Network Digital Menu Board Hardware User Manual



Safety Instructions



- Please keep the display away from any heat sources. Place the display in a stable and well-ventilated place.
- Please handle with care as product contains glass.
- The holes or openings on the display are designed for ventilation. Do not cover or block the ventilation holes or openings with any objects.
- Remove protective covering from the screen before you use the display.
- Shut off the power supply before cleaning. Use a soft lint-free cloth instead of a tissue to wipe the screen.
- You may use a glass cleaner to clean the product as required. However, never spray the cleaner directly onto the display surface.
- Do not attempt to repair this product yourself! Improper disassembly of the product may invalidate the warranty and lead to possible danger
- If you have a problem that cannot be solved using the "Troubleshooting" guidelines, please contact your supplier.

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1. Introduction

Congratulations on your purchase of our product. Please read carefully and follow all instructions in the manual before first use.

The product should not be exposed to liquids dripping or splashing and no objects filled with liquids, such as vases, should be placed on the product.

For user convenience, a number of operations can be performed through the remote control.

Attention:

- 1. Do not change any default setting when it is unnecessary.
- 2. Keep the product far away from water during installation and use.

1.1 Box Contents

- 1 x Network Digital Menu Board.
- 1 x Power Cable.
- 1 x CD (User Manual).
- 1 x Remote Control (with 2xAAA batteries).
- 1 x Wi-Fi Aerial.

1.2 Product Overview

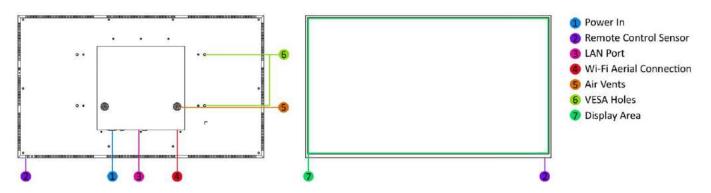


Figure 1 Product Overview

2. Remote Control

2.1 Handset



Button	Function
POWER/	Power on or off
MENU	Display settings
SETUP	Menu settings
SOURCE/⊕	Input source
A	Up (navigation)
4	Left (navigation)
>	Right (navigation)
▼	Down (navigation)
► /	Play media
	Stop media
 ◀◀	Previous
>>	Next
×	Display settings
L +	Raise volume
L	Lower volume

2.2 Replacing the batteries in the handset

- 1. Slide the battery cover off, as shown below.
- 2. Remove the used batteries.
- 4. Insert the two new AAA batteries with their terminals corresponding to the indicators.
- 5. Put the cover back on.



2.3 Location of the static Remote Control sensor

Front



Rear



2.4Using the IR Extension

The port marked "IR IN" is for the IR remote control sensor extension included. This is for applications where you may find it difficult to access the main IR remote control sensor. Once inserted please reboot the screen from the mains, this will enable the IR extension and disable the main IR remote control sensor.



2.5 Home Screen

Once your screen has powered up and begins to play content press the "STOP" button on the remote control to go back to the Home Screen (pictured below).



Figure 2 Home Screen

2.6 System Menu Operation

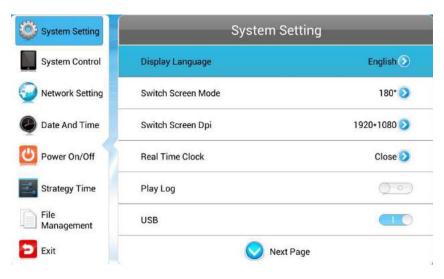
From the Home Screen you can bring up the Main Menu by pressing the "SETUP" button the remote control. The Main Menu includes following sub-menus: System Settings, System Control, Network Settings, Date & Time, Power On/Off, Timer Strategy, File Management and Exit.

Press \uparrow & \downarrow to select the right item, press "PLAY" to confirm selection. To get back to the side menu press the "LEFT" navigation button on the remote control.



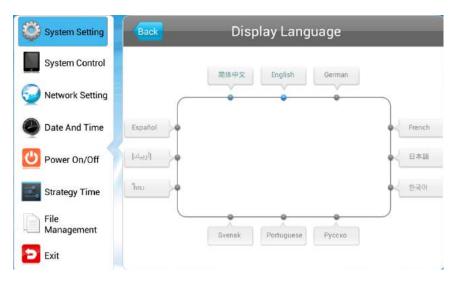
2.6.1 System Settings

The sub-menus within this section are: Display Language, Screen Mode, Screen Resolution, On Screen Clock, USB, Scrolling Text, Sync Settings, Restore to Factory Settings and Auto Start. To exit a sub-menu please press the "LEFT" navigation button the remote control, you can now navigate though the Main Menus sub-menus.



