1 SMP-WEB4 Appearance

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



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

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



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

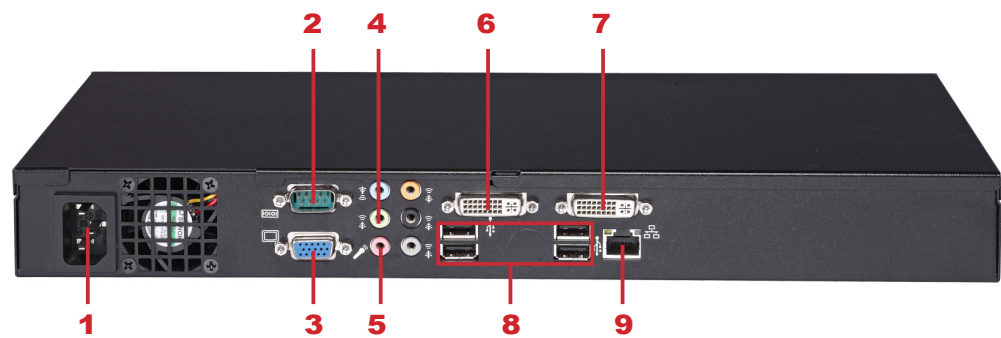
# 1-2 SMP-WEBDUO Appearance

## 1-2-1 Front View (P/N: LB-650-A, LB-650-B)



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

## 1-2-2 Rear View (P/N: LB-650-A, LB-650-B)



- 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

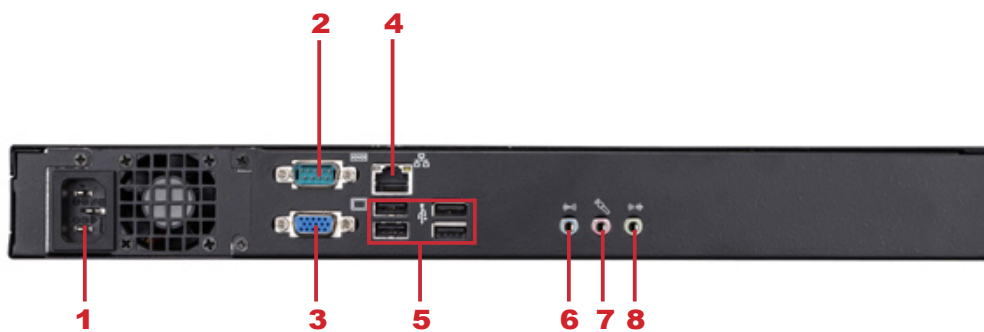
## 1-3 SMP-WEBPLUS Appearance

### 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.** USB×4  
**6.** Line-In (reserve for future use) **7.** Mic-In (reserve for future use) **8.** Audio-Out

# 1-4 Hardware Specifications

	<b>SMP-WEBPLUS (P/N: LB-300)</b>	<b>SMP-WEBDUO (P/N: LB-650-A, LB-650-B)</b>	<b>SMP-WEB4 (P/N: LB-700)</b>
<b>CPU</b>	Celeron Processor	LB-650-A: Dual Core Celeron LB-650-B: Core2Duo	Atom Processor
<b>Dimension</b>	44 (H) x 380 (W) x 195 (D) mm	44 (H) x 380 (W) x 195 (D) mm	47 (H) x 268 (W) x 174 (D) mm
<b>Material</b>	Aluminum + Steel	Aluminum + Steel	Aluminum + Steel (Fanless)
<b>Color</b>	Silver & Black	Silver & Black	Dark Gray
<b>Net Weight</b>	4.4 Kg (with hard drive)	4.4 Kg (with hard disk)	2.2 Kg (with hard drive)
<b>Network</b>	10/100/1000 Mbps Ethernet	10/100/1000 Mbps Ethernet	10/100/1000 Mbps Ethernet
<b>Internal Storage</b>	160GB, 3.5" IDE HDD	320GB, 3.5" SATA HDD	160GB, 2.5" SATA HD (Share with system software)
<b>Video</b>	VGA D-Sub	VGA D-Sub x 1 DVI-D x 2 (No HDCP support)	VGA D-Sub DVI-D (no HDCP support)
<b>Audio</b>	Phone Jack (Stereo)	Phone Jack (Stereo)	RCA (Stereo)
<b>Video In</b>	N/A	N/A	S-Video
<b>Audio In</b>	N/A	N/A	RCA (Stereo)
<b>Power</b>	100~240V AC (with internal adaptor)	100~240V AC (with internal adaptor)	100~240V AC (with external adaptor)
<b>Others</b>	RS-232 (COM), USB x 4	RS-232 (COM), USB x 4	RS-232 x 2 (COM), USB x 4
<b>Certificate</b>	CE, FCC, RoHS	CE, FCC, BSMI, RoHS	CE, FCC, LVD, CB, CCC, RoHS

# 1-5 System Specifications

	<b>SMP-WEBPLUS (P/N: LB-300)</b>	<b>SMP-WEBDUO (P/N: LB-650-A, LB-650-B)</b>	<b>SMP-WEB4 (P/N: LB-700)</b>
<b>Playback File Format</b>	<ul style="list-style-type: none"> <li>• WEB: Build-in Firefox 3.6; support W3C HTML format and JavaScript 1.8.2</li> <li>• Flash: Support Adobe Flash Player V10.2</li> <li>• Image: JPEG/GIF<sup>1</sup>/BMP; support image resolution up to 1920x1080 (2 million pixels)</li> </ul>		
<b>Video Files</b>	<ul style="list-style-type: none"> <li>• MPEG/MPG/VOB/MP3/MP4</li> <li>• WMV/WMA</li> <li>• AVI</li> </ul>		
<b>CODEC<sup>3</sup></b>	<ul style="list-style-type: none"> <li>• MPEG-1, MPEG-2 PS, MPEG-2 TS, MPEG-4 ISO</li> <li>• MP3 (MPEG AUDIO LAYER 3)</li> <li>• WMV 7/8/9</li> <li>• WMA 7/8</li> <li>• RAW DV</li> <li>• H.264<sup>2</sup></li> </ul>		
<b>Network Streaming</b>	<ul style="list-style-type: none"> <li>• CAYIN RTB (Encapsulation Method: MPEG TS, Codec: MPEG-2/MPEG-4, bit rate: 1~5 Mbps)</li> <li>• RTP (Encapsulation Method: MPEG TS, Codec: MPEG-2/MPEG-4)</li> <li>• HTTP/MMS</li> </ul>		
<b>Video Resolution<sup>3</sup></b>	<ul style="list-style-type: none"> <li>• 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]<sup>2</sup></li> <li>• 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.</li> </ul>	<ul style="list-style-type: none"> <li>• 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]<sup>2</sup></li> <li>• Video resolution and specification may differ for different output methods. Please refer to Chapter 7-4 for details.</li> </ul>	<ul style="list-style-type: none"> <li>• Video resolution and specification may differ for different output methods, supporting up to 720p (1280x720); bit rate up to: 10 Mbps (MPEG2), 8~9 Mbps (MPEG4), 4~8 Mbps (WMV), 3 Mbps (H.264) [Landscape, 25 fps, single video playback]</li> <li>• To avoid system running in low performance, we suggest you do not use the portrait screen and high screen resolution when SMP player is playing high definition video.</li> </ul>

	<b>SMP-WEBPLUS (P/N: LB-300)</b>	<b>SMP-WEBDUO (P/N: LB-650-A, LB-650-B)</b>	<b>SMP-WEB4 (P/N: LB-700)</b>
<b>Display Output<sup>3</sup></b>	<ul style="list-style-type: none"> <li>Screen Resolutions: 640x480, 800x600, 1024x768, 1152x864, 1280x720 (720p), 1280x768, 1280x1024, 1360x768, 1366x768, 1368x768, 1600x900, 1600x1200, 1680x1050, 1920x1080, 1920x1200 and user define resolution<sup>3,4</sup></li> <li>Screen resolution up to 2048x2048 by User-define function</li> <li>Portrait Mode: Support 90 and 270 degree display rotation</li> </ul>	<ul style="list-style-type: none"> <li>Screen Resolutions: 640x480, 800x600, 1024x768, 1152x864, 1280x720 (720p), 1280x768, 1280x1024, 1360x768, 1366x768, 1368x768, 1600x900, 1600x1200, 1680x1050, 1920x1080, 1920x1200 and user define resolution<sup>3,4</sup></li> <li>Screen resolution up to 2048x2048 by User-define function</li> <li>Portrait Mode: Support 90 and 270 degree display rotation</li> </ul>	<ul style="list-style-type: none"> <li>Screen resolutions: 640x480, 800x600, 1024x768, 1152x864, 1280x720 (720p), 1280x768, 1280x1024, 1360x768, 1366x768, 1600x900 and user define resolution<sup>3,4</sup></li> <li>Screen resolution up to 2048x2048 by User-define function</li> <li>Portrait Mode: Support 90 and 270 degree display rotation</li> </ul>
<b>Network Interface</b>	<ul style="list-style-type: none"> <li>10/100/1000 Mbps Ethernet</li> <li>802.11b/g/n wireless LAN adaptor (optional)</li> <li>3G data network (optional)</li> </ul>	<ul style="list-style-type: none"> <li>10/100/1000 Mbps Ethernet</li> <li>802.11b/g/n wireless LAN adaptor (optional)</li> <li>3G data network (optional)</li> </ul>	<ul style="list-style-type: none"> <li>10/100/1000 Mbps Ethernet</li> <li>802.11 b/g/n WIFI controller (optional)</li> <li>3G data network (optional)</li> </ul>
<b>Network Protocols</b>	<ul style="list-style-type: none"> <li>Support static IP and dynamic IP (DHCP)</li> <li>Support HTTP, SMB, ICMP</li> <li>Support network detection and will automatically change to backup off-line content during network disconnection</li> </ul>		
<b>Detect EDID/DDC parameters</b>	<ul style="list-style-type: none"> <li>Support</li> </ul>	<ul style="list-style-type: none"> <li>Support</li> </ul>	<ul style="list-style-type: none"> <li>Support</li> </ul>
<b>Other</b>	<ul style="list-style-type: none"> <li>Connect to a keyboard or mouse</li> <li>Switch playlist by entering keypad key (0~9)</li> </ul>		
<b>System Disk</b>	<ul style="list-style-type: none"> <li>Disk-on-Module (Flash)</li> </ul>	<ul style="list-style-type: none"> <li>HDD (Share with content disk)</li> </ul>	<ul style="list-style-type: none"> <li>HDD (Share with content disk)</li> </ul>
<b>HID Touch Support</b>	<ul style="list-style-type: none"> <li>Support</li> </ul>	<ul style="list-style-type: none"> <li>Support</li> </ul>	<ul style="list-style-type: none"> <li>Support</li> </ul>

**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 the 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.

## 1-6 Install SMP-WEB Series

### 1-6-1 Install Hardware

1. Open SMP package.
2. Connect the Ethernet to LAN port. (By default, SMP will get an IP address from a DHCP server.)
3. Connect the VGA 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.

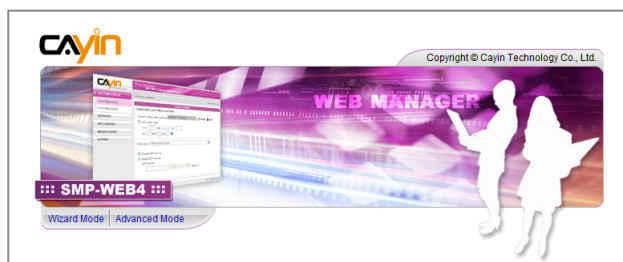
### 1-6-2 Login on SMP-WEB Series

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

#### 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**

#### 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.

#### NOTE

Except for the initial installation of SMP, we suggest you to manage or change settings of SMP by remote PC, instead of doing it directly from the player.



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

## Wizard Mode

The screenshot shows the 'Web Manager' interface for 'SMP-WEB4 (Signage Media Player)'. The left sidebar indicates 'Step 1 Ethernet Configuration'. The main area is titled 'Network Wizard: Ethernet Configuration'. It contains two sections: 'Common Settings' with 'Group' and 'Hostname' both set to 'SMP-WEB4', and 'Ethernet Settings' with 'Network' options. The 'Obtain IP by DHCP' option is selected. Below it are input fields for 'IP address', 'Subnet mask', 'Gateway', 'DNS-1', and 'DNS-2'.

## Advanced Mode

The screenshot shows the 'Web Manager' interface for 'SMP-WEB4 (Signage Media Player)'. The left sidebar shows 'NETWORK SETTINGS' selected. The main area is titled 'NETWORK SETTINGS' and includes a 'SAVE' button. It contains two sections: 'Common Settings' with 'Group' and 'Hostname' both set to 'SMP-WEB4', and 'Ethernet Settings' with 'Network' options. The 'Obtain IP by DHCP' option is selected. Below it are input fields for 'IP address', 'Subnet mask', 'Gateway', and 'DNS-1'.

**NOTE**

If the IP address of SMP player shown in CAYIN Device Seeker is 169.254.x.x, it means that SMP player cannot successfully get an IP address from the DHCP server. In this circumstance, you can login directly on the SMP player first (refer to **1-6-2 Login on SMP-WEB series**). Then, change the network setting to static IP or change the IP address of your PC to the same subnet (169.254.x.x). Finally, you can start to manage the player remotely on your PC.

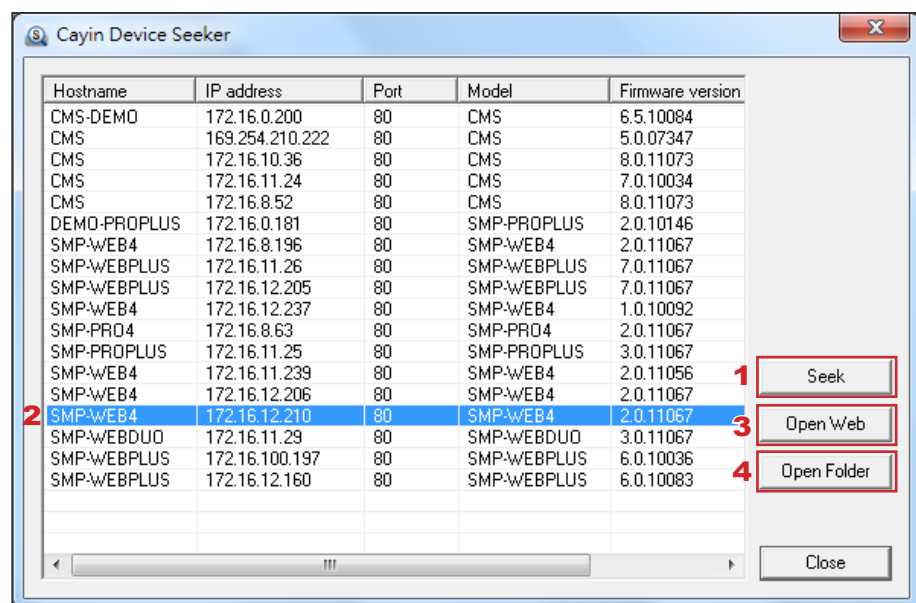
**NOTE**

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

## 1-6-3 Remote PC Login

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

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



## 1-7 Wall Mount Installation

If you want to mount your SMP player on the wall, please read this section for installation instructions. Here we take SMP-WEB4 for illustration.

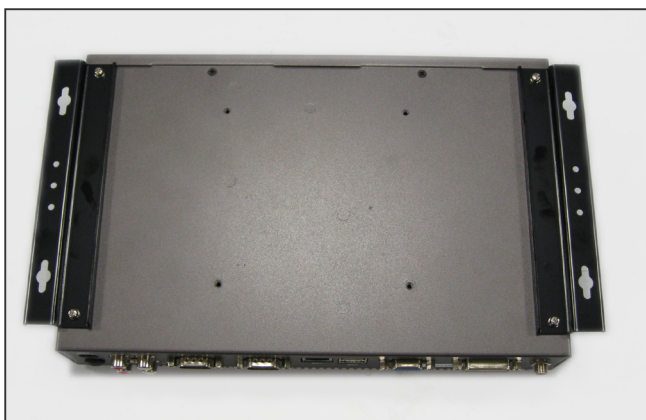
### NOTE

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

1. Please find the enclosed brackets and mounting screws.



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



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



---

# 2 ■ Configuration in Wizard Mode

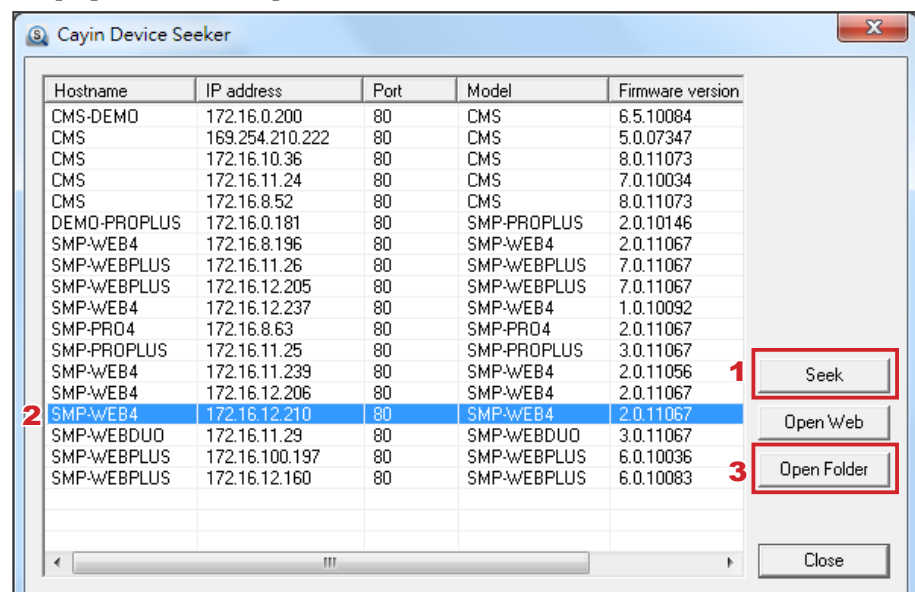
<b>2-1 Upload Files to SMP Player .....</b>	<b>13</b>
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## 2-1 Upload Files to SMP Player

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\seeker.exe). You can also copy this file to your PC for future management.
2. Click [**Seek**] and the seeker will search all available SMP clients or CMS servers in the same LAN. When the devices are found, select the one you want to connect, and click [**Open Folder**].



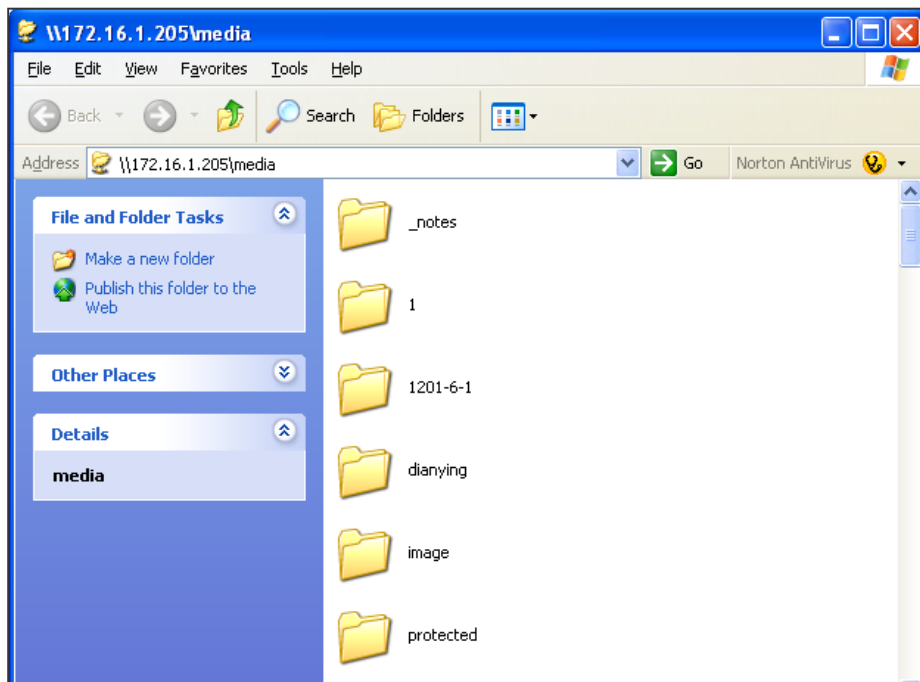
### NOTE

Your PC and 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:

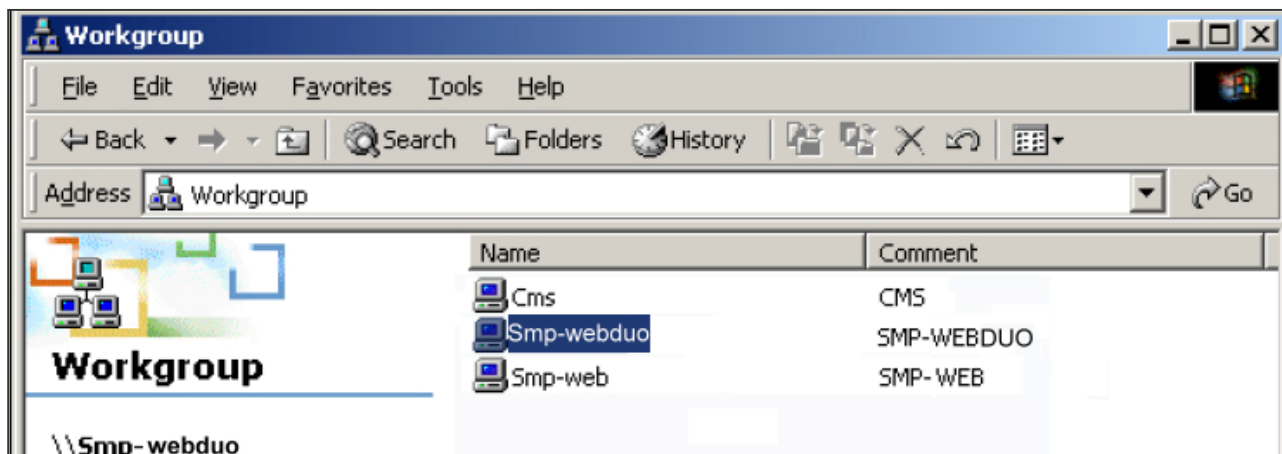
1. Open [**File Explorer**], and enter the "**\\SMP player's hostname**" or "**\\SMP player's IP address**". For example, if the SMP player's hostname is SMP-WEBDUO, please enter \\SMP-WEBDUO or \\172.16.1.205.



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.

### Method 4:

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

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

### Method 5:

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

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

### NOTE

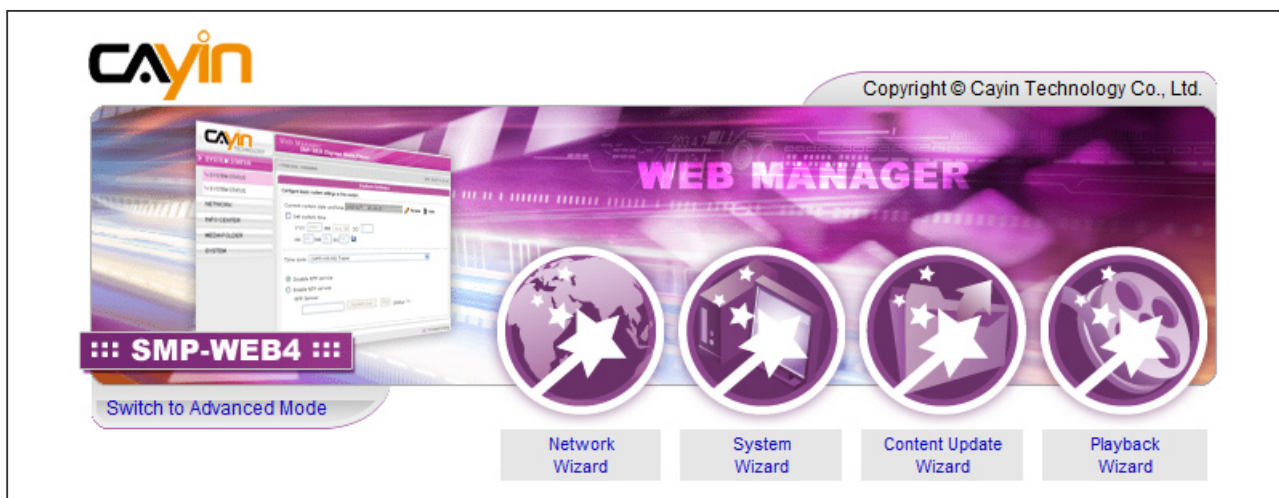
The USB file system supported by SMP players are as followings: SMP-WEB4/WEBPLUS/WEBDUO: FAT/FAT32/NTFS

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

## 2-2 Wizard Mode Introduction

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

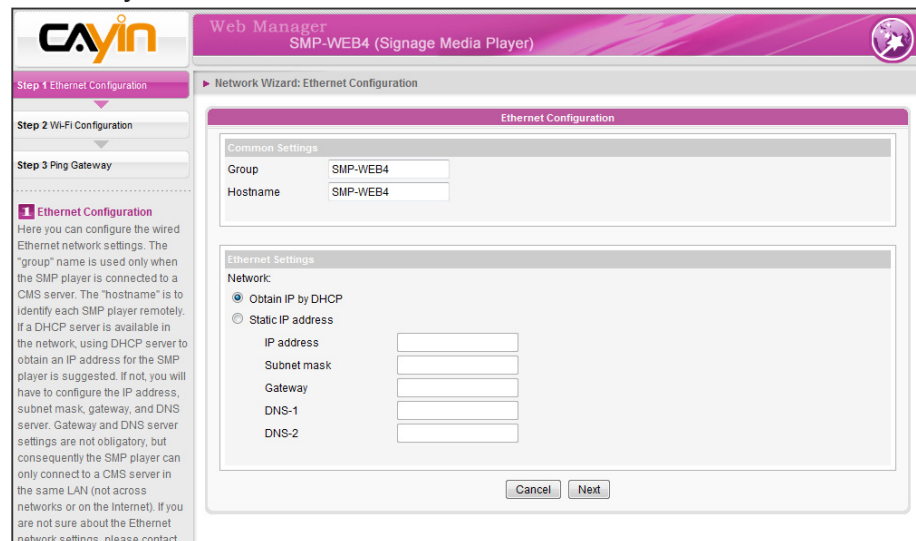
Here you can configure the wired Ethernet network settings.

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.

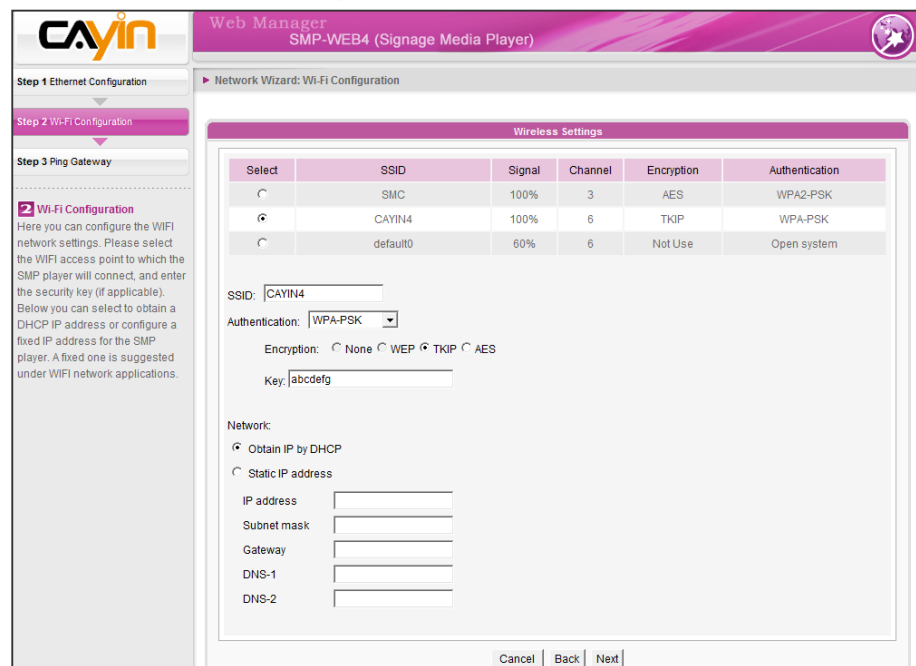


**NOTE**

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



### NOTE

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

### NOTE

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

### NOTE

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

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

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

## 2-3-3 Step3: Ping Gateway

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



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

System may need to reboot after you finish settings in Network Wizard.

## 2-4 System Wizard

You can configure time, language, display, and security settings 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 10 languages, English, German, French, Italian, Spanish, Polish, Japanese, Thai, Traditional Chinese, and Simplified Chinese.

The screenshot shows the 'System Wizard: Time & Language Settings' window. The interface includes a sidebar with three steps: 'Step 1 Time & Language Settings' (selected), 'Step 2 Display Settings', and 'Step 3 Media Folder Security Settings'. The main content area is titled 'Time & Language Settings' and contains the following fields and options:

- Current date and time: 2011/3/14 11:00:46
- Time zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London
- Enable NTP service:  (Unselected)
- NTP Server:  [Update Now] [Test]
- Disable NTP service:  (Selected)
- Set system date and time:  (Unselected)
- Time fields: YYYY (2011), MM (Mar), DD (14), HH (11), MM (0), SS (21)
- Web Manager Language: English
- Buttons: [Cancel] [Next]

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 the standby mode (applicable to most today's screens for power saving), you can configure the applied time and days.

### NOTE

SMP-WEB4 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.

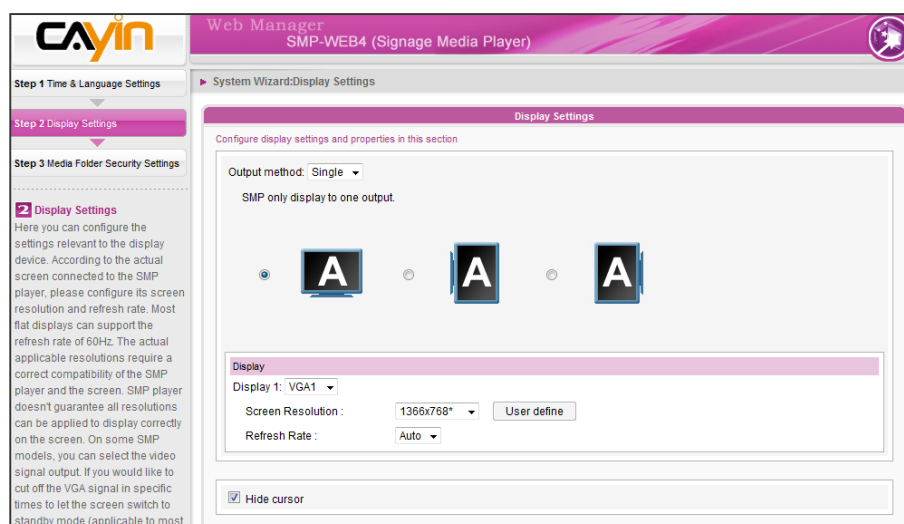
### IMPORTANT

If you choose DVI or VGA output (not Auto), 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 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-WEB4



1. Choose an output method from the drop-down menu and display configurations such as display orientation and resolution. Those information will be shown below the drop-down menu according to your selection. Please configure the settings accordingly.
2. Tick "**Hide Cursor**" checkbox 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 at the bottom of this page.
4. Click [**Next**] to save all the settings.

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

If you do not find any suitable resolutions in the drop down menu, you can customize your own resolution by using our **"User define"** function.



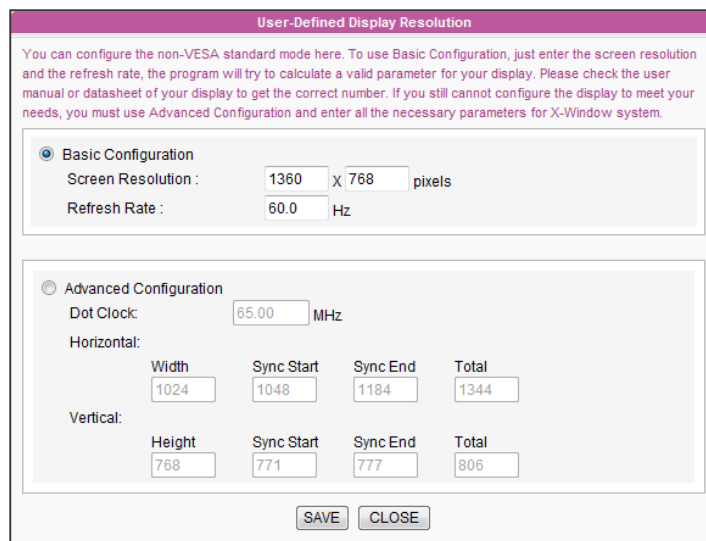
Display

Display 1: AUTO

Screen Resolution : User define **User define**

Refresh Rate : Auto

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



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 : 1360 X 768 pixels

Refresh Rate : 60.0 Hz

Advanced Configuration

Dot Clock: 65.00 MHz

Horizontal:

Width	Sync Start	Sync End	Total
1024	1048	1184	1344

Vertical:

Height	Sync Start	Sync End	Total
768	771	777	806

SAVE CLOSE

#### NOTE

Some display's refresh rate does not happen 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 in your project.

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. Then, click [**Next**] to save all the settings.

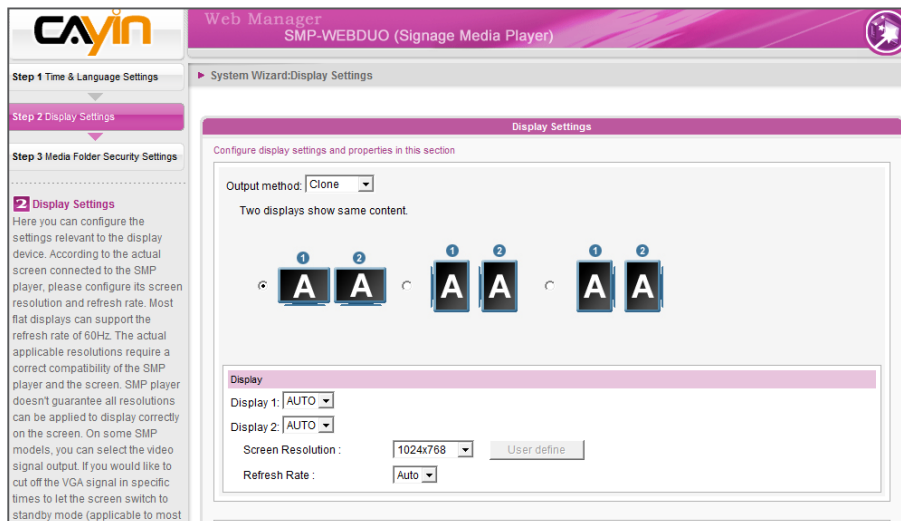
**IMPORTANT**

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

**NOTE**

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.

