



CAYIN TECHNOLOGY

SIGNAGE MEDIA PLAYER: SMP-PRO SERIES

SMP-PRO2

Version 3.0

Version 2.5

SMP-PRO3/PRO3N

Version 1.0

User Manual

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About Cayin

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

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

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1. SMP-PRO Series Overview

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



1-1 SMP-PRO2 Hardware Specifications

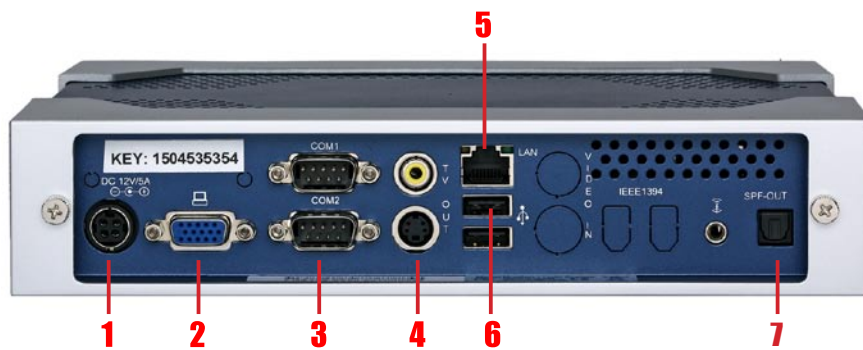
Dimension	48.5 (H) x 234 (W) x 175 (D) mm
Material	Aluminum + Plastic (Out-Side Cover)
Color	Blue (Aluminum) and Silver (Plastic)
Net Weight	1 Kg (May differ between models)
Network	10/100 Mbps Ethernet
Internal Storage	40G Byte, 2.5" IDE Hard-disk
Video In/Out	VGA D-Sub, Composite/S-Video (NTSC/PAL)
Audio	Phone Jack/Optical
Other Connectors	RS-232 (COM) USB

Front View



- 1.** USB **2.** Mic In **3.** Audio Out **4.** Network Indicator **5.** HD Indicator **6.** Power Indicator **7.** Power

Rear View



- 1.** Power Connector **2.** VGA **3.** COM Port (reserve for future use) **4.** TV OUT **5.** Ethernet **6.** USB x 2 **7.** Optical Audio Out



1-2 SMP-PRO3/SMP-PRO3N Hardware Specifications

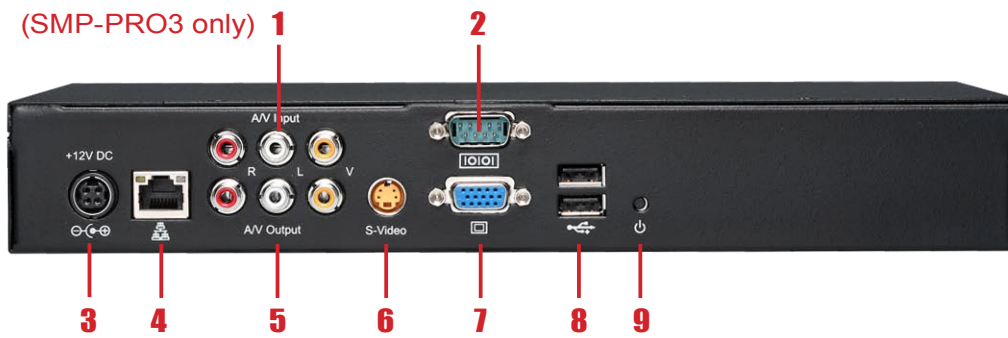
Dimension	44 (H) x 290 (W) x 150 (D) mm
Material	Steel
Color	Black
Net Weight	2.5 Kg (with hard drive)
Network	10/100 Mbps Ethernet
Internal Storage	40G Byte, 2.5" IDE Hard-disk
Video Out	VGA D-Sub, Composite/S-Video (NTSC/PAL)
Audio Out	RCA Stereo
Video In (PRO3 only)	Composite (RCA)
Audio In (PRO3 only)	RCA Stereo
Power	100~240V AC
Others	RS-232 (COM), 4 x USB

Front View



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

Rear View



1. AV-in (SMP-PRO3 only) **2.** COM Port **3.** Power Connector **4.** Ethernet **5.** AV-Out
6. S-Video Out **7.** VGA Connector (Output) **8.** USB Connectors **9.** Power Switch



1-3 System Specifications

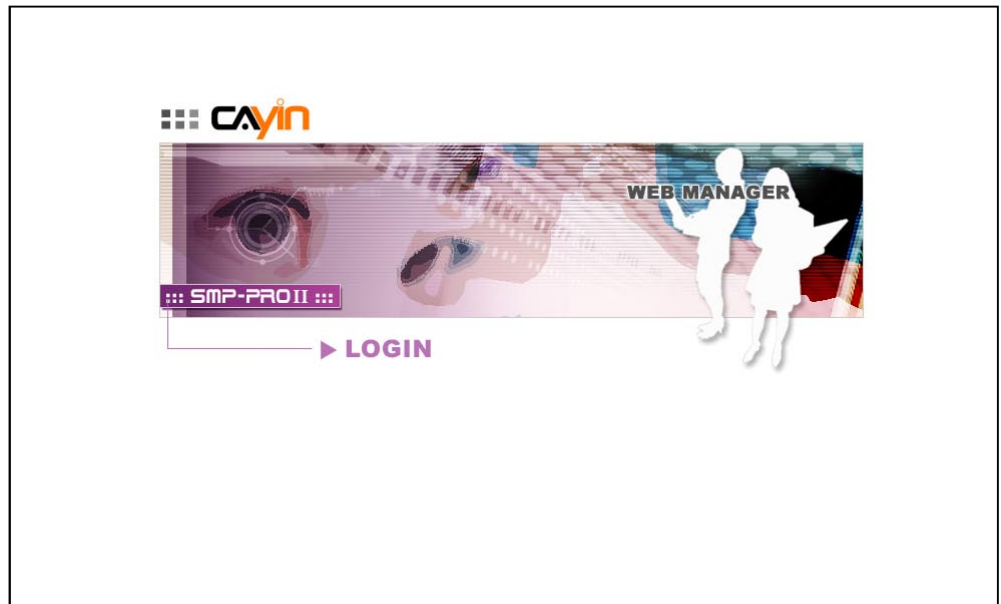
	SMP-PRO2	SMP-PRO3/PRO3N
Image files: JPEG/GIF(1)	• Support up to 1280x1024 image resolution	
Video Files	<ul style="list-style-type: none"> • MPEG/MPG/VOB/MP3/MP4 • WMV/WMA, AVI 	
CODEC	<ul style="list-style-type: none"> • MPEG-1/MPEG-2 PS/MPEG-2 TS/MPEG-4 ISO • MP3 (MPEG AUDIO LAYER 3) • WMV 7/8/9, WMA 7/8, DivX, RAW DV 	
Network Streaming	<ul style="list-style-type: none"> • Cayin RTB (MPEG-2 TS 1~5 Mbps) • RTP, HTTP/MMS 	
Video Resolutions(2)	<ul style="list-style-type: none"> • Support MPEG-2 video and streaming up to 480p (720x480); other formats up to 320x240 • Support MPEG-2 video with bit-rate up to 9 Mbps; other formats with 1.5Mbps 	<ul style="list-style-type: none"> • Support video and streaming up to 480p (720x480) • Support video bit-rate up to 5 Mbps
Ticker	<ul style="list-style-type: none"> • Enter text directly in Web Manager • Text files encoded by ANSI or UTF-8 • RSS feed (ANSI or UTF-8) 	
Skin	• Upload up to 9 skins (including one default skin)	• Upload up to 30 skins (including 15 default skins)
Storage Device	• Internal 2.5" hard drive (optional)	
Connector	<ul style="list-style-type: none"> • VGA connector (VGA D-sub) • Screen resolutions(3): 640x480, 800x600, 1024x768, 1280x1024, 1280x768, 856x480 • Phone Jack (Stereo) • RS-232 (COM port), for tailor-made projects • USB Connector x 3 	<ul style="list-style-type: none"> • VGA connector (VGA D-sub) • Screen resolutions(3): 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720(720p), 1280x768, 1600x900, 1360x768, 1366x768 • RCA Audio (Stereo) • RS-232 (COM port), for tailor-made projects • USB Connector x 4 • Audio/Video Input Connector (PRO3 only)
Network Interface	<ul style="list-style-type: none"> • 10/100Mbps Ethernet • 802.11b/g wireless LAN adaptor (optional) 	
Network Protocols	<ul style="list-style-type: none"> • Support static IP and dynamic IP (DHCP) • Support TCP/IP, HTTP, SMB, ICMP 	

NOTE

1. .SMP series does not support animation GIF.
2. The maximum bit-rate and resolution might be different based on your file encoding methods. Please test the video on SMP players. Cayin does not guarantee all video files can be played on SMP players properly.
3. The applicable resolution is also related to the resolutions of your display. Please check the specifications of the display and choose a suitable one for you.

1-4 Install SMP

1. Open SMP package.
2. Connect the power adapter to a socket.
3. Connect the Ethernet to LAN port. (By default, SMP will get an IP address from a DHCP server.)
4. Connect the VGA cable to your screen. (The default screen resolution is 800x600.)
5. If you need to apply a static IP address to this SMP client, please connect a keyboard and a mouse to any of the USB connectors.
6. Press the power button to turn on the system. Once you see the LOGIN page on the screen, you already complete the installation.





NOTE

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

NOTE

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

1-4-1 Login on SMP

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

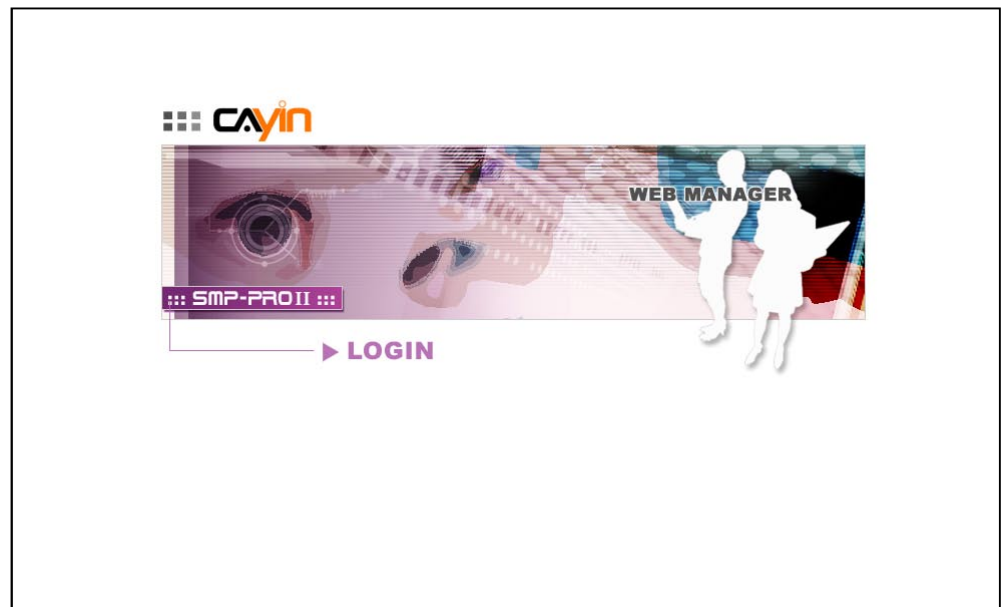
☉ DHCP (Auto IP)