Display Language

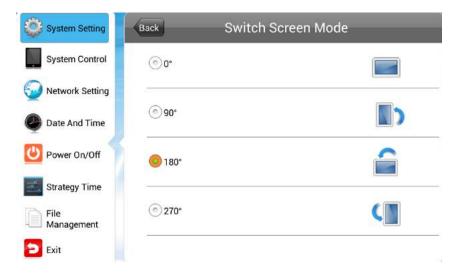
The On Screen Display supports multiple languages, the default being English. As with all menu operation press "DOWN" to access the sub-menu then use the navigation buttons to select the right item, then "PLAY" to confirm selection.



Screen Mode

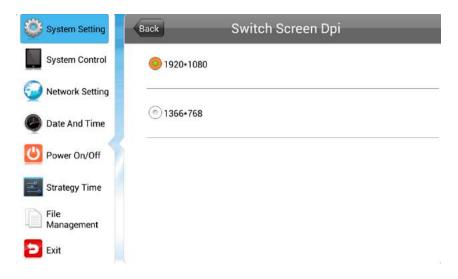
Here you can set the screens orientation so as the OSD and content display correctly. There are 4 options as pictured below:

- 0° Displays in landscape with the locker door on the right hand side.
- 90° (default portrait) Displays in portrait with the locker door on the bottom.
- 180° (default landscape) Displays in landscape with the locker door on the left hand side.
- 270° Displays in portrait with the locker door on the top.



Screen Resolution

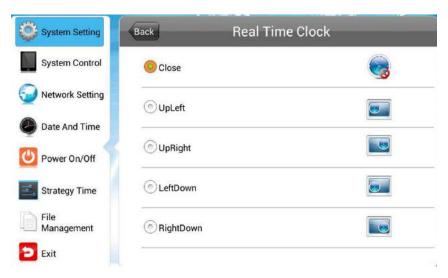
This menu allows you to set the screen resolution; this should be set to 1920x1080.



On Screen Clock

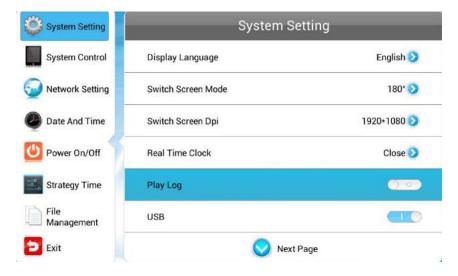
This option allows you to display a clock while content is playing. There are 5 options as pictured below:

- Close: The screen doesn't display time.
- Top Left: The time will be displayed on top left of the screen.
- Top Right: The time will be displayed on top right of the screen.
- Bottom Left: The time will be displayed on bottom left of the screen.
- Bottom Right: The time will be displayed on bottom right of the screen.



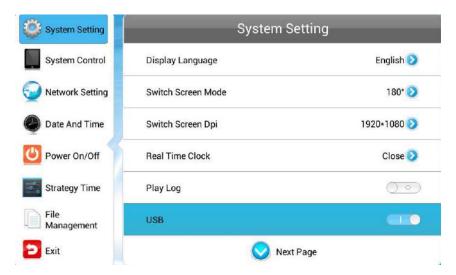
Play Log

When the slider is turned on (blue) the screen will record all media files that are displayed.



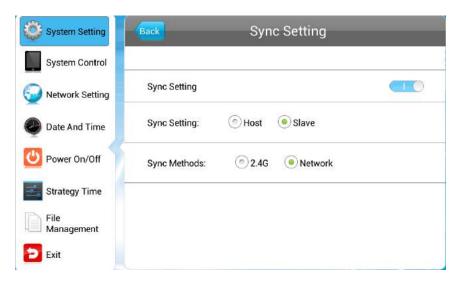
USB

This allows you to enable or disable the USB port. If you want to be able to update the screen please ensure this is turned on (blue).



Sync Settings

This feature of synchronisation allows multiple screens to display the same content at the same time.



Sync Settings - enable or disable the feature of synchronisation.

Sync Settings - set the role that the screen has during synchronisation.

Host - set the screen as the unique host in a network and the slave screens will synchronise from this host.

Slave - as a slave, the screen will play synchronised content with of host.

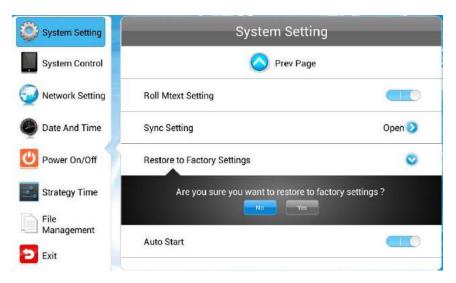
Sync Methods - allows you to choose the player communication means for synchronisation.

2.4G - The host and slave screens will communicate via 2.4G by using a 2.4G module, which can achieve a short distance wireless communication of around 100 meters.

Network - the host and slave screens in a LAN will communicate via the network.

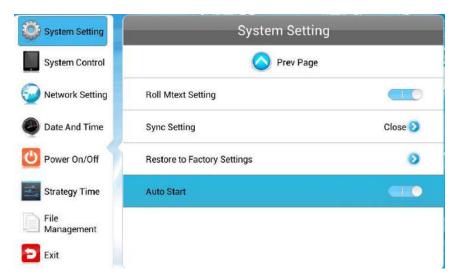
Restore To Factory Settings

Highlight "Yes" and press "PLAY" to restore factory settings; this will restore all system settings back to default.



