MPX MANAGEMENT SOFTWARE
USER MANUAL

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SERVER SOFTWARE INTALLATION

Before installing the MPX Server Software, please close or disable your antivirus program during installation. The MPX application requires setup of communication ports that your antivirus program may block, resulting in unsuccessful installation and operation.

If you currently have Tomcat or MySQL software installed, it is recommended to uninstall them before the process of installing our MPX program. MPX will install compatible versions of these programs. This will ensure correct functionality.

If you have any previous version of MPX installed, please uninstall prior to installing a newer version. The MPX application can run on Windows XP, Windows 7, Windows Server 2003, and Windows Server 2008.
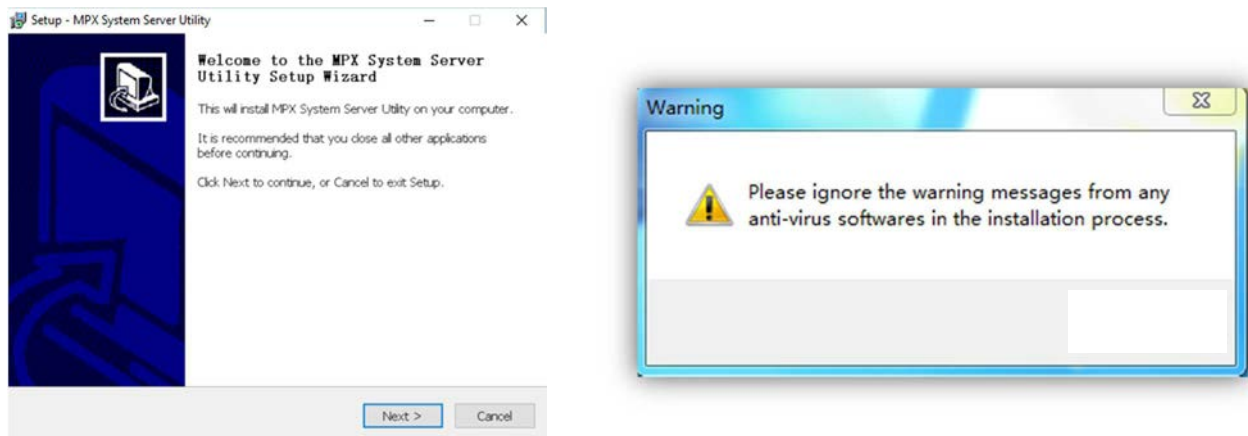
Pic 1.1
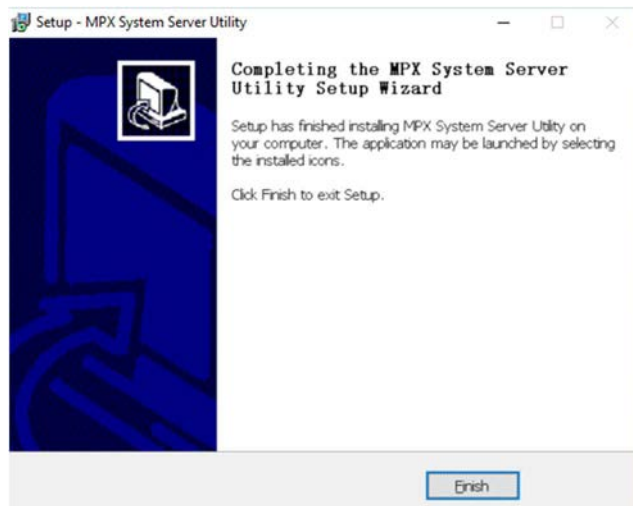
The setup process will default to a D: drive installation. If you do not have a D drive, please select your C drive and any directory/folder of your choice.
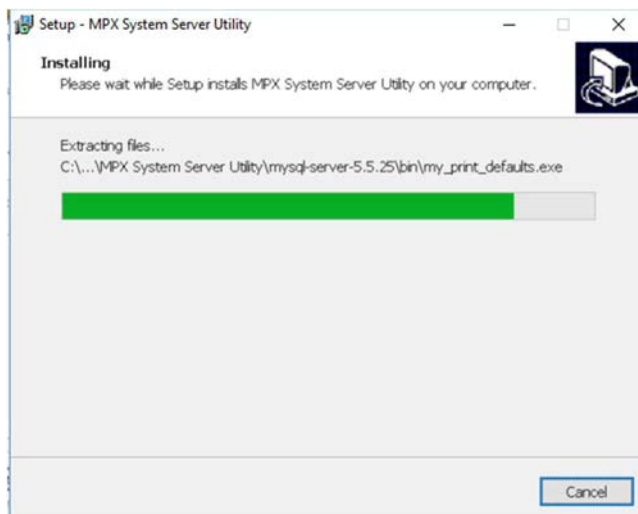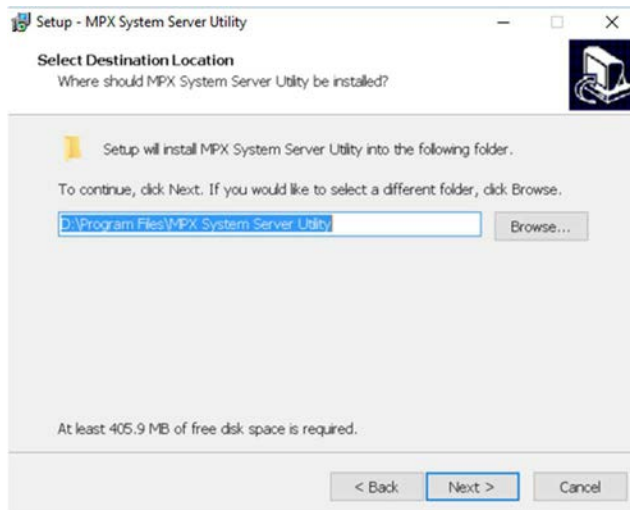
The final installation screen will be displayed once the process is completed.