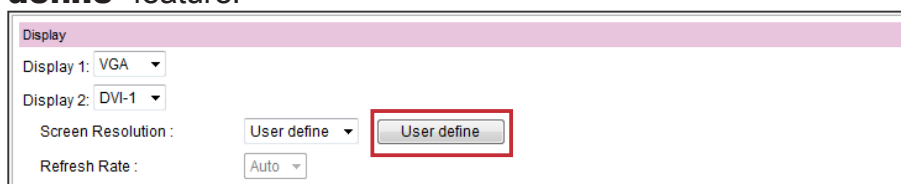
**SMP-WEBDUO**



1. Choose an output method from the drop-down menu as well as display configurations such as display orientation and resolution. Those information will be shown below the drop-down menu according to your selection. Please configure the settings accordingly. For detailed introduction of each configuration, please refer to section **7-4 Display Settings**.
2. Tick **"Hide Cursor"** checkbox 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 at the bottom of this page.
4. Click [**Next**] to save all the settings.

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

If you do not find any suitable resolutions in the drop down menu, you can customize your own resolution by our **"User define"** feature.



1. Choose **"User define"** in drop down menu.

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

**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"/>

### NOTE

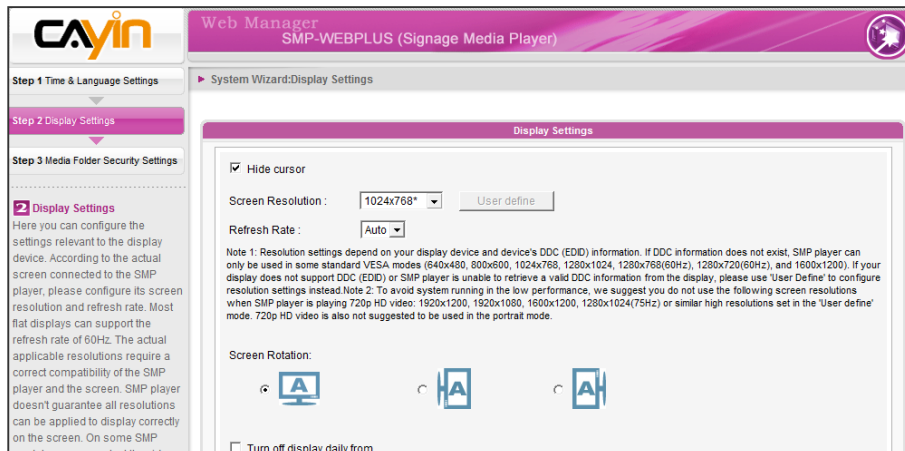
Some display's refresh rate does not happen to be an integer (e.g. 59.9 Hz). You must check with your display vendor or try some numbers in the vicinity of that possible refresh rate.

### 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 in your project.

- 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.
- Click [**SAVE**] and go back to the "**Display Settings**" page. Then, click [**Next**] to save all the settings.

## SMP-WEBPLUS



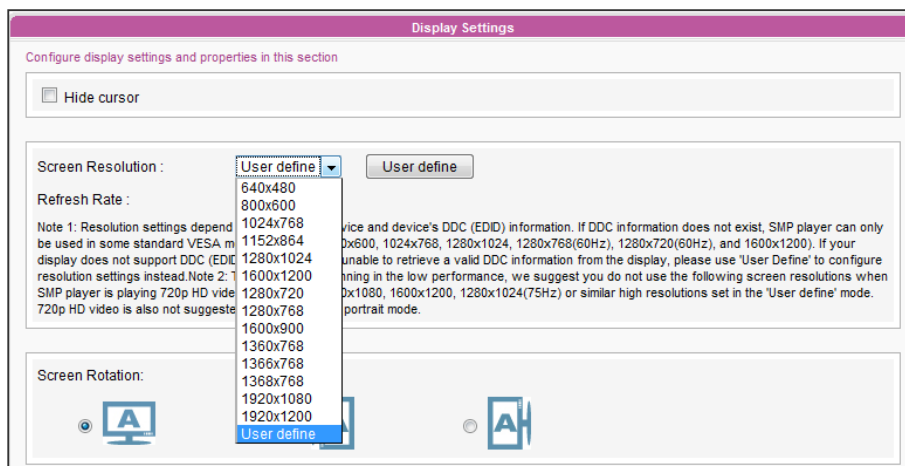
1. Tick **"Hide Cursor"** checkbox if you don't want to see the cursor on the screen.
2. Choose a proper screen resolution and rotation mode.
3. If you want to turn off the display (SMP will cut down the VGA output) automatically, you can set a specific time of a day or day of week to cut off the VGA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

### 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.

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

If you do not find any suitable resolutions in the drop down menu, you can customize your own resolution by our **"User define"** feature.



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



**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"/>

**NOTE**

Some display's refresh rate does not happen 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 in your project.

- 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.
- Click [**SAVE**] and go back to the “**Display Settings**” page.
- 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 use "**user mode**" and assign a password.

After finishing the configuration, press [**Finish**] to accomplish the "**System Wizard**" settings.

The screenshot shows the 'Media Folder Security Settings' window within the 'System Wizard: Media Folder Security Settings' section. The window title is 'Media Folder Security Settings'. It contains the following elements:

- Header: 'Choose one of the following shared folder modes:'
- Radio buttons:
  - Share mode (no password required)
  - User mode (password required)
- Checkbox:  Change User mode password
- Form fields:
  - Username: smbuser
  - Password: [Empty]
  - Confirm password: [Empty]
- Buttons: Cancel, Back, Finish

## 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' window within the 'Content Update Wizard: Content Update Settings' section. The window title is 'Content Update Settings'. It contains the following elements:

- Form fields:
  - Check for new content every: 60 minutes
  - Group: SMP-WEB4
  - Username: administrator
  - Password: [Masked with dots]
  - Hostname or IP address: 172.16.100.199
- Button: Click 'Test' to check connection: Test
- Buttons: Cancel, Finish

1. Configure how frequently the SMP player will check updated content with CMS server.
2. Enter a **Group** name to which the SMP player belongs.
3. Enter one CMS server's account name and password. Such 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 click [**Test**] button to check whether you enter the correct data.
5. Finally, press [**Finish**] to finish "**Content Update Wizard**" settings.

## 2-6 Playback Wizard

### 2-6-1 HTML Playlist

Here you can edit playlist for SMP-WEB series. You can edit playlist here or centrally manage your playlist by the CMS server.

The screenshot shows the 'Web Manager' interface for 'SMP-WEB4 (Signage Media Player)'. The main window is titled 'Content Update Wizard: Web Playlist'. On the left, there is a sidebar with the 'Web Playlist' section, which includes instructions on how to edit the playlist and add new items. The main area displays a table of playlist items. The first item is '12804.jpg' with a duration of 59 seconds, and the second is 'NTTichiro-ad1.wmv'. Below the table are buttons for 'Add new item', 'Delete all items', and 'Select all items'. At the bottom, there are checkboxes for 'When playlist changes, resume from the next item' and 'Check file timestamp / URL every 30 seconds'.

Item	Enable	URL / File Name	Duration	Command
1	<input checked="" type="checkbox"/>	12804.jpg	59 sec.	Edit Delete Up Down
2	<input checked="" type="checkbox"/>	NTTichiro-ad1.wmv	-	Edit Delete Up Down

1. Press [**Add new item**] button to add a new item, which can be a local HTML, Flash, video, image file, and remote URL, to the playlist.
2. If the selection "**When playlist changes, resume from the next item**" 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.
3. 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.
4. Click [**Finish**] to finish the "**Playback Wizard**" settings.

For SMP-WEBPLUS and SMP-WEBDUO, you can configure 2 Web Playlists. Please follow the same procedure to complete settings of Web Playlist 2.

**Web Manager**  
SMP-WEBDUO (Signage Media Player)

Content Update Wizard: Web Playlist 1

Web Playlist 1

Central Scheduling  
 Local Playlist

Item	Enable	URL / File Name	Duration	Command
1	<input checked="" type="checkbox"/>	default/Program-1	60 sec.	<input type="button" value="Edit"/> <input type="button" value="Delete"/> <input type="button" value="Up"/> <input type="button" value="Down"/>
2	<input checked="" type="checkbox"/>	Flash/nikeplus_promo[1].swf	30 sec.	<input type="button" value="Edit"/> <input type="button" value="Delete"/> <input type="button" value="Up"/> <input type="button" value="Down"/>
3	<input checked="" type="checkbox"/>	default/Program-2	60 sec.	<input type="button" value="Edit"/> <input type="button" value="Delete"/> <input type="button" value="Up"/> <input type="button" value="Down"/>
4	<input type="checkbox"/>	Go to Playlist 0 item 1	-	<input type="button" value="Edit"/> <input type="button" value="Delete"/> <input type="button" value="Up"/> <input type="button" value="Down"/>

When playlist changes, resume from the next item  
 Check file timestamp / URL every  seconds.

**Web 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 "Check file timestamp/URL every N seconds" is checked, the SMP player will periodically check if the remote content file or URL is 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.

# 3 Multimedia Content Playback and Management

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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 have several ways upload files to SMP-WEB series players. Please refer to **2-1** for details.

### NOTE

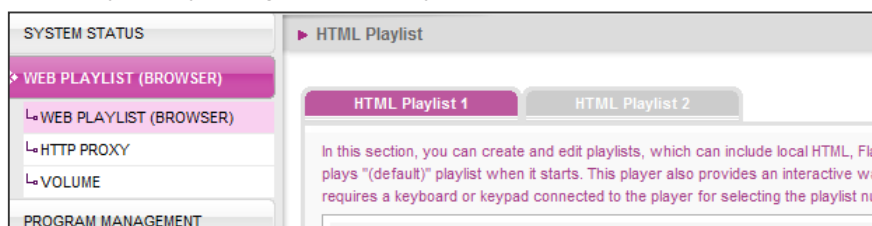
You can edit at most 31 playlists (index 0~30) of HTML/JPEG/SWF/VIDEO and add up to 99 items in each playlist.

## 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 playlists 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.

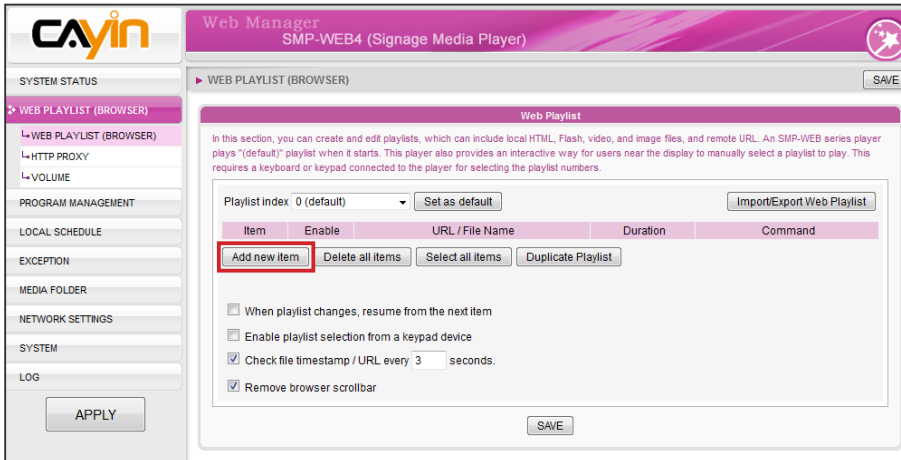


### 3-2-1 Edit New Playlist

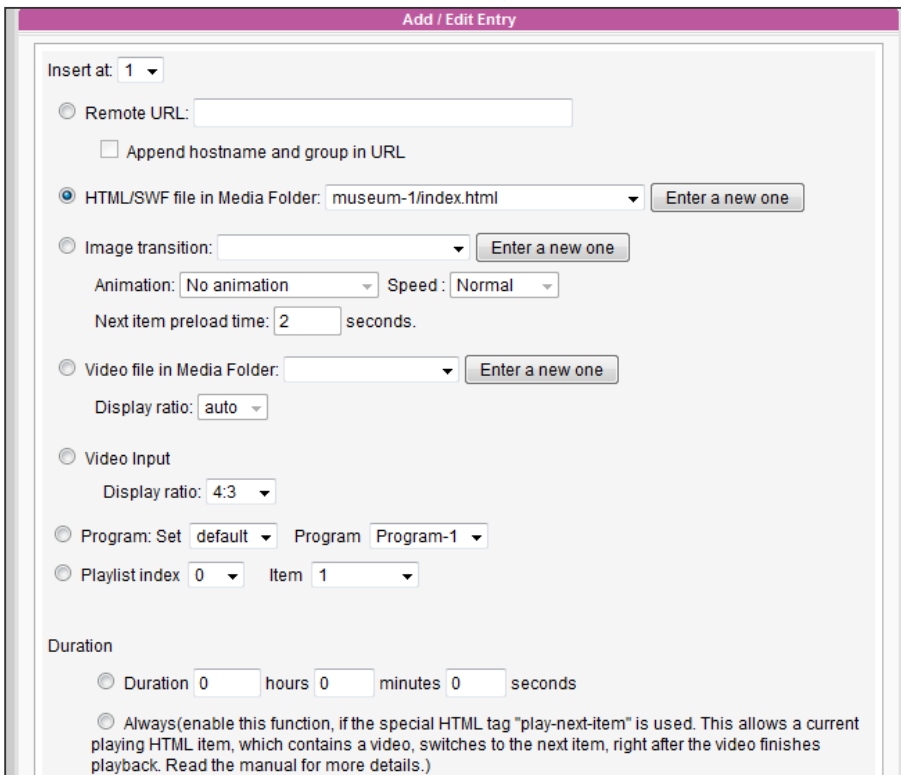
Please follow the following steps to edit a new playlist for a SMP player.

1. Login SMP and enter Web Manager.
2. Click [**WEB PLAYLIST (BROWSER)**] and select “**WEB PLAYLIST (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 you can see an **“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 to the following table for the detailed settings:



**NOTE**

This method is similar to the way you use in your PC browser. SMP-WEB series products support HTTPS (SSL) protocol.

**NOTE**

You can select the JPEG image file from the drop-down menu. However, for GIF and PNG images, you need to click [**Enter a new one**] to add them by yourself.

Remote URL	<p>Specify a URL where SMP can connect to the html content, e.g. <code>http://remote_web_server/path/to/your.html</code> .</p> <p>You can also use dynamic server script, such as ASP, PHP, or CGI to generate the HTML page. Check the box "<b>Append hostname and group in URL</b>" and the system will append hostname/group parameter to the end of the html URL automatically. For example, you enter <code>http://remote_web_server/test.php</code> in this option, SMP will actually send a request as <code>http://remote_web_server/test.php?hostname=hostname&amp;group=groupname</code></p> <p>The hostname here is the hostname that you configure in "<b>NETWORK SETTINGS</b>" at run-time.</p>
HTML/SWF file in Media Folder	<p>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 [<b>Enter a new one</b>] and entering the item (e.g. <code>/cayin/main.html</code>) directly in the text box.</p>
Image transition	<p>You can insert an image file (JPEG/GIF/PNG) 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 [<b>Enter a new one</b>] and entering the item (e.g. <code>/cayin/cartoon.jpg</code>) directly in the text box.</p> <ul style="list-style-type: none"> <li>* <b>Animation:</b> The transition effect when the image enters and leaves the screen. We now provide four animations: "<b>fly from top to bottom</b>", "<b>fly from bottom to top</b>", "<b>fly from left to right</b>" and "<b>fly from right to left</b>".</li> <li>* <b>Speed:</b> The speed of animation effect.</li> <li>* <b>Pre-load next item:</b> 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 "<b>2 (seconds)</b>" in the field. The number here depends on the loading time of the next item (html).</li> </ul>



**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.

Video file in Media Folder	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 <b>[Enter a new one]</b> 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.
Video-Input	Play Video-in in full screen
Program	You can choose the program set and corresponding program that you want to put in your playlist via this function. For detailed information about how to add/edit the program, please refer to the chapter <b>3-6</b> .
Playlist index	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.

**NOTE**

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

6. Once you finish all the settings above according to your requirements, remember to 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 SMP will keep playing this item without moving to the next one. You can still use **'play-next-item'** tag to change the playlist item. For more information about the tag usage, please refer to **4-1**.

7. Click **[SAVE]** and **[CLOSE]** to complete the settings.



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**].

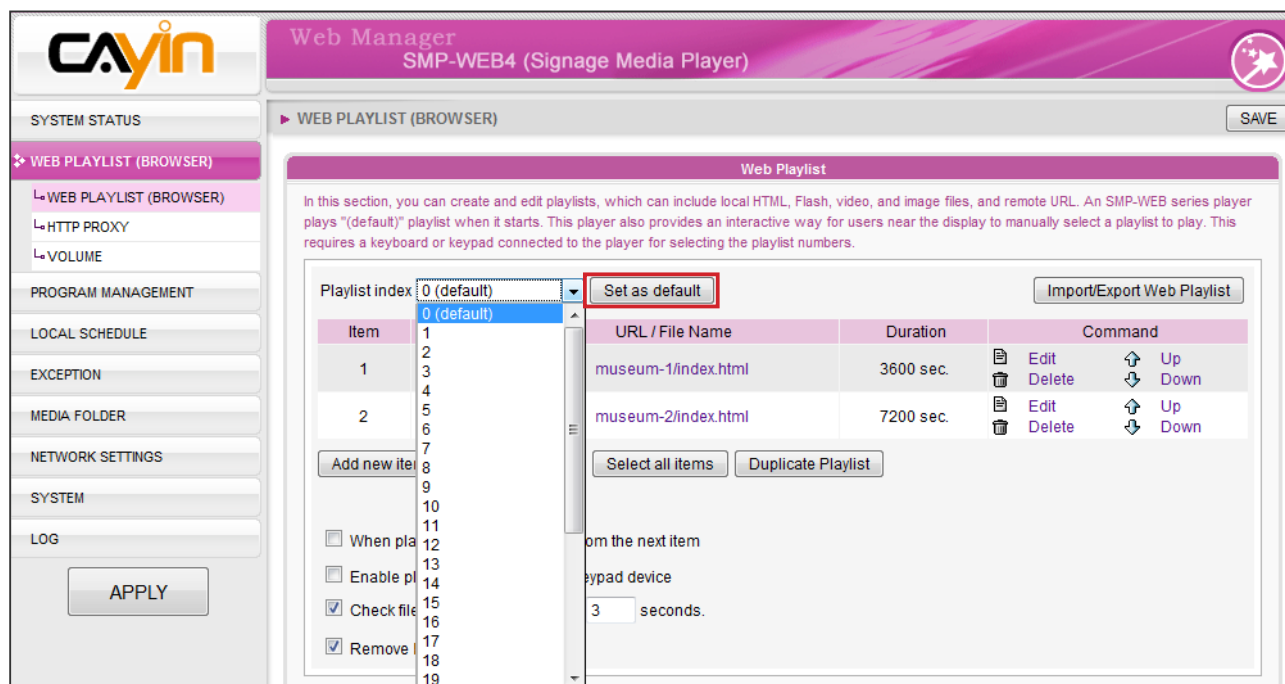
**NOTE**

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**]. Moreover, you can also click [**Duplicate Playlist**] to reproduce any playlists you've created.



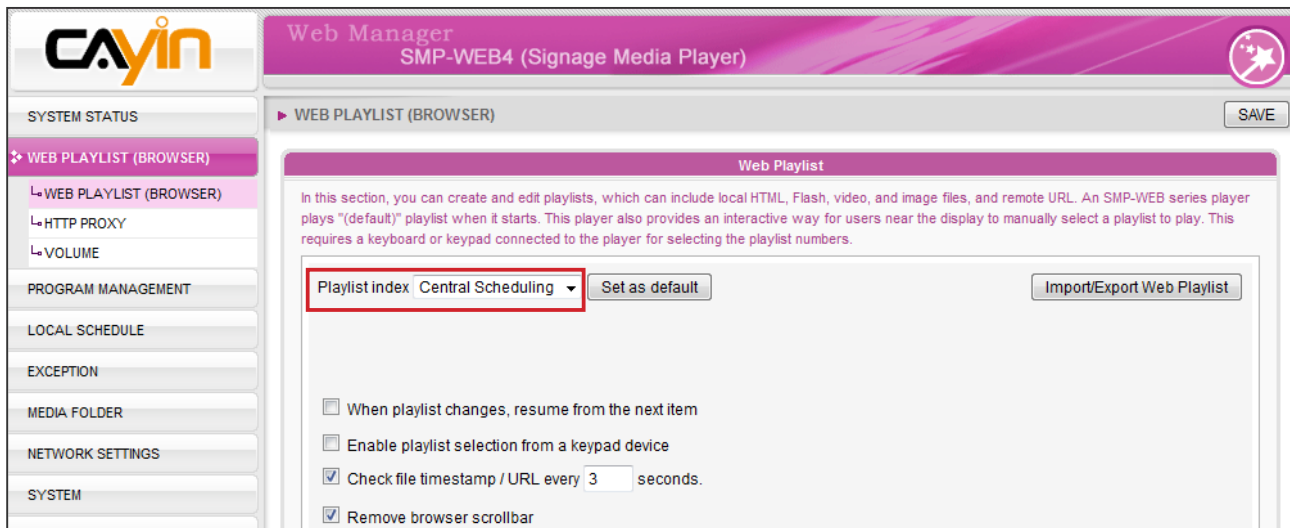
### 3-2-2 Set Default Playlist

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 the 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**” in the drop down menu and set as the default playlist. You are not allowed to edit playlist directly in SMP. 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 Enable Playlist Selection from a Keypad Device



When playlist changes, resume from the next item  
 Enable playlist selection from a keypad device  
 Check file timestamp / URL every 3 seconds.  
 Remove browser scrollbar

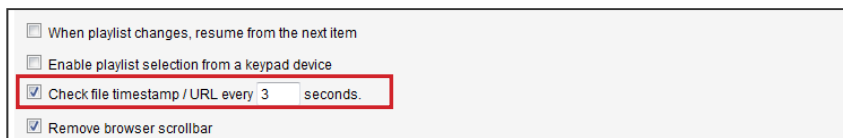
### NOTE

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

Leave “**Enable playlist selection from a keypad device**” checked 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 mapping to playlist index 0~9.

## 3-2-6 Check File Timestamp / URL

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**” to automatically 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.



When playlist changes, resume from the next item  
 Enable playlist selection from a keypad device  
 Check file timestamp / URL every 3 seconds.  
 Remove browser scrollbar

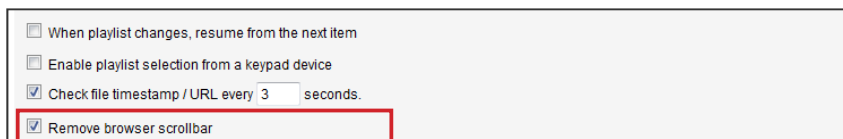
### NOTE

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

## 3-2-7 Remove Browser Scrollbar

When the resolution of your HTML content is bigger than your screen resolution, you will see a scrollbar showing on the screen. If you don’t want to see the scrollbar, please tick the checkbox, “**Remove browser scrollbar**”.



When playlist changes, resume from the next item  
 Enable playlist selection from a keypad device  
 Check file timestamp / URL every 3 seconds.  
 Remove browser scrollbar

## 3-3 Manage Playlist

You can import or export all playlists or a specific playlist and 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.

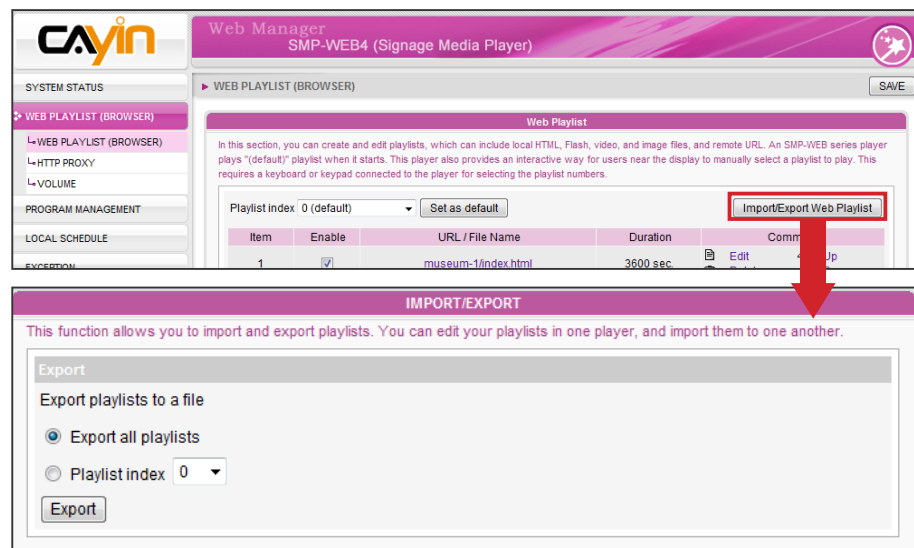
### NOTE

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 “**WEB PLAYLIST (BROWSER)**” page and click the [Import/Export Web Playlist] button. Then, you can see a pop-up window.
3. In the “**Export**” area, you can choose to export all playlists or export a specific playlist.



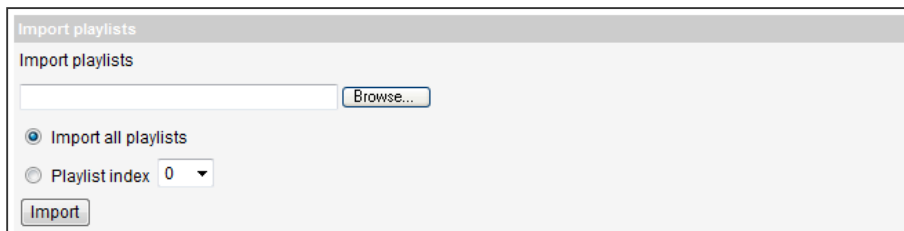
4. Click [Export] to save the file to your designated path and folder. Then, you complete the backup process.

### 3-3-2 Import Playlist

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

1. Login SMP and enter Web Manager.
2. Go to the “**WEB PLAYLIST (BROWSER)**” page and click the [Import/Export Web Playlist] button.
3. Click “**Browse...**” button in the “**Import playlists**” area to

choose an exported playlist file (\*.dat for all playlists or \*.spl for a single playlist)

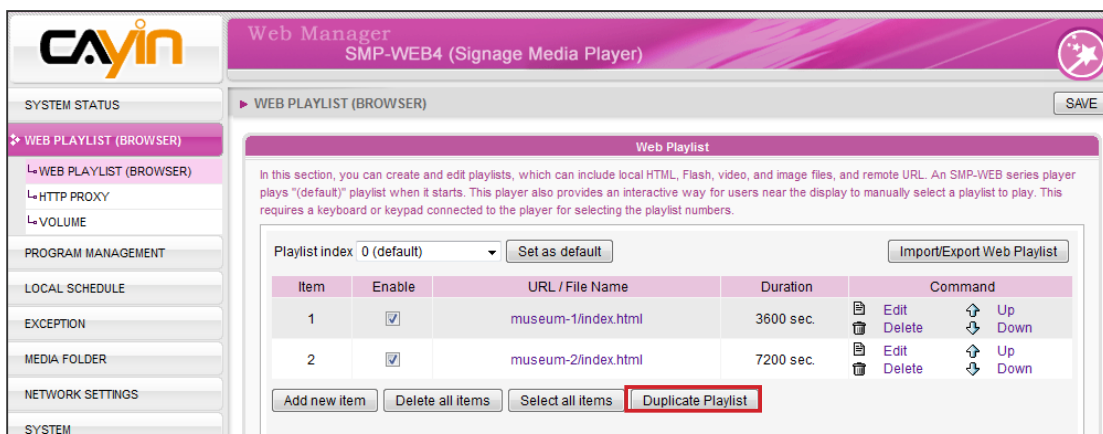


4. You can either choose to import all playlists or import a specific playlist.

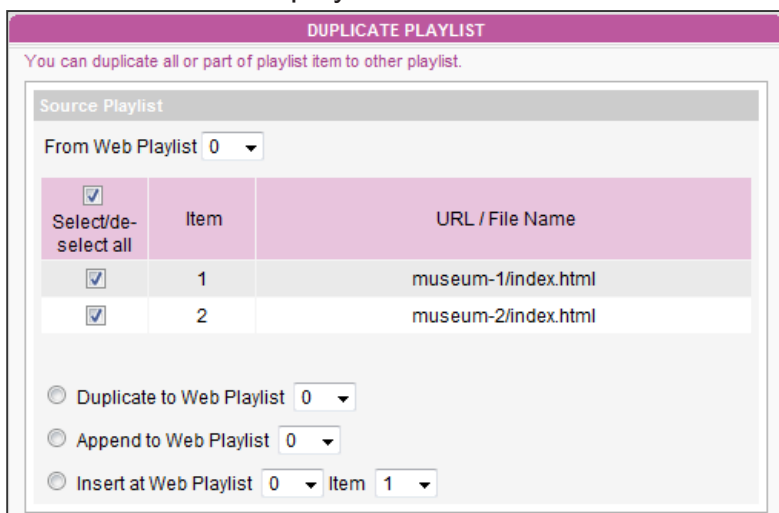
### 3-3-3 Duplicate Playlist

You can duplicate items from one playlist to another.

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



2. Choose a source playlist



3. Select items which you would like to duplicate from the 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**

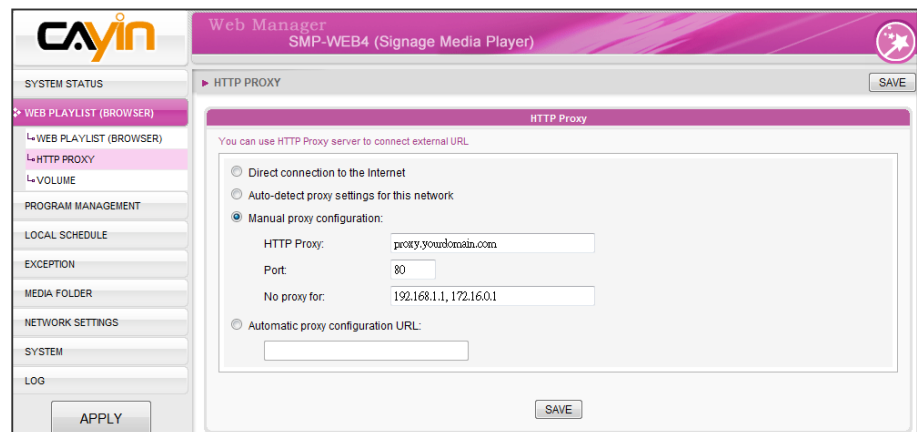
Please do not configure this setting unless you have a clear idea about your network configurations. This option only affects playback remote URL at browser. If you need to update contents from CMS to SMP and to use SuperMonitor, please consult your network administrator to open the port access.

**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.



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

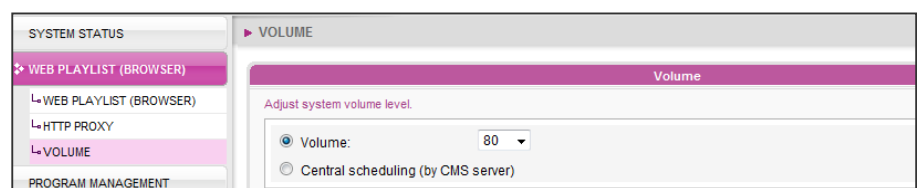
**Auto-detect proxy settings for this network:** Choose this if you want Firefox to automatically detect the proxy settings for your network.

**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 are not 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 tick "**Central Scheduling (by CMS server)**".



## 3-6 Program Management

Program provides an easy guideline for users to include several multimedia files, tickers and images into one package. Users can also add the pre-edited program into the playlist for SMP-WEB series players to enrich their contents.

### 3-6-1 Manage Your Skin

1. Login SMP and enter Web Manager.
2. Go to **PROGRAM MANAGEMENT > SKIN** page and you can have a clear picture about all the skin types and related information in your SMP players. Click "**Preview**" and you can know more detailed information about the skin.

**Web Manager**  
SMP-WEB4 (Signage Media Player)

**Manage Skin**

Skin Manager enables users to manage your own skin displayed as a background, on which video, image, HTML/FLASH and ticker are playing. Upload the skin to display in this section.

Name	Skin Resolution
Name:Default	Skin Resolution:640x480 ...
Name:Basic-2	Skin Resolution:640x480 ...
Name:Basic-3	Skin Resolution:640x480 ...
Name:Purple-Abstract	Skin Resolution:640x480 ...
Name:Orange	Skin Resolution:640x480 ...
Name:Paint	Skin Resolution:640x480 ...
Name:Passion	Skin Resolution:640x480 ...

**Preview Window Details:**

Name: Passion

Skin Resolution: 640x480 640x480 (Portrait) 800x600 800x600 (Portrait) 856x480 1024x768 1024x768 (Portrait) 1152x864 1152x864 (Portrait) 1280x720 1280x720 (Portrait) 1280x768 1280x768 (Portrait) 1280x1024 1280x1024 (Portrait) 1366x768 1366x768 (Portrait) 1366x768\* 1366x768 (Portrait) 1388x768 1388x768 (Portrait) 1600x900 1600x900 (Portrait) 1600x1200 1600x1200 (Portrait) 1680x1050 1680x1050 (Portrait) 1920x1080 1920x1080 (Portrait) 1920x1200 1920x1200 (Portrait)

- Multimedia Area: Area 1 Position(567,93) Size(680,510)
- Image Slide Show Area: Area 1 Position(57,380) Size(340,240)
- Image Slide Show Area: N/A
- Ticker Area: Position(200,686) Size(1166,82)
- Ticker Area: N/A
- Clock Area: Position(0,686) Size(200,82)
- HTML/Flash Area: Position(57,74) Size(340,240)

3. You can also delete any skin that you do not like here.



**NOTE**

Please refer to **Chapter 5 Skin Management** for more detailed Information about how to create your own skin files.