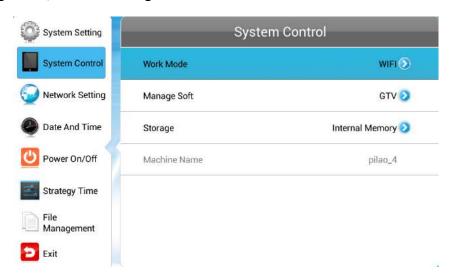
Auto Start

This feature allows your screen to start playing the pre-loaded content as soon as it has finished booting up. If you want to enable this feature (recommended) please ensure this is turned on (blue).



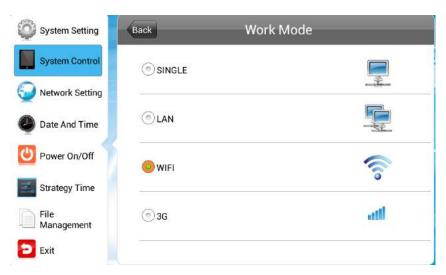
2.6.2 System Control

To exit a sub-menu please press the "LEFT" navigation button the remote control, you can now navigate though the Main Menus sub-menus. The sub-menus within this section are: Work Mode, Content Management, Content Storage and Machine Name.



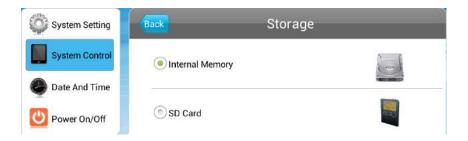
Work Mode

This feature allows you set the update method for your screen. It should be set to "LAN" or "WIFI".



Content Storage

This should be set to "Internal Memory".

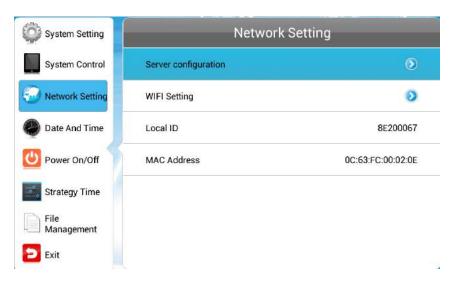


Machine Name

This feature will tell you what your screen's name is on the CMS.

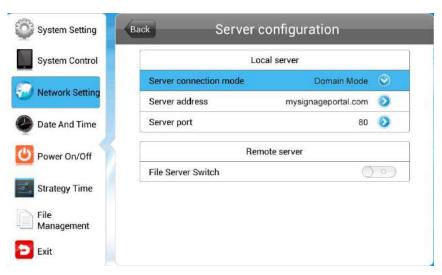
2.6.3 Network Setting

To exit a sub-menu please press the "LEFT" navigation button the remote control, you can now navigate though the Main Menus sub-menus. To set accurate values first select the top "date" field by pressing "PLAY".



Server Configuration

This section contains the information that allows the screen to communicate with the server. All settings within this section will be pre-set before you receive your goods. Please do not change any of these settings unless you have adequate technical support. The settings should be set as follows:



Proxy Server Setup

In most cases this should be turned off. If your network has a proxy server the slider should be turned on (blue), this will prompt three more options to appear:

- Proxy server address
- HTTP port
- SOCKS port

All of these options must be given values. If the SOCKS port on your server is not open please ensure it is open and that the port number is inputted correctly to the screen.

IP Mode

This feature is only available when the screen is set to "LAN" mode. It allows you to set a static IP should this be necessary. In most cases the "Addressing Method" should be set to DHCP.



To set a static IP address, press the "RIGHT" navigation button to move the slider to "Manual". This will open up four new fields; Local ID, Subnet Mask, Default Gateway and DNS. Once you have inputted your information into these fields navigate to and select "Back". The system will ask to if you want to reboot the screen so that the changes can take effect, select "YES".

WIFI Setting

This feature is only available when the screen is set to "WIFI" mode. It allows you to select your Wi-Fi network and input your password. This information will then be saved so that when the screen reboots it automatically looks for your Wi-Fi network and has the credentials to connect.



Navigate to your Wi-Fi network from the list of available networks then press "PLAY". This will then prompt you to input your password (if required). Press "PLAY" while the password filed is highlighted; this will bring up an on screen keyboard. Once you have entered your password highlight and select "back" from the on screen keyboard. Then highlight and select "Connect".



Local ID

This is your screen's serial number. This is pre-set and cannot be changed.

MAC Address

This is your screen's MAC Address. This is pre-set and cannot be changed.