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

1. Click **[LOGIN]** on the Web Manager, and enter a username and password.

Default Username: **webadmin**

Default Password: **admin**



Static IP

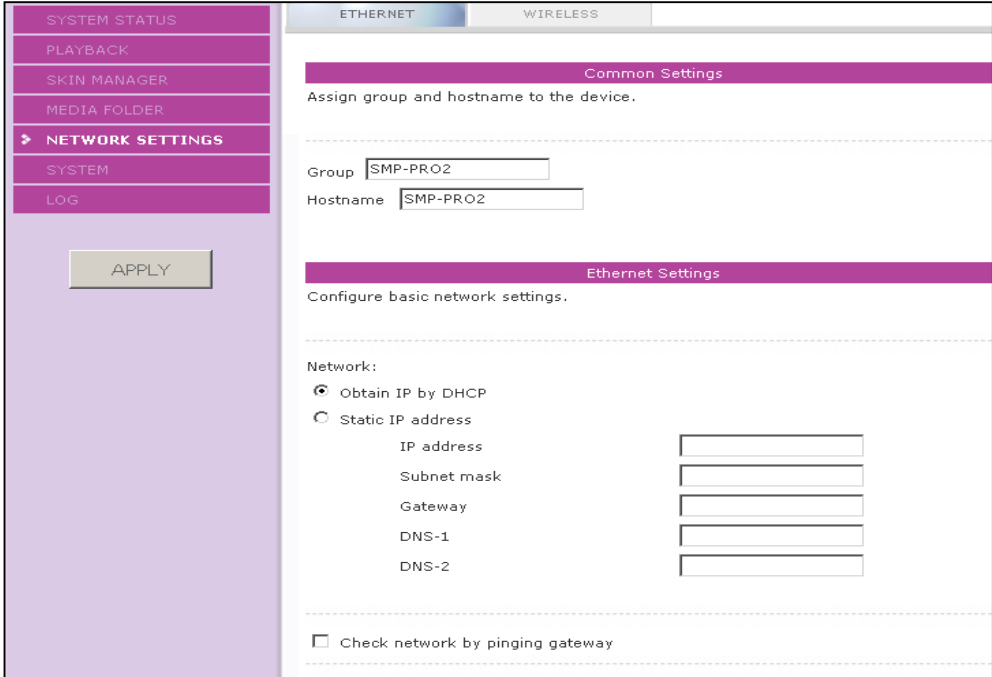
If you are in the static IP network, please follow below steps to login and complete network settings.

1. **Connect a keyboard and a mouse to USB connectors on the SMP client and press the power button to turn on the system. Click [LOGIN] on the Web Manager, and enter a username and password.**

Default Username: webadmin

Default Password: admin

2. **After logging in Web Manager, click [NETWORK SETTINGS] on the left column. 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] at the bottom and click [APPLY] on the left column. Then, the SMP client will reboot.**



The screenshot shows the Web Manager interface for network configuration. On the left, a sidebar menu includes 'SYSTEM STATUS', 'PLAYBACK', 'SKIN MANAGER', 'MEDIA FOLDER', 'NETWORK SETTINGS' (highlighted with a right-pointing arrow), 'SYSTEM', and 'LOG'. Below the menu is an 'APPLY' button. The main content area has tabs for 'ETHERNET' and 'WIRELESS'. Under the 'ETHERNET' tab, there are two sections: 'Common Settings' and 'Ethernet Settings'. The 'Common Settings' section has a heading 'Assign group and hostname to the device.' and two input fields: 'Group' and 'Hostname', both containing the text 'SMP-PRO2'. The 'Ethernet Settings' section has a heading 'Configure basic network settings.' and a 'Network:' section with two radio buttons: 'Obtain IP by DHCP' (selected) and 'Static IP address'. Below these are five input fields for 'IP address', 'Subnet mask', 'Gateway', 'DNS-1', and 'DNS-2'. At the bottom of the 'Ethernet Settings' section is a checkbox labeled 'Check network by pinging gateway' which is currently unchecked.



NOTE

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

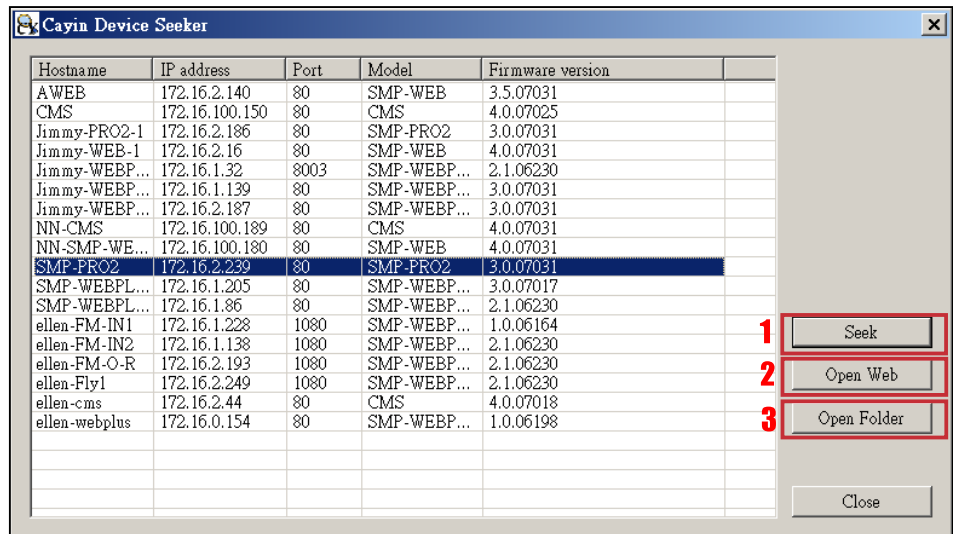
NOTE

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

1-4-2 Remote PC Login

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

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



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

2. Multimedia Contents Playback and Management

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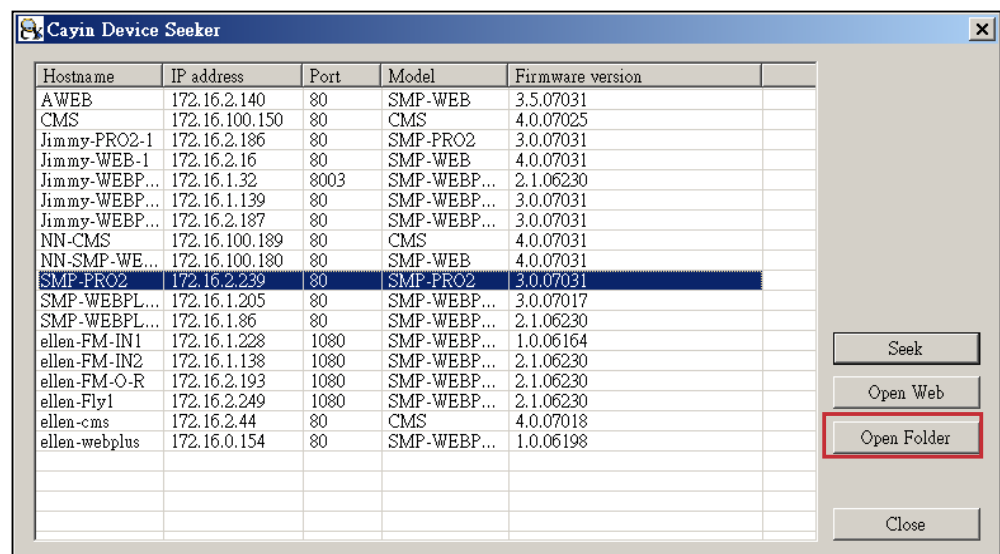
SMP-PRO series supports the playback of a variety of multimedia files. Users can upload all contents to SMP, and edit playlist. Then, SMP will play files based on your pre-scheduled playlist. Users can also choose to manage playlist and the content update from CMS server.

2-1 Upload Multimedia Contents

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

Method 1:

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



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. Then you can start to play those files in the SMP.

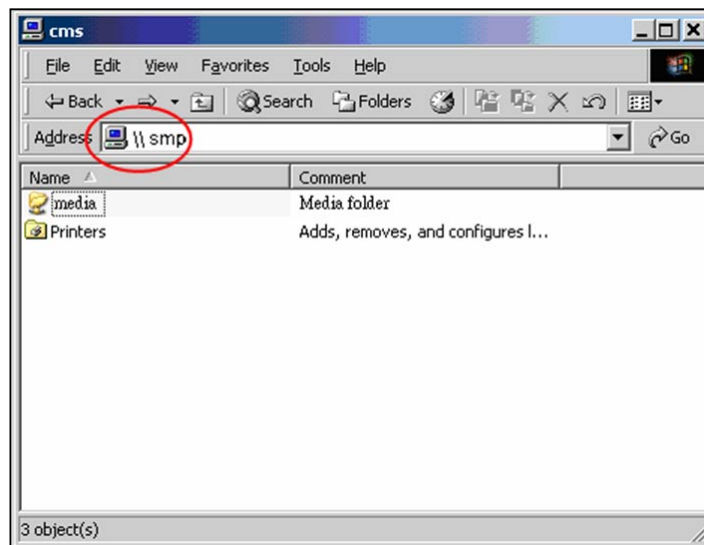
NOTE

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

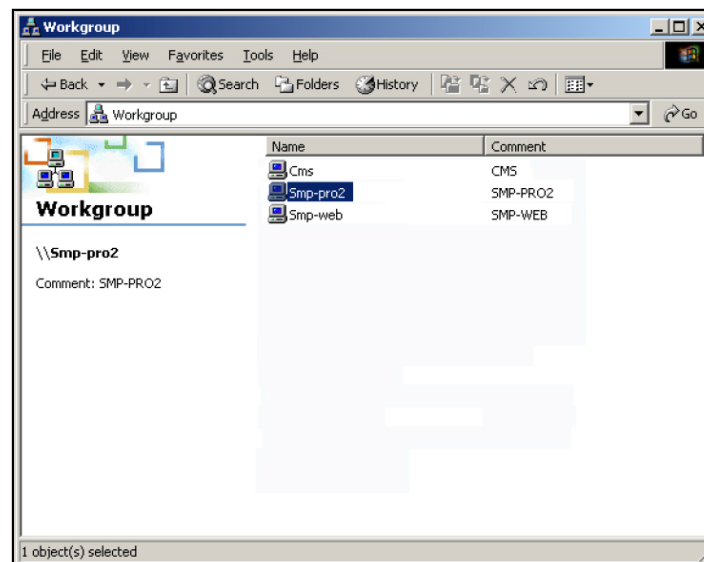
Method 2:

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

1. Open **[File Explorer]**, and enter the **\\hostname** or **"\\IP address"**. For example, if your hostname is **SMP-PRO2**, please enter **\\SMP-PRO2** or **\\172.16.1.2**. Copy multimedia files from your PC to the SMP player via **Network Neighborhood** and then you can start to play those files in the SMP player.