INITIAL SETUP

**SETTING NETWORK CONNECTIVITY**
The computer running the software will have an IP4V address. This address will need to be entered in the player menu for the Server Address.

**IDENTIFYING/SETTING THE SERVER COMPUTER IP4V ADDRESS**

EX: Windows 8

Opening Network Page

Option 1: Right Click on the taskbar icon that looks like a signal strength indicator. Then click on "Open Network and Sharing Center"
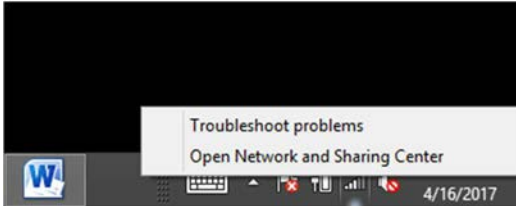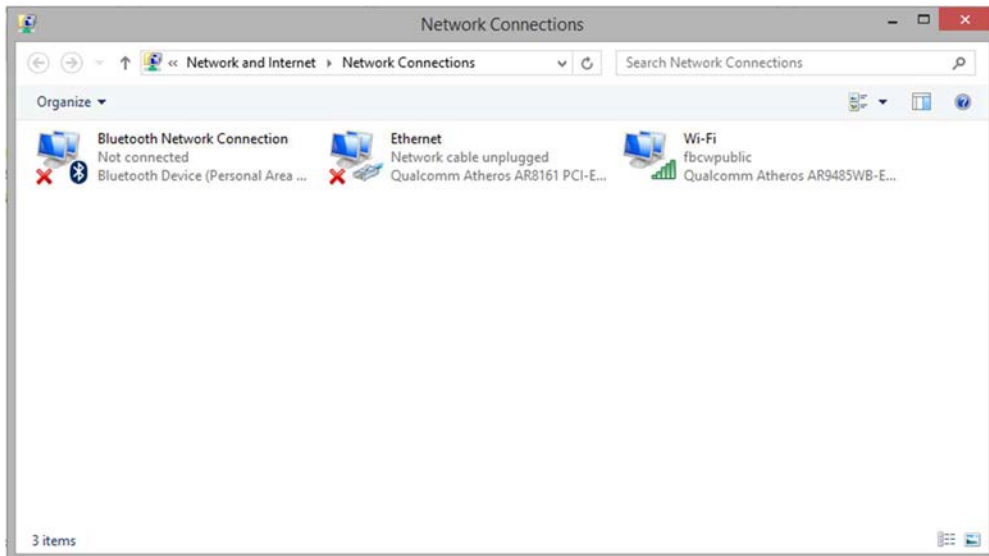