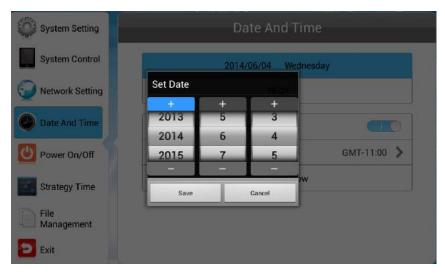
2.6.4 Date & Time

To exit a sub-menu please press the "LEFT" navigation button the remote control, you can now navigate though the Main Menus sub-menus. As the screens are able to retrieve an accurate time from the server using Network Time Protocol you shouldn't need to input manual values, the settings should be as follows:

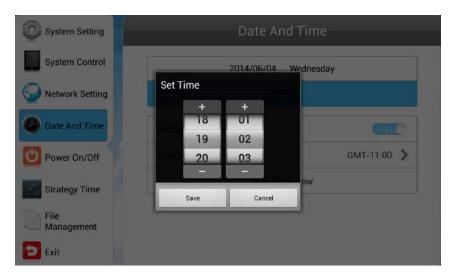


To set manual values first select the top "date" field by pressing "PLAY".

Another window will now appear, allowing you to set your date values by using the navigation buttons on your remote control and the on screen "+" and "-" icons. Once you have finished navigate to and select "Save".

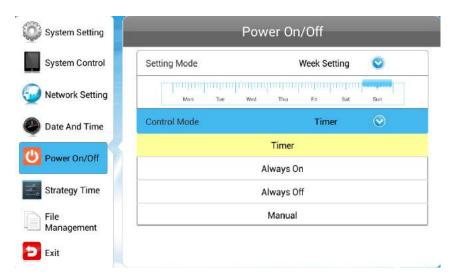


Set the time using the same method, saving when complete.



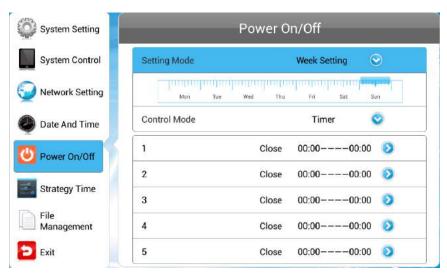
2.6.5 Power On/Off

Using the CMS you can set up your screens on/off timer, should you want it to power on and off automatically at designated times. If you do not wish to manually set on/off times for your screen please set the "Control Mode" to "Manual".



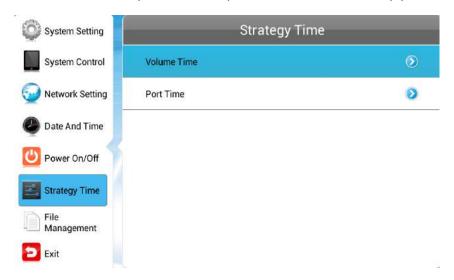
There are two "Setting Modes" – "Daily", allowing you to set the same on/off times for every day of the week or "Weekly", allowing you to set individual on/off times for each day of the week.

To activate the on/off timer set the "Control Mode" to "Timer". Next set the "Setting Mode" to either "Daily" or "Weekly". Finally using the navigation buttons on your remote control navigate t the timer fields, press "PLAY", and assign on and off times.



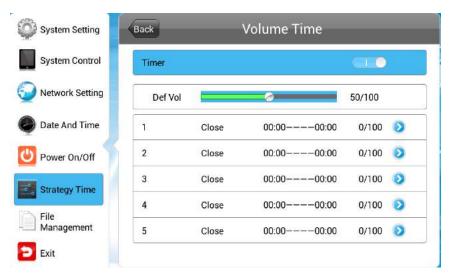
2.6.6 Timer Strategy

This feature allows you to schedule your screen to play at different volumes at different times of the day and switch to different AV inputs at different times of the day. This can be achieved remotely using the CMS however if you wish to input these values manually you can do so.

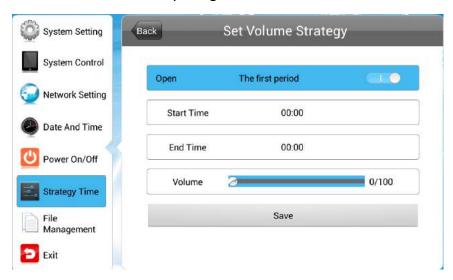


Volume Timer

To enable this feature turn the slider on (blue). New fields will now appear allowing you to set a default volume level as well as timer fields for setting different volume levels for different periods of the day.

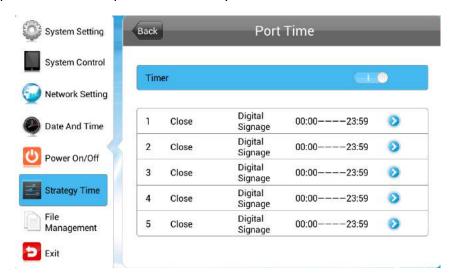


Navigate to a timer field and press "PLAY" on your remote control. Activate the timer, set a volume level and also a start and end time. Finally navigate to and select "SAVE".