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





2-2 Choose Media Source and Set Playlist

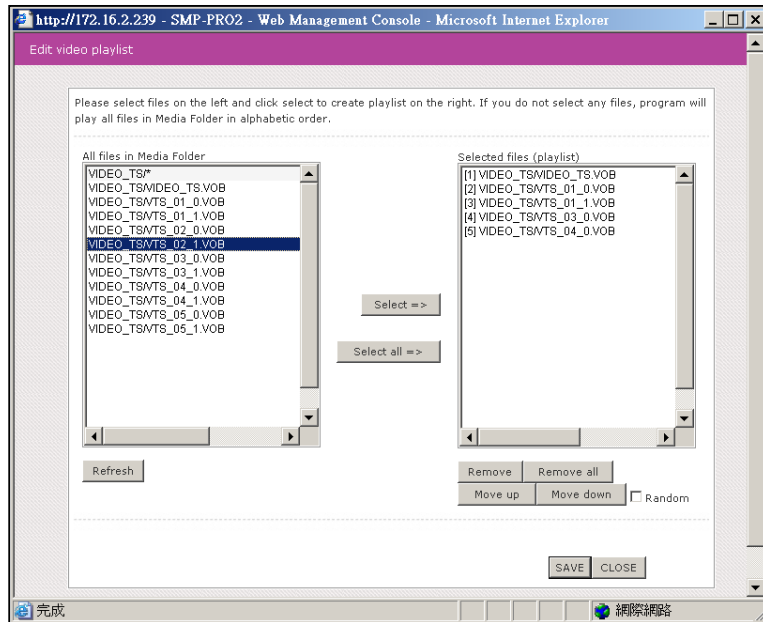
2-2-1 Play Files in Media Folder

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

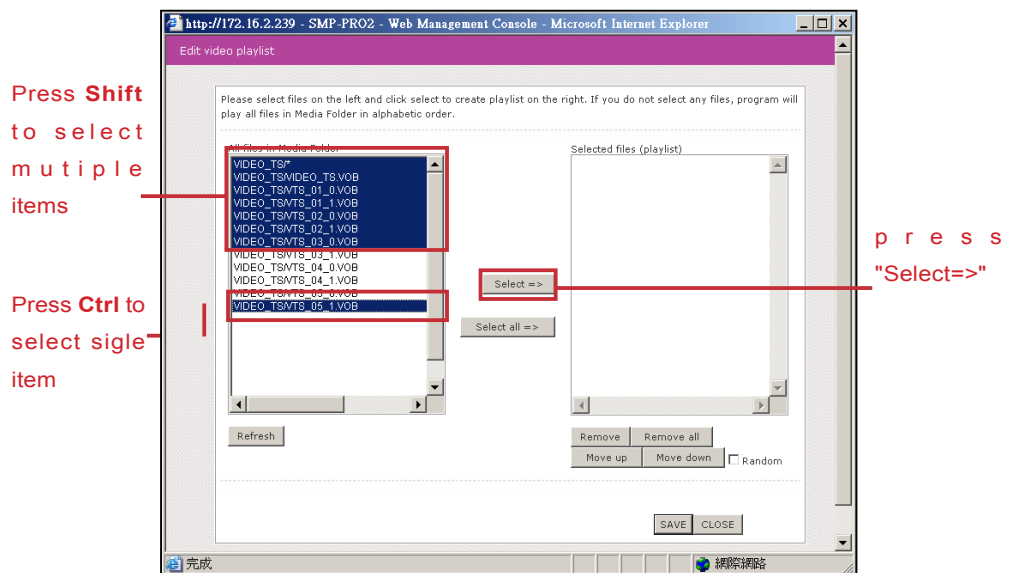
1. Login SMP player and enter Web Manager
2. Click **[PLAYBACK]** and select **[MULTIMEDIA]** page
3. Click “**Multimedia files in**” and select “**Media Folder**”. Then, you can start to edit the playlist of files in the Media Folder.

The screenshot displays the SMP (Signage Media Player) Web Manager interface. The top navigation bar includes 'SMP-PRO II', 'SMP (Signage Media Player)', and the 'CAYIN' logo. Below this is a 'Web Manager' section with a sidebar menu on the left containing 'SYSTEM STATUS', 'PLAYBACK', 'SKIN MANAGER', 'MEDIA FOLDER', 'NETWORK SETTINGS', 'SYSTEM', and 'LOG'. The main content area has tabs for 'MULTIMEDIA', 'IMAGE SLIDE SHOW', 'TICKER', and 'SOURCE SCHEDULE'. The 'MULTIMEDIA' tab is active, showing 'Multimedia Sources' with the instruction 'Please select one of the following multimedia sources.' There are three radio button options: 'Multimedia files in', 'Central Scheduling (by CMS server)', and 'RTB Client (Streaming from CMS)'. The 'Multimedia files in' option is selected, and its configuration is shown with a dropdown menu set to 'Media Folder' and an 'Edit Playlist' button highlighted with a red box. Below this, the 'RTB Client' configuration is visible, including options for 'Unicast/Broadcast' or 'Multicast: IP address' (set to 224.255.255.255), 'Channel' (set to 1), 'Port' (set to 8100), and 'While disconnected, play' (set to Disabled). The 'Realtime Transport Protocol (RTP)' configuration is also visible, with similar settings for IP address, port, and disconnected state. An 'HTTP/MMS Streaming' option is listed at the bottom but is not selected. An 'APPLY' button is located at the bottom left of the sidebar.

4. 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.



5. 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.





6. 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.
7. 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.
8. Now, you can arrange the order of those selected files. In the right column, each file will be added a serial number. SMP will play media files in the sequence, 1, 2, 3 ... N. Please refer to the following table for more functions. You can change the sequence of the playlist by using [**Move up**] and [**Move down**], or delete items in the playlist by using [**Remove**] and [**Remove all**].

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

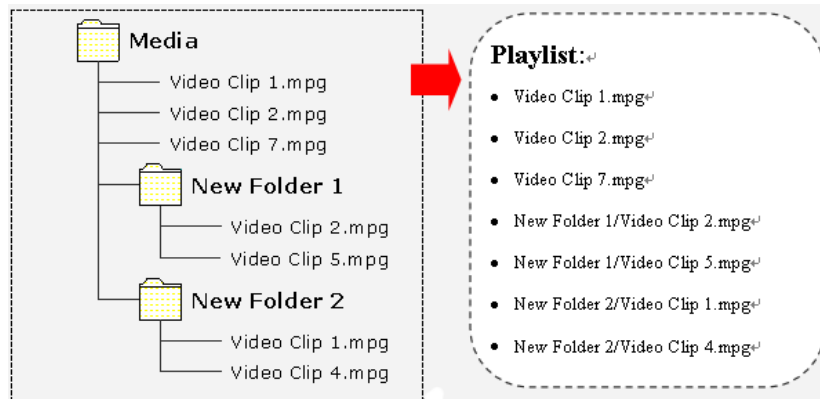
NOTE

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

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

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

For example:



2-2-2 Play Files in USB Storage Device

NOTE

SMP-PRO series only supports USB Storage Device with FAT32 file system type.

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



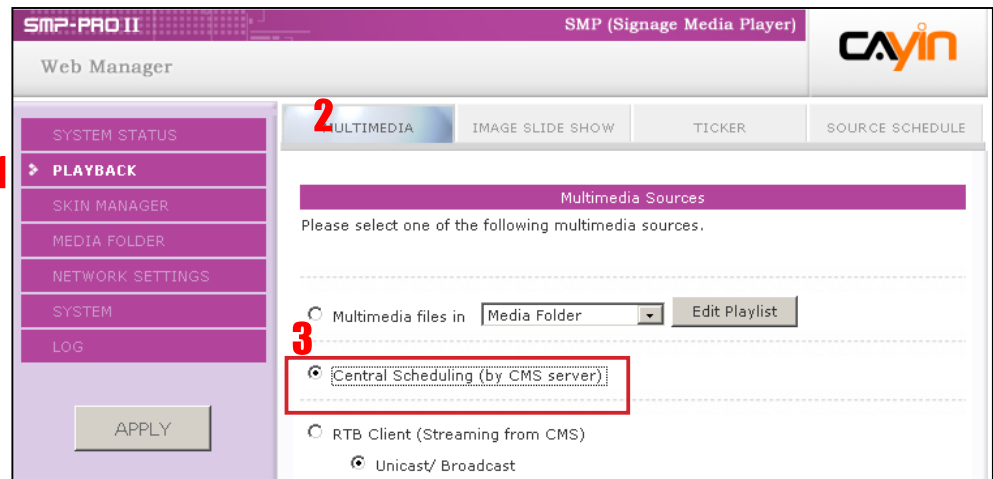
2-2-3 Central Scheduling (by CMS Server)

NOTE

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

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

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



NOTE

RTB and RTP are different protocols.

. RTB Client only works with CMS's RTB Server function.

. You can use RTP compliant software sending RTP streaming to SMP, e.g. VideoLAN client/server (<http://www.videolan.org>).

. While disconnected, play: To ensure non-stop video, you can configure this function. The player will switch to play files in Media Folder, when there is no valid packet received from network. After the streaming packet resumes, the player will switch back to streaming mode (RTB or RTP).

2-2-4 RTB 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.



2-2-5 HTTP/MMS Streaming

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

HTTP/MMS Streaming
Enter URL:

2-2-6 Video Input (SMP-PRO3 only)

To play AV-IN signal on the multimedia area, please select this item, and refer to section 5.4 for detailed video input configurations.

Video Input (only applied to some models)

NOTE

We suggest the image files of slide show do not exceed dimension 1024x768. You can have the best presentation when the image size is the same as the one of the display area.

NOTE

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

2-2-7 Image Slide Show

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

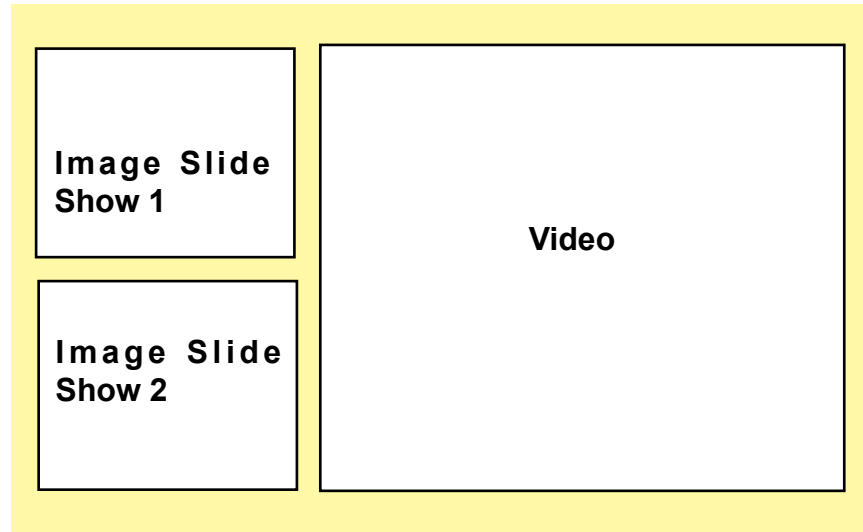
Image Slide Show
Play from:
Duration: seconds
Sequence:
 Play image files in subfolder
 Scale to fit area

2-3 Image Slide Show Settings

NOTE

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

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



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

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

Image Slide Show Area 1

Playing:

Play all image files in Media Folder

Play image files in subfolder

VIDEO_TS ▾

Central scheduling (by CMS server)

Duration: seconds

Sequence: ▾

Include subfolders

Scale to fit area



Please refer the following table for detail descriptions:

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

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

2-4 Ticker

NOTE

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

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

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

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

NOTE

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



2-4-1 Define Font Format

In this section, you can change the font type, size, and color of the ticker. You can also change the direction of the text from “left to right” or “right to left” to suit your own language

We provide two methods for you to change the font color. You can enter the number of R, G, B.