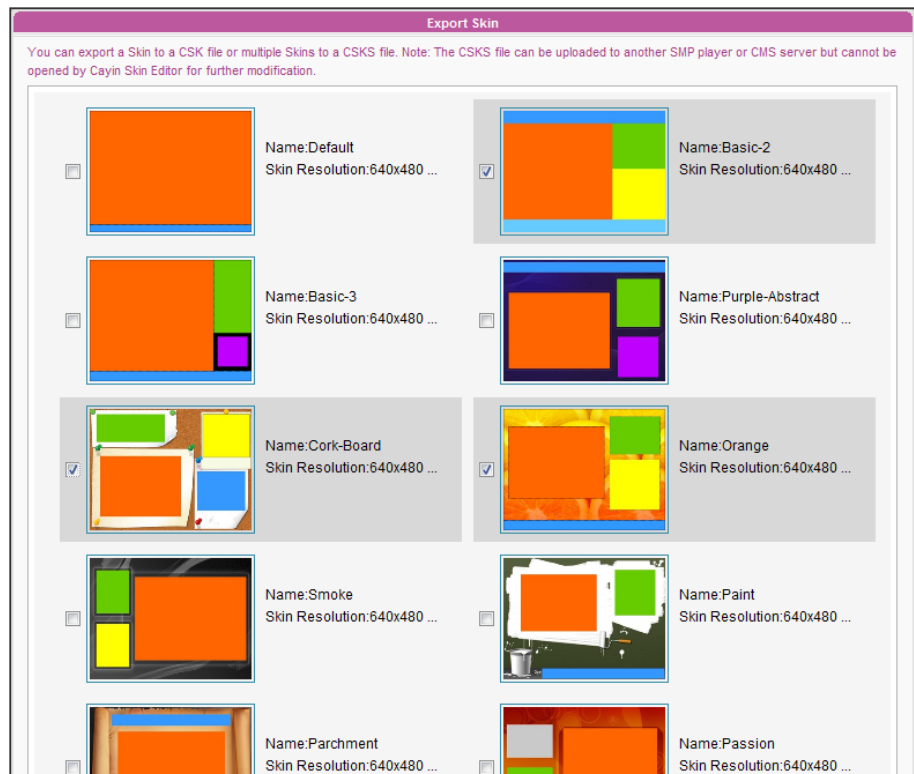
- If you want to upload your own skin file to the SMP player, please go to “**Skin Maintenance**” area and click “**Browse...**” button to locate the skin file and click [**Upload**] to upload it to your player.



**NOTE**

You can export a Skin to a **CSK** file or multiple Skins to a **CSKS** file. The CSKS file can be uploaded to another SMP player or CMS server but cannot be opened by CAYIN Skin Editor for further modification.

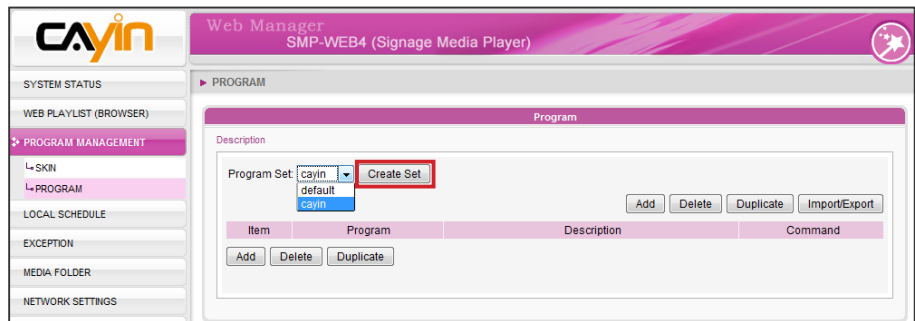
- You can export skins, save them in your PC, and then upload to other SMP players or CMS servers. You can also open those skin files and modify them in Skin Editor. Click [**Export**] and you will see all skins in the pop-up window. Please select those skins you want to export and click [**Export**].



## 3-6-2 Manage Your Program

You can create and configure your own program by CAYIN's program wizard.

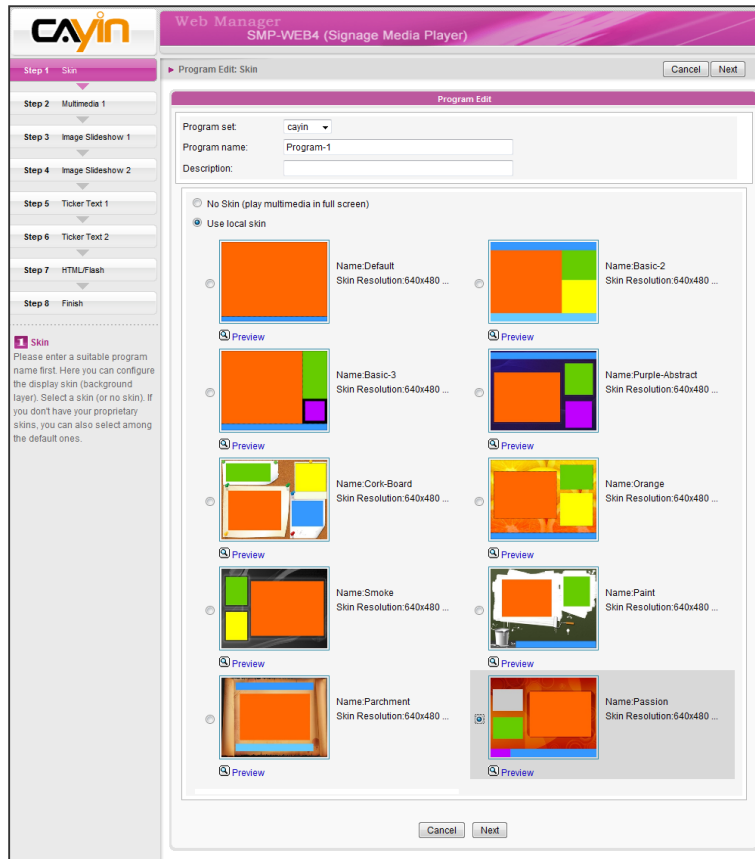
1. Login SMP and enter Web Manager.
2. Go to **PROGRAM MANAGEMENT > PROGRAM** page. You can make your own Program Set by clicking [**Create Set**] button. Program Set can help you to categorize different programs, so you can find your programs easily.



3. Click [**Add**] button to add a new program. You can see a wizard mode page, guiding you to create your own program step by step.

### NOTE

If you want to upload your own skin file, please go to **PROGRAM MANAGEMENT > SKIN** page to upload your pre-designed skin file.

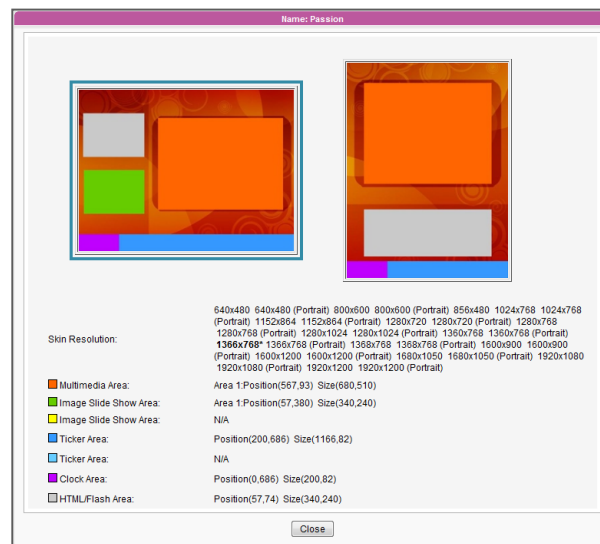


### 3-6-3 Edit Program: Skin

1. If necessary, you can choose which **Program Set** you want your new program belongs to in the drop down menu. Remember to enter a **Program name** here and **Description** (optional) for your program.
2. Choose the skin you want to use and click [**Next**] to proceed. You can press **Preview** to know more detailed information about the skin. If you do not want to adopt any skins, please tick “**No Skin (play multimedia in full screen)**”

#### NOTE

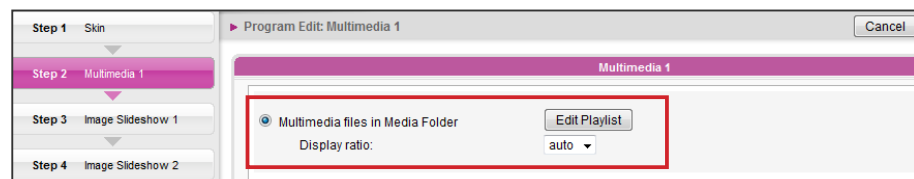
The skin you choose here will determine which zones will be contained and configured in the following steps. You can use **Preview** to know the detailed information.



### 3-6-4 Edit Program: Multimedia

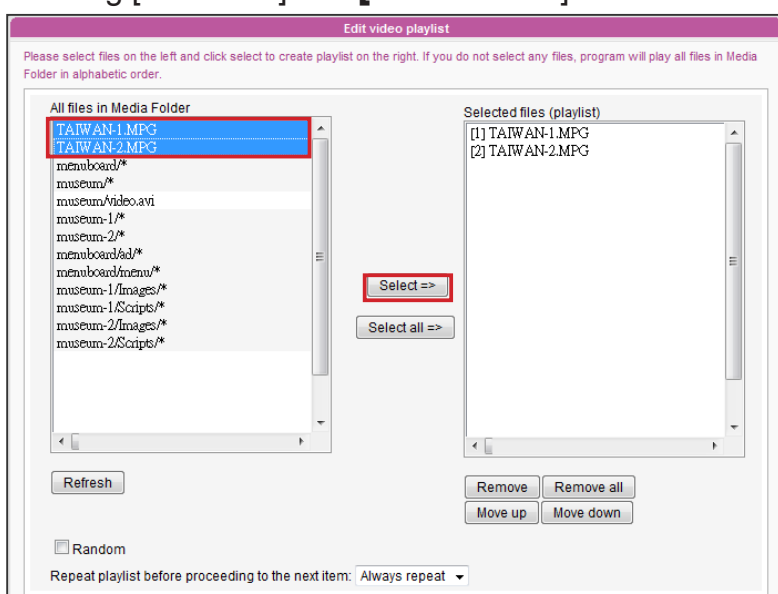
#### Play files in Media Folder

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



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

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



Move up	Select one item in the right column. Click [ <b>Move up</b> ], and this item will be moved forward in the playlist.
Move down	Select one item in the right column. Click [ <b>Move down</b> ], and this item will be moved backward in the playlist.
Remove	If you want to remove files from the “ <b>Selected Files</b> ” in the right column, please select files and click [ <b>Remove</b> ]. Then, those files will be removed from the right column, but will still keep in the Media Folder.
Remove all	Click [ <b>Remove all</b> ], and all items will be removed from the right column, but all files will still be kept in the Media Folder.
Random	If you select “ <b>Random</b> ”, all files in the right column will be played randomly, without following the sequence.

6. If you want to play all multimedia files in the Media Folder more than once, please enable “**Repeat playlist before proceeding to the next item**” and set repeat number of times here. If you select “**Always repeat**”, SMP player will keep playing this program without playing next times in the web playlist. If you select “**3**”, SMP player will repeat playing those multimedia files in the Media Folder for three times and then move on to the next item in the playlist.

## NOTE

If you want to enable the function, “**Repeat playlist before proceeding to the next item**”, please remember to set the duration of this program as “**Always**” in web playlist (**WEB PLAYLIST (BROWSER) > WEB PLAYLIST (BROWSER)**). If you set a certain duration for this program (e.g. 50 seconds), SMP may not be able to repeat playing all files in the Media Folder within the configured time period. Then, this function may not be able to function properly as you expect.

## Central Scheduling (by CMS Server)

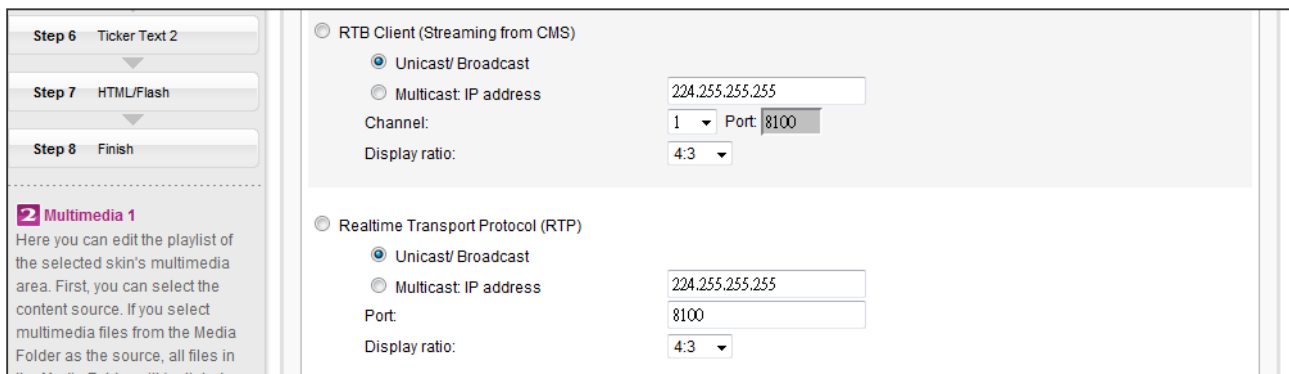
The playlist of media files can be centrally scheduled and controlled by CMS server when you purchase one.

Click “**Central Scheduling (by CMS Server)**”. Then, the playlist of media files will be centrally managed by CMS server. You can play selected media files once or weekly at certain time or periods. Please refer to the section “**CENTRAL SCHEDULING**” in CMS server for further settings.



## RTB/RTP Streaming

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



RTB and RTP are different protocols.

1. RTB Client only works with CMS’s RTB Server function.
2. You can use RTP compliant software sending RTP streaming to SMP, e.g. VideoLAN client/server (<http://www.videolan.org>)
3. You can also select the display ratio from the drop down menu here. There are three options for you to choose: “**4:3**”, “**16:9**”

## HTTP/MMS Streaming

To play video file via HTTP or MMS streaming, e.g. video file on a web server or MMS server, enter the URL of the file in this option. You can also select the display ratio from the drop down menu here. There are three options for you to choose: “**4:3**”, “**16:9**”.

HTTP/MMS Streaming:

Enter URL:

Display ratio:

## Video Input (only applied to some models)

To play AV-IN signal on the multimedia area, please select this item, and refer to section **7-4-8** for detailed video input configurations.

Video Input (only applied to some models)

Display ratio:

## Mute Function

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

Mute

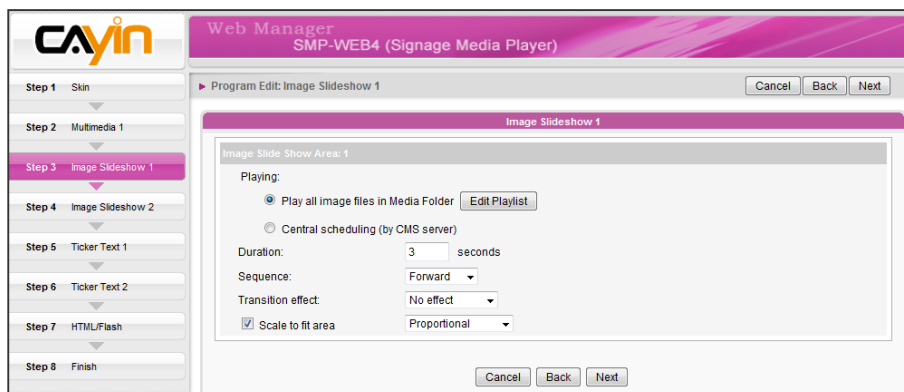
Mute

### NOTE

Please go to “**SKIN MANAGER**” page and select a skin with at least one pre-edited image slide show area.

## 3-6-5 Edit Program: Image Slideshow

You can assign the content source and configure related settings here. Please refer to the following table for detail descriptions:



Play all image files in Media Folder	Play all files in the media folder. Click [ <b>Edit Playlist</b> ] to further configure your playlist.
Central Scheduling (by CMS Server)	Select this option to control the slideshow playlist from CMS server. See CMS manual for detailed configurations.

2. Set the “**Duration**” in seconds for playing each picture.
3. Set the “**Sequence**”. You can select to play files forwards or backwards, or randomly.
4. Set the “**Transition effect**”. You can choose one transition effect here to make the transition more visually compelling.
5. If you enable the function “**Scale to fit area**”, the system will automatically adjust the size of each image to fit the display area of image slide show which you define in the skin.
6. Please complete the “**Image slideshow 2**” settings according to the previous steps if your skin has two image slideshow areas.

## 3-6-6 Edit Program: Ticker Text

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

**Web Manager**  
SMP-WEB4 (Signage Media Player)

Step 1 Skin  
Step 2 Multimedia 1  
Step 3 Image Slideshow 1  
Step 4 Image Slideshow 2  
**Step 5 Ticker Text 1**  
Step 6 Ticker Text 2  
Step 7 HTML/Flash  
Step 8 Finish

**5 Ticker Text 1**  
Here you can configure the settings of text ticker area. There are various sources of the ticker text for choices. The text can be directly entered here, read from a .txt file in the Media Folder, retrieved from an RSS feed or remote URL, or centrally scheduled and managed by the CMS server. You can configure the text characters, including the text font, color, font size, text direction (from left to right or the reverse), and ticker mode and speed, etc. Under the ticker mode "Simple crawl" or "Bottom-up and crawl", the ticker text will be read and processed line by line, while the "Simple bottom-up" mode allows all text in multiple lines move

Program Edit: Ticker Text 1 [Cancel] [Back] [Next]

**Ticker 1**

Select from following Sources:

- Enter text here: Welcome to CAYIN Technology!
- Text file in Media Folder: News-A.txt [Enter a new one]
- Text from remote URL/RSS: http://
- Central scheduling (by CMS server)

Text Direction: Left to right

Font: Tahoma

Font Size: 30

Font Color: [Color Picker] R 255 G 255 B 255

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

[Color Picker] R 0 G 0 B 0

Text scrolling effect: Simple crawl

Speed: 3

Pause (second): 0

Line spacing: 0.5

[Cancel] [Back] [Next]

**NOTE**

You can enter max. 512 characters in the text field.

The text file (.txt) can include max. 16384 characters.

**NOTE**

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

Enter Text here	You can enter a text message, such as “ <b>Welcome to CAYIN Technology!</b> ”. Save the settings and the text will be displayed on the screen.
Text file in Media Folder	You can type your message in a text file and save the file in Media Folder. When you enable this option, enter the filename, e.g. scroller.txt, and save the settings. The message in the text file will be displayed. SMP-WEB series now supports UTF-8 character encoding. If the content is not written in English, please choose encoding type “ <b>UTF-8</b> ” when you save the text file.
Text from remote URL/RSS	To show a text message available on a URL, enter the URL address in the option, e.g. http://your_server/message.txt. If you use the server side script to generate the dynamic text, we suggest you only send the text result (mime type txt/plain) back to the SMP player. You can also retrieve live RSS messages. Enter the URL address in the option, e.g. http://rss.cnn.com/rss/cnn_us.rss. SMP players checks RSS feed every 20 seconds and updates if necessary.
Central Scheduling (by CMS Server)	Control ticker text from CMS server. For detailed configuration, please read the user’s manual of CMS server.

You can change the font type, size, and color of the ticker.

1. In “**Text Direction**” drop down menu, you can change the direction of the text from “**left to right**” or “**right to left**” to suit your own language configuration.
2. You can also select Font and Font Size as well as the Font Color by entering the R, G, B code directly. Click [>>>] to preview the accurate color.

Furthermore, you can enable single color background and choose a suitable color for your ticker. Otherwise, the ticker background area will be transparent to the Skin background.

1. Click “**Set background color**” and enter the R, G, B code directly. Then, click [>>>] to see the accurate color.
2. If you want to change the scrolling text for ticker, please choose one of options from “**No scrolling effect**”, “**Simple crawl**”, “**Simple bottom-up**”, and “**Bottom-up and crawl**”. Set a suitable speed. “**1**” represents the slowest speed, and “**6**” represents the fastest one.

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

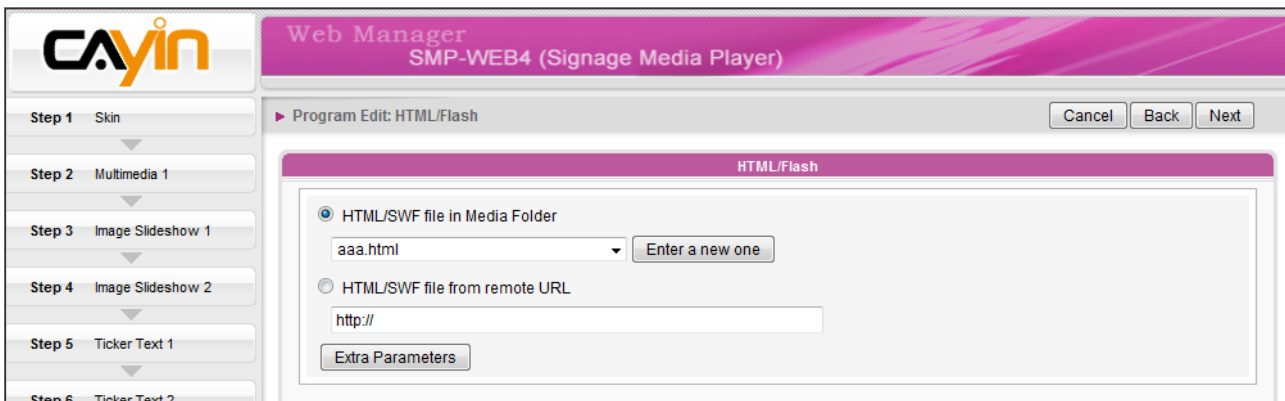


3. Set duration of “**Pause**” when you choose “**Simple bottom-up**” or “**Bottom-up and crawl**”. This option will let text pause for specific seconds when the player finishes showing a line.
4. Click [**Next**] to proceed.

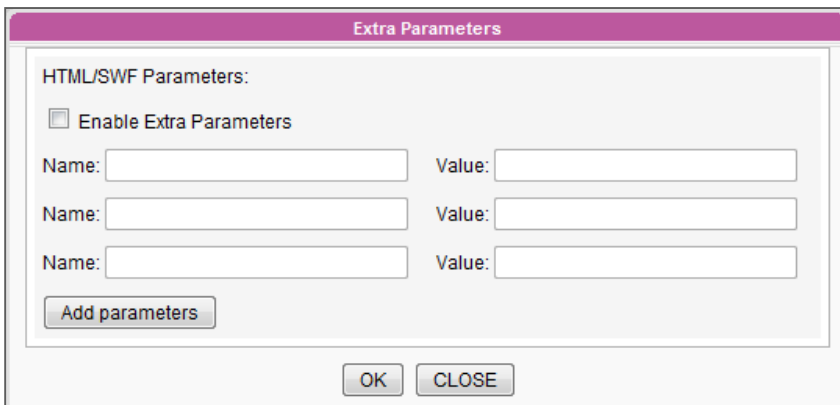
### 3-6-7 Edit Program: HTML/Flash

Only SMP-WEB series supports HTML/Flash playback. If you select a skin with a HTML/Flash area, you can add and edit your HTML/Flash content here.

1. “**HTML/SWF file in Media Folder**”: If you tick this option, you can choose one .html/.swf file you want to playback in the drop-down menu. If you want to add any other new extra parameter, please click [**Extra Parameters**] and fill in the required fields to add extra parameters.



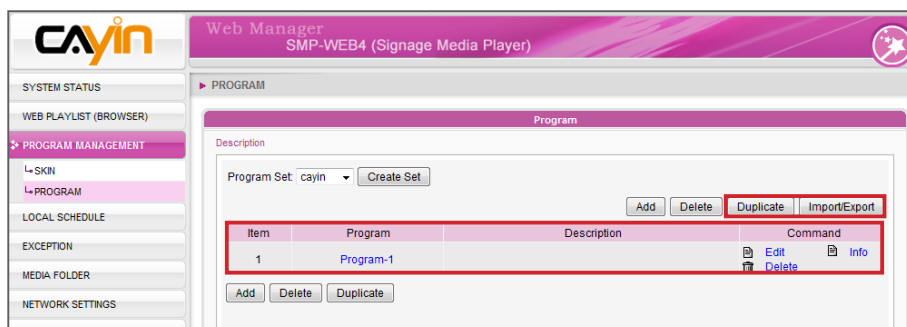
2. “**HTML/SWF file from remote URL**”: If you tick this option, please enter an URL address of your HTML/Flash file. If you want to add any other new extra parameter, please click [**Extra Parameters**] and fill in the required fields to add extra parameters.



3. Click [**Next**] to proceed.

### 3-6-8 Finish Your Program

After finishing all the configurations based on your selected skin, you will see the preview of your skin together with other related information. Press [**Finish**] to finish the Program Wizard settings.

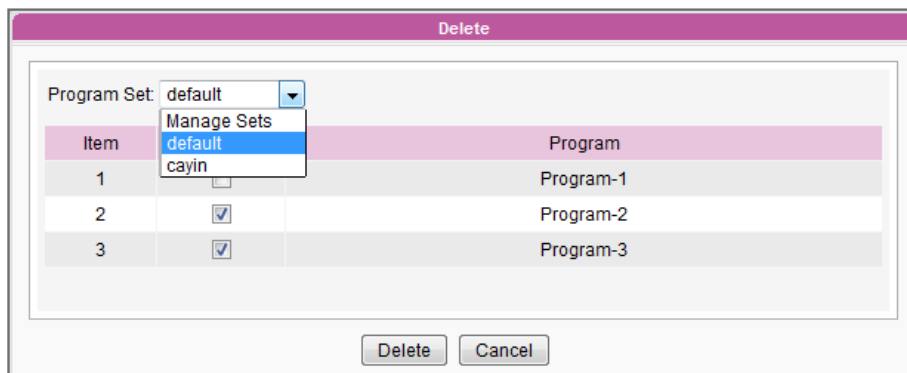


Now you can see the new program in the program table. Click [**Edit**] to modify your program or click [**Info**] to review the detailed program information.

### 3-6-9 Delete/Duplicate Program

#### Delete Program

Click [**Delete**] in the Program page and select which program(s) you want to remove in the pop-up window.



**NOTE**  
 If you copy the program to the same program set, the “-copy” will be added in the program name for distinction.

#### Duplicate Program

You can duplicate one or more programs in the same program set or copy to a different program set. Please select the source program set, and tick program(s) that you want to duplicate. Then, select the destination program set and click [**Duplicate**].

**Duplicate**

From:  
Program Set: cayin ▼

Item	Select <input type="checkbox"/>	Program
1	<input checked="" type="checkbox"/>	Program-1

To:  
Program Set: default ▼

Duplicate    CLOSE

### 3-6-10 Import/Export Program

This function allows you to import and export programs. You can edit your programs in any SMP player or CMS server and then export the program settings as a backup file or import those settings later to other SMP players or CMS servers.

**Import/Export**

This function allows you to import and export programs. You can edit your program in one SMP or CMS, and import them to others.

**Import program**

Please choose a Program Set: default ▼

Browse...

Import

**Export**

Program Set: default ▼

Item	Select <input type="checkbox"/>	Program
1	<input type="checkbox"/>	Program-1
2	<input type="checkbox"/>	Program-2
3	<input type="checkbox"/>	Program-3

Export

CLOSE

#### Import Program

Choose a program set from the drop-down menu and click [**Browse...**] to select a program file (**.prg**). Then click [**Import**] and those programs will be added into the selected program set.

#### Export Program

Select a program set from the drop-down menu and you will see all programs in this selected program set. Tick program(s) which you want to export and click [**Export**].

**NOTE**

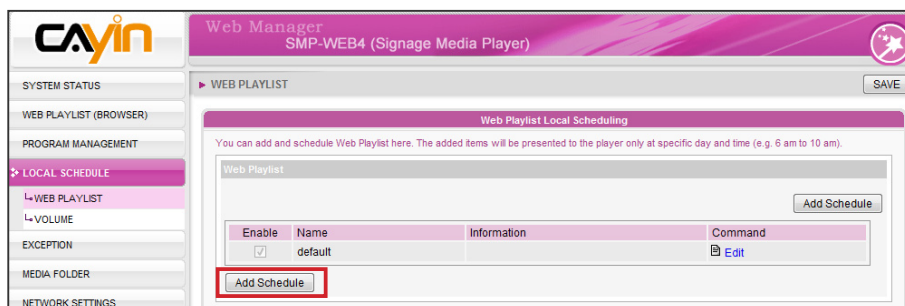
Please remember to edit your playlist in the “**WEB PLAYLIST (BROWSER)**” page, if you don’t choose “**Central Scheduling**”. You need to edit all contents which you want to playback in the above designated area in that page.

## 3-7 Local Scheduling

### 3-7-1 Web Playlist - Weekly

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

1. Login to SMP Web Manager and click “**LOCAL SCHEDULE**” in the main page. Then, click the sub-item, “**WEB PLAYLIST**”. (If you choose “**Distinct**” display output method in SMP-WEBDUO, you can edit two separated schedules for the two Web Playlists.)
2. Click [**Add Schedule**] to create a new schedule item in the pop-up window.



3. Choose “**Weekly**” and specify the schedule name, day of week, and start/end time.
4. Choose an appropriate playlist index.

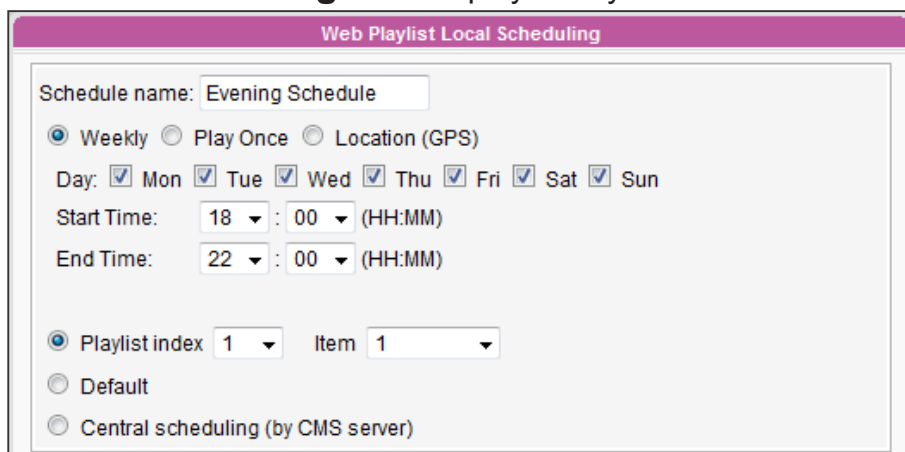
**NOTE**

Local Scheduling has higher priority than Central Scheduling.

**Playlist:** Specify a playlist index and an item number.

**Default:** Run the default playlist

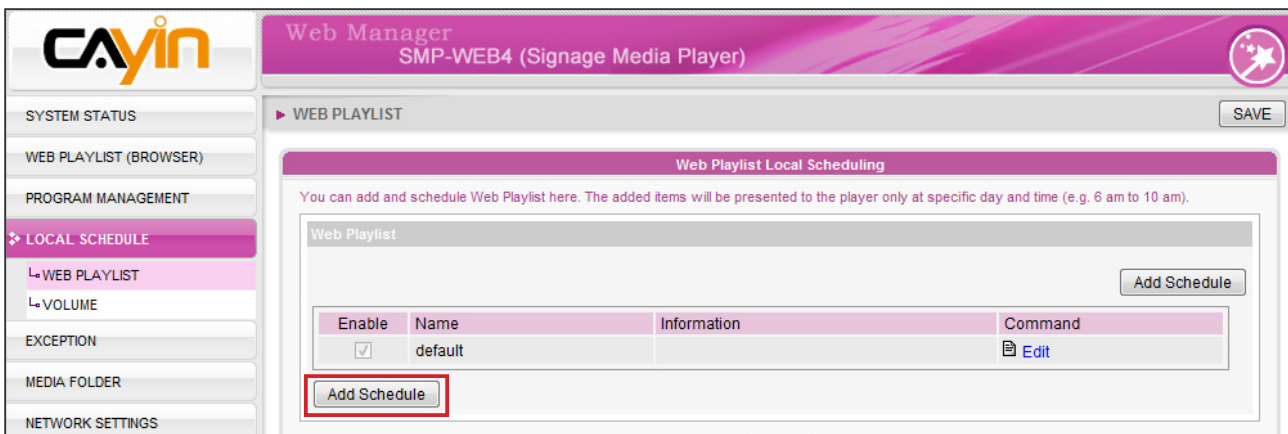
**Central Scheduling:** Control playlists by CMS server.



## 3-7-2 Web Playlist - Play Once

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

1. Login to SMP Web Manager and click "**LOCAL SCHEDULE**" in the main page. Then, click the sub-item, "**WEB PLAYLIST**". (If you choose "**Distinct**" display output method in SMP-WEBDUO, you can edit two separated schedules for the two Web Playlists.)
2. Click [**Add Schedule**] to create a new schedule item in the pop-up window.