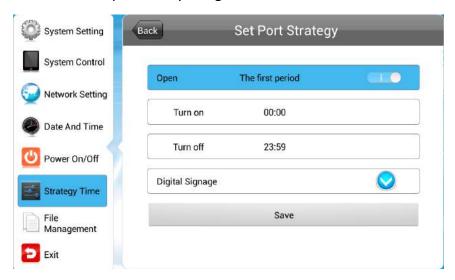


Port Timer

To enable this feature turn the slider on (blue). New fields will now appear allowing you to set different AV inputs for different periods of the day.



Navigate to a timer field and press "PLAY" on your remote control. Activate the timer then set a start and end time and an AV input. Finally navigate to and select "SAVE".



2.6.7 File Management

Here, you can check storage information such as memory capacity, used space and free space. You can also format the disk. You should be extremely careful here as **formatting the disk will result in a total loss of data.**



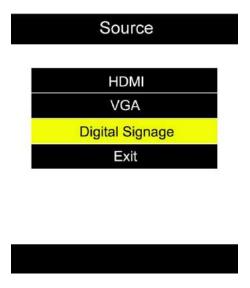
2.6.8 Exit

Highlighting and selecting this section will exit the Main Menu. If you have made any changes the system will ask to if you want to reboot the screen so that the changes can take effect, select "YES".

2.7 Display Settings

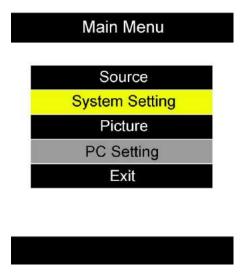
As well as having a main system menu that can be accessed through your home screen, the unit also has a display setting menu for changing which input source is being displays as well as altering values such as brightness, contrast and saturation. This can be accessed at any time by pressing the "MENU" button on your remote control.

Source



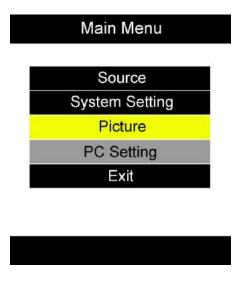
Here you can select which video signal the screen displays. As a default it is set to "Digital Signage" as this plays from the internal media player. You can also select HDMI and VGA, to do so navigate to your desired input source and press the "PLAY" button on your remote control. To go back to the previous menu navigate to Return and press "PLAY" on your remote control.

System Setting



Here you can set the OSD Language to either English or Chinese using the "LEFT" and "RIGHT" buttons on your remote control. We recommend that you do not change any of the other settings in this menu. To go back to the previous menu navigate to Return and press "PLAY" on your remote control.

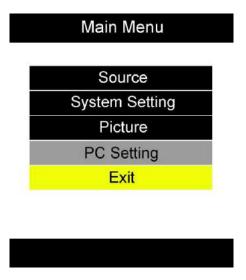
Picture



Here you can alter the overall image settings of your screen. The default value for all the image settings (apart from Sharpness) is 50. To adjust the Brightness, Contrast and Colour of your display navigate to the setting and use the left and right navigation buttons to adjust the value accordingly.

Note: it is recommended not to change the image settings of your screen unnecessarily.

Exit



To exit from this Display Settings menu, navigate to Exit and press "PLAY". If inactive for more than 10 seconds, you will automatically exit this menu.

3. System Operation

3.1 Supported Media Files

Media Type	Supported File Type
Image	JPG
Video	MPG, AVI, MP4
Audio	MP3

- 1. This unit does NOT support WMV or FLV video file types.
- 2. This unit does NOT support Sony ATRAC3, DTS or Dobly HD audio file types.

Note: Video and image files should be a maximum 1920x1080 resolution (16:9 aspect ratio).

3.2 Inputs

LAN – Local Area Network Input

HDMI – High Definition Multimedia Interface Signal Input (for HD Video & Audio signal)

VGA – Video Graphics Array Signal Input (for Video signal)

3.5mm Audio Input

USB (x2) – Universal Serial Bus (both for updating internal media player)

IR IN – Infrared remote control extension port



Figure 3 Screen inputs

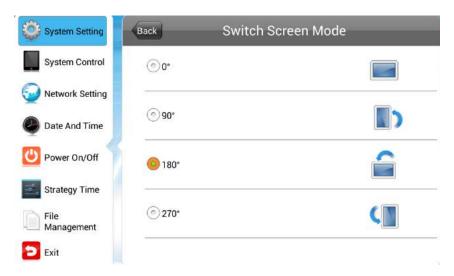
4. F.A.Qs and Troubleshooting Guide

4.1 Why is my screen displaying "Error (Screen Mode Mismatch)"?

If you have published a playlist and your screen is now displaying "Playlist: Error (Screen Mode Mismatch)" it is because you have sent a playlist containing a template that is in the wrong orientation.

This can be easily solved by first checking the orientation of your screen. If your blue "Home" screen is displaying in Landscape orientation it is in Horizontal mode (0° or 180°), if it is displaying in Portrait orientation your screen has been set to Vertical mode (90° or 270°). If it is displaying in the incorrect orientation you can change it from the Main Menu.