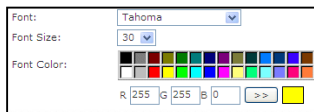
1. Enter Web Manager. Click **[PLAYBACK]** and select **[TICKER]** page
2. Enter the R, G, B code directly, and click >> to see the accurate color.
3. Click **[SAVE]** and **[APPLY]**.

The screenshot shows the 'Web Manager' interface for 'SMP (Signage Media Player)'. The left sidebar contains a menu with 'PLAYBACK' selected. The main content area is titled 'TICKER' and contains the following configuration options:

- Ticker (Scrolling Text)**: Configure and enter ticker text here. Select from multiple sources for the ticker text, and configure font and color of the ticker area. To use this function, you will need a pre-edited skin with ticker area.
- Select from following Sources:**
 - Enter text here
 - Text file in Media Folder
 - Text from remote URL/RSS (with a text input field containing 'http://')
 - Central scheduling (by CMS server)
- Text Direction:** Left to right (dropdown menu)
- Font:** Tahoma (dropdown menu)
- Font Size:** 30 (dropdown menu)
- Font Color:** Choose Color... (button)
- Color Picker:** R 0 G 0 B 0 >> (input fields and a color swatch)

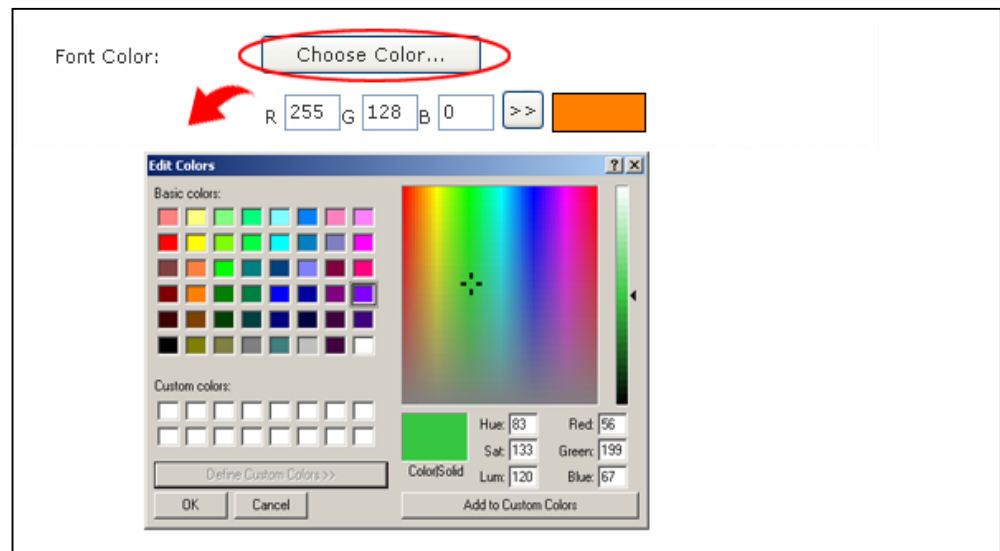
NOTE

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



You can also choose a color by color picker.

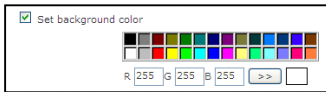
1. Enter Web Manager. Click **[PLAYBACK]** and select **[TICKER]** page
2. Click **[Choose Color]** and the “Edit Colors dialog-box” will pop up. Pick a color and click **[OK]**.
3. Click **[SAVE]** and **[APPLY]** to apply the ticker color.





NOTE

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



2-4-2 Set Background Color

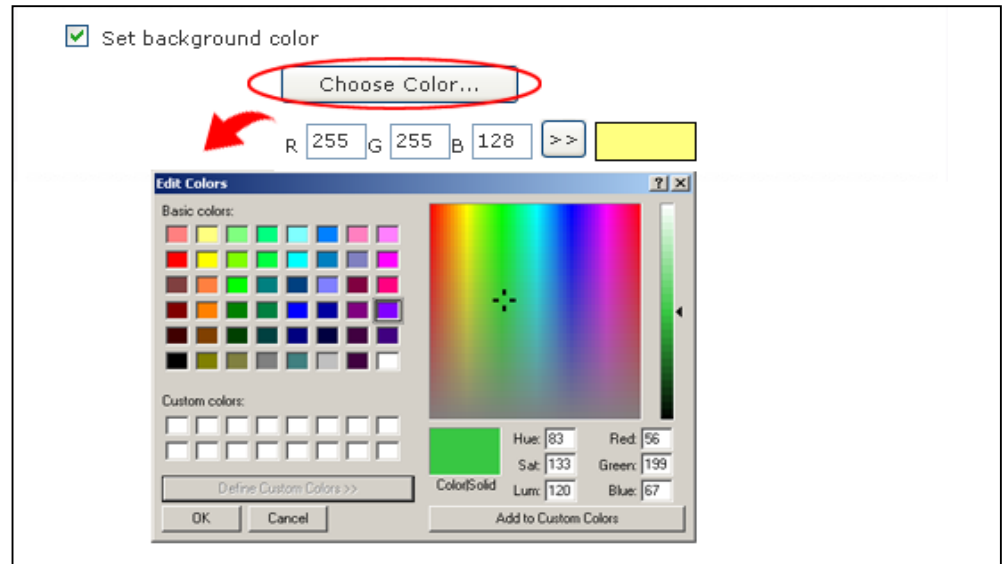
You can enable single color background and choose a suitable color for the background of your ticker.

We provide two methods for you to change the background color. You can enter the number of R, G, B.

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

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

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



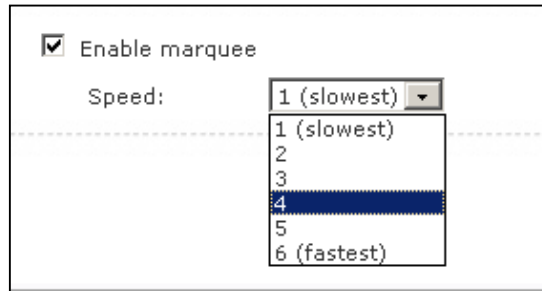
NOTE

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

2-4-3 Enable Marquee

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

1. Enter Web Manager. Click **[PLAYBACK]** and select **[TICKER]** page.
2. Click “Enable Marquee”. Set a suitable speed. “1” represents the slowest, and “6” represents the fastest.
3. Click **[SAVE]** and **[APPLY]** to complete the configuration.



Enable marquee

Speed: 1 (slowest) ▾

- 1 (slowest)
- 2
- 3
- 4
- 5
- 6 (fastest)



2-5 Multimedia Source Schedule

NOTE

You can click [**Edit**] of the default item to modify the settings in the MULTIMEDIA page.

In this section, you can schedule playlists of files from the Media Folder. You can also change to play different media sources at specified time. All the settings here are only for the multimedia area.

For the time not in any other scheduling task, SMP will play the default schedule. This default schedule is the same as the one you set in “2.2 Multimedia” section.

1

2

Enable	Name	Information	Command
<input checked="" type="checkbox"/>	infoCenter	09:00-23:30 Multimedia files in Media Folder	Edit Delete
<input checked="" type="checkbox"/>	default		Edit

2-5-1 Add Schedule

NOTE

You can add up to 99 scheduling tasks.

When you click [**Add Schedule**], the saved playback option will be applied only to the specified period of time (e.g. 6 am to 10 am). SMP will play files according to the settings in the default schedule during the rest of the time.

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

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

3. Enter the “Name” of the schedule. Here, we enter “Announcement”. Then, set the “Begin Time” as 9 am, and the “End Time” is 9:30 am.
4. Select multimedia files in “Media Folder”. 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.



5. Select those 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.
6. 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.
7. 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.
8. 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.
9. Please refer to the following table for more functions to adjust the sequence.

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

10. After completing configuration, click [**SAVE**].
11. You can see a new schedule on the list now. You can click this item and press [**SAVE**] and [**APPLY**].

3. Skin Management

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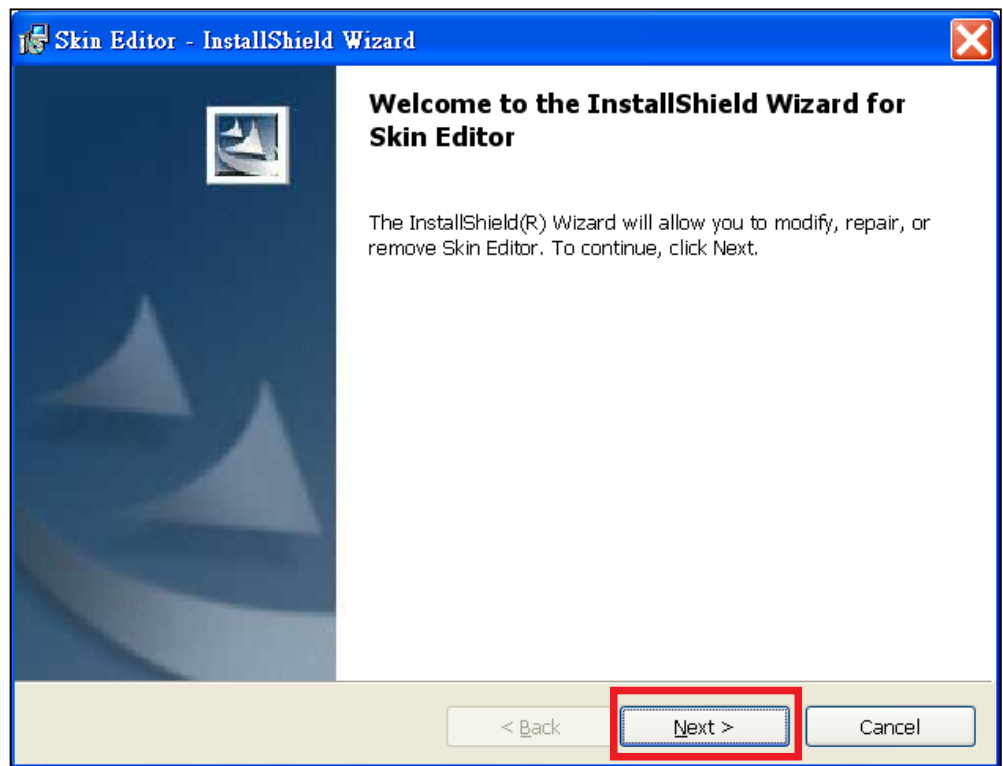


In this section, you can manage your own skin displayed as a background, on which video, image, and ticker are playing.