3. Choose "**Play Once**" and specify the schedule name, date, and duration.
4. Choose an appropriate playlist index.

**Playlist:** Specify a playlist index and an item number.

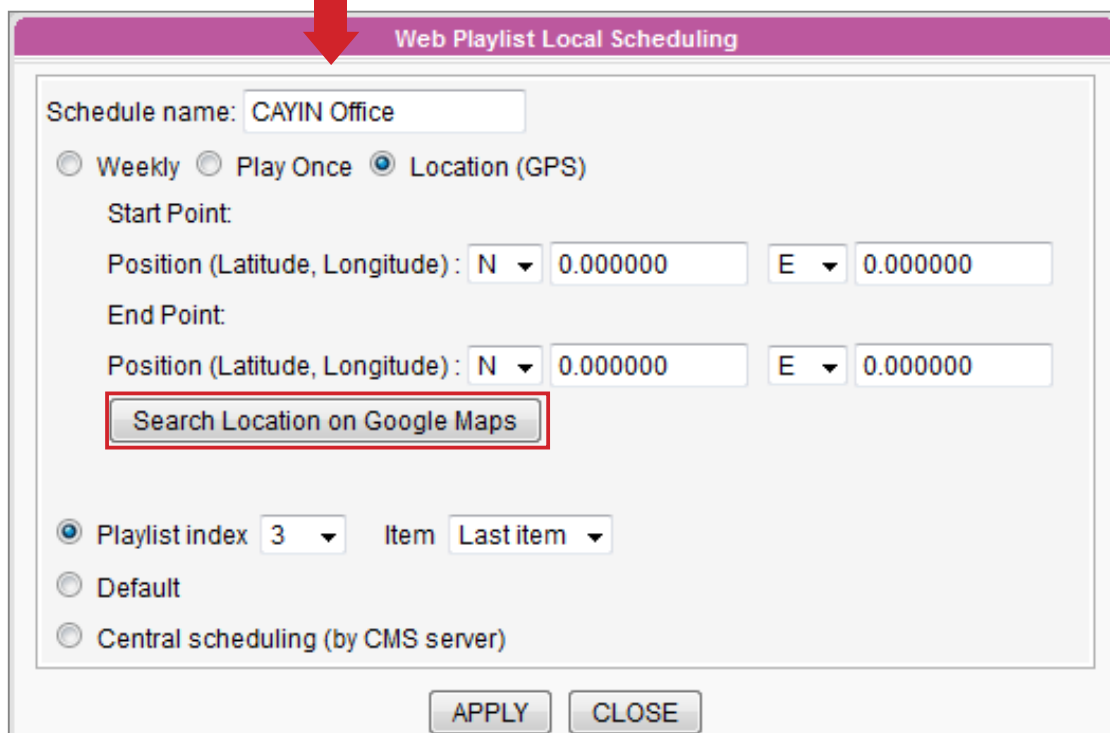
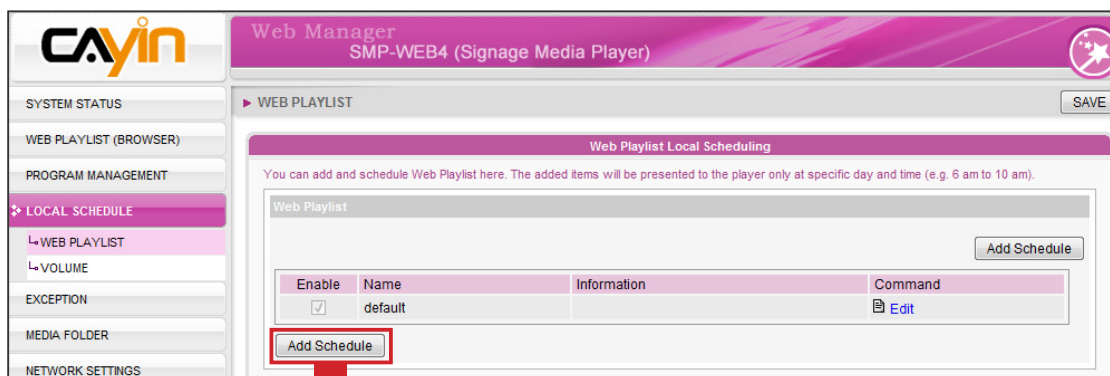
**Default:** Run the default playlist

**Central Scheduling:** Control playlists by CMS server

### 3-7-3 Web Playlist - Location (GPS)

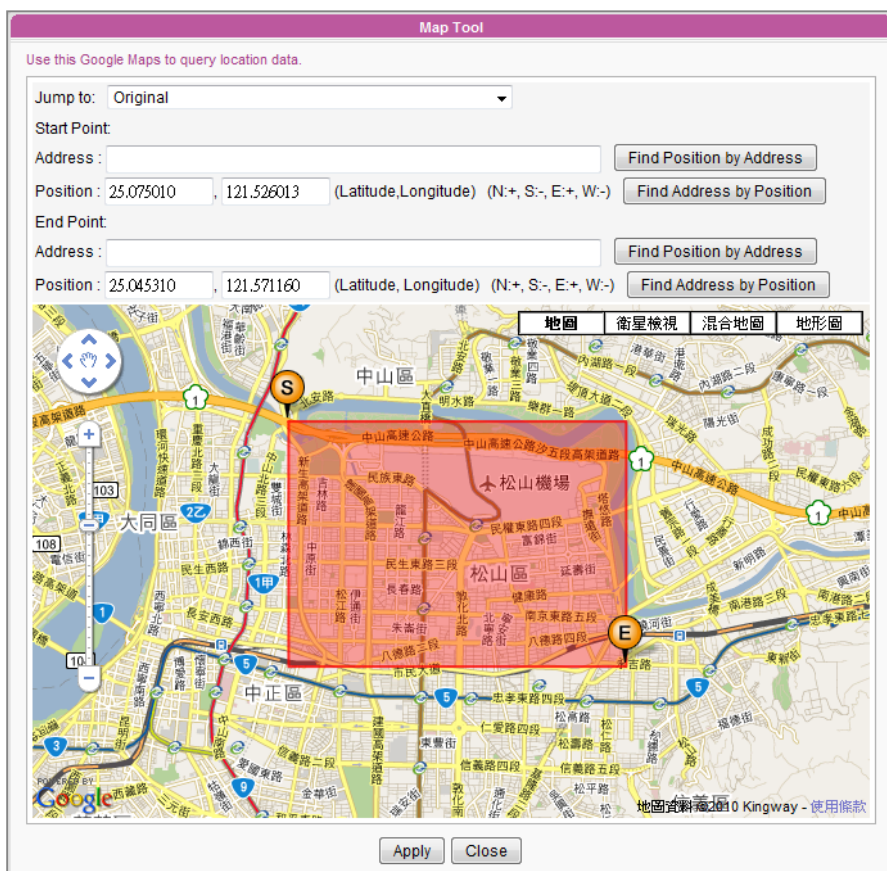
SMP players can playback content based on locations. Please follow the steps below to configure related settings.

1. Login to SMP Web Manager and click “**LOCAL SCHEDULE**” in the main page. Then, click the sub-item, “**WEB PLAYLIST**”.
2. Click [**Add Schedule**] and a pop-up window will show up. Enter the name of this schedule and select “**Location (GPS)**”. Then, you will see related settings.





3. Set an area where this schedule will be played when the SMP player is located within this designated zone. If you know the latitude and longitude of the start point and end point of this area, you can enter numbers directly.

However, if you don't know the exact numbers, you can define the area easily in Google Maps. Please click [**Search Location on Google Maps**].



There are four ways for you to set the start point and end point of this area.

- (1) Directly drag  (start point) and  (end point) on the map.
- (2) Enter the address and click [**Find Position by Address**].
- (3) Enter the latitude and longitude and click [**Find Address by Position**].
- (4) Move the mouse to any point of the map and click the right button of the mouse. Then, you can move the start/end point to this position.



- After finishing the configuration, please click **[Apply]**. Then, you will go back to the local schedule editing window and see positions of the start point and end point.

- Now you need to assign playlist. If you set **Playlist index 0** here, the SMP player will start to playback content in “**playlist 0**” when it moves into the above designated area.

**NOTE**

The priority of content playback in “**Local Schedule**” is as follows:

- GPS > Play once > Weekly
- In GPS, the first item has the top priority (item 1 > 2 > 3...).

You can also click “**Central scheduling**” if you would like the SMP player to playback content assigned by a CMS server.

Please click **[Apply]** after you finish the configuration.

- Now, you can see this special schedule on the Web Playlist table.

Enable	Name	Information	Command
<input checked="" type="checkbox"/>	CAYIN Office	Start (Latitude: N 25°4'30" Longitude: E 121°31'33") End (Latitude: N 25°2'43" Longitude: E 121°34'16") Playlist index: 3	Edit Delete
<b>Play Once</b>			
<input type="checkbox"/>	Special AD	2011/04/01 08:30 Playlist index: 2	Edit Delete
<b>Weekly</b>			
<input type="checkbox"/>	Evening Schedule	Mon Tue Wed Thu Fri Sat Sun 18:00-22:00 Playlist index: 1	Edit Delete
<b>Default</b>			
<input checked="" type="checkbox"/>	Default		Edit

- Please remember to enable this schedule. Then, click **[SAVE]** and **[APPLY]**.

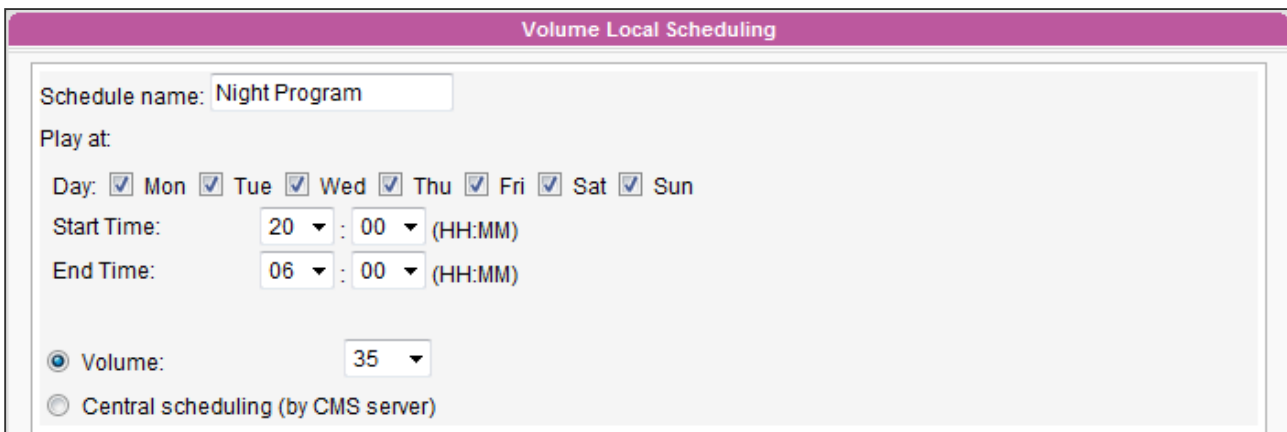


## 3-7-4 System Volume

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 in the pop-up window.



2. Specify the schedule name, day of week, and start and end time.
3. Set the volume. The sound will be louder when the number is bigger.
4. 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, users can play two videos in one HTML page. “<b>video/main</b>” represents the main video; “<b>video/sub</b>” represents the secondary video. For SMP-WEB4, users can play video by using the tag “<b>video/mpeg</b>” or “<b>video/main</b>”.</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 mms: Microsoft MMS streaming http: http streaming rtb: CAYIN RTB streaming rtp: Real-time Transport Protocol streaming</p> <p><b>Note:</b> About ‘src’ attribute usage, see examples in the following section.</p>
loop	<b>1 (default)</b> 0	Assign to play video repeatedly.
fullscreen	1 <b>0 (default)</b>	Display full-screen video.
hidden	1 <b>0 (default)</b>	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 muted, if available.
ratio	<b>auto (default)</b> 4:3 / 1:1 / 16:9 / 2.11:1	Aspect ratio of media player window.
play-local-all	1 <b>0 (default)</b>	Play all files in the Media Folder.

Attribute	Attribute Value	Note
play-server-schedule	1 2 <b>0 (default)</b>	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. (SMP-WEBPLUS/WEBDUO only) 0: Disable central scheduling (default)
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 <b>0 (default)</b>	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 <b>0 (default)</b>	Randomly play all items in a playsit
audio	<b>1 (default)</b> 0	Turn on / off sounds. In the case of two videos in a HTML page, the " <b>sub-video</b> " will automatically be turned off, when you set " <b>true</b> " for the " <b>main video</b> ".
audio-output-id	1 (green, default), 2 (orange), 3 (black), 4 (grey).	This option is for SMP-WEBDUO only. You can control Media Player in SMP-WEBDUO and send audio to different connectors at back-panel.

**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="loop" value="1">
```

```
<param name="fullscreen" 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="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="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">
<param name="loop" value="0">
</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="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="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

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="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:** Play background music

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 video input

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

## 4-2 Image Slide Show Tag and Attributes

You can also use Image Slideshow tag to create an image area in you HTML page.

TYPE Attribute:

Attribute	Attribute Value	Note
Type	app/cayin-image	You can create Image slideshow area by creating this type of plug-ins. SMP-WEB4/SMP-WEBPLUS: You can have maximum 4 image areas. SMP-WEDUO: You can have maximum 8 image areas. <b>Note:</b> SMP-WEBDUO (Distinct Mode): You can have maximum 16 image areas.

NAME Attribute:

Attribute	Attribute Value	Note
src	play-local-all play-server-schedule-1 play-server-schedule-2 file://folder/image.jpg file://folder2/	Image source attribute: <b>play-local-all:</b> Play all files in the Media Folder. <b>play-server-schedule-x:</b> follow central schedule area 1 or 2 file: you can specify files or a folder for playing all image files in the folder.
duration	<b>[0-9]*</b>	Duration of displaying each image. 3 is default
sequence	<b>Forward</b> Backward Random	Sequence
recursive	0/Disable/No <b>1/Enable/Yes</b>	Include sub-folders
scale_fit	0 <b>1</b> 2	Scale to fit area 0: Disable 1: Fit to area (Propotional) 2: Fit to area (Non-Propotional)
play-local-all	<b>0</b> 1	Play local all files 0: Disable 1: Enable
play-server-schedule	<b>0</b> 1 2	Play server schedule 0: Disable 1: Area 1 2: Area 2

<p>transition_ effect</p>	<p><b>0</b> 1 2 3 4 255</p>	<p>0: No effect (default) 1: Wipe Right (old name: Left to right) 2: Wipe Left (old name: Right to left) 3: Wipe Bottom (old name: Top to bottom) 4: Wipe Top (old: name Bottom to top) 255: Random Please refer to <b>Appendix C</b> for the complete list of all transition effects. <b>Note:</b> You have to install Patch P11472 to get more image transition effects. If you haven't installed that patch, you can only use the original transition effects 1~4.</p>
-------------------------------	---	---

**Example:** Play the image files in the Media Folder repeatedly

```
<html>
<head>
</head>
<body>
.....
<object type="app/cayin-image" width="320" height="240">
<param name="src" value="file://folder/image1.jpg">
<param name="src" value="file://folder/image2.jpg">
<param name="src" value="file://folder/image3.jpg">
</object>
.....
</body>
</html>
```

## 4-3 Ticker Tag and Attributes

You can also use Ticker text tag to create a ticker area in you HTML page.

TYPE Attribute:

Attribute	Attribute Value	Note
Type	cayin/ticker	Create Ticker text areas. Max 4 areas for SMP-WEB4, SMP-WEBPLUS, and SMP-WEBDUO. <b>Note:</b> SMP-WEBDUO can have 4 areas in each Distinct mode display.

NAME Attribute:

Attribute	Attribute Value	Note
src	text://Ticker in running on table file://folder/scr.txt http://url/news.rss play-server-schedule-1 play-server-schedule-2	<b>Text:</b> enter text directly in the tag. <b>File:</b> a text file contains the ticker. <b>http:</b> a text file or RSS url. <b>Play-server-schedule:</b> SMP's ticker will be controlled by CMS server <b>Note:</b> 1. You can specify one source in ticker plugins. 2. For the old " <b>src=play-server-schedule</b> ", the system will apply " <b>src=play-server-schedule-1</b> " automatically.
direction	<b>1/Left to Right</b> 2/Right to left	1: Left to Right 2: Right to left
font	<b>Tahoma</b>	<b>Default font:</b> Tahoma For other font choices please refer to the following section.
fsize	10~200	<b>Font size:</b> 30 by default
fcolor	0x118A3F	<b>Font color:</b> 0xFFFFFFFF by default First " <b>11</b> " means color Red Mid " <b>8A</b> " means color Green Last " <b>3F</b> " means color Blue All numbers in hexadecimal value
bcolor	0x118A3F	<b>background color:</b> 0x000000 by default First " <b>11</b> " means color Red Mid " <b>8A</b> " means color Green Last " <b>3F</b> " means color Blue All numbers in hexadecimal value

seffect	1 <b>2</b> 3 4	Text scrolling effect 1: No scrolling effect 2: Simple crawl 3: Simple Bottom up 4: Bottom up and crawl
speed	1, 2, <b>3</b> , 4, 5, 6	Speed: 3 by default
pause	<b>0</b> , 0.5, 1, 1.5, 2, 2.5, 3	Pause
spacing	0, <b>0.25</b> , 0.5, 1, 1.25, 1.5	Line spacing
play-server-schedule	<b>0</b> 1	Play server schedule 0: Disable 1: Enable

**Example :** Play image files in the Media Folder repeatedly

```
<html>
<head>
</head>
<body>
.....
<object type="cayin/ticker" width="320" height="240">
<param name="src" value="file://folder/myticker.txt">
</object>
.....
</body>
</html>
```



## 4-4 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 the font supports 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