1. If your screen is playing content begin by pressing "Stop" on your remote control, this should take you back to the "Home" screen. Now press "Setup" on your remote and navigate down to "System Settings" then "Switch Screen Mode" and press "Play" on your remote. From here you can select the correct orientation for your screen.



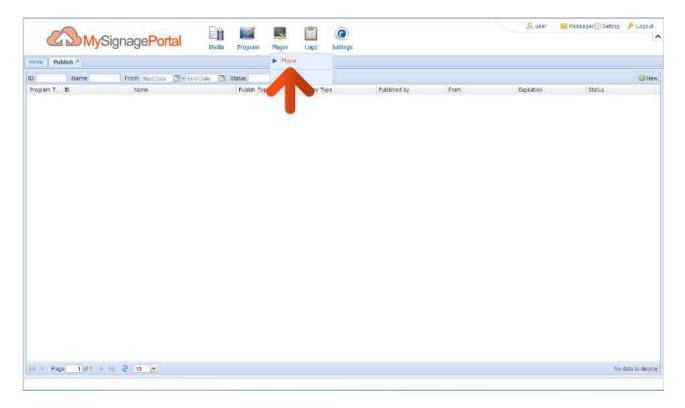
- 2. Go back, and exit the main menu, the system will ask to if you want to reboot the screen so that the changes can take effect, select "YES".
- 3. Your screen will now restart and when the "Home" screen loads, should be in the correct orientation.
- 4. Now you must ensure that the template you use for this screen correlates with the orientation of the screen. That is to say that if you have a Landscape screen then you should use a Horizontal template and if your screen is installed in Portrait orientation you

should use a Vertical template.

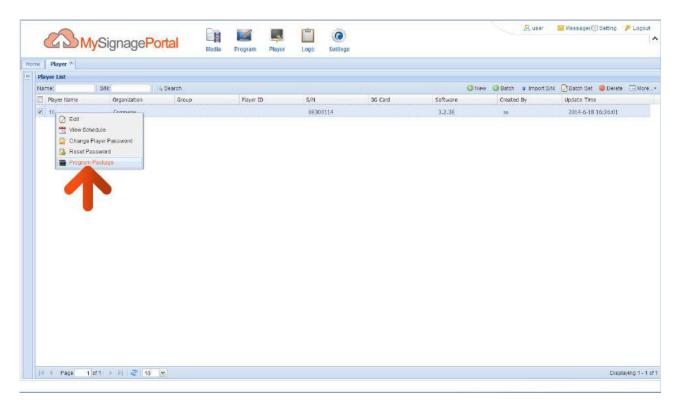
4.2 How do I update my screen if it is not connected to the internet? (Plug and play method)

If your screen is not connected to the internet for whatever reason and you still want to update it you can do so by a physical plug and play method.

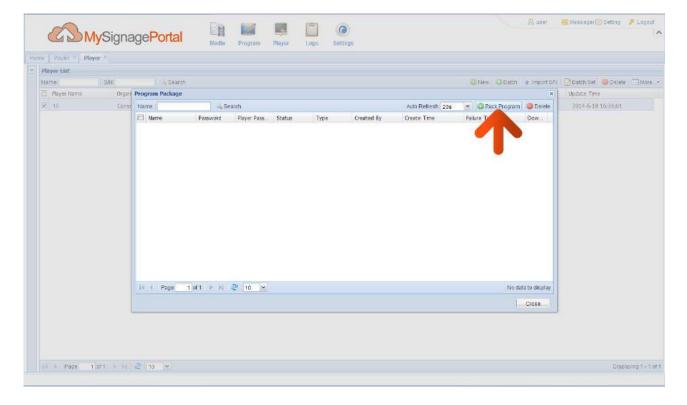
Begin by taking the normal steps to create a playlist and publish as normal. Then hover over the "Player" section of the Top Menu then click on "Player". You will see a list of all of your screens.



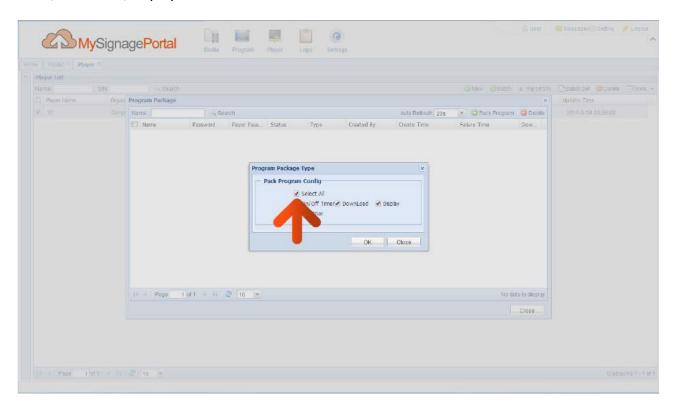
Right-click on the screen you have sent the playlist to and select "Program Package".