3-1 Produce Skin

3-1-1 Install Skin Editor

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



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



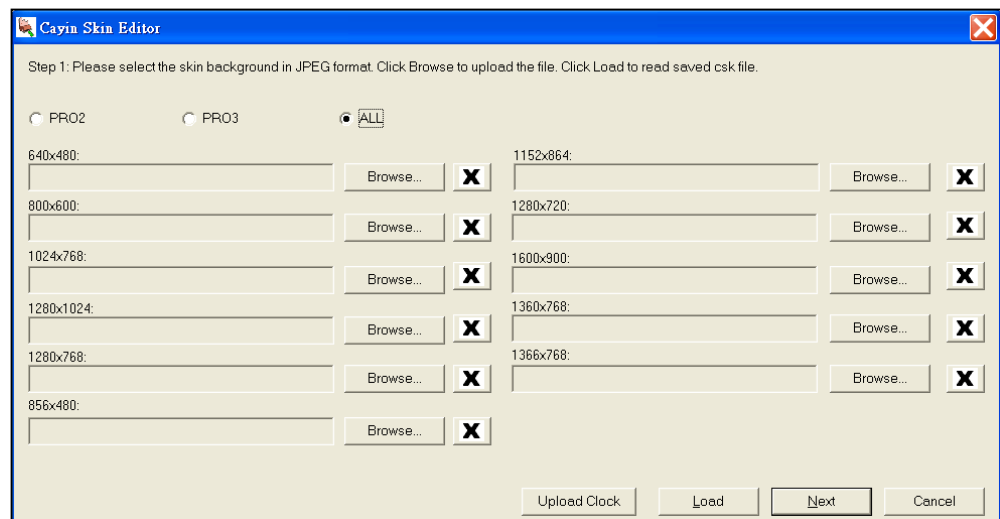
3-1-2 Create a new skin file (.csk)

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

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

NOTE

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



4. After selecting the product model, you can start to choose a background image for each resolution. For example, when you click **[Browse...]** for resolution 1024x768, choose bank_1024x768.jpg, and click **[Open]**. Then, you will see the path of this image file on the text box for resolution 1024x768.
5. You can choose to follow the same steps to add images for other resolutions, or only add one image. At least one resolution should be completed. After you select all your image files, click **[Next]**, and move on to the next step.



NOTE

You can only set up those resolutions for which you upload skin background images in Step 4. For example, if you only upload the image for resolution 1024x768 in Step 3, you can only click the **[Setup]** button of the corresponding resolution.

- Please enter the skin name and the description of the skin and choose a suitable combination of multimedia contents for this skin design. You can define four areas at maximum: one “Multimedia”, two “Image Slide Show”, one “Ticker”, and one “Clock”. The “Clock” area only applies to SMP-PRO3/SMP-PRO3N.**

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

Skin name:

Description:

Multimedia area:

Ticker area:

Slide Show area:

Clock area:

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

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

NOTE

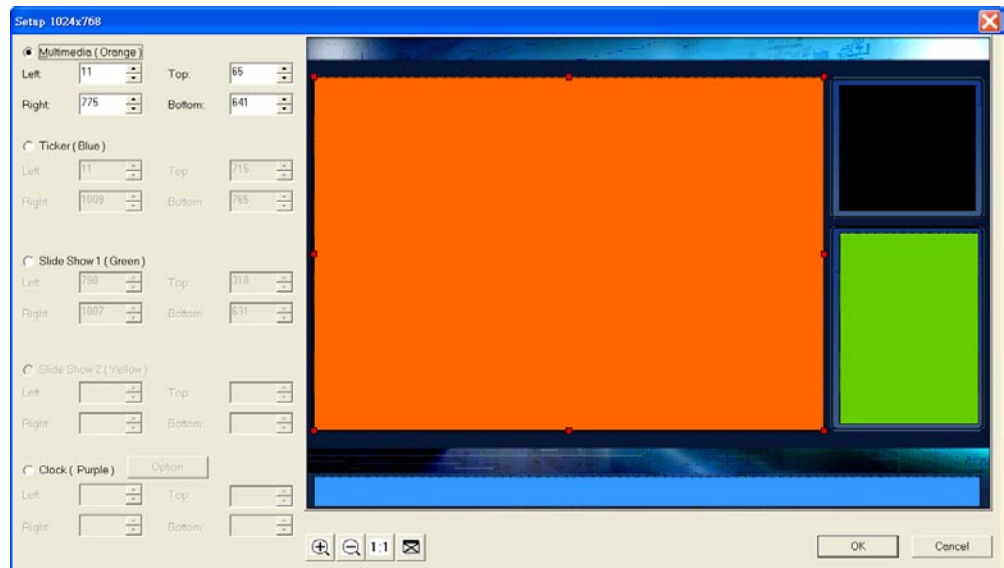
You may discover in some zoom ratio, the quality of background image seems not good. The image preview window is for reference only. It will not affect the final quality of published skin file.

NOTE

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

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

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



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

8. Define all areas one by one and click **[OK]** to leave this dialog box.

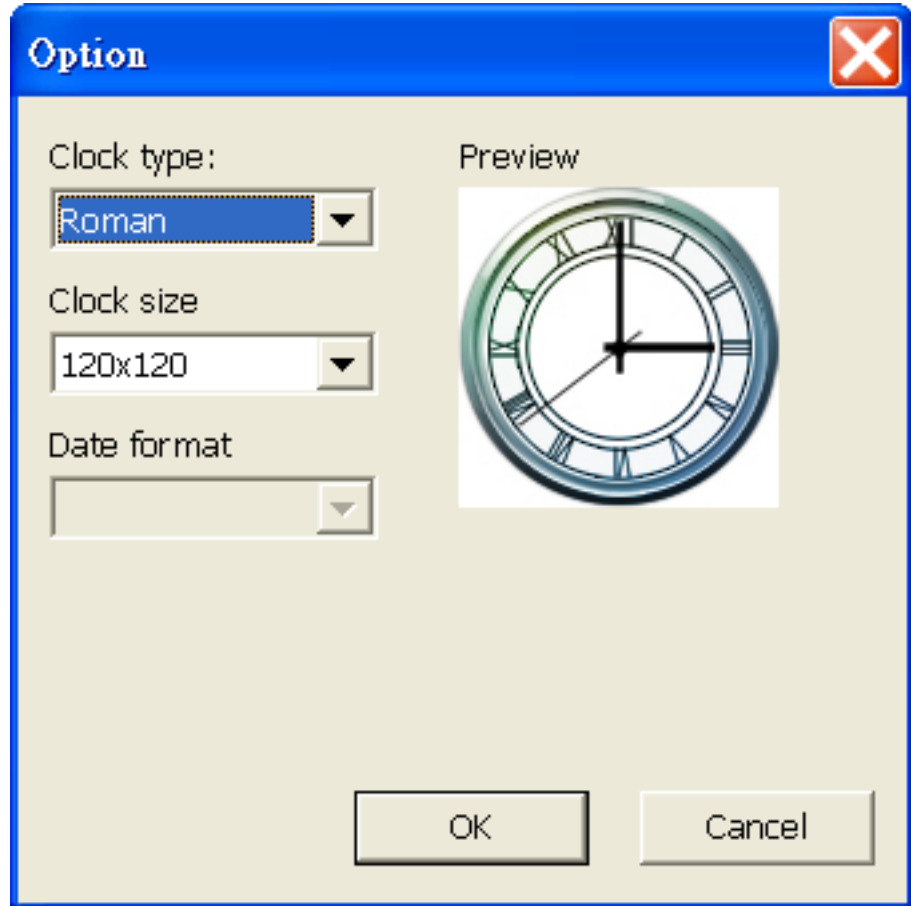


NOTE

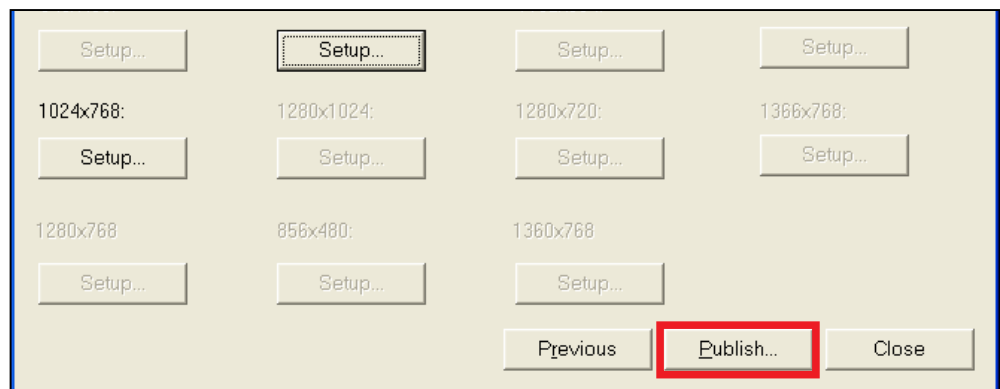
Only SMP-PRO3/SMP-PRO3N supports the clock function.

If you apply a skin with the clock area to SMP-PRO2, the clock area will just be empty, and other areas will still be displayed normally.

9. (Optional) If you want to configure the clock area, click [Option] to choose a suitable clock type and size. You can only adjust the size of the clock area by selecting a pre-defined size, and place it in any position you want.



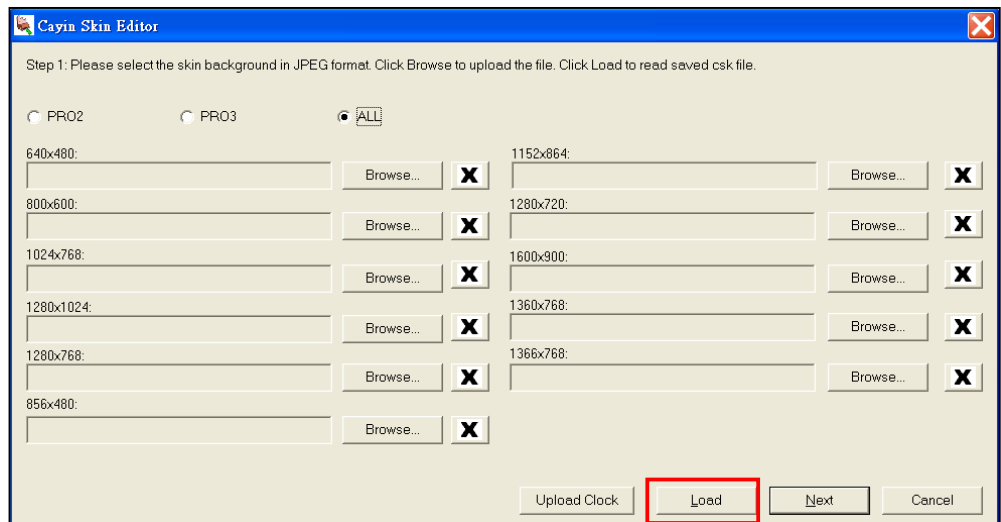
10. Finally, when you set up the layout, click [Publish...] to save the Cayin Skin File (.csk). You can upload the .csk file into SMP-PRO series players or CMS by Web Manager.