Face name	font type	Note
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	

## 4-5 Remove the Scrollbar

If you want to hide the scrollbar in 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>
```

### NOTE

You can also remove browser scrollbar from SMP's Web Manager. Please refer to section **3-2-7** for detailed instructions.

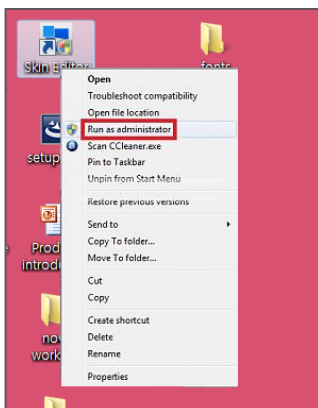
# 5. Skin Management

---

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## NOTE

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

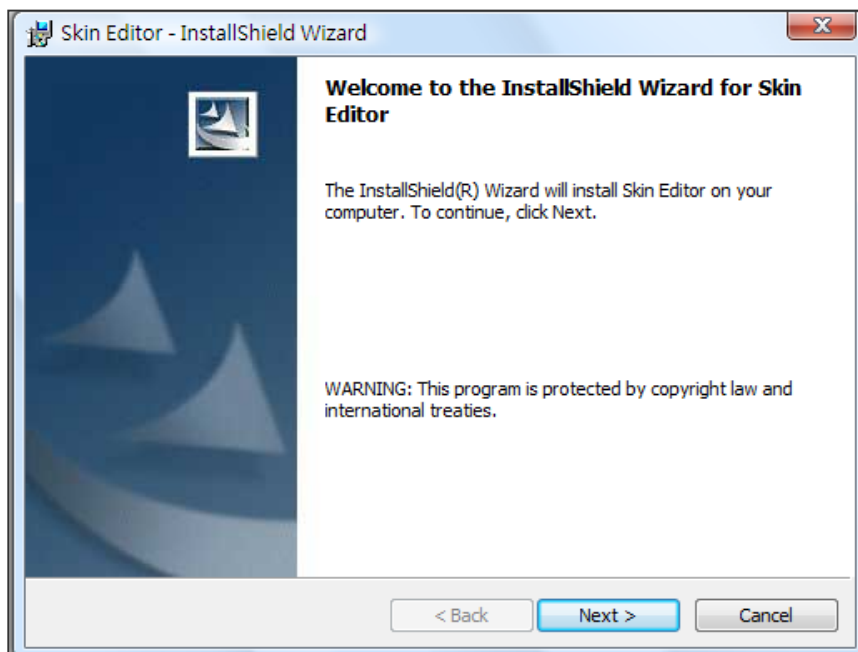


You can create your own skin via **CAYIN Skin Editor**, upload it to players, and adopt it into your contents. In this section, you can manage your own skin displayed as a background on which video, image, and ticker play. CAYIN's Skin Editor now is available in English, German, Spanish, French, Italian,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

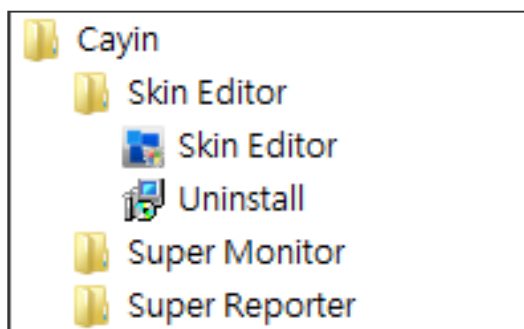
## 5-1 Create Your Own Skin

### 5-1-1 Install Skin Editor

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



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



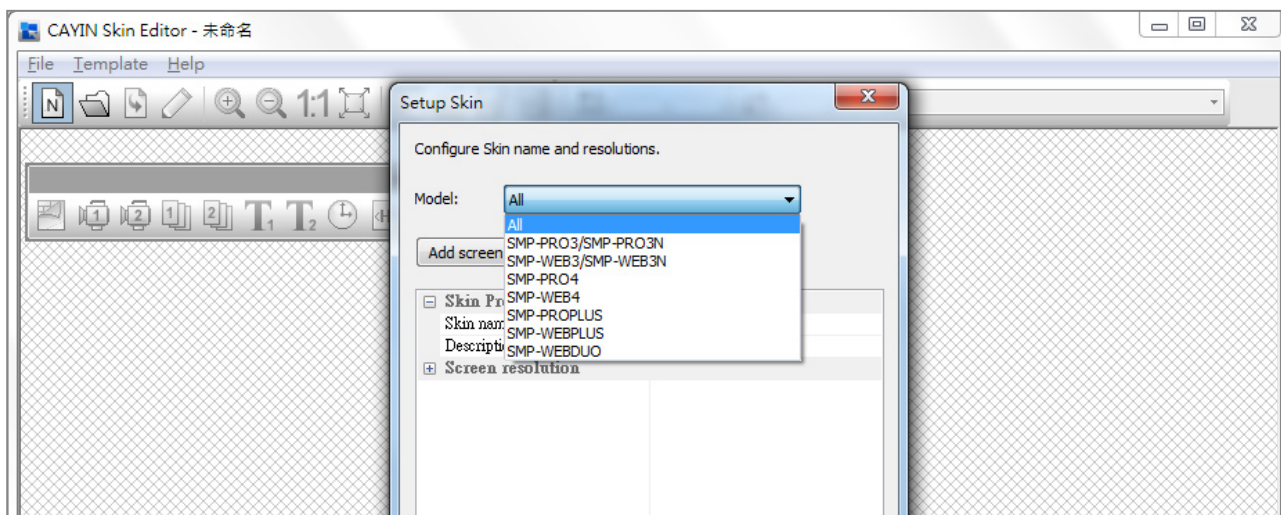
## 5-1-2 Create a new skin file (.csk)

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

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



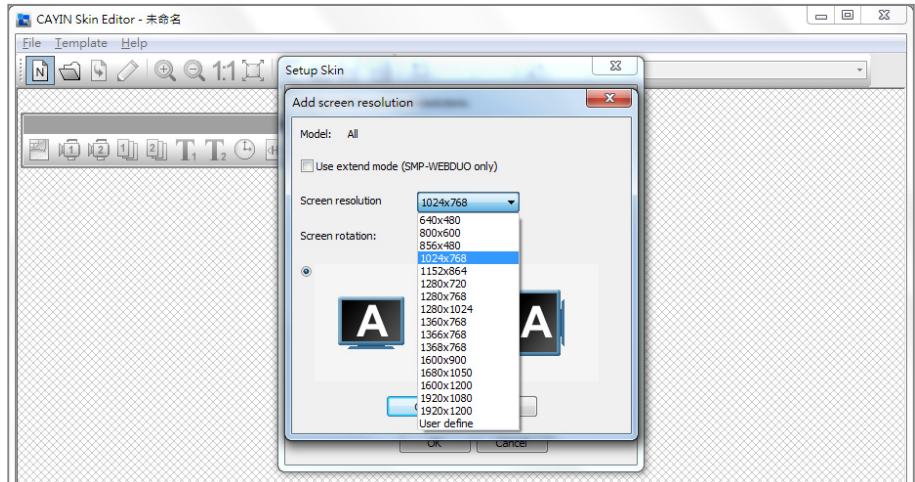
4. Please choose a product model. If you choose **[ALL]**, you can create a skin file for all resolutions supported by SMP series.



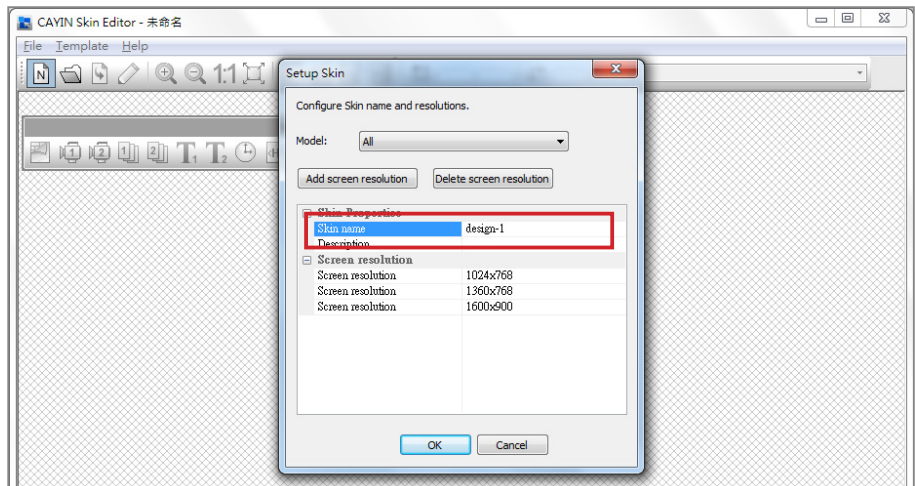
**NOTE**

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

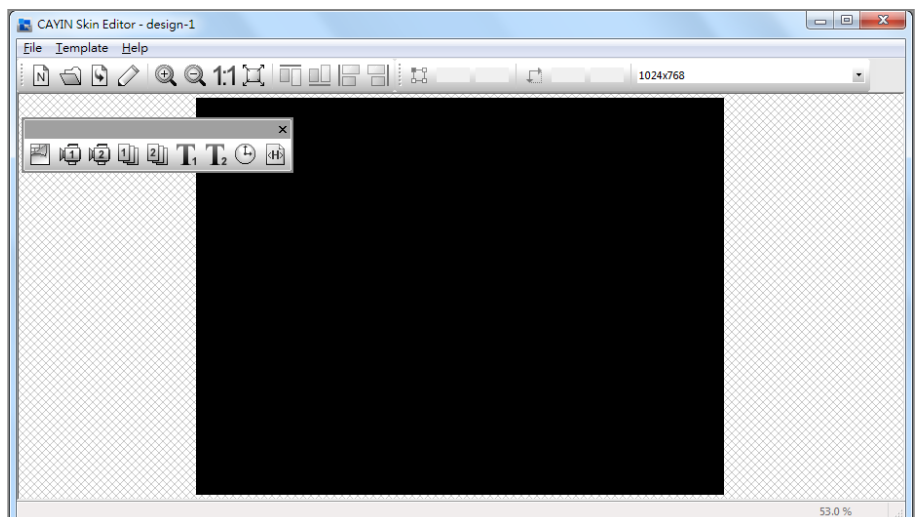
5. Select your skin resolutions and screen rotation. Please choose and save one resolution at a time if you want to create several skin resolutions. You can also select "**User define**" to configure your own resolution. Click **[OK]** to proceed.



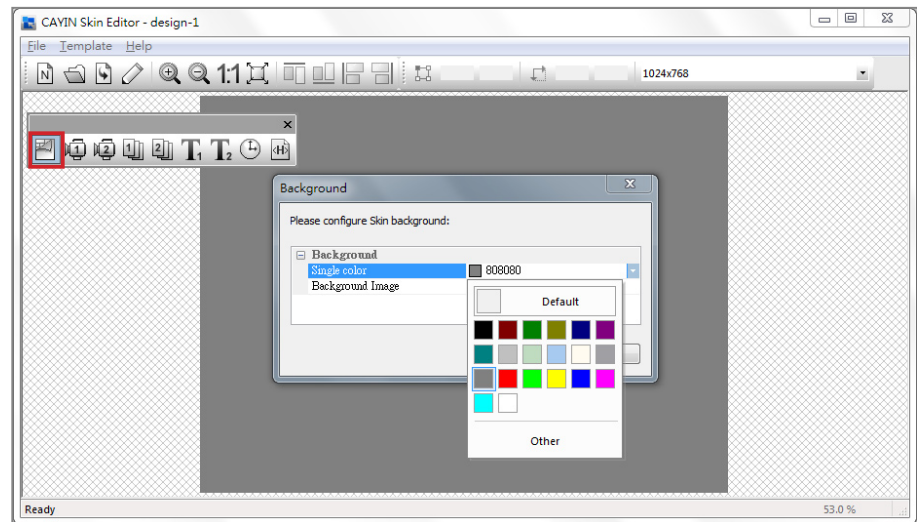
6. Now name your skin and description (optional). Click **[OK]** to proceed.



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



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



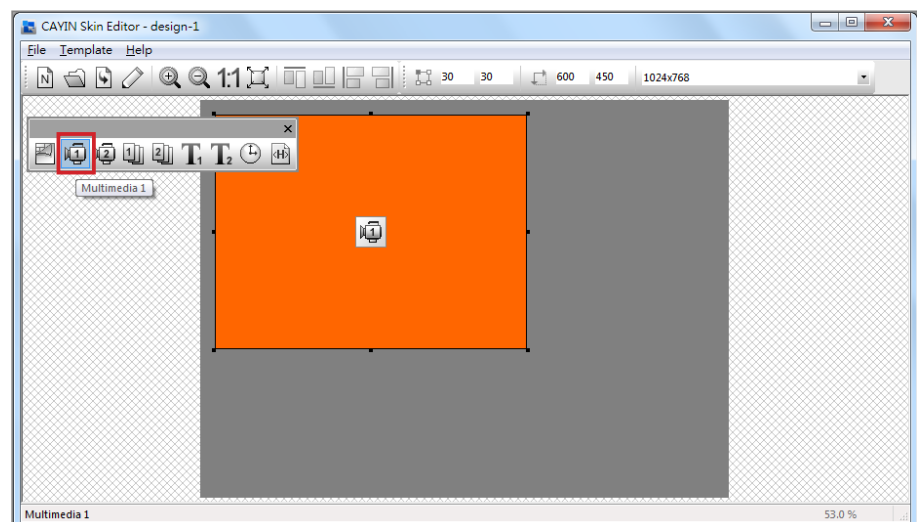
## NOTE

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

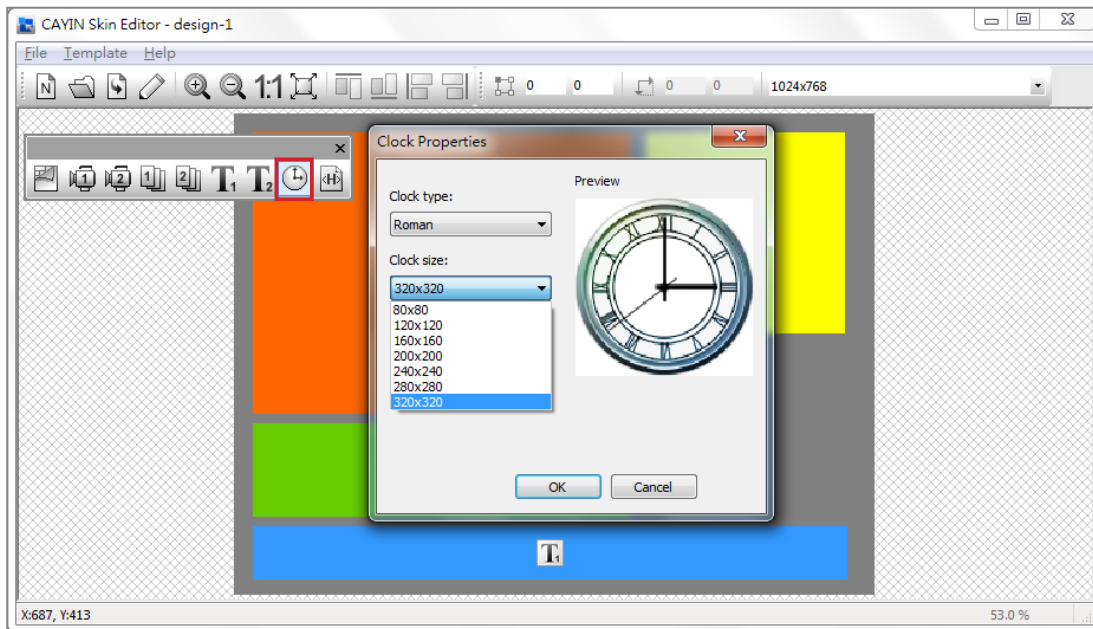
9. Now please choose which zones you want to edit first. For example, if you want to edit a multimedia zone first, please click on the **multimedia** icon on the toolbar and drag the area size you want for the multimedia zone. When it is done, you can see an area with a multimedia icon in it. This can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

## NOTE

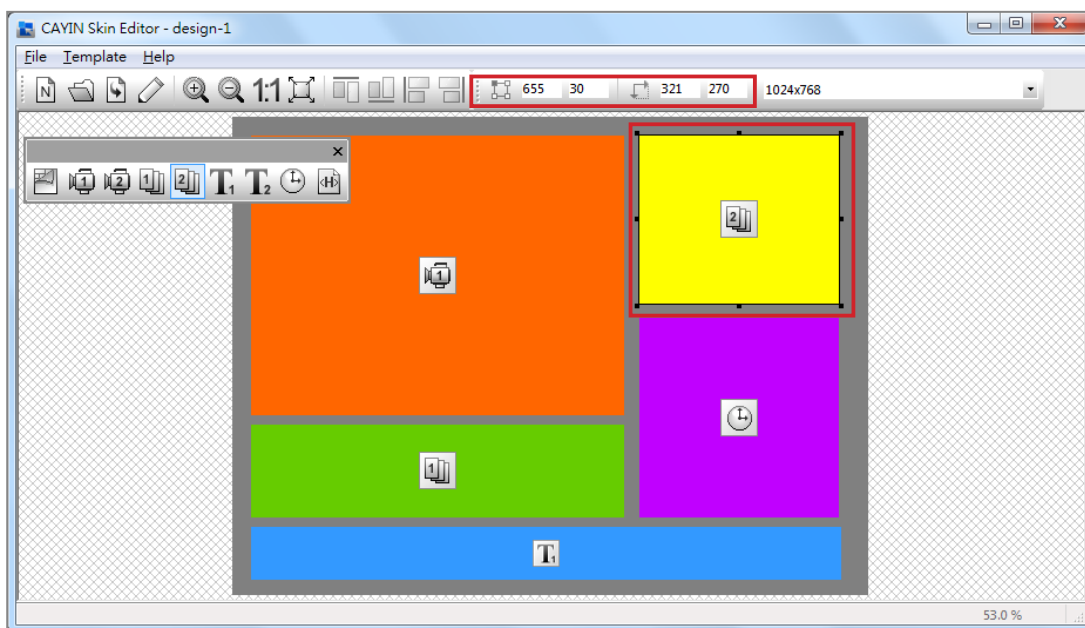
For Multimedia, Image Slide Show, and Ticker areas, you cannot start the setting with area 2. You must finish configuring area 1 before you can move on to area 2.



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



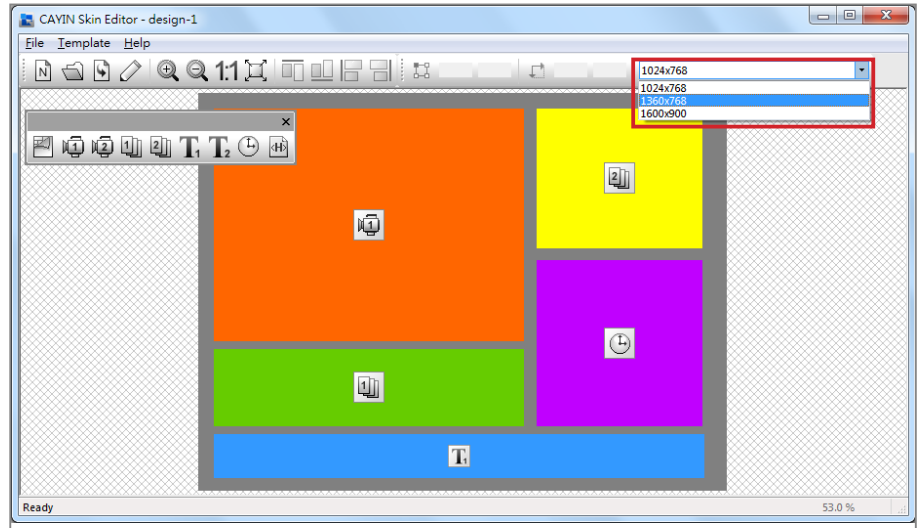
11. If you want to adjust the size of each element, just click the element you want to adjust and move your cursor to the edge of that element. When you see the arrow show, please left click your mouse and drag to the size you want. You can also type the coordinate value on the columns on the upper side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



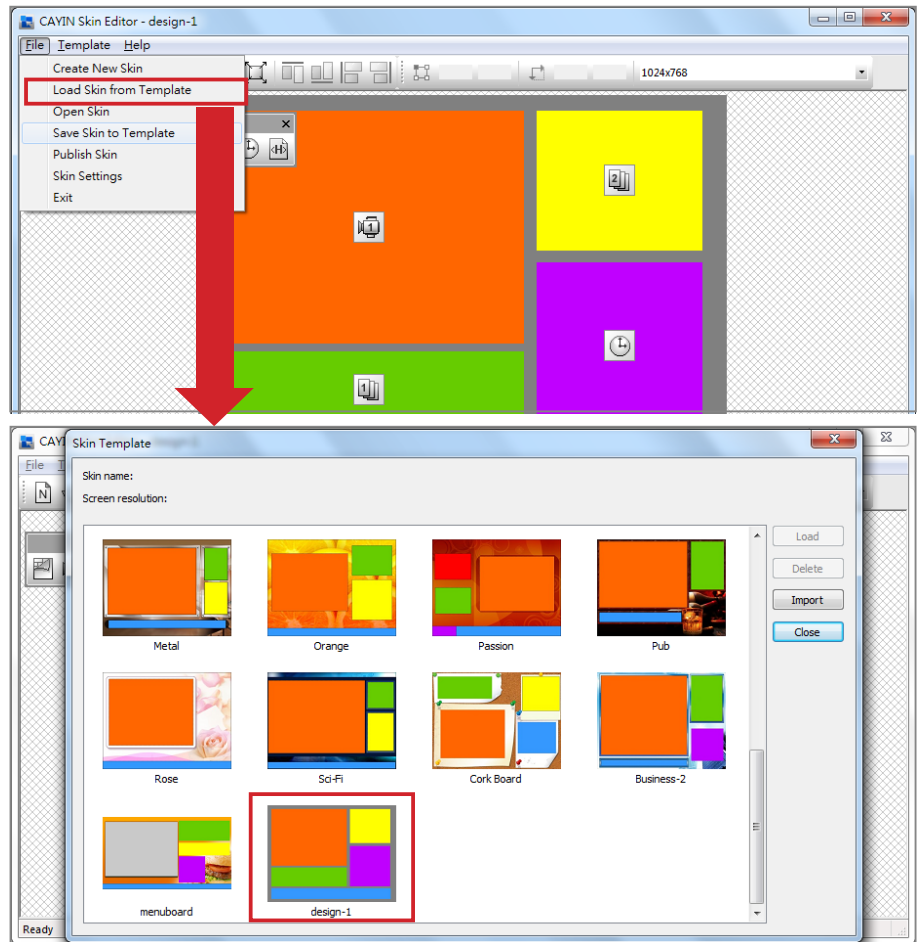


- If you upload more than one resolution for your skin, please select other resolutions from the upper side drop down menu and start over the configuration process.

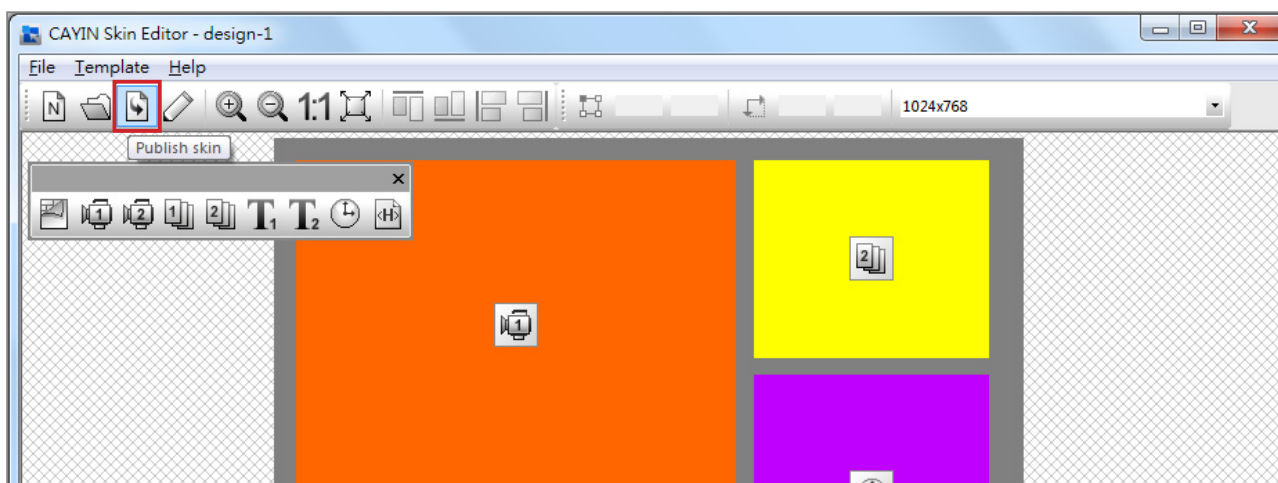
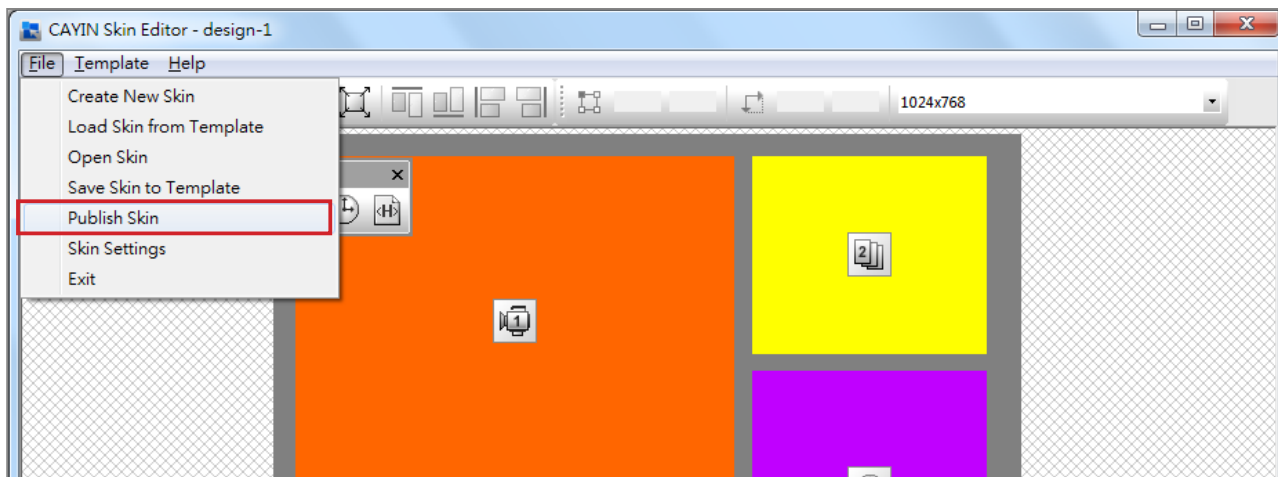
**NOTE**  
 You may discover in some zoom ratio, the quality of background image seems not good. The image preview window is for reference only. It will not affect the final quality of published skin file.



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



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



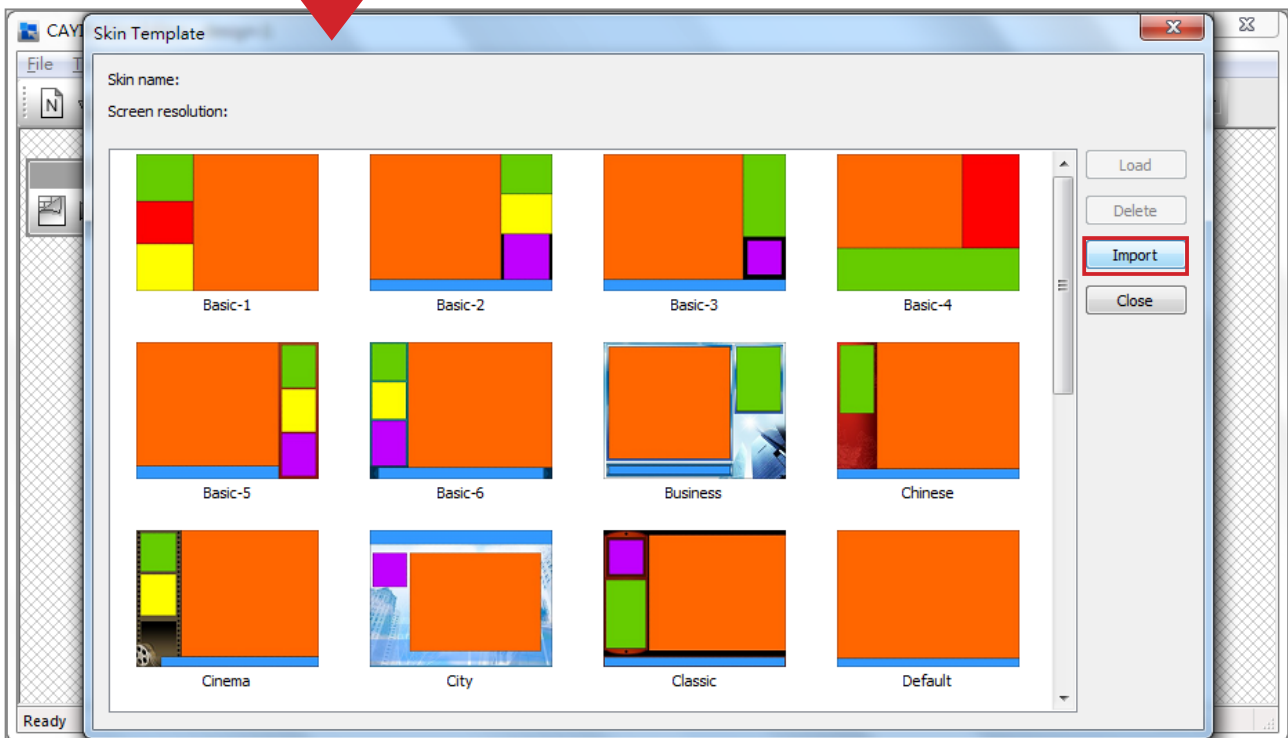
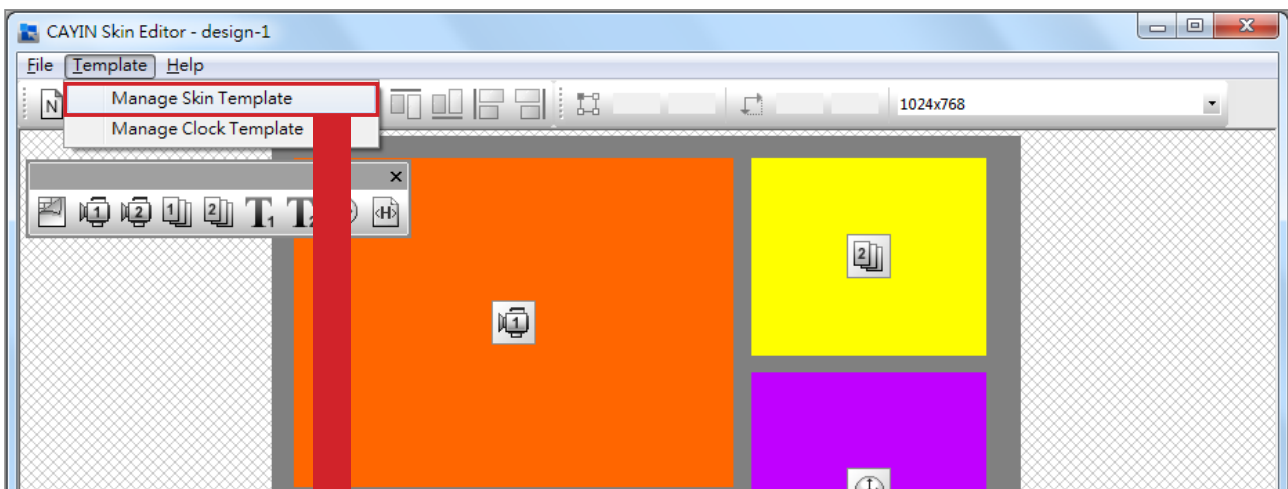
More information about **CAYIN Skin Editor** are as follows:

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

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

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

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



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

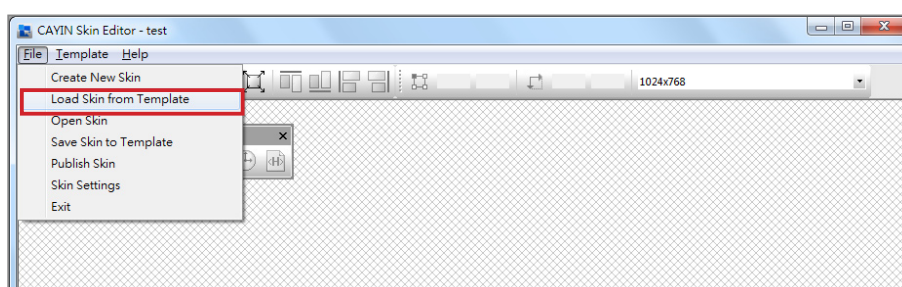
## NOTE

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

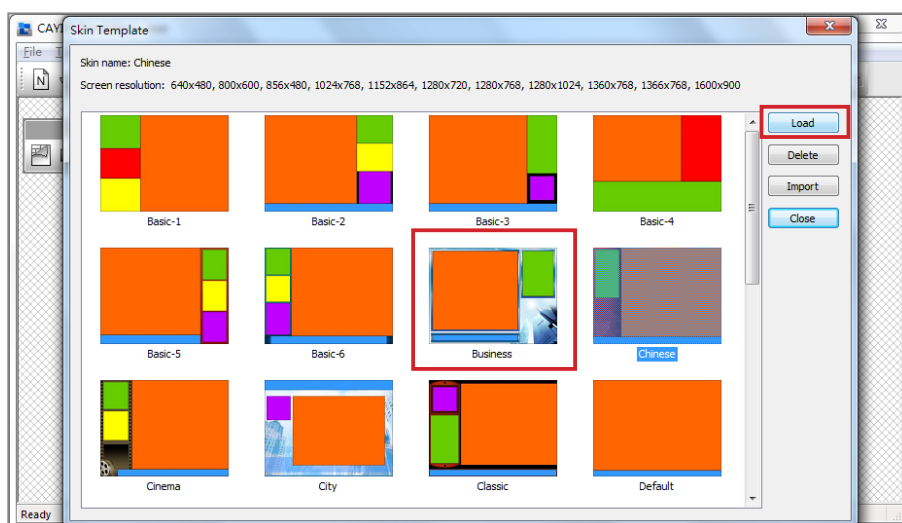
## 5-1-4 Edit a Skin File in Skin Template

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

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



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



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

## 5-2 Create Your Own Clock (.clk)

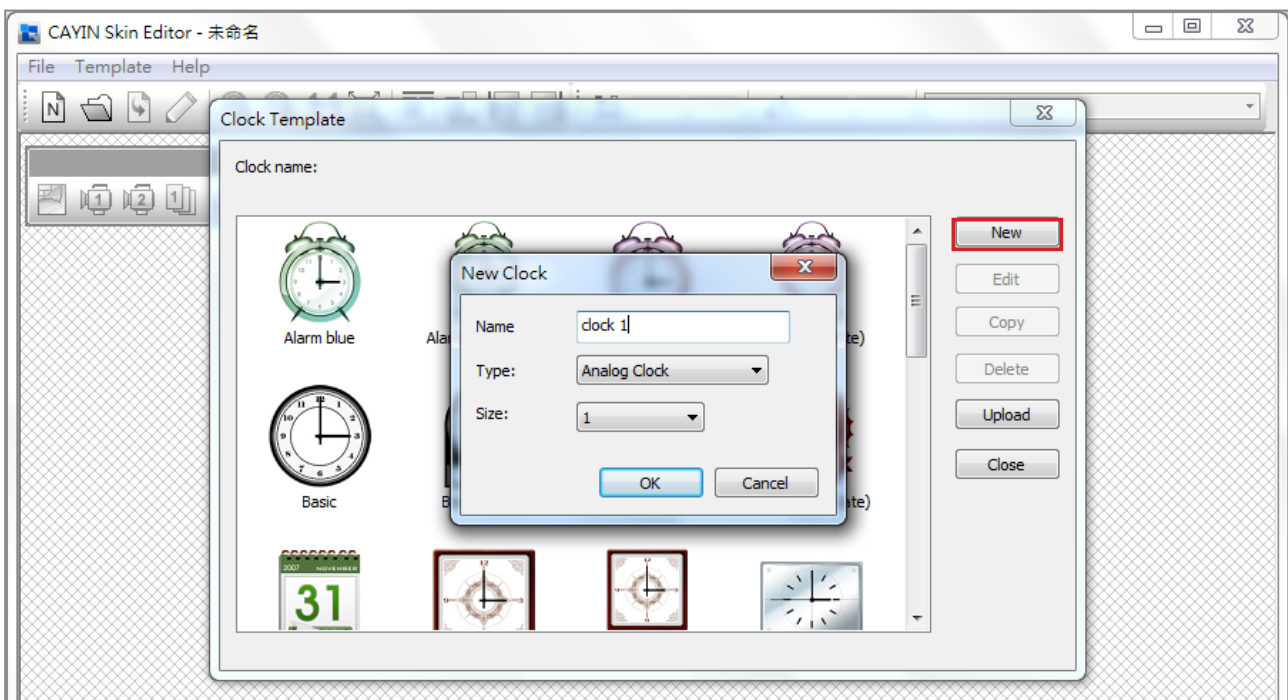
### 5-2-1 Create a Clock (.clk)

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

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



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



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

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

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

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

## Analog Clock:

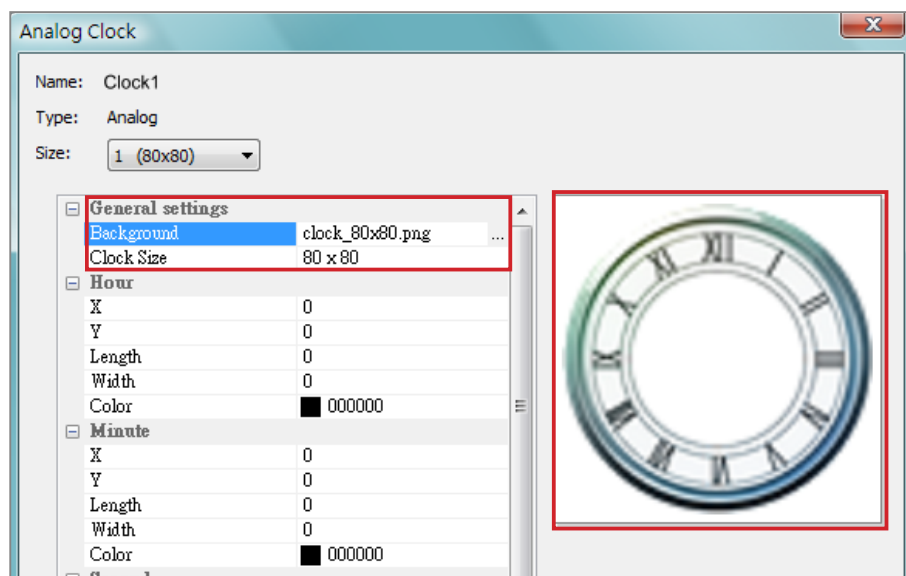
If you choose analog clock, you will see an analog clock pop-up window.

### NOTE

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

### General Settings

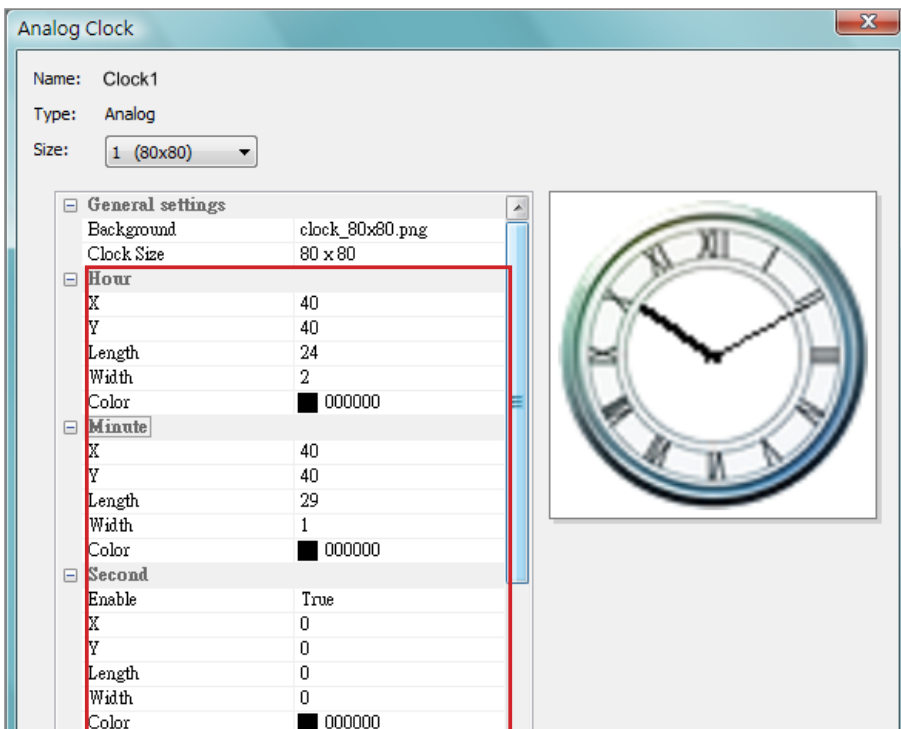
1. Select your clock background here. You have to import an image file as your clock background image (clock face). The clock size will be based on the imported background image.
2. After importing the background image, you can see the preview on the right hand side of window.



### Hour/Minute/Second

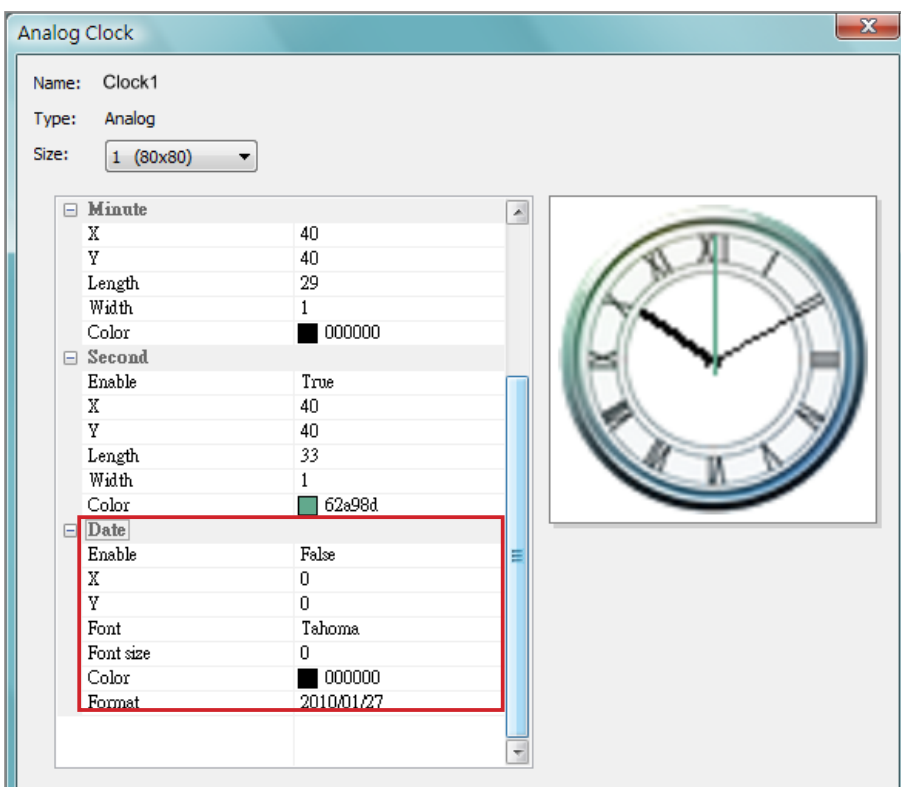
Here you can create the hour hand, minute hand and second hand for your clock.

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



## Date

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

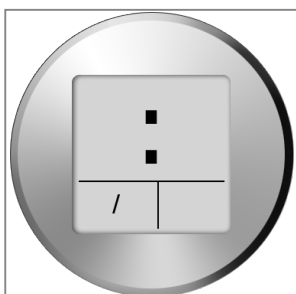


- After finishing all the resolutions you just configured, please click **[OK]**. Now you can see your own personal skin in the Clock Template window.

### Digital Clock (Image):

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

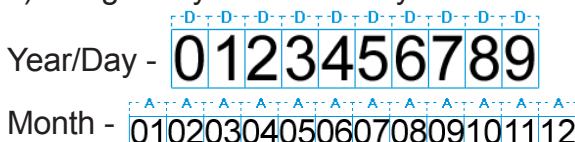
- Image for clock background



- Image for hour/minute/second



- Image for year/month/day



- Image for day of week



- Image for 12 hour



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

### General Settings

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

#### NOTE

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

#### IMPORTANT

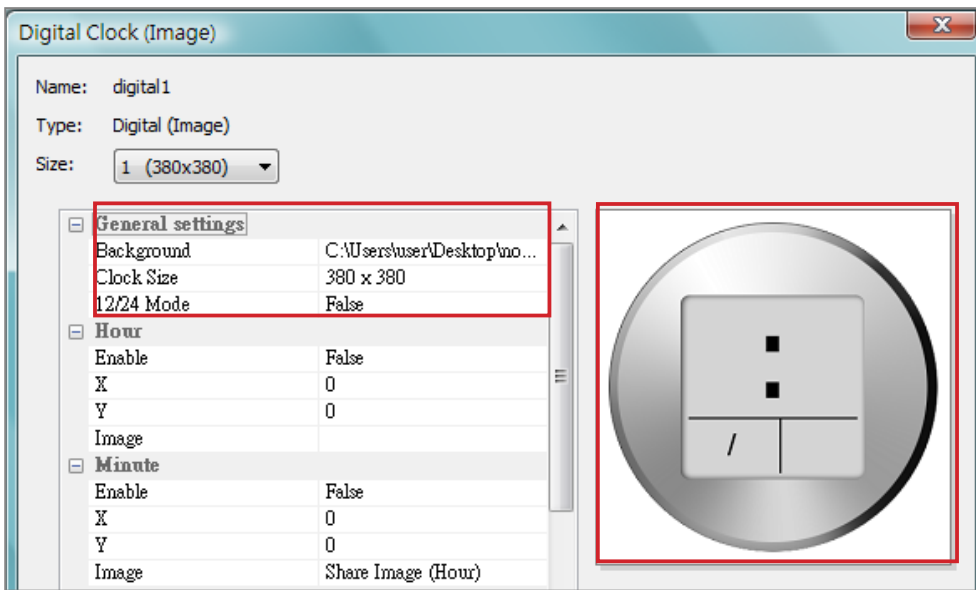
The image you use for clock should be a serial text, such as "123456789101112" for month or "Sun,Mon,Tue,Wed,Thr,Fri,Sat" for day of week. The width of each set of number or words should be the same. Skin Editor will automatically capture the corresponding text from the text string.

#### NOTE

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



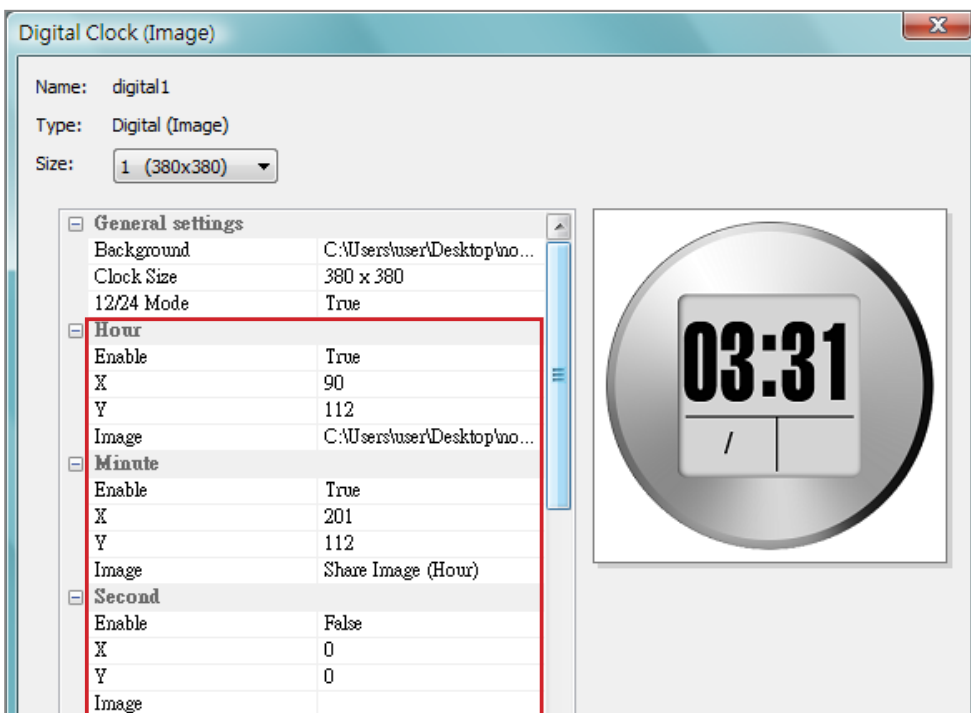
- After importing the background image, you can see the preview on the right hand side of the window. You can also enable the “**12/24 mode**” function for 12 hour or 24 hour clock.



### Hour/Minute/Second

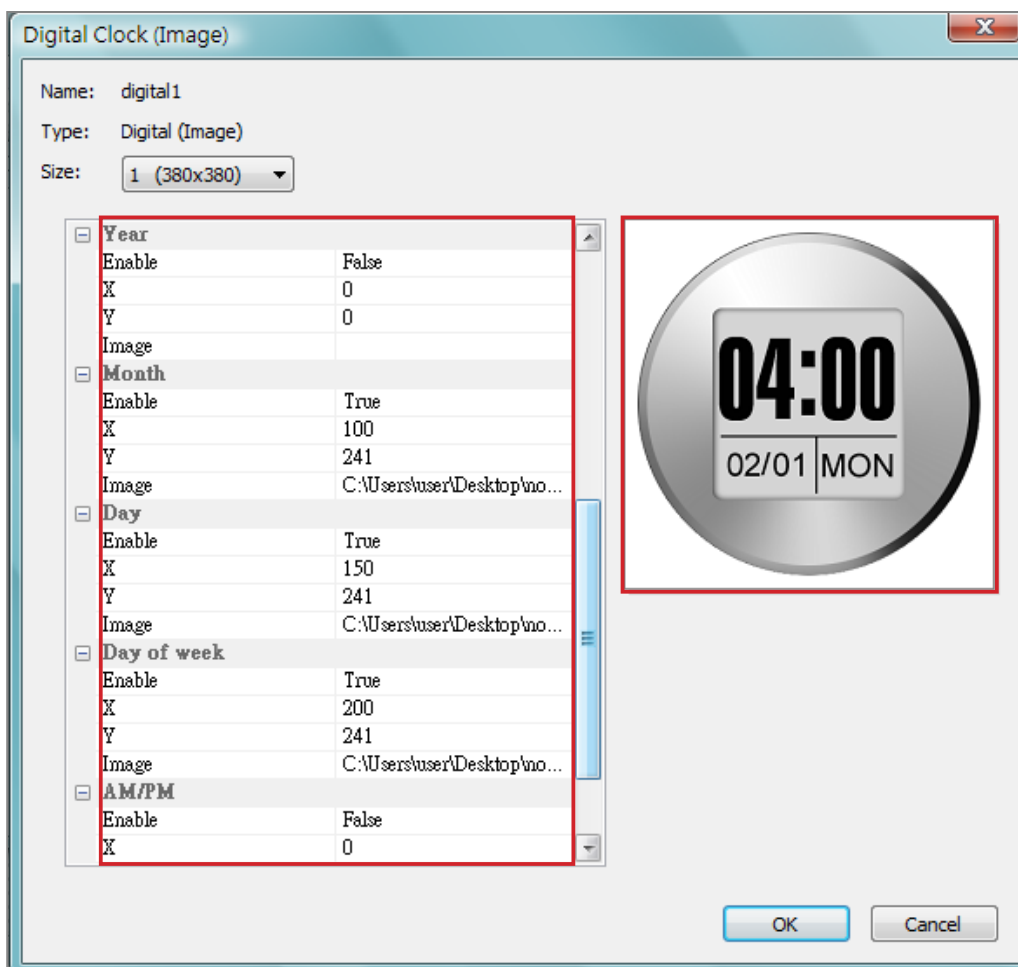
Here you can create the hour, minute and second for your clock.

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



## Year/Month/Day/Day of Week

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



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

## Digital Clock (Text):

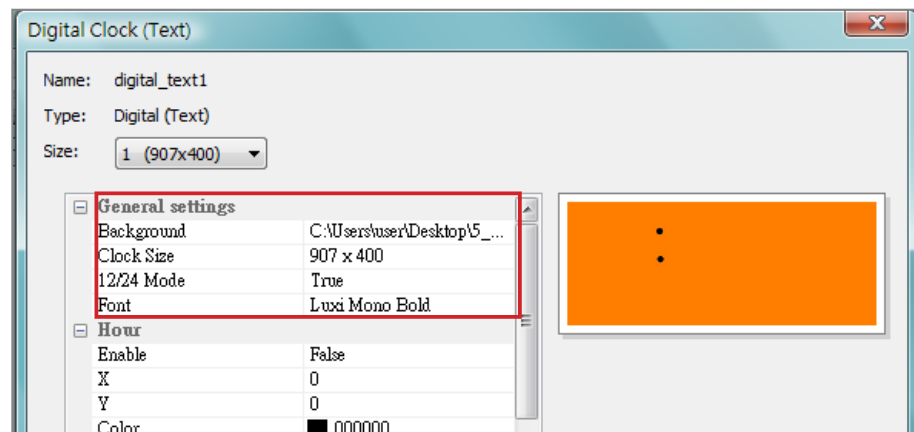
If you choose digital clock (text), you will see a digital clock (text) pop-up window.

### NOTE

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

### General Settings

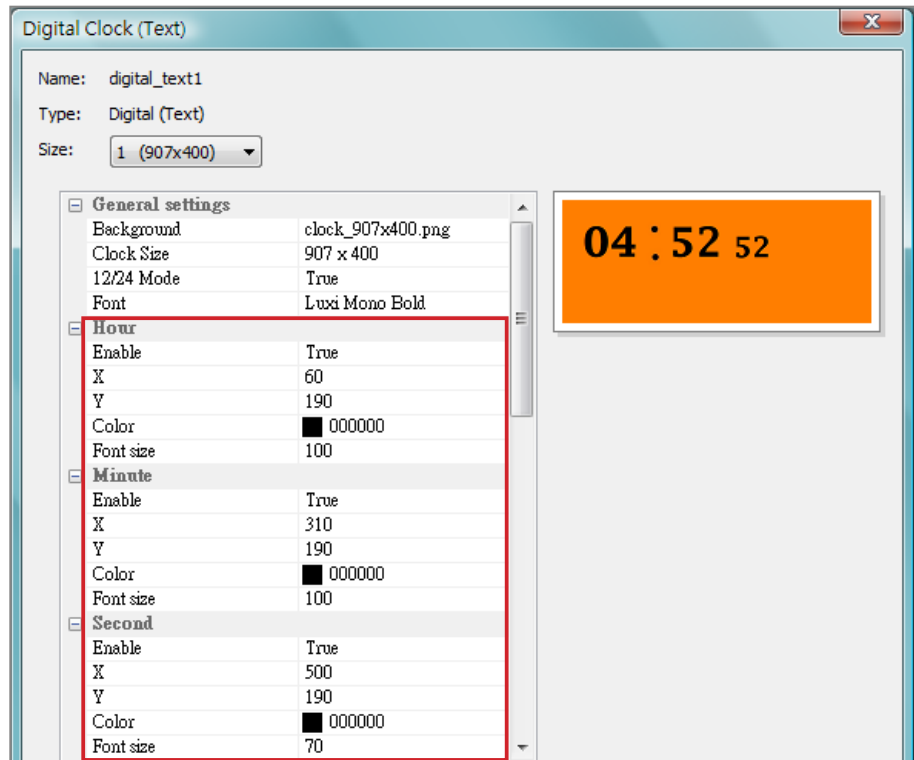
1. Select your clock background here. Please note you have to import an image file as your clock background image. If you do not want any background image, please import a white image here. The clock size will automatically show after you import the background image.
2. After importing the background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



### Hour/Minute/Second

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

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

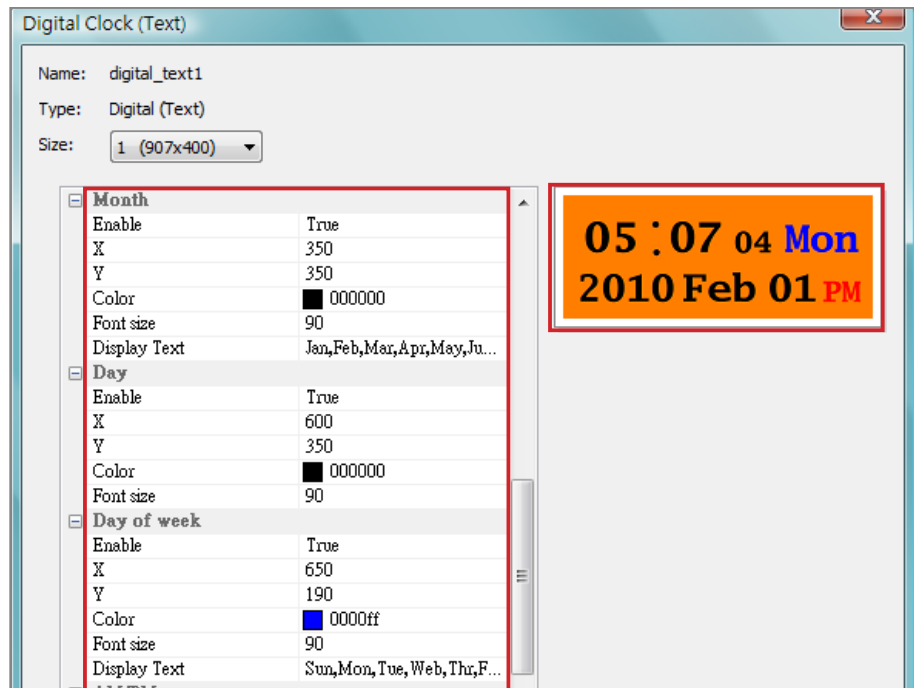


**NOTE**

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

**Year/Month/Day/Day of Week**

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



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

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

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

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

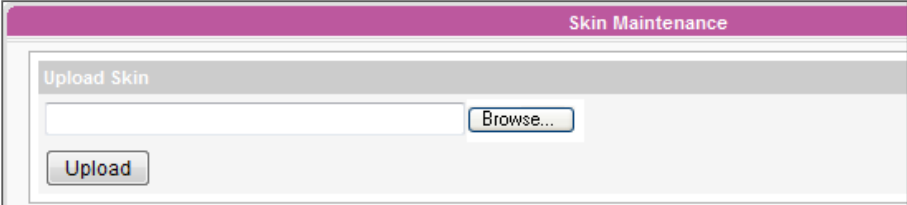
## 5-3 Upload the CAYIN Skin File into SMP

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

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

### NOTE

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

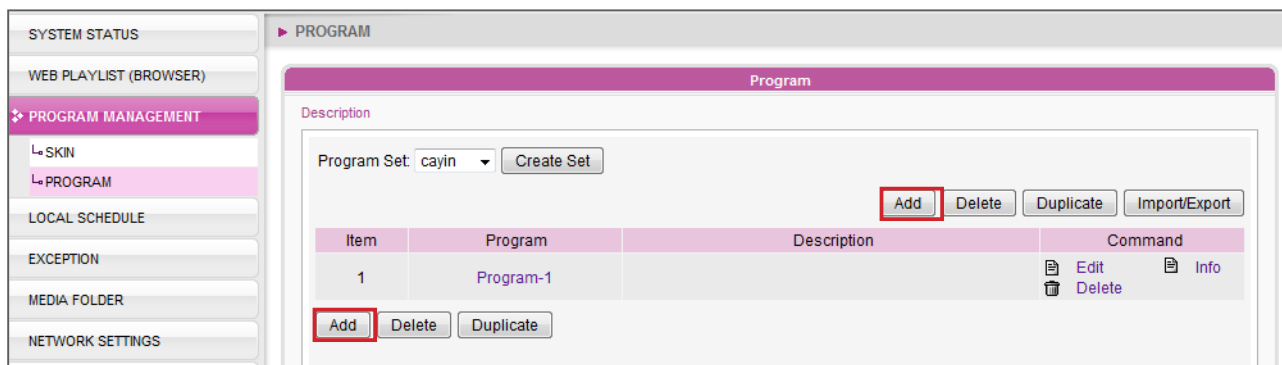


The screenshot shows a web interface titled "Skin Maintenance". Inside, there is a section labeled "Upload Skin" which contains a text input field for a file path, a "Browse..." button to the right of the input field, and an "Upload" button below the input field.

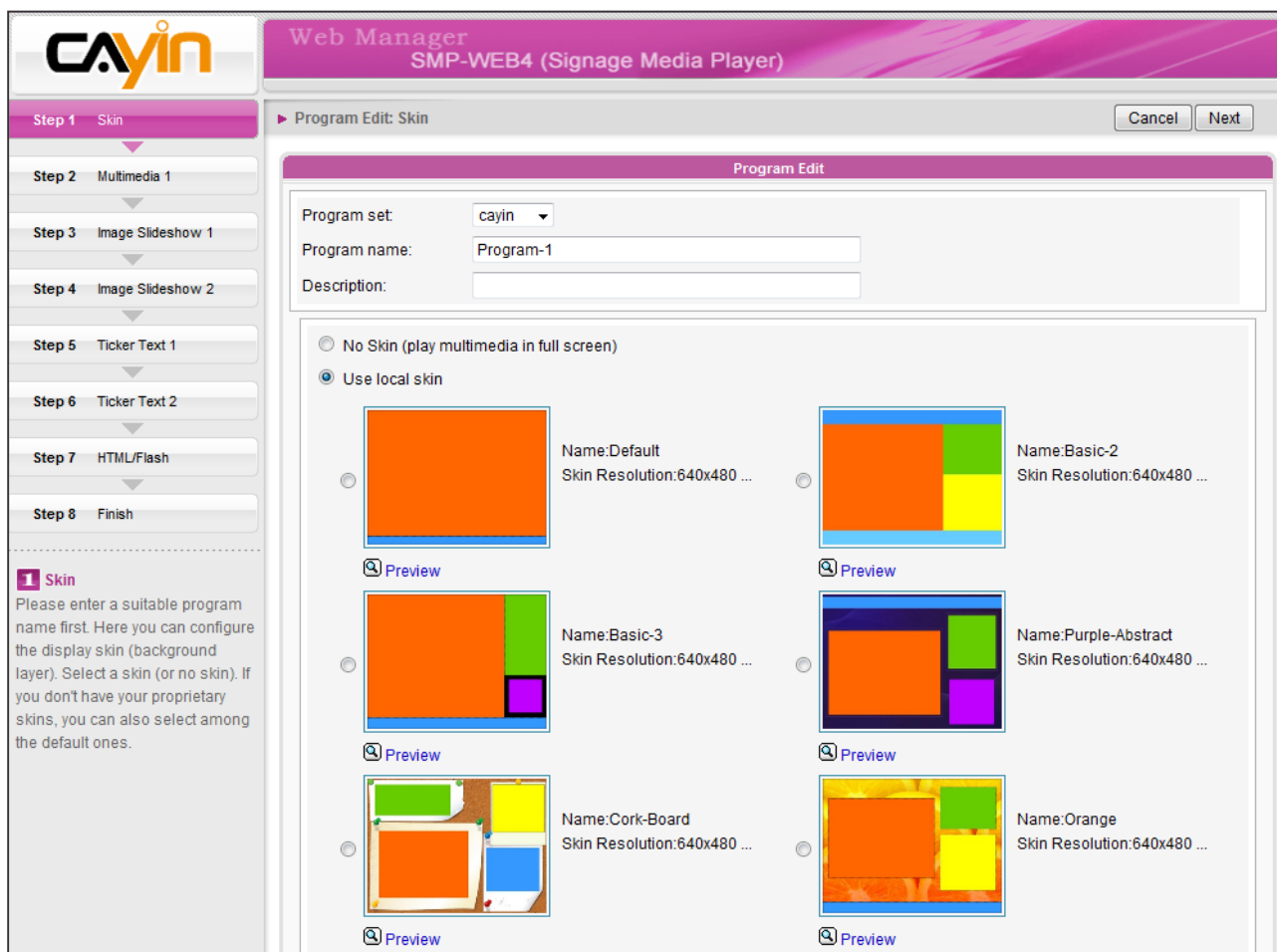
## 5-4 Apply Skin

After the skin is uploaded into the system, go to **PROGRAM MANAGEMENT > PROGRAM** and change to your favorite skin.

1. Login Web Manager. Go to **PROGRAM MANAGEMENT > PROGRAM** page.



2. Click [**Add**] to create a program. Then, you should be able to see the skin which you just upload. Select that skin and follow the steps to finish configuration. Please refer to "**3-6 Program Management**" for detailed instructions.



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

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<b>6-1 Update Media Folder .....</b>	<b>96</b>
<b>6-2 Manage Media Folder.....</b>	<b>99</b>

**NOTE**

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

**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.

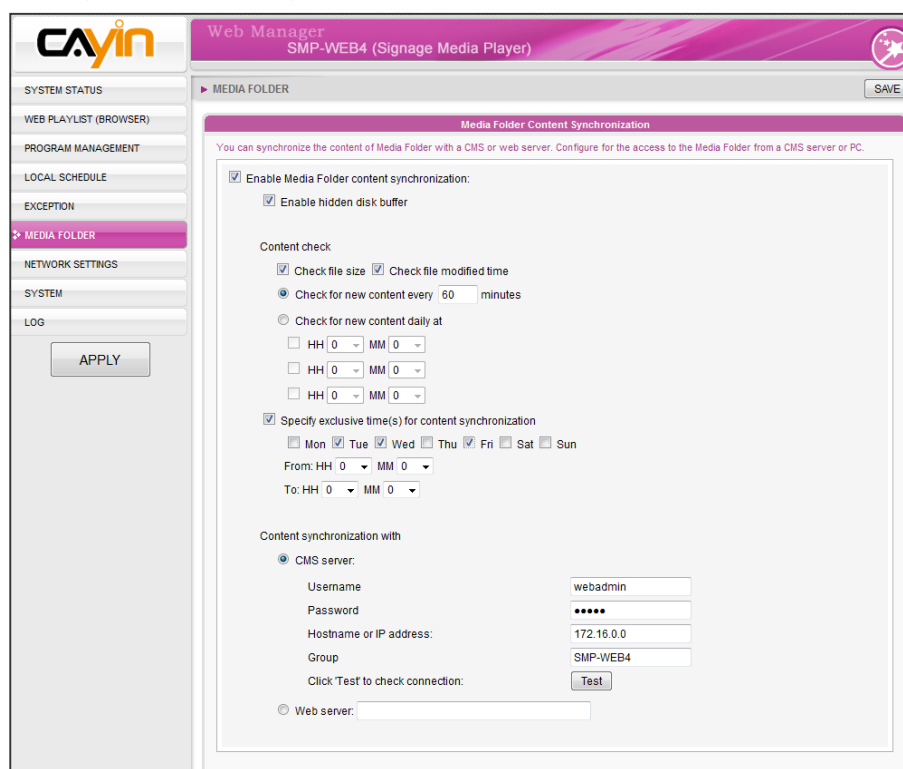
In this section, you can enable automatic content update function of Media Folder with CMS server. You can also configure the settings of access authorization of Media Folder.

## 6-1 Update Media Folder

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

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

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



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



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 to continue. We suggest you check both of them.

5. Please set content check frequency.

Check for new content every [...] minutes	Set the time interval of checking with server
Check for new content daily at HH [...] MM [...]	Set the exact time you want 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 usage.

Specify exclusive time(s) for content synchronization  
 Mon  Tue  Wed  Thu  Fri  Sat  Sun  
 From: HH  MM   
 To: HH  MM

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

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

**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).

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.

Hostname or IP address:

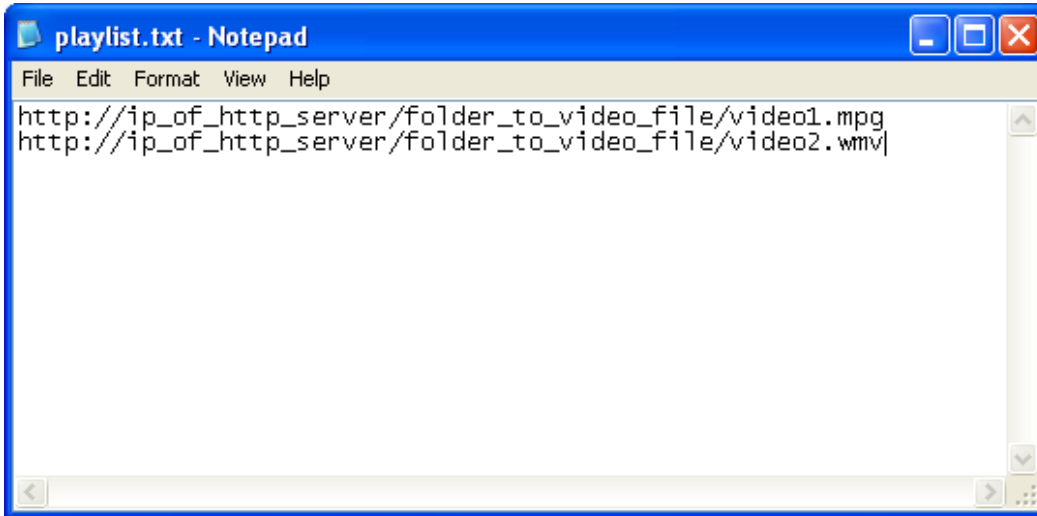
Group:

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.

## 6-2 Manage Media Folder

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

**Media Folder Management**

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

Choose one of the following shared folder modes:

- Do not share Media folder
- Share mode (no password required)
- User mode (password required)
  - Enable FTP service
  - Change User mode password
    - Username
    - Password
    - Confirm password

The access is only allowed from IP address:

Allow updating content from USB storage device

Do not share Media folder	The folder will not be shared.