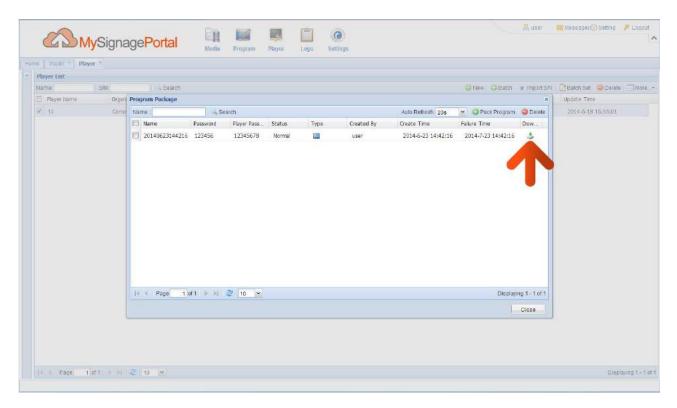
The "Program Package" window will then appear, click the "Pack Program" button.



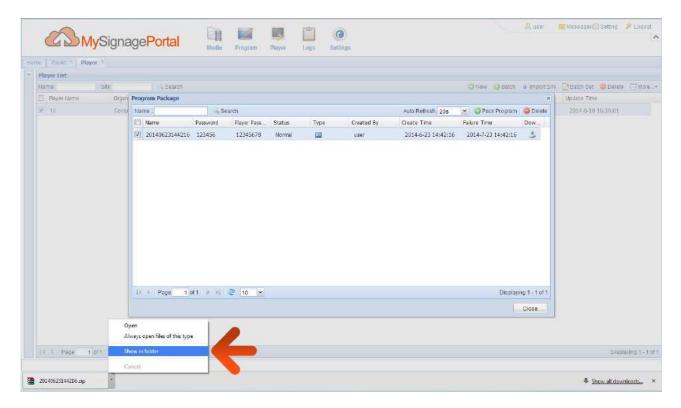
The "Program Package Type" window will then appear. Tick the "Select All" checkbox to send all timer, download, display and current weather data to the screen as well. Then click "OK".



After a few minutes an icon will appear in the "Download" column, when it appears, click it.



Once the download is complete your web browser will inform you and normally help direct you to your files. If you are using Google Chrome, select the option "Show in folder".



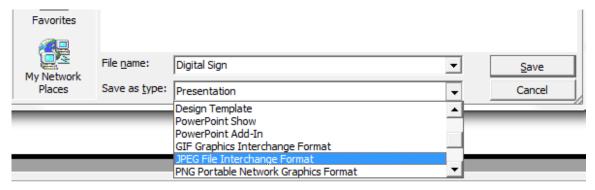
Inside the zipped folder that has been downloaded should be two folders; "MEDIA" and "SYSTEM". Copy these two folders onto a blank USB stick, and then plug it into the USB port of your screen. Allow the data to transfer to your screen and follow the on-screen prompts before removing the USB stick.

NOTE: If the zipped folder may require a password, this should be "123456".

4.3 How do I play PowerPoint presentations on my display?

You can save the PowerPoint presentation as a JPEG File Interchange Format (JPEG). Microsoft PowerPoint software allows the user to do this. Once you have done this, you can upload your JPEG images and send them to the screen using the CMS.

- 1. Create or open a PowerPoint presentation.
- 2. Click "File" > "Save As"
- 3. Enter a File name
- 4. Click on "Save as type" scroll down and find the file extension "JPEG file interchange format", as shown in the image below.



- 5. Click "Save".
- 6. A message will appear asking if you would like to save all slides as JPEG's
- 7. Once you have selected "Yes", The JPEG images will be saved and are ready to use.

NOTE: For the best resolution, you can use the following PowerPoint Page Setup: Width 42.6cm; Height 24cm (16:9 Ratio)

4.4 Video Format Conversion

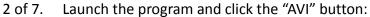
If you have video files in a format that is not supported you will need to convert them (please see Supported Media Files). There are two possible tools for converting video and are as follows.

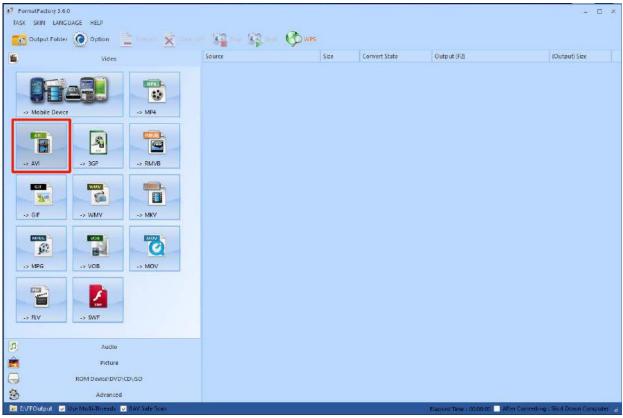
4.4.1 Format Factory

There is a free and easy way to convert your HD video to a compatible Format which is outlined below. To do this, please take the following steps:

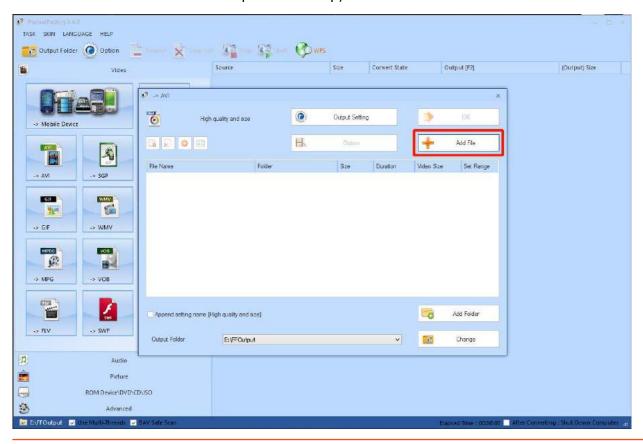
1 of 7. Download a free convertor for Windows called Format Factory, by clicking the "Alternative download" button here:

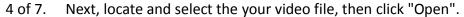
http://format-factory.en.softonic.com/download

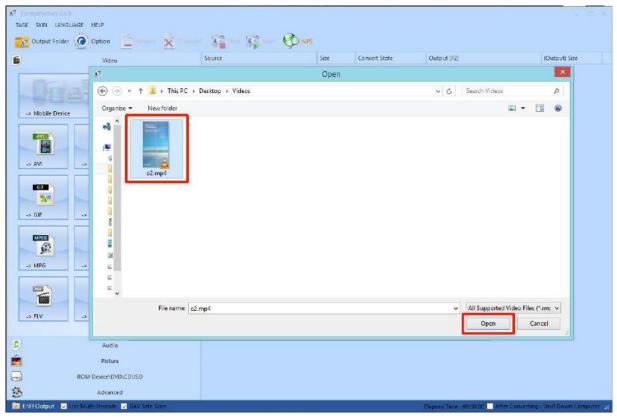




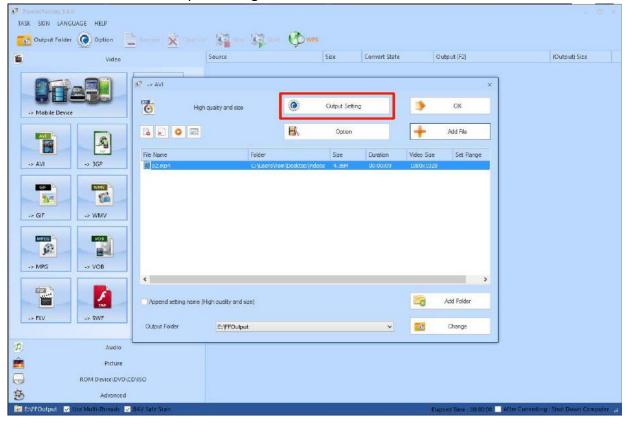
3 of 7. Now click "Add File" (alternativly at this stage you can just drag and drop your video file into this window and skip the next step).

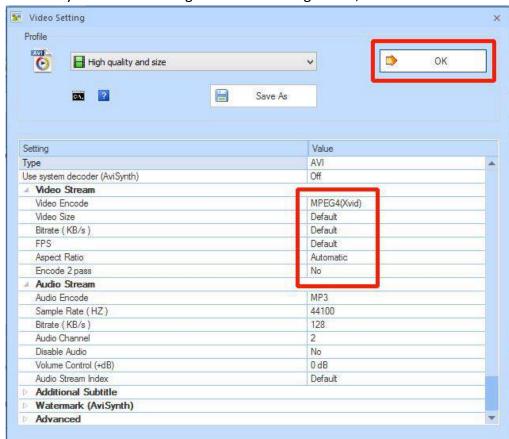






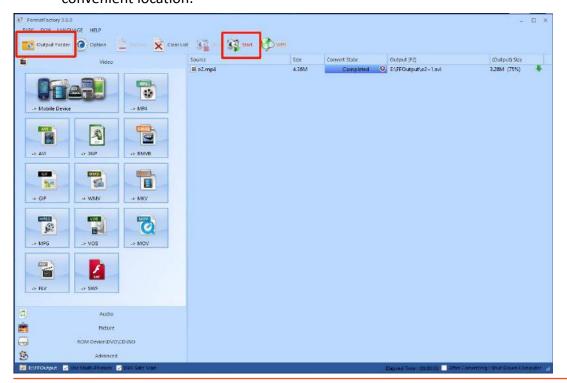
5 of 7. Now click "Output Setting".





6 of 7. Set your "Video Settings" to the following values, and then click "OK":

7 of 7. Click "Start". Once the video has finished converting you can access it by clicking the "Output Folder" button, you can then move the converted compatible file to a more convenient location.



4.5 My media file does not fit properly on the screen

This has happened because the file does not have a 16:9 aspect ratio (1920x1080). Please resize file to 1920x1080 pixels and try uploading the media onto the display once again.

4.6 My moving GIF files will not move.

As the screen recognises any .gif file as an image it will display the first frame of a moving gif for the allocated image display time.