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

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

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



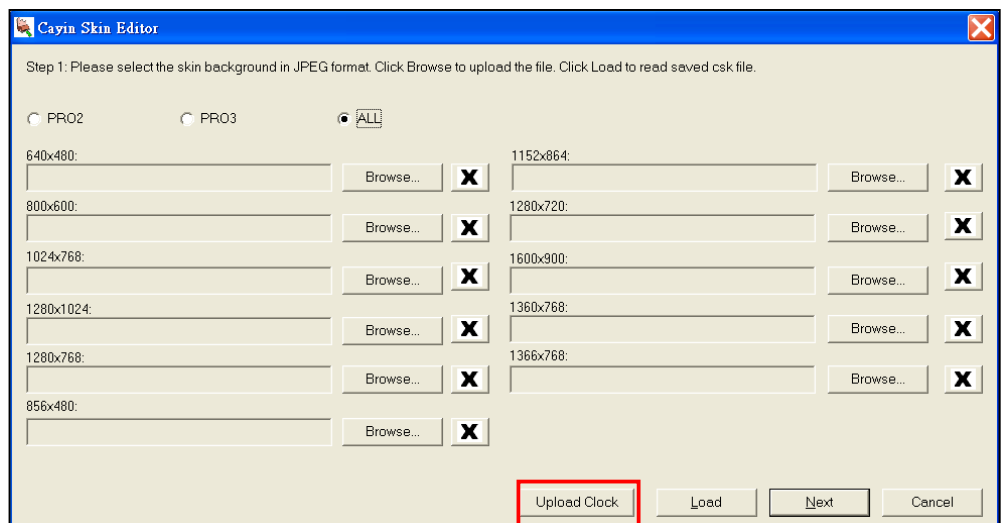
3. You can click **[Browse...]** to change image files, or click **[Next]** to change configures of the skin. Please refer to the above sections for details.



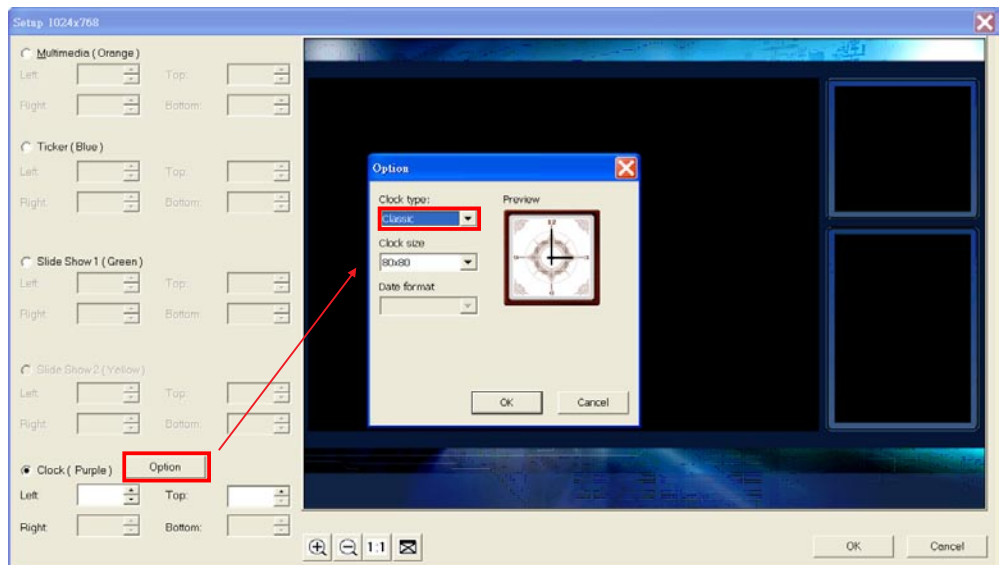
3-1-4 Upload Clock (.clk)

You can periodically download new Clock templates (.clk extension) from Cayin's partner website and upload them to SMP player.

1. Download a ".clk" file from Cayin's partner website to your PC.
2. Open the Cayin Skin Tool
3. Click **[Upload Clock]**, and open a clock file (.clk).




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



3-2 Upload the Cayin Skin File into SMP

After preparing a skin, you have to upload the file into SMP-PRO2 or CMS server.

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



The screenshot shows a web interface titled "Upload Skin" with a purple header bar. Below the header, the text "Upload Skin:" is followed by a text input field. To the right of the input field is a "Browse..." button. Below the input field is an "Upload" button.

SMP-PRO2: You can only keep up to 9 skin files in one player, including the default one.

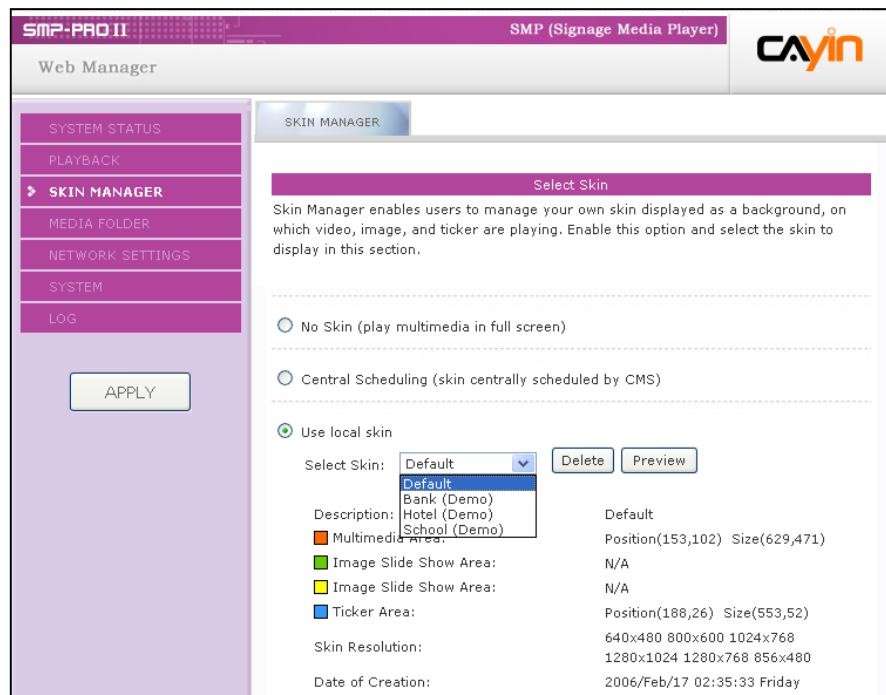
SMP-PRO3: You can only keep up to 30 skin files in one player, including 15 default ones.



3-3 Apply Skin

After the skin is uploaded into system, use select skin to choose your favorite skin background. You can manage and apply skins in the “SKIN MANAGER”.

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



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

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

4. Content Update and Media Folder Management

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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.

4-1 Update Media Folder

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

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

1. Login Web Manager; then click **[MEDIA FOLDER]**.
2. Enable the "Media Folder content synchronization" function and SMP player will periodically download new or updated files from CMS's Content Update Server. It also removes those files that no longer exist in CMS server.

The screenshot shows the 'Web Manager' interface for 'SMP-PRO II'. The left sidebar contains a menu with options: SYSTEM STATUS, PLAYBACK, SKIN MANAGER, MEDIA FOLDER (selected), NETWORK SETTINGS, SYSTEM, and LOG. Below the menu is an 'APPLY' button. The main content area is titled 'MEDIA FOLDER' and contains a section for 'Media Folder Content Synchronization'. The text below the title reads: 'You can synchronize the content of Media Folder with a CMS or web server. Configure for the access to the Media Folder from a CMS server or PC.' The settings include: 'Enable Media Folder content synchronization:' with a checkbox (unchecked) and 'Enable hidden disk buffer' with a checkbox (checked). Under 'Content check', there are two options: 'Check for new content every 60 minutes' (selected) and 'Check for new content daily at' with three sets of HH:MM dropdown menus. Under 'Content synchronization with', there is a 'Group' dropdown set to 'SMP-PRO2', and three input fields for 'CMS server:' (Username, Password, and Hostname or IP address).

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

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

NOTE

The maximum time interval is 10080 minutes.

NOTE

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

NOTE

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

4. If you want the SMP player can check with sever for updated contents periodically, please set the frequency here.

Content check

Check for new content every minutes

Check for new content daily at

HH MM

HH MM

HH MM

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

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

Content synchronization with

Group

CMS server:

Username

Password

Hostname or IP address:

Click 'Test' to check connection:



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

- 6. After completing all settings, please click [Test] to check the validity of the account the IP address. Please note that the [Test] button can only be used to test the validity of the "Username", "Password" and "IP address". You can not check the existence of the "Group".**

Form fields: Password (masked with dots), Hostname or IP address: 172.16.100.150, Click 'Test' to check connection: [Test], Web server: []

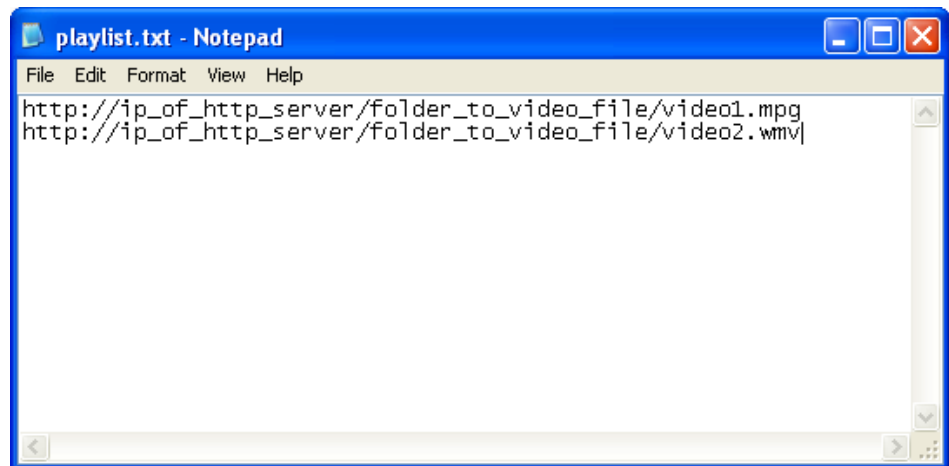
- 7. You can also synchronize contents from your own web server, if you don't have a CMS server. Please enable "Web server" and enter the playlist's URL here.**

Form fields: Group: SMP-PRO2, CMS server: [checked], Username: administrator, Password (masked), Hostname or IP address: 172.16.100.150, Click 'Test' to check connection: [Test], 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. <http://210.179.61.252/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.



4-2 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)

Change User mode password

Username

Password

Confirm password

The access is only allowed from IP address:

Do not share Media folder	The folder will not be shared.
Share mode	Select "Share mode" if you allow open access of all users. In this mode, users can access the folder without username and password.
User mode	In "User mode", users need to enter username and password to access the folder. If you only want to allow access from a particular user, enable this unction and change its username and password. Default Username: smbuser Default Password: smbuser
The access is only allowed from IP Address	To allow access from particular IP address or subnet, enter the IP address or partial IP address, e.g. type "172.16.0.1" to allow access only from this IP address, or type "172.16.0." to allow access from all computers in this subnet.

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

5-1 System Status

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

5-1-1 Basic Information

You can check the Hostname, Product Model, Firmware Version, and Date/Time of SMP in this section. You can specify the hostname in “6-1 Ethernet” section, and change the date/time/time-zone in “5-2-1 Set System Time” section.