Share mode	Select “ <b>Share mode</b> ” if you allow open access of all users. In this mode, users can access the folder without username and password.
User mode	<p>In “<b>User mode</b>”, 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.</p> <p>Default Username: <b>smbuser</b>          Default Password: <b>smbuser</b></p> <p><b>Enable FTP service:</b> 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><b>Change User mode password:</b> You can change password here.</p>
The access is only allowed from IP Address	To allow access from particular IP address or subnet, enter the IP address or partial IP address, e.g. type " <b>172.16.0.1</b> " to allow access only from this IP address, or type " <b>172.16.0.</b> " to allow access from all computers in this subnet.
Allow update content from USB storage device	<p>Tick this option and you can upload or update contents/files via USB storage devices.</p> <p><b>NOTE:</b> The USB file system supported by SMP players are as followings:          SMP-WEB4/WEBPLUS/WEBDUO: FAT/FAY32/NTFS</p>

# 7 ■ 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.

## 7-1 System Status

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

### 7-1-1 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 go to chapter “**9-1 Ethernet**” to specify the hostname and chapter “**7-2-1 Set System Time**” to change the date/time/time-zone.

Basic Information

Basic information of system status

Hostname: SMP-WEB4
Group: SMP-WEB4
Product Model: SMP-WEB4
Firmware Version: 2.0_Build 11067
Current Date and Time: 2011/03/15 10:06:13
Time Zone: (GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London

### 7-1-2 Advanced Information

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

Advanced Information

Advanced information of system status

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

Temperature: CPU 38°C

Fan Speed: N/A

CPU Utilization: Usage 2%

Memory Usage: Total 1001.89MB , Used 393.01MB , Usage 39.2%

System Disk Usage: Total 756.46MB , Used 164.84MB , Usage 21.8%

Resource Disk Usage: Total 509.43MB , Used 115.85MB , Usage 22.7%,

Media Folder Usage: Total 144.94GB , Used 217.90MB , Usage 0.1%, [view files](#).

Content update: 1488/1488 file(s)

Synchronization file: HTML/Yoga/fitness\_img/fitness\_sub\_02\_35.gif (53B)

**Ethernet**

IP Address: 172.16.12.210	Subnet Mask: 255.255.0.0
Gateway: 172.16.0.1	
MAC Address: 00:90:0B:11:D2:5F	
DNS1: 168.95.1.1	DNS2: 4.2.2.1

**DISPLAY 1**

Output Device: VGA1 ( Real: VGA1 )

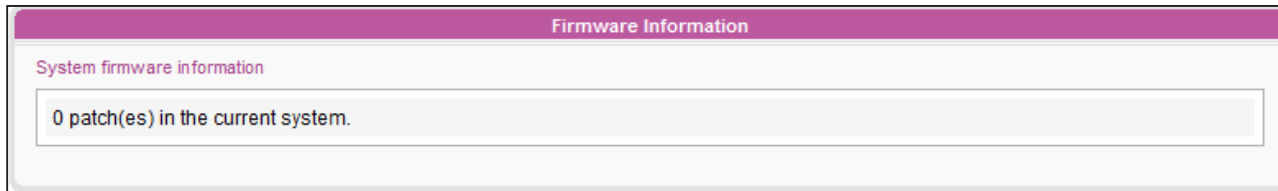
Screen Resolution: 1366x768 ( Real: 1366x768 )

Refresh Rate: Auto ( Real: 59 Hz )

CPU Temperature	You can monitor the real-time CPU temperature and avoid the thermal shutdown problem in advance. Please refer to the list below for more detailed information.		
	Product Model	Max. CPU Temperature (Reference)	
	SMP-WEBPLUS/WEBDUO	100 degree Celsius	
	SMP-WEB4	90 degree Celsius	
Fan Speed	You can see the real-time CPU and system fan speed in this area. If the fan speed is too slow, you may need to clean the fan to keep SMP player stay cool and stop it from overheating. Please refer to the list below for more detailed information.		
	Product Model	CPU FAN Speed (Reference)	System FAN speed (Reference)
	SMP-WEBPLUS	<b>4000 rpm or above:</b> Normal and Healthy status	<b>3500 rpm or above:</b> Normal and Healthy status
	SMP-WEBDUO	<b>2500~4000 rpm:</b> System maintenance is recommended <b>2500 rpm or under:</b> Fan replacement is recommended	<b>2000~3500 rpm:</b> System maintenance is recommended <b>2000 rpm or under:</b> Fan replacement is recommended
<p><b>Note:</b></p> <ol style="list-style-type: none"> <li>1. Hardware information is for reference only and may not be accurate due to other possibilities, such as: sensor error or malfunction.</li> <li>2. The Fan Speed area will show N/A if your player is SMP-WEB4, because of its fanless design.</li> <li>3. SMP-WEBDUO (LB-650) is equipped with Smart Fan function. When CPU temperature is below 40°C, the fan will stop and the fan speed will be zero. If you see zero in this item, please also check the CPU temperature as your reference.</li> </ol>			
CPU Utilization	Usage of CPU		
Memory Usage	Usage of system DRAM. It is normal if the number is close to 100%.		
System Disk Usage	Disk usage of system firmware disk. If the usage exceeds 90%, we strongly suggest that you do not upload more patches for preventing from disk overloaded.		
Resource Disk Usage	Resource disk is used to store fonts. If you run out of resource disk space, you will not able to add more fonts.		
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. <b>View Files:</b> Shows all the files in Media Folder.		
Content Update	It shows the content update status of this SMP player, only when SMP is configured to update contents from a CMS server.		
Network information	You can check IP address and other related network information here. For a wireless connection, you can also check the access point (SSID) and security settings.		
Display Information	You can check both the real and selected screen resolutions and refresh rates of the connected display.		

## 7-1-3 Firmware Information

You can check all updated patches information here.



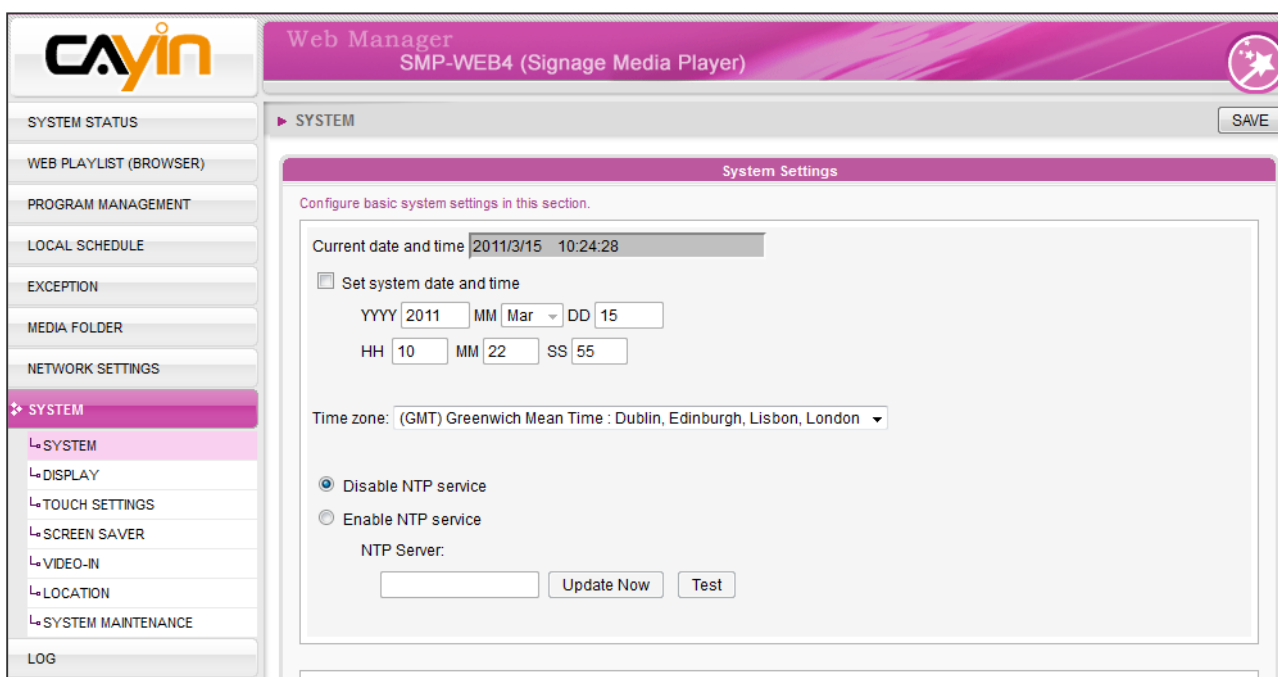
## 7-2 System Settings

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

### 7-2-1 Set System Time

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

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





## 7-2-2 NTP Service

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

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

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

Disable NTP service  
 Enable NTP service  
 NTP Server:

### NOTE

If the administrator forgets the password, you can re-set the password on the SMP Console. Please refer to Ch.11 for more information.

## 7-2-3 Change Web Administrator's Password

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

Change web administrator's password:  
 Username   
 Password   
 Confirm password   
 Change service port of Web Manager:  
 Port number

## 7-2-4 Change Service Port of Web Manager

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

### NOTE

The max. port 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 (masked with dots), and Confirm password (masked with dots). The second section, 'Change service port of Web Manager:', is highlighted with a red box and contains a 'Port number' field set to 8080.

## 7-2-5 Choose Web Manager Language

SMP-Web series Web Manager supports 10 languages, which are English, French, German, Italian, Spanish, Polish, Japanese, Thai, Traditional Chinese, and Simplified Chinese. Select here for changing the whole Web Manager's language setting. You can select the appropriate language setting here.

The screenshot shows the 'Web Manager Language' dropdown menu open, displaying a list of 10 languages: English, Deutsch, English, Español, Français, Italiano, 日本語, Polski, עברית, 简体中文, and 繁體中文. The 'English' option is currently selected.

## 7-2-6 Set System Reboot

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

Enable “**Set system reboot at**” function and choose “**Restart mode**” and tick 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.

## 7-2-7 Frequency of Server Communication

### NOTE

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

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

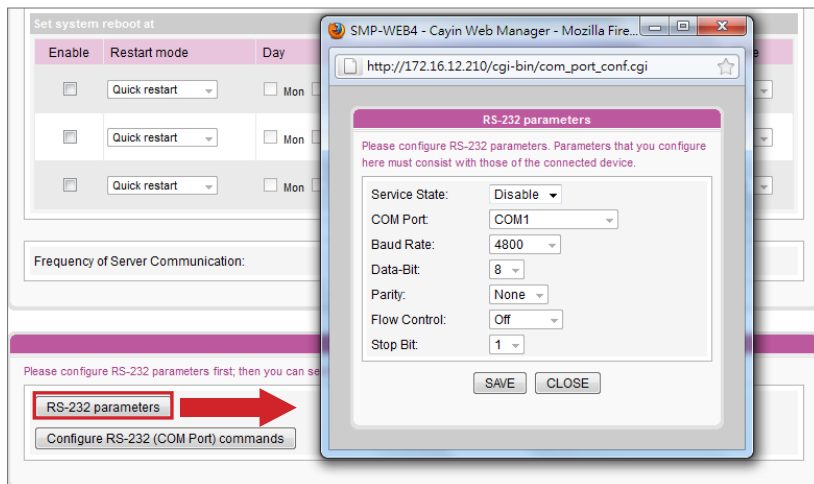
### Communication Frequency Table

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

## 7-2-8 RS-232 Setting

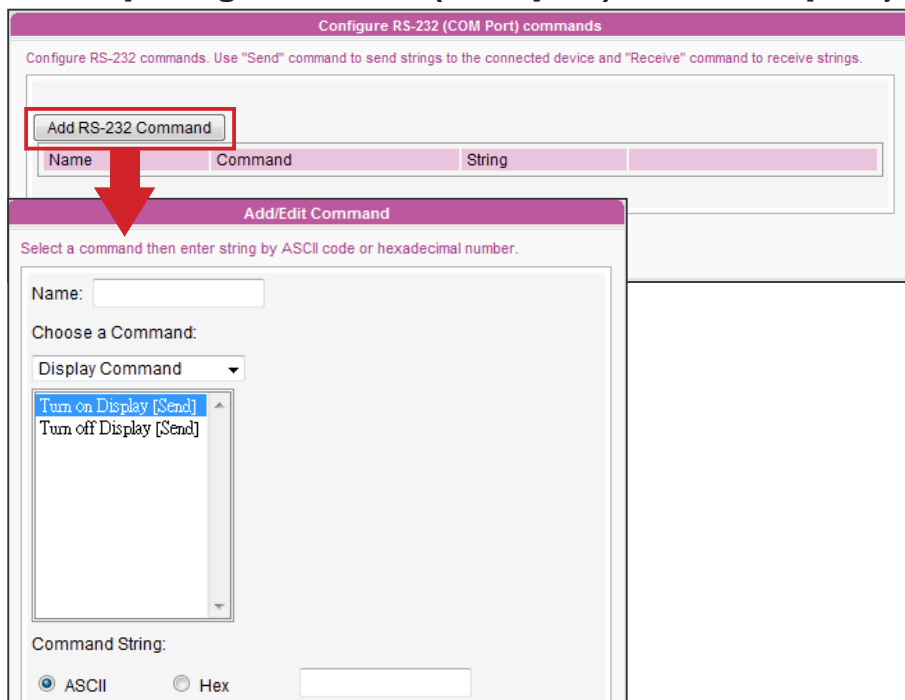
You can configure RS-232 commands here. (SYSTEM > SYSTEM > RS-232 (COM port) Settings)

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



2. Here you can configure RS-232 parameters such as “**COM Port**”, “**Baud Rate**”, “**Data-bit**”, “**Parity**”, “**Flow Control**” and “**Stop Bit**”. Please make sure the parameters you configure here consist with the connected device. Click [**SAVE**] to adopt the changes.

4. Click [**Configure RS-232 (COM port) commands**] and you will see a pop-up window.



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

## 7-3 System Maintenance

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

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

### 7-3-1 Upload Firmware

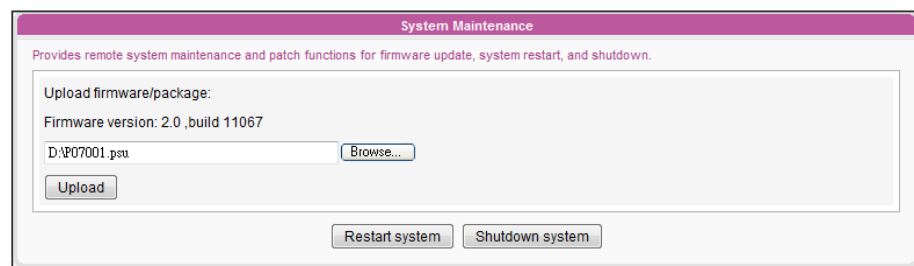
#### NOTE

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

#### NOTE

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

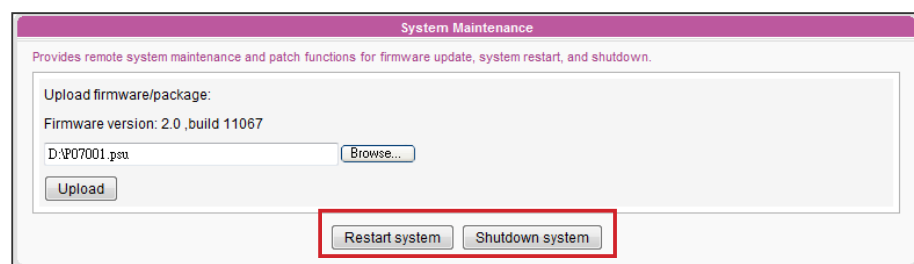
1. Login SMP Web Manager. Click [**SYSTEM**] and switch to “**MAINTENANCE**” page.
2. Click [**Browse**] and select a file; then click [**Upload**]. The extension of a firmware file is “.psu” or “.fsu”.



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

### 7-3-2 Restart/Shutdown System

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

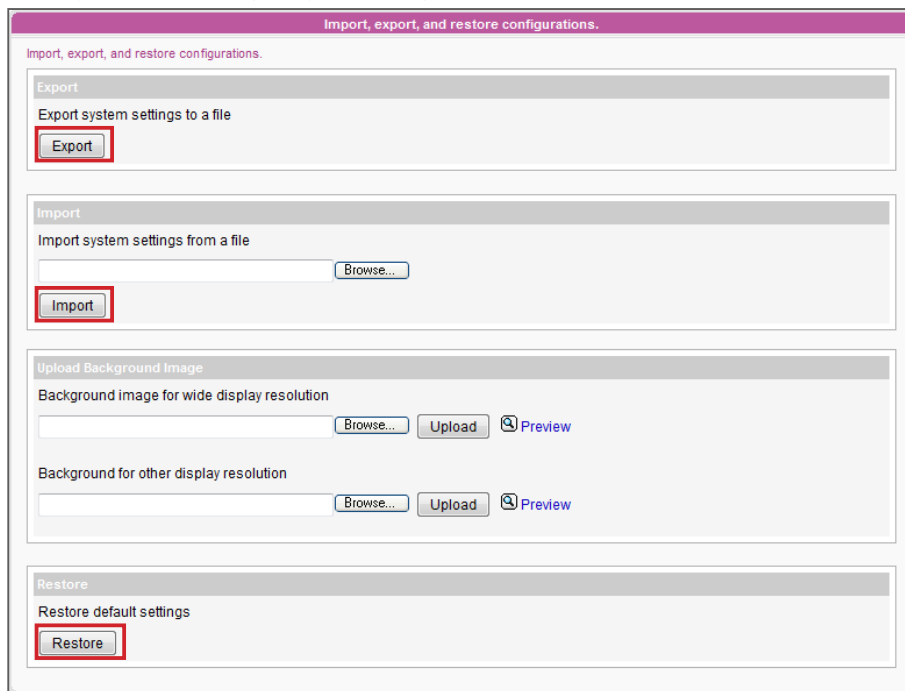


**NOTE**

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

### 7-3-3 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**

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

### 7-3-4 Upload System Background Image

Here you can replace the system background image with your own image.

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

**NOTE**

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

## 7-3-5 System Recovery

### NOTE

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

Please also note that 3G data network settings will NOT be kept if you apply system recovery.

### NOTE

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

### 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.

### Recover system remotely

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



### Recover system locally

If you encounter any unrecoverable problem (e.g. unable to boot up) while using SMP player, you can use "**System Recovery**" to restore your system firmware to factory default. More options can be provided by using this method to recover system.

1. Start or Restart the SMP 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 system without answering questions, just enter "**recovery automatic**". The program will skip step 5, 6 and 7.
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 settings to original ones. You will lose all settings 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 type "**Y**" and SMP will restore all the resource to the original default setting.
8. Press Enter to reboot.

## 7-4 Display Settings

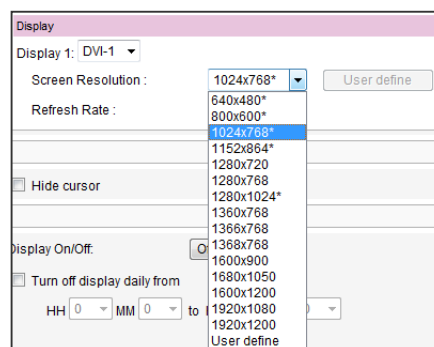
In this section, you can configure the settings related to the display. Please refer to the following sections for detailed display information of different players.

### 7-4-1 Display Information for SMP-WEB4

There are two output methods you can choose from in SMP-WEB4.

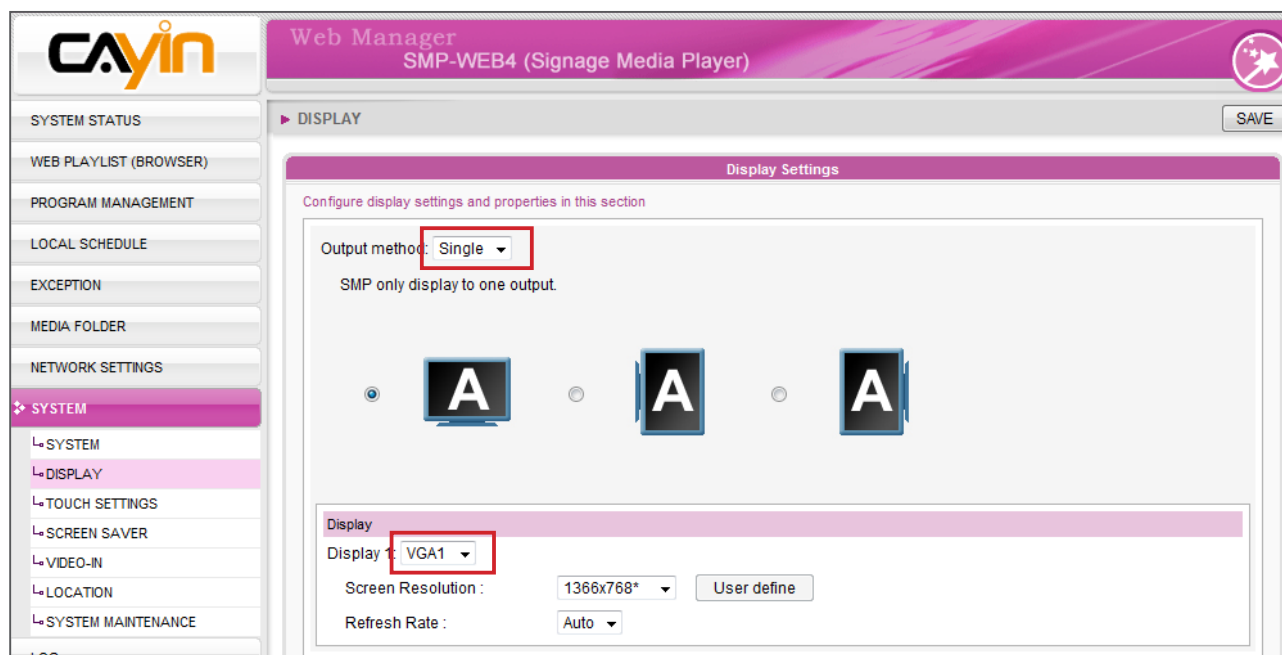
#### IMPORTANT

If you choose VGA or DVI output (not Auto), 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 with your display maker or check your VGA/DVI cable for EDID signal support.



#### Single Mode:

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

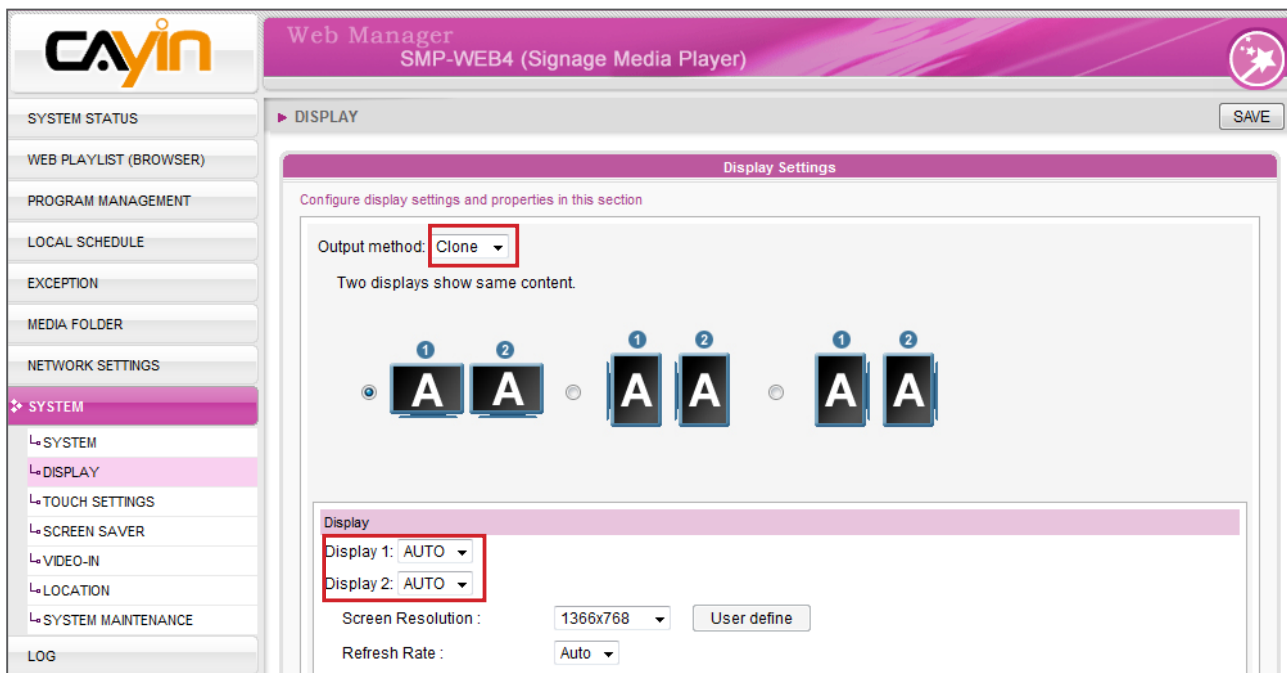




1. Login SMP Web Manager. Click [**SYSTEM**] and switch to “**DISPLAY**” page.
2. Choose single mode in output method drop down menu. SMP-WEB4 only outputs signals to a display connector.
3. Choose the orientation of the screen.
4. Choose a video source. You can choose AUTO, VGA or DVI-1. If you choose AUTO, SMP-WEB4 will automatically detect connection status.
5. Choose a suitable screen resolution and refresh rate. You can specify a predefined screen resolution and refresh rate or assign “**User define**”

### Clone Mode:

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



1. Login SMP Web Manager. Click [**SYSTEM**] and switch to “**DISPLAY**” page.
2. Choose Clone mode in output method drop down menu. SMP-WEB4 will output identical signals to two different screens.
3. Choose the orientation of the two screens.
4. Choose a video source. You can choose AUTO, VGA or DVI-1 for two different screens. If you choose AUTO, SMP-WEB4 will automatically detect connection status. The system will first detect all available DVI displays and then VGA ones.
5. Choose a suitable screen resolution and refresh rate which will apply to these two screens. You can specify a predefined screen resolution and refresh rate or enter your

own specification by selecting “**User define**”.

**NOTE**

1. SMP-WEB4 supports following predefined screen resolutions and refresh rate:

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

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

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

	Landscape Screen	Portrait Screen
Screen Resolution	User Interface: Max. 1600x900 User Define: Max. 2048x2048; User Define: Min. 320x240	User Interface: Max. 1600x900 User Define: Max. 2048x2048 User Define: Min. 320x240
Video Resolution	1x720p (10M bps)	1x480p (5M bps)

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.

## 7-4-2 Display Information for SMP-WEBDUO

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

### **A** Single Mode:

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

### **A A** Clone Mode:

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

### **A B C** Extended Mode:

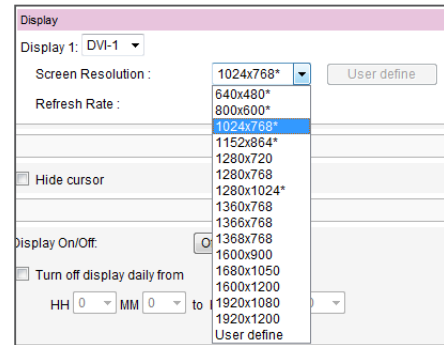
Connect one SMP player to two screens and present one content which will show across these two screens.

### **A B** Distinct Mode:

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**

If you choose VGA or DVI output (not Auto), 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**

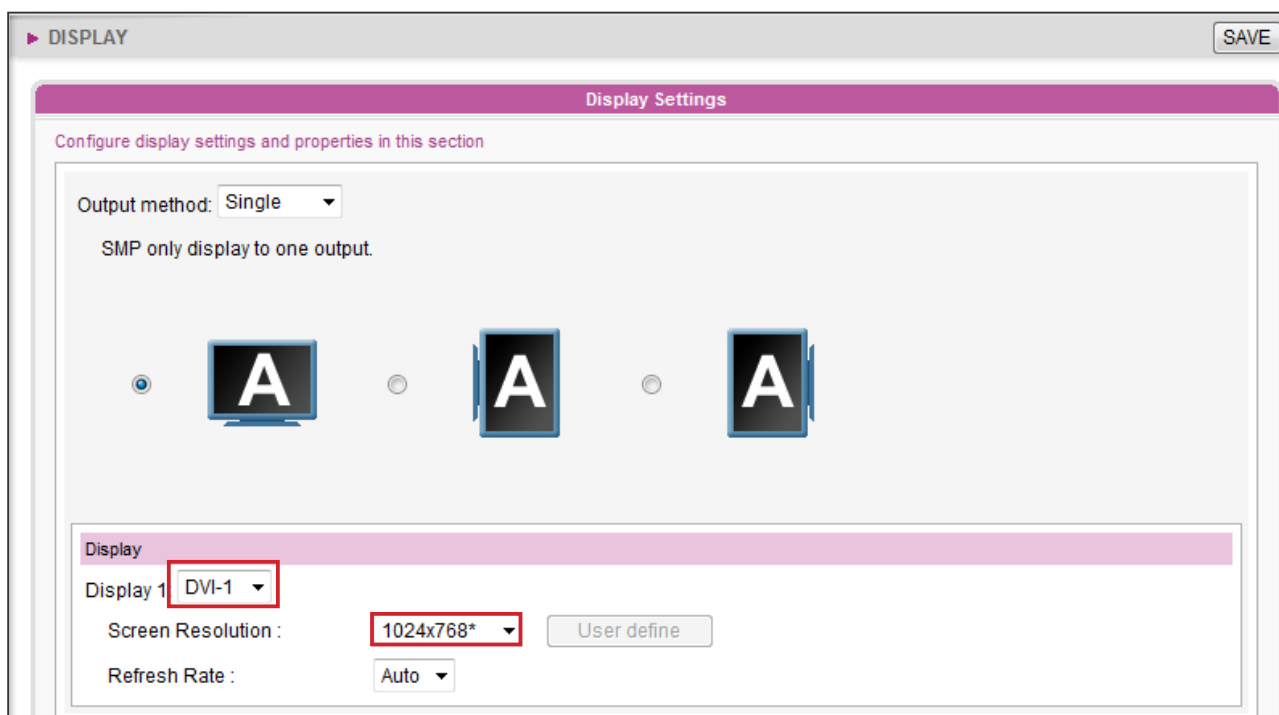
1. SMP-WEBDUO supports following predefined screen resolutions and refresh rate:

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

- 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 the 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.
- 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.

**Single Mode**

- Login SMP Web Manager. Click [**SYSTEM**] and switch to "**DISPLAY**" page.
- Choose single mode. SMP-WEBDUO only outputs signals to a display connector.
- Choose the orientation of the screen.
- 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.
- 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**".



## NOTE

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: Max. 1920x1200 User Define: Max. 2048x2048; User Define: Min. 320x240	User Interface: Max. 1920x1200 User Define: Max. 2048x2048 User Define: Min. 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

## Clone Mode

1. Choose Clone mode. SMP-WEBDUO outputs identical signals to two 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”**.


▶ DISPLAY SAVE

**Display Settings**

Configure display settings and properties in this section

Output method: Clone

Two displays show same content.



**Display**

Display 1: DVI-1

Display 2: AUTO

Screen Resolution : 1024x768 User define

Refresh Rate : Auto

## NOTE

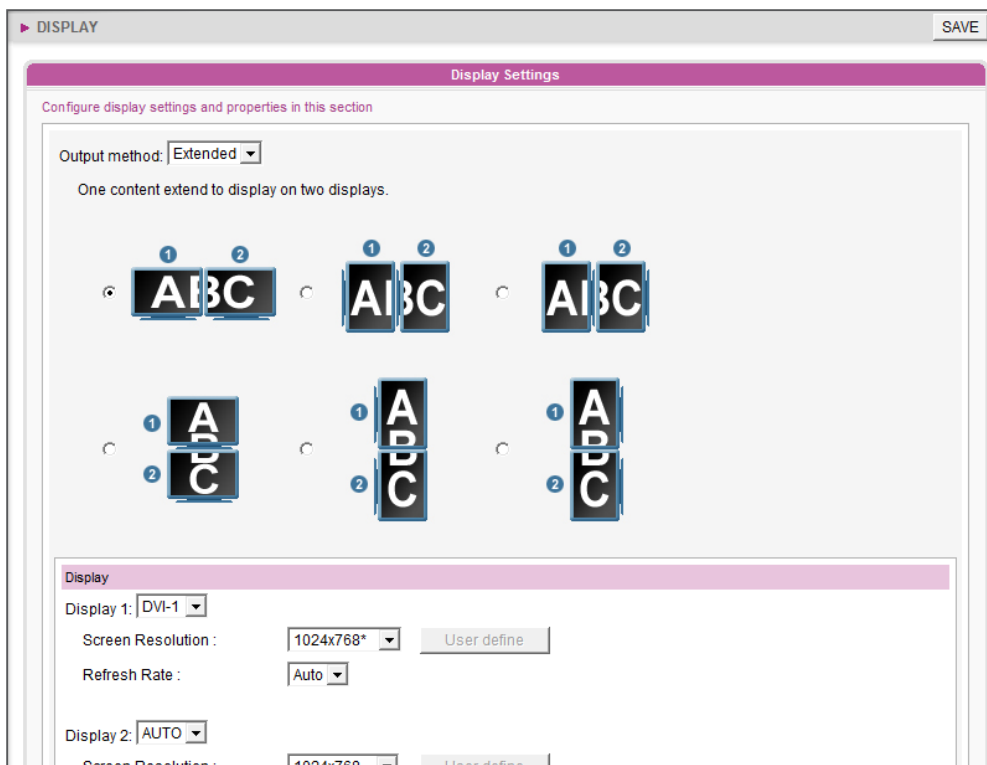
- Two screens with one identical model for Clone and Extended modes is strongly suggested. You can only configure one screen resolution for two screens, so the presentation result may be unpredictable if you use two different screens, one of which doesn't support the selected resolution.
- Video Resolution 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: Max. 1920x1200 User Define: Max. 2048x2048; User Define: Min. 320x240	User Interface: Max. 1920x1200 User Define: Max. 2048x2048 User Define: Min. 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

## Extended Mode

- Choose Extended mode. SMP-WEBDUO outputs one content to two different screens, but extends the desktop twice of the size.
- Choose the orientation of the two screens.
- 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**”.



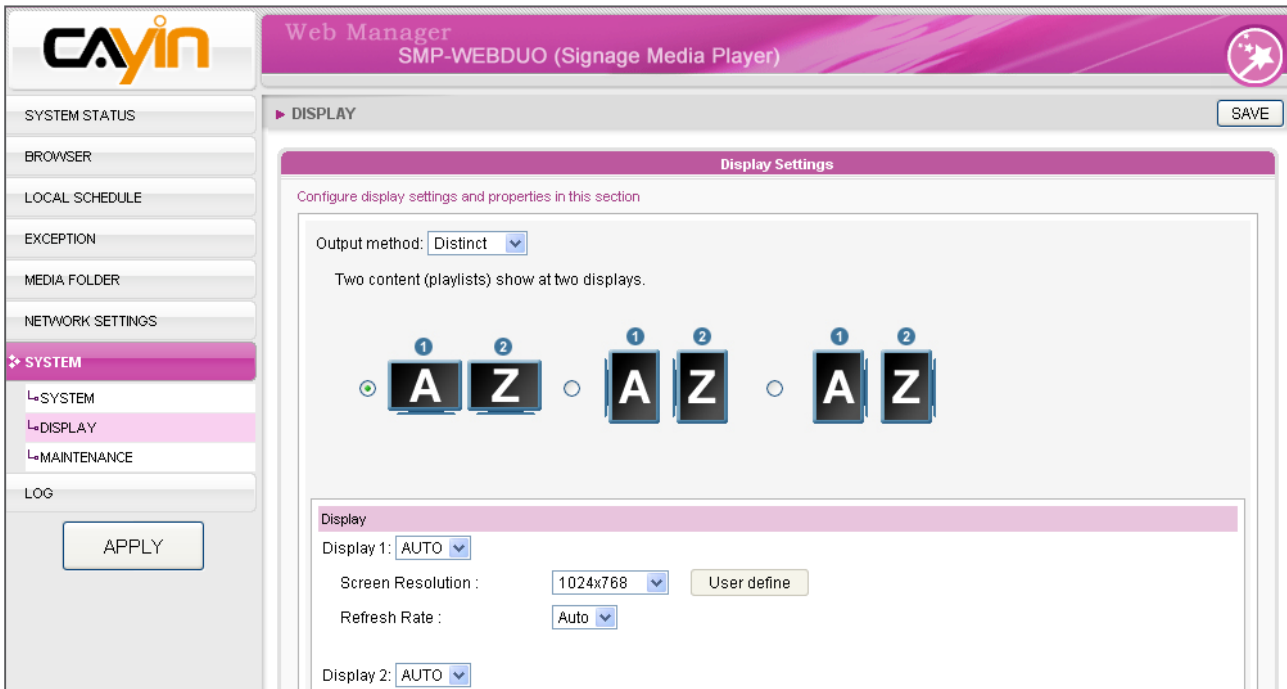
## NOTE

- 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: Max. 1920x1200 User Define: Max. 2048x2048; User Define: Min. 320x240	User Interface: Max. 1920x1200 User Define: Max. 2048x2048 User Define: Min. 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

## Distinct Mode

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**”.



### NOTE

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: Max. 1920x1200 User Define: Max. 2048x2048; User Define: Min. 320x240	User Interface: Max. 1920x1200 User Define: Max. 2048x2048 User Define: Min. 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

## 7-4-3 Display Information for SMP-WEBPLUS

1. Login SMP-WEBPLUS Web Manager. Click [**SYSTEM**] and switch to “**DISPLAY**” page.
2. Choose the orientation of the screen.

Screen Resolution : 1024x768 User define

Refresh Rate : auto

Note 1: Resolution settings depend on your display device and device's DDC (EDD) 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 (EDD) 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:

3. Choose a suitable screen resolution and refresh rate. You can specify a predefined screen resolution and refresh rate or assign your own specification by selecting “**User define**”.

### NOTE

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

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

2. Video resolutions and specifications 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]

	Landscape Screen	Portrait Screen
Screen Resolution	User Interface: Max. 1920x1200 User Define: Max. 2048x2048; User Define: Min. 320x240	User Interface: Max. 1920x1200 User Define: Max. 2048x2048 User Define: Min. 320x240
Video Resolution	1x720p (10~12M bps)	1x480p (5M bps)

3. In the “**portrait**” mode or in the listed resolution (1920x1080, 1920x1200, 1600x1200, 1280x1024@75Hz), SMP-WEBPLUS does not support to play HD video and two videos on one web page.
4. SMP-WEBPLUS **DOES NOT** provide the “**TV-Out**” and “**TV-Vscan**” options.



## 7-4-4 User Define Resolution

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

Screen Resolution :

Refresh Rate :

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.

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

**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"/>

### NOTE

Some display's refresh rate does not happen 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

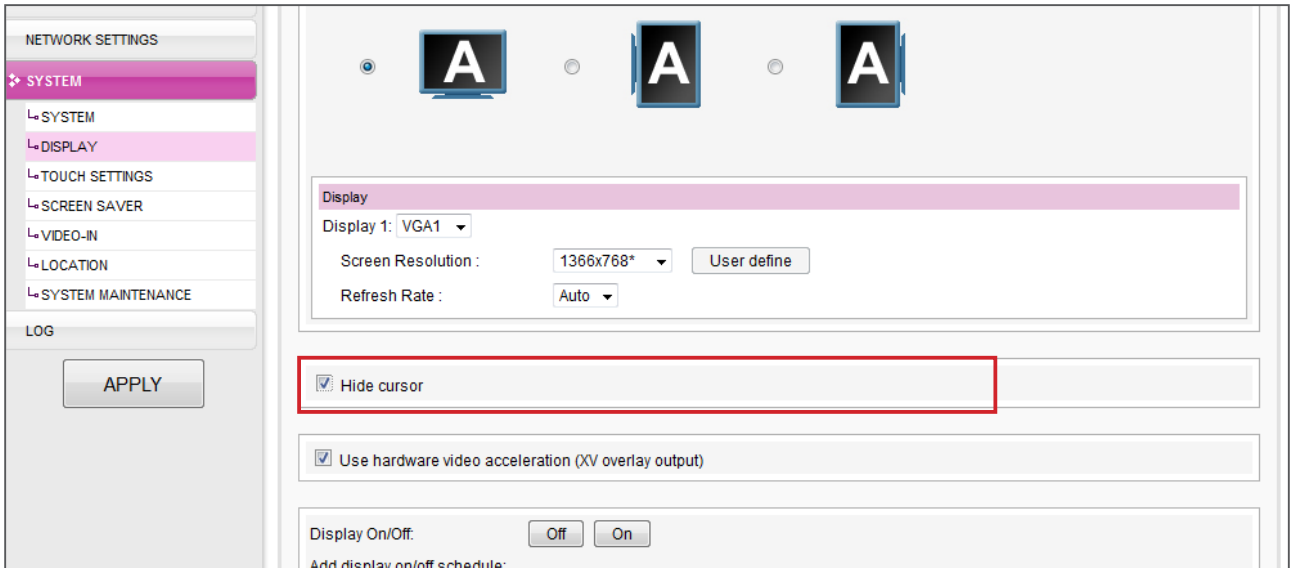
We DO NOT guarantee any number you choose or enter on the User-Defined Display Resolution page can be compatible to your display. You must test the compatibility of your display before you use it.

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**].

## 7-4-5 Hide Cursor

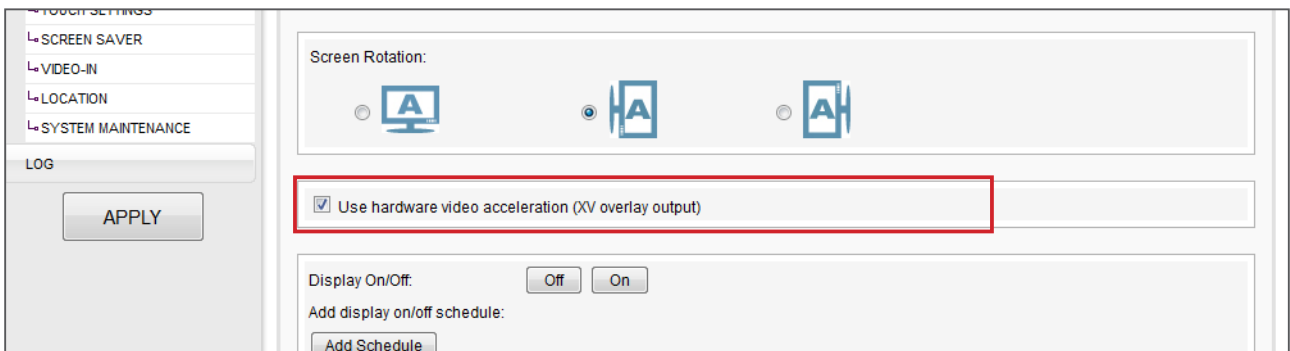
Enable this option to hide mouse cursor on displayed screen.

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



## 7-4-6 Hardware Video Acceleration (SMP-WEBPLUS)

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



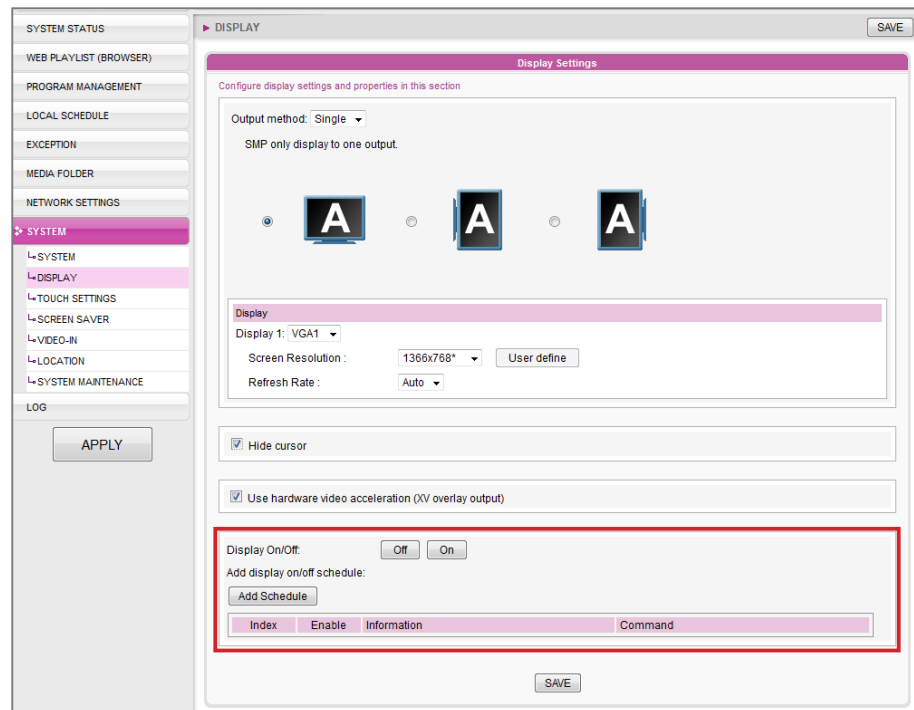
**NOTE**

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

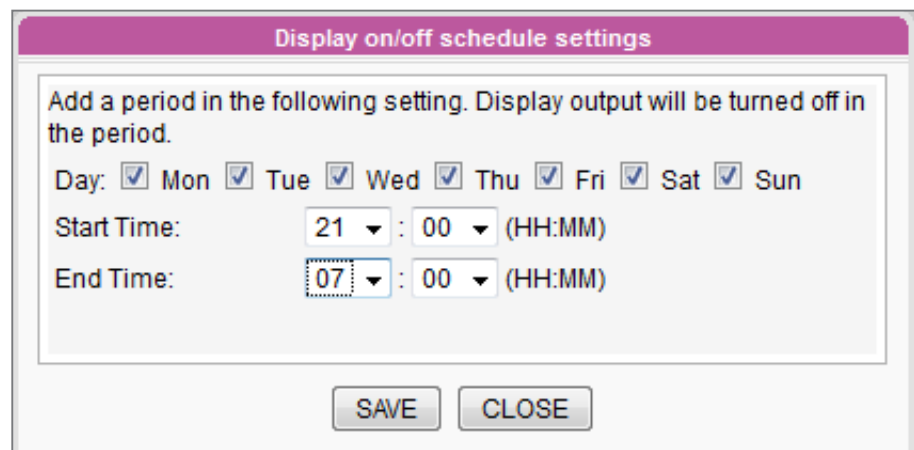
## 7-4-7 Turn on / Turn off Display

You can choose to turn on or turn off the screen remotely with SMP player (by cutting down the VGA signal). You can also schedule the time period during which you hope to turn off the screen to save energy.

1. Click [**SYSTEM**] and switch to “**DISPLAY**” page.



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



**NOTE**

You can add up to 10 schedules

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

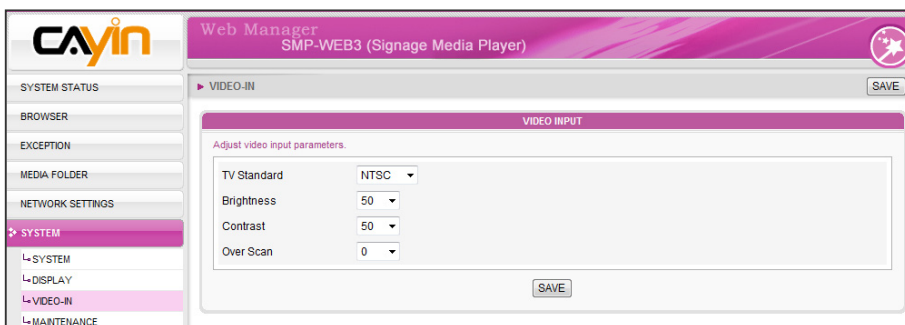
Display On/Off:

Add display on/off schedule:

Index	Enable	Information	Command
1	<input checked="" type="checkbox"/>	Mon Tue Wed Thu Fri Sat Sun 21:00-07:00	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

## 7-4-8 Video Input Settings

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



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

SMP players also supports USB UVC video capture device. Please plug the compatible USB UVC device before the SMP player boots up and you can capture picture in real time. You can

also use functions above to adjust the picture quality before you actually capture it. Please refer to the comparison table below for the video-in function among SMP players:

	Build-In	USB Camera (UVC)
WEB4	Yes (S-Video)	Yes
WEBPLUS/WEBDUO	N/A	Yes

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

## 7-5 Location Settings

### 7-5-1 GPS

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

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

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

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

**NOTE**

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

**NOTE**

SMP players can playback content based on locations. Please refer to **3-7-3** for more details about **editing GPS schedule**.

Location Info

Mode: GPS (COM port) Status: Normal

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

Ground Speed: 2.41 KM/H

Address: N/A

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

Location Map

This map will show you current location of this SMP.

Address :

Position : GPS-Normal : N 25°3'55" / E 121°31'33" (25.065413 / 121.526031)

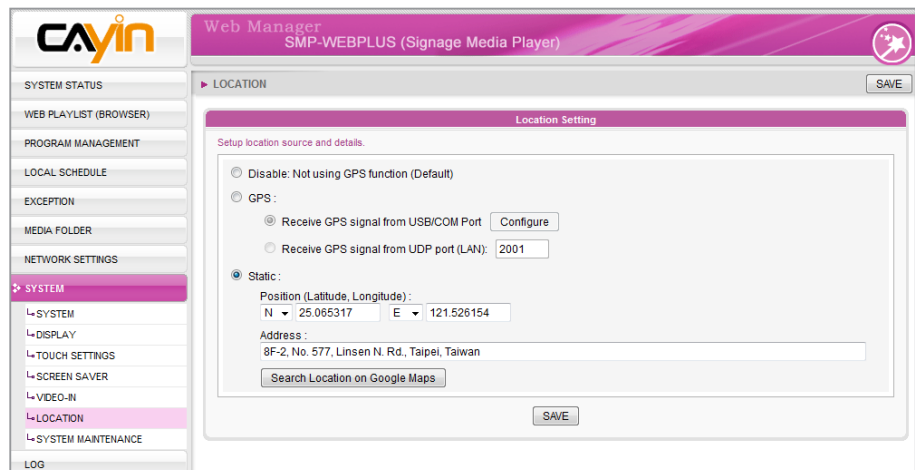
Speed : 3.87 KM/H

Last Update : Wed Oct 06 2010 18:48:37 GMT+0800

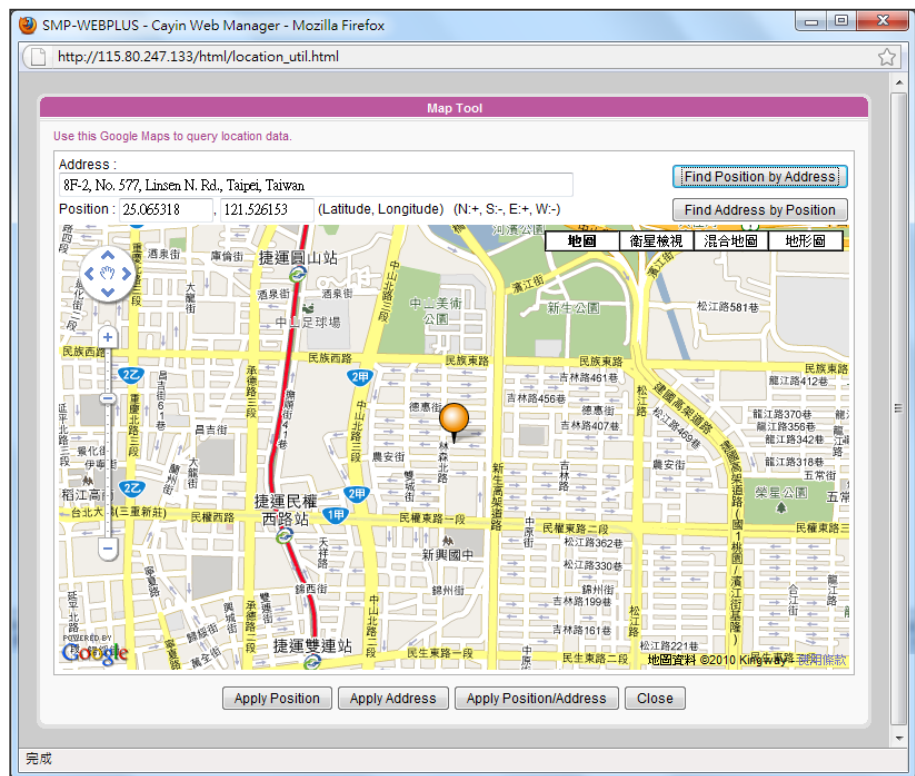
## 7-5-2 Static Location

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

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



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



## NOTE

1. The correct format of latitude and longitude here should be like **“ 2 5 . 0 6 5 4 8 3 / 1 2 1 . 5 2 5 9 6 3 ”**, not **“ N 2 5 ° 3 ' 5 5 ” / E 1 2 1 ° 3 1 ' 3 3 ”**.
2. The address field here is for your reference. You must fill in the latitude and longitude numbers. If you don't know the number, please use Google Maps to search the location.

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

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# 8 ■ Touch Panel Support



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SMP-WEB4, SMP-WEBPLUS, and SMP-WEBDUO support HID compliance touch panel devices. You can easily create an interactive digital signage with these players.

## 8-1 Verified Touch Panel

### NOTE

You CANNOT use touch panel in SMP-WEBDUO's extended and distinct modes.

### NOTE

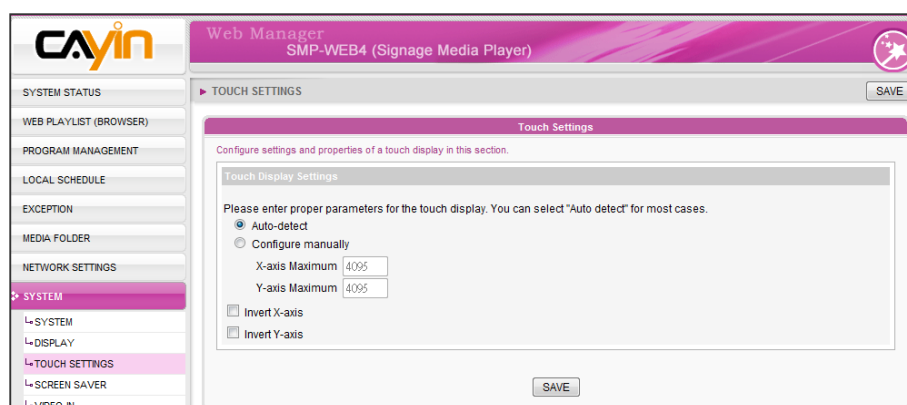
Only touch panels (controller) with USB interface are supported. You must plug the USB cable to the touch panel before turning on the SMP player.

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: <a href="http://www.elotouch.com">http://www.elotouch.com</a> Technology: SAW Size: 17" (1739L), 32" (3239L) Display Maker: 1. Elo 2. NEC M40 LCD display (Mulleos-series)
Lumio	Website: <a href="http://www.lumio.com">http://www.lumio.com</a> Technology: Optical Size: 17" & 42" Display Maker: Chilin
NextWindow	Website: <a href="http://www.nextwindow.com">http://www.nextwindow.com</a> Technology: Optical Size: 32" Display Maker: 1. Chilin 32" industrial display 2.40" Samsung DID display model LTI400HA03 with Next Window's 2150 touch panel
IRTtouch	Website: <a href="http://www.irtouch.com">http://www.irtouch.com</a> Display Maker: Collevo

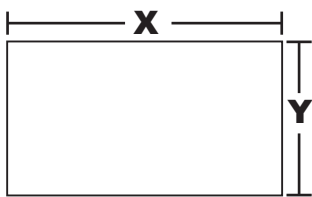
## 8-2 Configure Parameters of Touch Panel

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**".

## 8-3 Screen Saver Mode

All SMP-WEB series players support 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 idles 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. You can also select to play a web playlist.
4. Click [**SAVE**] and [**APPLY**].



---

# 9 ■ Network Settings



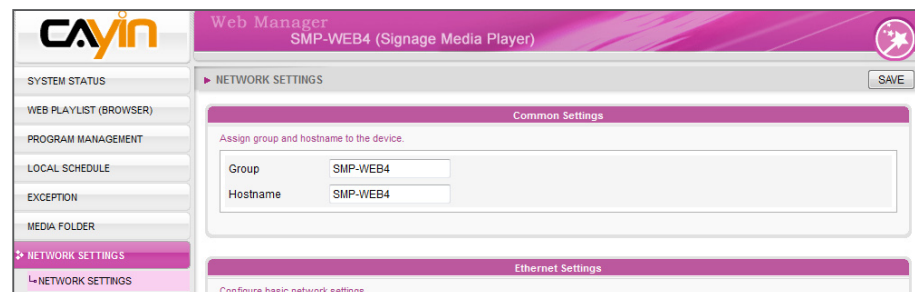
<b>9-1 Ethernet.....</b>	<b>133</b>
<b>9-2 WIFI Wireless Network.....</b>	<b>134</b>
<b>9-3 3G Data Network.....</b>	<b>135</b>
<b>9-4 Off-Line Settings .....</b>	<b>137</b>

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.

## 9-1 Ethernet

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

1. Login SMP Web Manager. Click [**NETWORK SETTINGS**] and switch to “**NETWORK SETTINGS**” page.

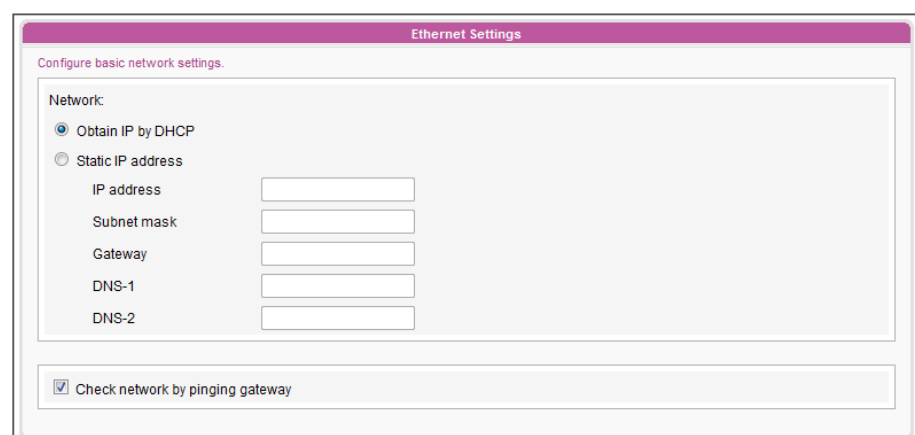


2. Enter a “**Group**” name and a “**Hostname**” of SMP.
3. Select “**Obtain IP by DHCP Client**” if the network supports DHCP protocol for obtaining the IP address automatically. To use static IP address, enter the relevant information in “**Static IP Address**” settings.