The screenshot displays the 'SYSTEM STATUS' page in the Web Manager. The left sidebar contains a navigation menu with 'SYSTEM STATUS' selected. The main content area is titled 'SYSTEM STATUS' and is divided into two sections: 'Basic Information' and 'Advanced Information'. The 'Basic Information' section is highlighted with a red border and contains the following data:

Basic Information	
Basic information of system status	
Hostname:	SMP-PRO2
Product Model:	SMP-PRO2
Firmware Version:	3.0 ,Build 07031
Current Date and Time:	2007/02/05 17:56:08
Time Zone:	(GMT) Greenwich Mean Time : Dublin, Edinburgh, Lisbon, London

The 'Advanced Information' section contains the following data:

Advanced Information	
Advanced information of system status	
CPU Utilization:	Usage 0.0%
Memory Usage:	Total 233MB , Used 228MB , Usage 97.9%
System Disk Usage:	Total 159MB , Used 109.8MB , Usage 68.7%
Media Folder Usage:	Total 18GB , Used 1.0GB, Usage 5.6%, view files.
Ethernet	
IP Address:	172.16.2.239
Subnet Mask:	255.255.0.0
Gateway:	172.16.0.1
MAC Address:	00:40:F4:8A:75:51

5-1-2 Advanced Information

In this section, you can check all detailed information about this SMP player in the following table.

The screenshot shows the web interface of the SMP-PRO3/PRO3N player. On the left is a navigation menu with options: SKIN MANAGER, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM, and LOG. Below the menu is an 'APPLY' button. The main content area is divided into two sections: 'Basic Information' and 'Advanced Information'. The 'Advanced Information' section is highlighted with a red border and contains the following data:

- CPU Utilization:** Usage 0.0%
- Memory Usage:** Total 233MB , Used 228MB , Usage 97.9%
- System Disk Usage:** Total 159MB , Used 109.8MB , Usage 68.7%
- Media Folder Usage:** Total 18GB , Used 1.0GB, Usage 5.6%, [view files](#).
- Ethernet:**
 - IP Address: 172.16.2.239 Subnet Mask: 255.255.0.0
 - Gateway: 172.16.0.1
 - MAC Address: 00:40:F4:8A:75:51

CPU Utilization	Usage of CPU
Memory Usage	Usage of system DRAM
System Disk Usage	Disk usage of system firmware disk. If the usage exceeds 95%, we strongly suggest that you do not upload more patches for preventing from disk overloaded.
Media Folder Usage	Disk usage of Media Folder. If you run out of disk space, you will not be able to add more media files in Media Folder.
Resource Disk Usage	SMP-PRO3/PRO3N only. Currently it's the reserved space for system contents (eg. Skin files).
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 resolutions and refresh rates of the connected display.



5-1-3 Firmware Information

You can check all updated patches information here.

Firmware Information
System firmware information

0 patch(es) in the current system.

5-2 System Management and Firmware Update

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

5-2-1 Set System Time

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

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

SMP-PRO II SMP (Signage Media Player) **CAYIN**

Web Manager

SYSTEM DISPLAY MAINTENANCE

System Settings

Configure basic system settings in this section.

Current date and time 2007/2/5 18:05:54

Set system date and time

YYY 2007 MM Feb DD 5

HH 18 MM 5 SS 50

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

Disable NTP service

Enable NTP service

NTP Server: Update Now Test (Status: *)

Change web administrator's password:

Username

Password

Confirm password

APPLY



5-2-2 NTP Service

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

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

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

SMP-PRO II SMP (Signage Media Player) cayin

Web Manager

SYSTEM DISPLAY MAINTENANCE

System Settings

Configure basic system settings in this section.

Current date and time 2007/2/5 18:05:54

Set system date and time

YYY 2007 MM Feb DD 5

HH 18 MM 5 SS 50

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

Disable NTP service

Enable NTP service

NTP Server: Update Now Test (Status: *)

Change web administrator's password:

Username webadmin

Password

Confirm password

APPLY

5-2-3 Change Web Administrator's Password

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

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

The screenshot shows a configuration form with two main sections:

- Change web administrator's password:** This section is preceded by an unchecked checkbox. It contains three input fields:
 - Username:** A text box containing the value "webadmin".
 - Password:** An empty text box.
 - Confirm password:** An empty text box.
- Change service port of Web Manager:** This section is also preceded by an unchecked checkbox. It contains one input field:
 - Port number:** A text box containing the value "80".

5-2-4 Choose Web Manager Language

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

The screenshot shows a configuration form with the following elements:

- Web Manager Language :** A dropdown menu is open, showing a list of languages: English (selected), Deutsch, English, Español, Français, 简体中文, and 繁體中文.
- Set system reboot at:** Below this heading are three identical rows, each consisting of an unchecked checkbox, a text box containing "0", a dropdown arrow, and the text "o'clock".



5-2-5 Set System Reboot

You can assign up to three particular time within a day to reset SMP player automatically.

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

Set system reboot at

9 o'clock

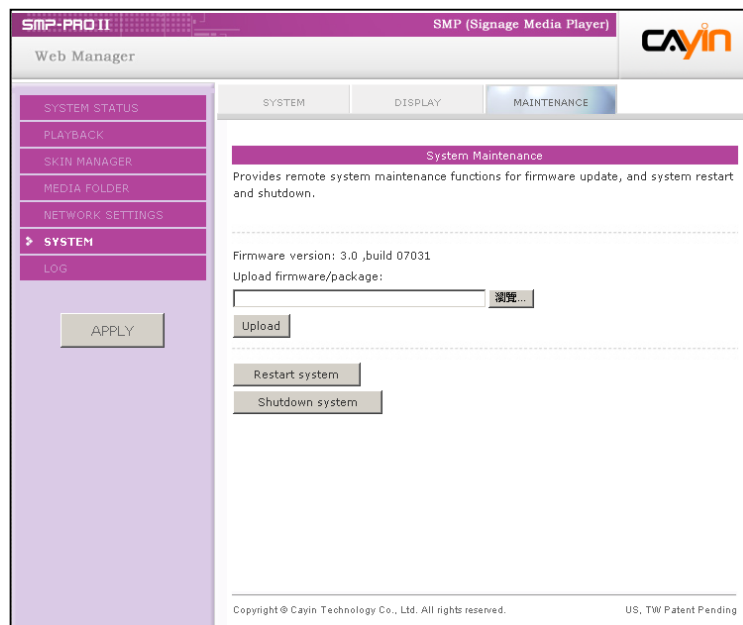
0 o'clock

0 o'clock

5-2-6 Firmware Update

To update the firmware version of the SMP, please go to “System” section, “Maintenance” page. Click [**Browse**] and select a file; then click [**Upload**].

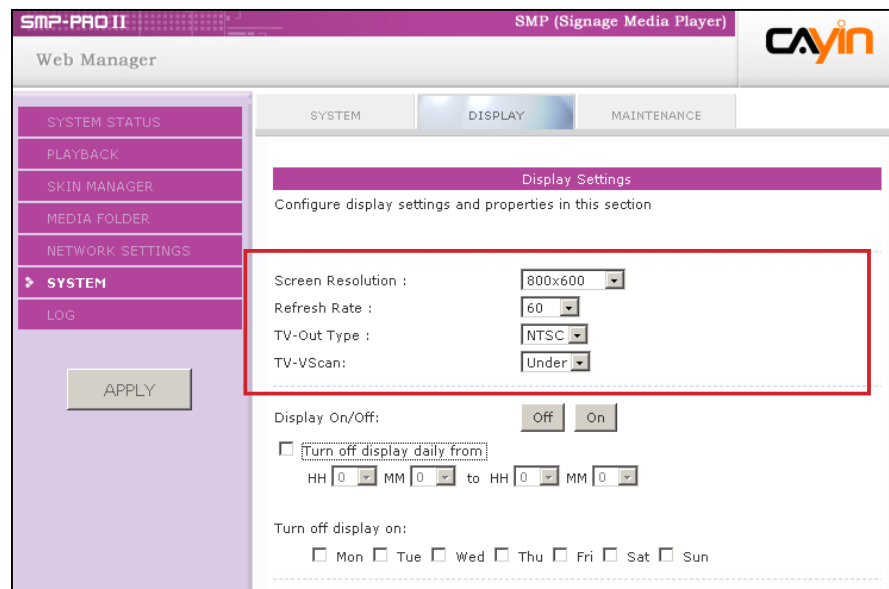
You can restart or shut down the system by clicking the corresponding button at the end of the page.



5-3 Display Settings

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

5-3-1 Configure Display Properties



1. Login SMP Web Manager
2. Click **[SYSTEM]** and switch to “DISPLAY” page.
3. Please refer to the following table and select a suitable setting for you. After completing settings, click **[SAVE]** and **[APPLY]** so that those settings will come into effect.

SMP-PRO2

Screen Resolution	Include 640×480, 800×600, 1024×768, 1280×1024, 1280×768 and 856×480 screen resolutions
Refresh Rate	Support 5 modes: auto, 60, 70, 72, and 75
TV-Out Type	Support NTSC and PAL
TV-Vscan	Support 3 modes: Under, Over, and Fit

NOTE

TV-out only applies to 640x480 and 800x600 resolutions



SMP-PRO3/SMP-PRO3N

Screen Resolution	640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720(720p), 1280x768, 1600x900, 1360x768, 1366x768
Refresh Rate	Display output to VGA D-SUB or Composite/S-Video Composite and S-Video only support NTSC/PAL in 800x600 screen resolution. (NTSC/PAL must be configured through the jumper)

NOTE

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

5-3-2 Turn On / Off Display

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

The screenshot shows the 'Web Manager' interface for the 'SMP (Signage Media Player)'. The 'DISPLAY' tab is selected. Under 'Display Settings', there are fields for 'Screen Resolution' (800x600), 'Refresh Rate' (60), 'TV-Out Type' (NTSC), and 'TV-VScan' (Under). A red box highlights the 'Display On/Off' section, which includes 'Off' and 'On' buttons, a checkbox for 'Turn off display daily from' with a time selection (HH:MM to HH:MM), and a 'Turn off display on:' section with checkboxes for days of the week (Mon, Tue, Wed, Thu, Fri, Sat, Sun). A 'SAVE' button is located at the bottom right of the settings area.