### 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.



4. Click [**SAVE**] and [**APPLY**] to apply those settings.

## 9-2 WIFI Wireless Network

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

### NOTE

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

### NOTE

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

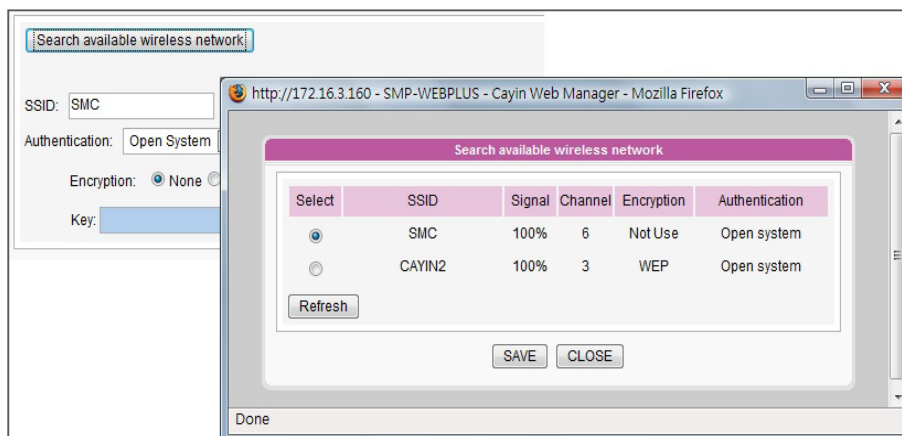
### NOTE

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

### NOTE

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

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



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

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

## 9-3 3G Data Network

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

### STEP 1: Plug in 3G modem



### STEP 2: Go to SMP's Web Manager page

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

### STEP 3: Start to configure network settings

 The screenshot shows the SMP Web Manager interface. The top bar is purple and contains the text "Web Manager SMP-WEBPLUS (Signage Media Player)". On the left is a navigation menu with items like "SYSTEM STATUS", "WEB PLAYLIST (BROWSER)", "PROGRAM MANAGEMENT", "LOCAL SCHEDULE", "EXCEPTION", "MEDIA FOLDER", "NETWORK SETTINGS", "WIRELESS", "3G DATA NETWORK", "SYSTEM", and "LOG". The "3G DATA NETWORK" item is highlighted. The main content area is titled "3G DATA NETWORK" and contains a "3G Settings" section. This section has a "Configure 3G network settings" form with fields for Profile, APN (set to "internet"), PIN (set to "1234"), Phone (set to "\*99#"), Username, Password, and a checked "Plug-and-Connect (Auto-connection)" checkbox. Below this is a "Modem Info" section with a "Modem Device" field (set to "Quanta 3G Modem"), a "Connection Status" field (set to "Connected"), and "Connect" and "Disconnect" buttons. A "SAVE" button is located in the top right corner of the 3G DATA NETWORK section.

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

### NOTE

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

### NOTE

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

- **Incorrect PIN code:** You enter a wrong PIN code or haven't entered any PIN code.

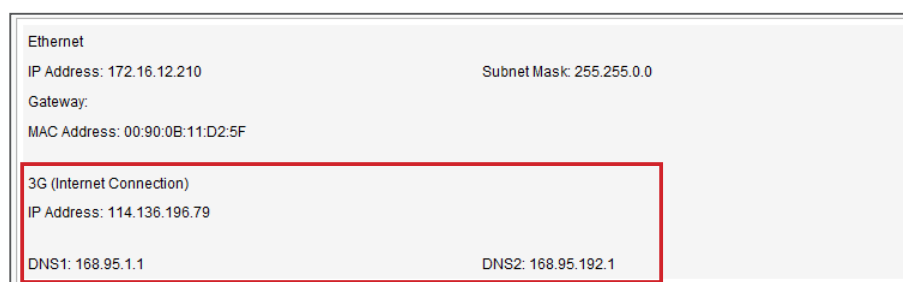
- **PUK is required:** If you enter wrong PIN codes three times, the SIM card will be locked. Then, you need to enter PUK to unlock it.

2. Fill in all necessary fields required by your 3G ISP (Internet Service Provider). You may not need to fill in all fields provided here. Different ISP requires and provides different access settings, so please check with your ISP.
3. We suggest you enable this function: **“Plug-and-Connect (Auto-connection)”**. If you enable this function, the SMP player will connect to the 3G network automatically whenever the player is turned on or the 3G modem is plugged in.
4. Click [**SAVE**] and [**APPLY**]. Then, click [**Connect**] to establish the connection.
5. Once your 3G modem is connected to the player, the system will automatically capture all related modem information showing at the bottom of this page.

- **Modem Device:** It shows the 3G modem you are using now.
- **Connection Status:** If the player connects to 3G network, it will show **“Connected”**. When you just plug in the 3G modem, it should show **“Disconnected”**. You can click [**Test**] to check the connection. If it shows **“No 3G modem present”**, it means the 3G modem doesn't physically connect to the player.
- [**Connect**] and [**Disconnect**] buttons: You can click these two buttons to connect or disconnect 3G network manually.

## STEP 4: Access 3G network successfully

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





**NOTE**

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

The screenshot shows the Web Manager CMS interface. The left sidebar contains navigation options: SYSTEM STATUS, ACCESS CONTROL, PLAYER MANAGEMENT (highlighted), RTB SERVER, RESOURCE MANAGEMENT, CENTRAL SCHEDULING, NETWORK SETTINGS, SYSTEM, and LOG. The main content area displays a 'Client List' table with the following data:

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

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

## 9-4 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 the 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 see any 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 all configurations, click [**SAVE**] and [**APPLY**] to adopt all the settings.

Enable Exception function

Checking the URL

Check network status every  seconds

When network disconnects, play:

Playlist

No program (Web Manager)

# 10 ■ LOG Management

---

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10-4 Export Log File .....	143
10-5 Clear Log Files.....	143

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.

## 10-1 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 you will see the **[LOG]** page.
2. Tick remote log. Select **“Send remote log by SYSLOG”** or **“Send remote log by TCP”** and enter the IP address of your designated server to enable remote log function. If you choose to send log by TCP, log records can be assured to transmit completely without losing packet if SMP is online.
3. You can select items from log categories to define those log records you would like to keep in the player or server.

### 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

**NOTE**

The max. port range is 65535.

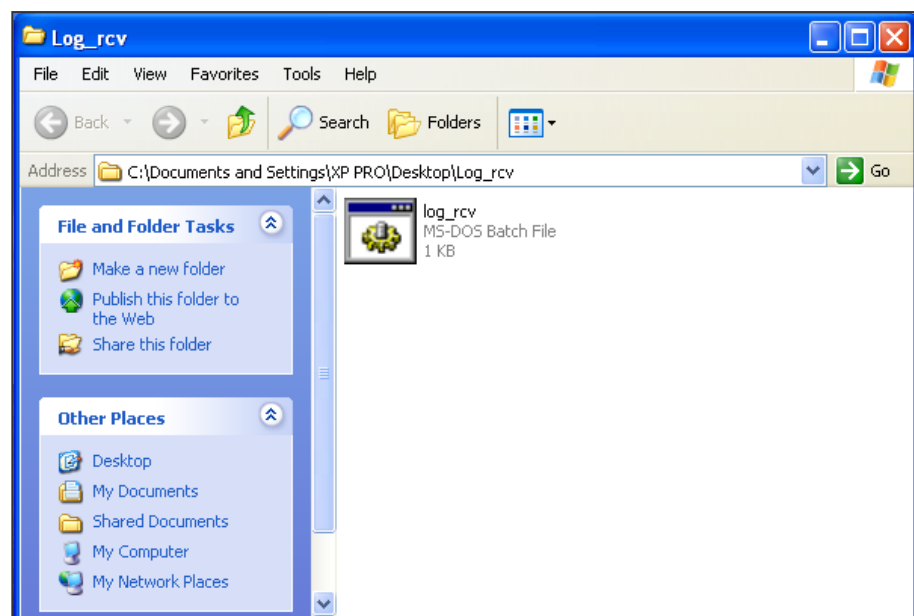
## 10-2 Use log\_rcv to Change PORT

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

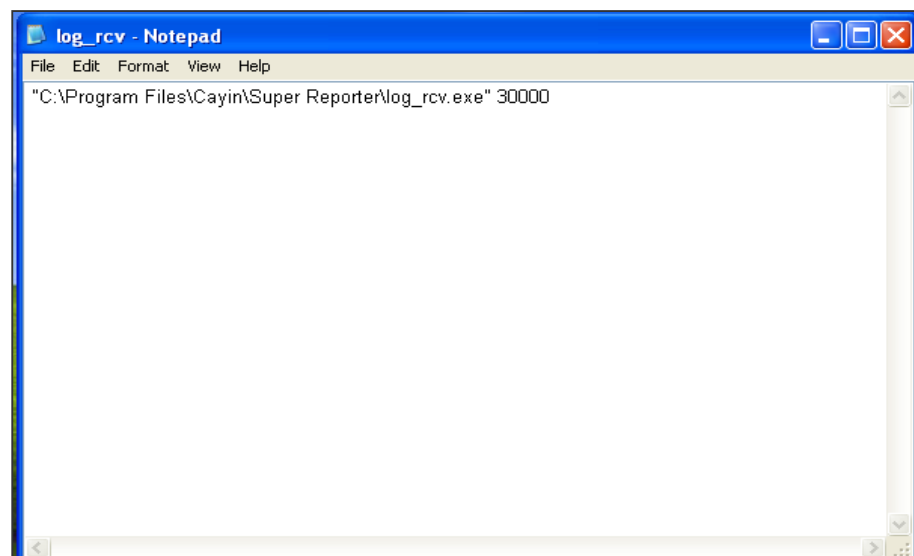
**NOTE**

Default port number of syslog is 514 (UDP).

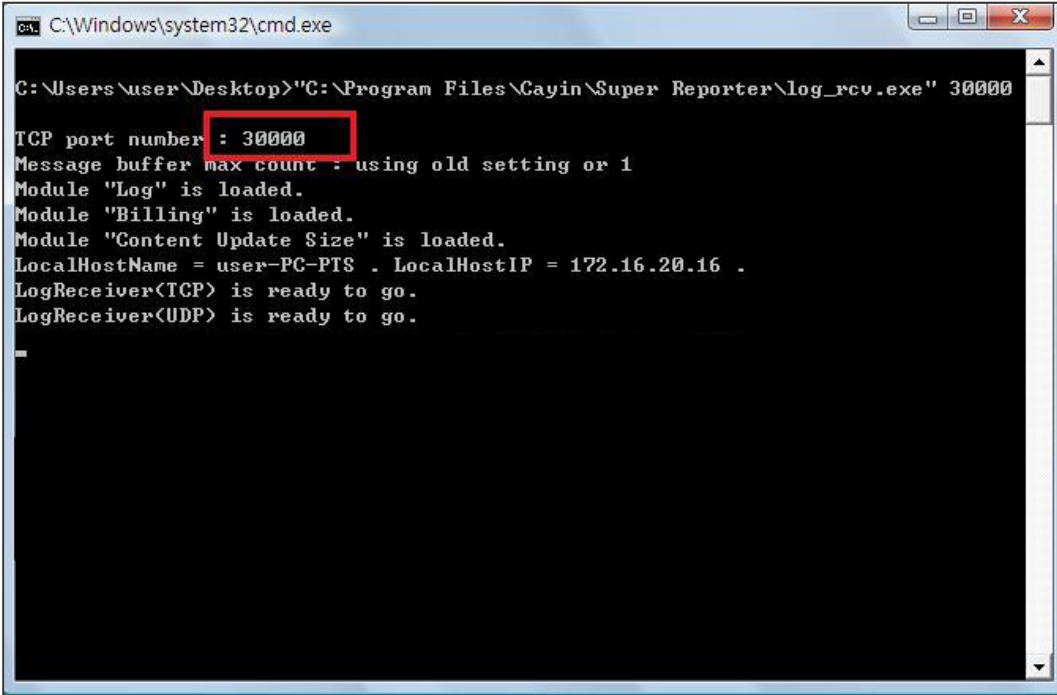
1. Add a new batch file log\_rcv.bat.



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



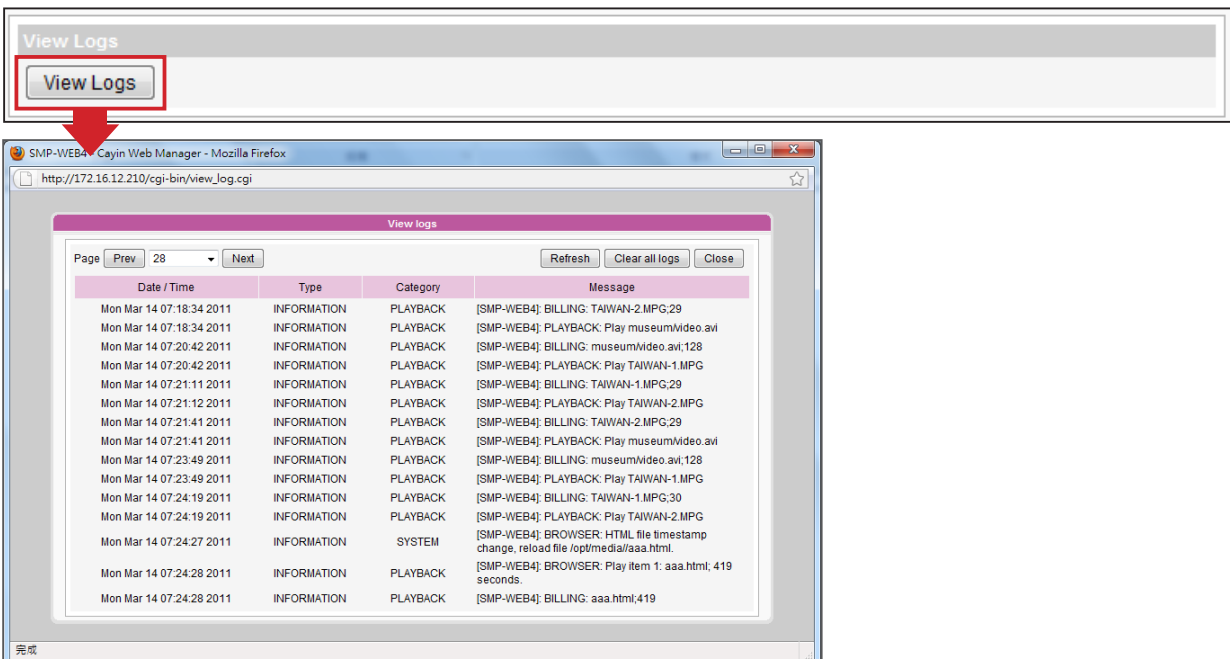
3. Open log\_rcv.bat. System will run the log\_rcv.exe automatically.



## 10-3 View Logs

You can check log records in a SMP player.

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



**NOTE**

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

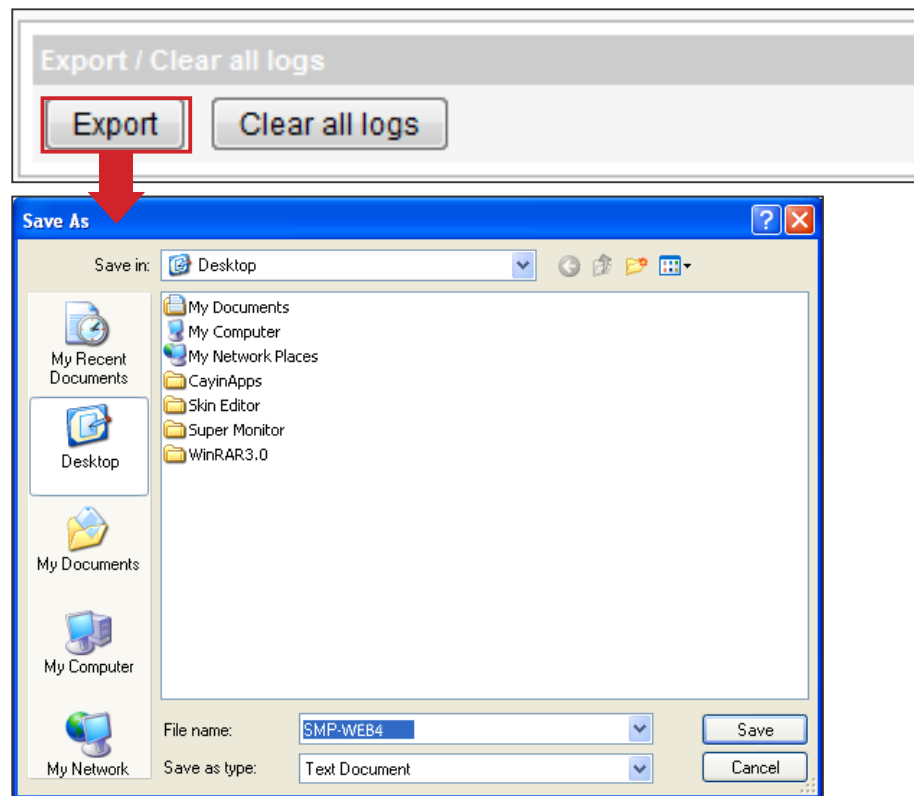
**NOTE**

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

## 10-4 Export Log File

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

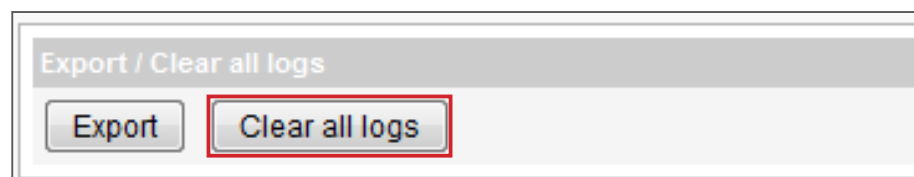
1. Login SMP Web Manager, and go to the [**LOG**] page.
2. Click [**Export**]; then, you can export and save the log files as “**SMP-WEB4**”.



## 10-5 Clear Log Files

You can clear all log files in SMP players.

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



---

# 11

## ■ 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.

#### NOTE

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

### 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.

---

# Appendix



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## 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 [**WEB PLAYLIST (BROWSER)**] and select the "**WEB PLAYLIST (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.

The screenshot displays the Cayin Web Manager interface for the SMP-WEB4 (Signage Media Player). The main window is titled "Web Manager SMP-WEB4 (Signage Media Player)". The left sidebar contains a navigation menu with the following items: SYSTEM STATUS, WEB PLAYLIST (BROWSER) (selected), WEB PLAYLIST (BROWSER), HTTP PROXY, VOLUME, PROGRAM MANAGEMENT, LOCAL SCHEDULE, EXCEPTION, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM, and LOG. An "APPLY" button is located at the bottom of the sidebar.

The main content area is titled "Web Playlist (BROWSER)" and includes a "SAVE" button in the top right corner. Below the title, there is a "Web Playlist" section with a description: "In this section, you can create and edit playlists, which can include local HTML, Flash, video, and image files, and remote URL. An SMP-WEB series player plays "(default)" playlist when it starts. This player also provides an interactive way for users near the display to manually select a playlist to play. This requires a keyboard or keypad connected to the player for selecting the playlist numbers."

Below the description, there is a "Playlist index" dropdown menu set to "2 (default)" and a "Set as default" button. To the right is an "Import/Export Web Playlist" button. A table lists the playlist items:

Item	Enable	URL / File Name	Duration	Command
1	<input checked="" type="checkbox"/>	retest.html	Always	<input type="button" value="Edit"/> <input type="button" value="Delete"/> <input type="button" value="Up"/> <input type="button" value="Down"/>

Below the table, there are four buttons: "Add new item", "Delete all items", "Select all items", and "Duplicate Playlist". Below these buttons, there are four checkboxes with labels:

- When playlist changes, resume from the next item
- Enable playlist selection from a keypad device
- Check file timestamp / URL every 3 seconds.
- Remove browser scrollbar

A "SAVE" button is located at the bottom right of the main content area. The footer of the page contains the text: "Copyright © Cayin Technology Co., Ltd. All rights reserved." and "US, TW Patent Pending".

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

Resolution markers for width (W) and height (H) are displayed on the image:

- W: 640
- W: 800
- W: 852/856
- W: 1024
- W: 1280
- W: 1360/1366
- W: 1440
- W: 1600
- W: 1680
- W: 1920 Full HD Movie Standard

Resolution markers for height (H) are displayed on the image:

- H: 480
- H: 600
- H: 720
- H: 768
- H: 900
- H: 1024
- H: 1080 Full HD Movie Standard
- H: 1200

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Congratulations!  
Your display supports Full-HD Resolution.

**NOTE**

DO NOT run the program “**log\_rcv.exe**” directly in the CD.

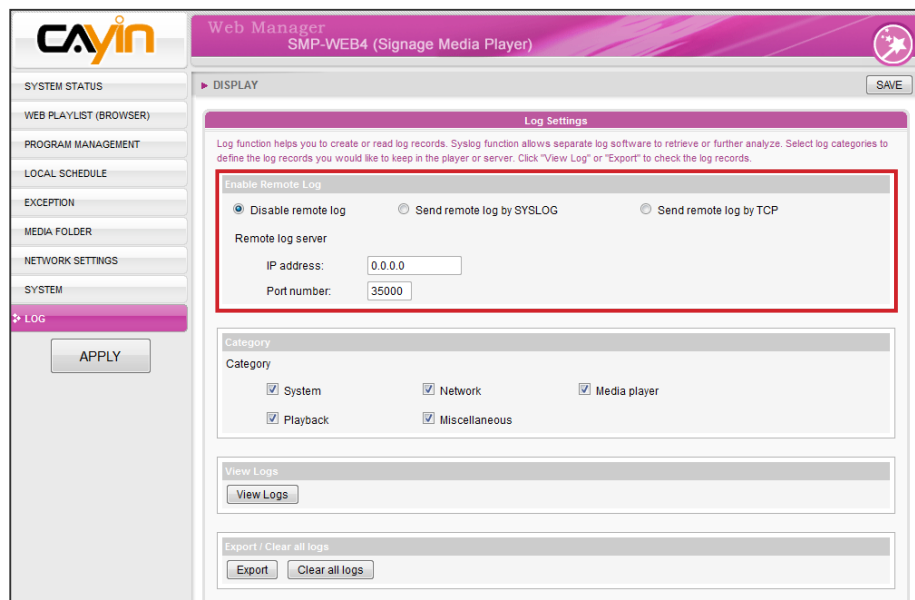
**NOTE**

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 10.1 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><b>SUMMARY.TXT</b>  <b>[COUNT]</b> section: Let you know for how many times those files have been played.  <b>[SUMMARY]</b> 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 “<b>bytes</b>”. Each host has its own log file.</p> <p><b>SUMMARY.TXT</b>  <b>[SUMMARY]</b> section indicates the size of all files which are downloaded from a CMS server.</p>

## Appendix C: Image Transition Effects

**Note:** You have to install Patch P11472 to get complete image transition effects. If you haven't installed that patch, you can only use the original transition effects 1~4.

Code	Name	Code	Name
<b>0</b>	No effect	<b>26</b>	Squeeze – Vertical
<b>1</b>	Wipe Right <sup>*1</sup>	<b>27</b>	Squeeze – Horizontal
<b>2</b>	Wipe Left <sup>*2</sup>	<b>28</b>	Expand – Vertical
<b>3</b>	Wipe Down <sup>*3</sup>	<b>29</b>	Expand – Horizontal
<b>4</b>	Wipe Up <sup>*4</sup>	<b>30</b>	1 Clockwise Rotation
<b>5</b>	Insert Right	<b>31</b>	2 Clockwise Rotations
<b>6</b>	Insert Left	<b>32</b>	3 Clockwise Rotations
<b>7</b>	Insert Down	<b>33</b>	4 Clockwise Rotations
<b>8</b>	Insert Up	<b>34</b>	8 Clockwise Rotations
<b>9</b>	Fade Out + Fade In	<b>35</b>	Push Right
<b>10</b>	Fade In	<b>36</b>	Push Left
<b>11</b>	Unfold – Right	<b>37</b>	Push Down
<b>12</b>	Unfold – Left	<b>38</b>	Push Up
<b>13</b>	Unfold – Down	<b>39</b>	Wipe Right – Soft Edge
<b>14</b>	Unfold – Up	<b>40</b>	Wipe Left – Soft Edge
<b>15</b>	Fly In – Right Down	<b>41</b>	Wipe Down – Soft Edge
<b>16</b>	Fly In – Left Down	<b>42</b>	Wipe Up – Soft Edge
<b>17</b>	Fly In – Left Up	<b>43</b>	Windshield Wiper
<b>18</b>	Fly In - Right Up	<b>44</b>	4 Windshield Wipers
<b>19</b>	Rotate In	<b>45</b>	Checkerboard – Large
<b>20</b>	Horizontal Blinds	<b>46</b>	Checkerboard – Small
<b>21</b>	Vertical Blinds	<b>47</b>	Tetris – Large
<b>22</b>	Box Out	<b>48</b>	Tetris – Small
<b>23</b>	Box In	<b>49</b>	Dissolve – Large
<b>24</b>	Circle Out	<b>50</b>	Dissolve – Small
<b>25</b>	Circle In	<b>255</b>	Random

\*1: Change the transition effect name from “Left to right” to “Wipe Right”.

\*2: Change the transition effect name from “Right to left” to “Wipe Left”.

\*3: Change the transition effect name from “Top to bottom” to “Wipe Bottom”.

\*4: Change the transition effect name from “Bottom to top” to “Wipe Top”.