NOTE

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

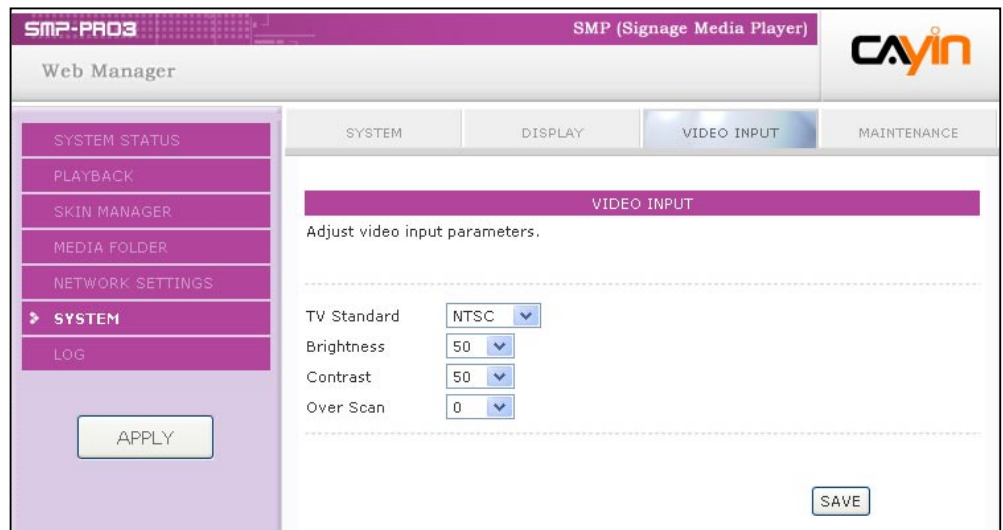
- 1. Login SMP Web Manager**
- 2. Click [SYSTEM] and switch to “DISPLAY” page.**
- 3. Please refer to the following table for more functions.**

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



5-4 Video Input Settings (SMP-PRO3 only)

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



TV Standard	Set video input type. The input type can be NTSC, PAL and SECAM.
Brightness	To adjust the brightness from 0 to 100 by every 5 degrees.
Contrast	To adjust the contrast from 0 to 100 by every 5 degrees.
Over scan	To adjust the over scan from 0 to 100 by every 5 degrees. This option is for you to zoom in and out of video input signals.

6. Network Settings

6-1 Ethernet.....	60
6-2 Wireless Network	61



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.

NOTE

Group name is important if you use CMS with SMPs. Every player with the same group name will form one group. You can create as many groups as you wish. Please note that the group name is case sensitive.

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

6-1 Ethernet

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

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

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 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.

6-2 Wireless Network

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

1. Click “Search available wireless network” and choose a suitable wireless AP (Access Point). Please be aware that a low-signal AP may lead to an unstable connection and data loss.

Wireless Settings

Set up the wireless network connection and parameters.

Search available wireless network

SSID:

Authentication:

Encryption: None WEP TKIP AES

Key:

Search available wireless network

Select	SSID	Signal	Channel	Encryption	Authentication
<input checked="" type="radio"/>	3Com	100%	6	Not Use	Open system
<input type="radio"/>	AP1	73%	10	Not Use	Open system
<input type="radio"/>	AP2	100%	10	Not Use	Open system

Refresh

SAVE CLOSE

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.

Network:

Obtain IP by DHCP

Static IP address

IP address	<input type="text"/>
Subnet mask	<input type="text"/>
Gateway	<input type="text"/>
DNS-1	<input type="text"/>
DNS-2	<input type="text"/>

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

7. Log Management

7-1 Enable Syslog	64
7-2 View Logs	65
7-3 Export Log File.....	66



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

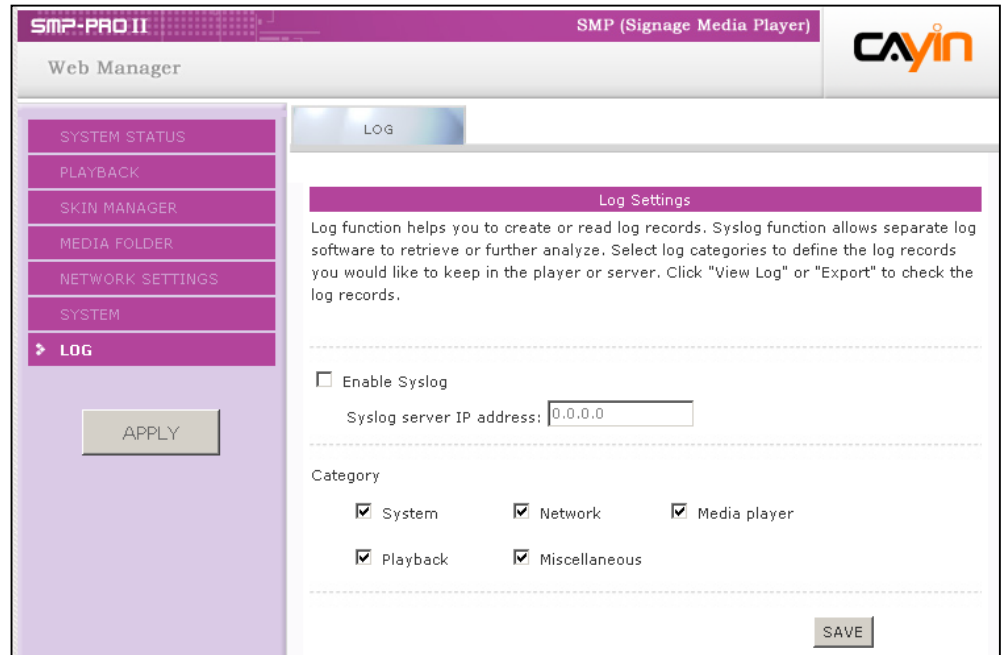
7-1 Enable Syslog

NOTE

We suggest you purchase Cayin's log management tool, Super Reporter, to collect and management all log records of players or servers.

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

1. Login SMP Web Manager, and go to the [LOG] page.
2. Click "Enable Syslog" and enter the IP address of your designated server.



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

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

7-2 View Logs

You can check the log records in the SMP player.

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

The screenshot shows the SMP-PRO II Web Manager interface. The left sidebar contains navigation options: SYSTEM STATUS, PLAYBACK, SKIN MANAGER, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM, and LOG (highlighted). The main content area is titled 'LOG' and contains 'Log Settings' instructions, an 'Enable Syslog' checkbox, a 'Syslog server IP address' field (0.0.0.0), and a 'Category' section with checkboxes for System, Network, Media player, and Playback. A 'View Logs' button is highlighted with a red box. An 'Export' button is also visible.

The 'View logs' dialog box is open, showing a table of log entries. The table has columns for Date / Time, Type, Category, and Message. The entries are as follows:

Date / Time	Type	Category	Message
Mon Feb 5 18:02:01 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: PLAYBACK: Play VIDE O_TS/VTS_05_0.VOB
Mon Feb 5 18:02:02 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: BILLING: VIDEO_TS/V TS_05_0.VOB;0
Mon Feb 5 18:02:03 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: PLAYBACK: Play VIDE O_TS/VTS_01_0.VOB
Mon Feb 5 18:03:01 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: BILLING: VIDEO_TS/V TS_01_0.VOB;60
Mon Feb 5 18:03:03 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: PLAYBACK: Play VIDE O_TS/VTS_04_1.VOB
Mon Feb 5 18:06:31 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: BILLING: VIDEO_TS/V TS_04_1.VOB;210
Mon Feb 5 18:06:33 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: PLAYBACK: Play VIDE O_TS/VTS_04_1.VOB
Mon Feb 5 18:10:01 2007	INFORMATION	PLAYBACK	[SMP-PRO2]: BILLING: VIDEO_TS/V TS_04_1.VOB;210
			[SMP-PRO2]: PLAYBACK: Play VIDE



7-3 Export Log File

NOTE

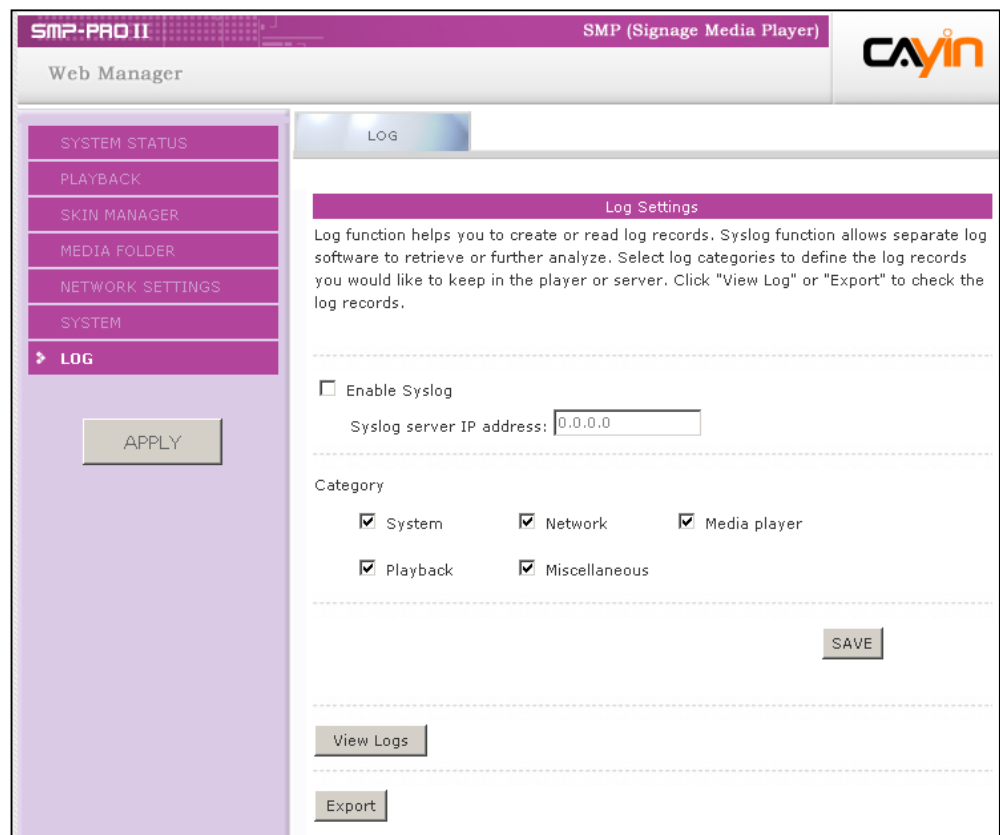
The export procedures will vary from browser to browser. Please follow the instructions of your browser.

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”.

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

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



8. SMP Console



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

Viewing System Information

View firmware, CPU, memory, and disk information.

Network Management

Configure Ethernet network.

System Update

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

Manage Storage (Expert Only)

Manage (formatting) storage, Hard-Disk 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 slim 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.

Reset Password

Reset the Web Administration's password to admin.

Restart

Restart the system.

Shutdown

Shutdown (turn-off) the system.

9. 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.

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

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

Appendix:

Use “log_rcv” to collect syslog from clients

NOTE

Don't run the program “log_rcv.exe” directly in the CD.

NOTE

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

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

1. Copy this file to your hard-drive, and double click it.
2. Please set the SMP client's “syslog server IP address” as your PC's IP address (Chapter 7-1 Enable Syslog).

The screenshot shows the 'Web Manager' interface for 'SMP-PRO3 (Signage Media Player)'. The left sidebar contains a menu with options: SYSTEM STATUS, PLAYBACK, SKIN MANAGER, MEDIA FOLDER, NETWORK SETTINGS, SYSTEM, and LOG (which is selected). Below the menu is an 'APPLY' button. The main content area is titled 'LOG' and contains 'Log Settings'. A red box highlights the 'Enable Syslog' checkbox (checked) and the 'Syslog server IP address' field (containing '0.0.0.0'). Below this, the 'Category' section has five checked checkboxes: System, Network, Media player, Playback, and Miscellaneous. At the bottom right of the settings area is a 'SAVE' button. Below the settings area are 'View Logs' and 'Export' buttons. The footer contains copyright information: 'Copyright © Cayin Technology Co., Ltd. All rights reserved.' and 'US, TW Patent Pending'.

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