Option 2: Use the search window and type "Network and Sharing Center." When the search function provides choices below, select Network and Sharing Center.
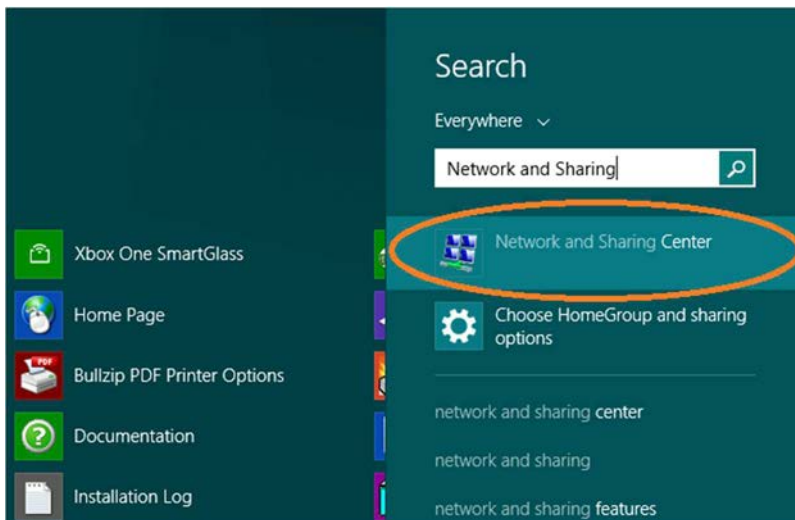
The next page will be as shown below. Select "**Change Adapter Settings**."
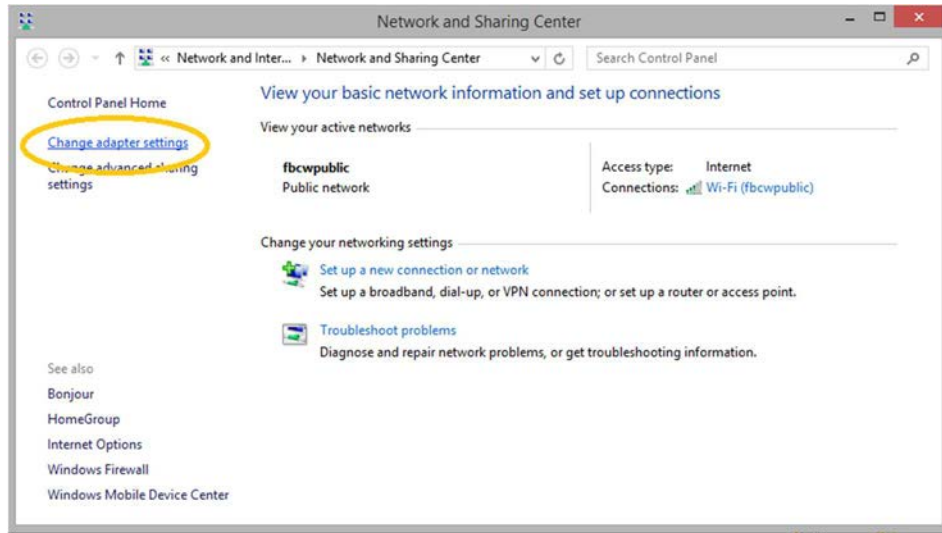
When you are in the **Change Adapter Settings** page as shown below, select the LAN adapter that you will use to communicate with the MPX media player.


For this example, we will select the middle listing, Qualcomm Atheros LAN Adapter. Double click on the listing. The properties page will open as shown below
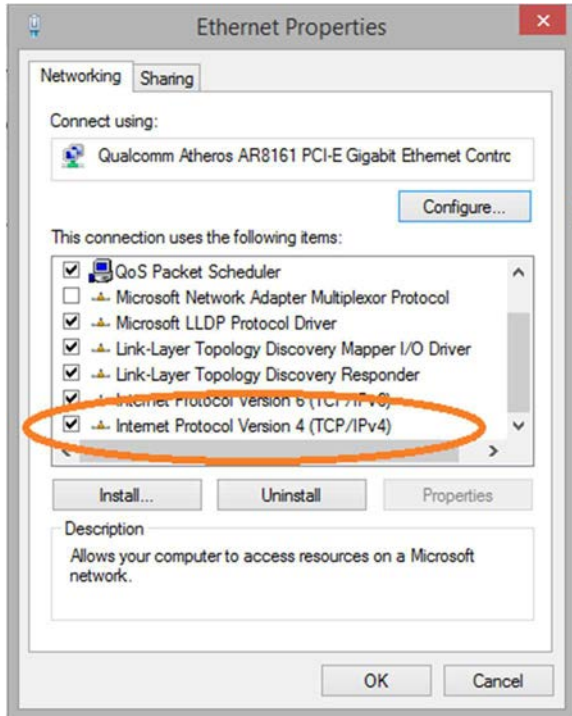
Select "**Internet Protocol Version 4 (TCP/IPv4)"** by double clicking on the text.
Note: Do not deselect the checkbox or change the selections of any other properties in the menu.

When the window changes to the Properties page for the Internet Protocol Version 4, enter the same IP subnet as the MPX media player.
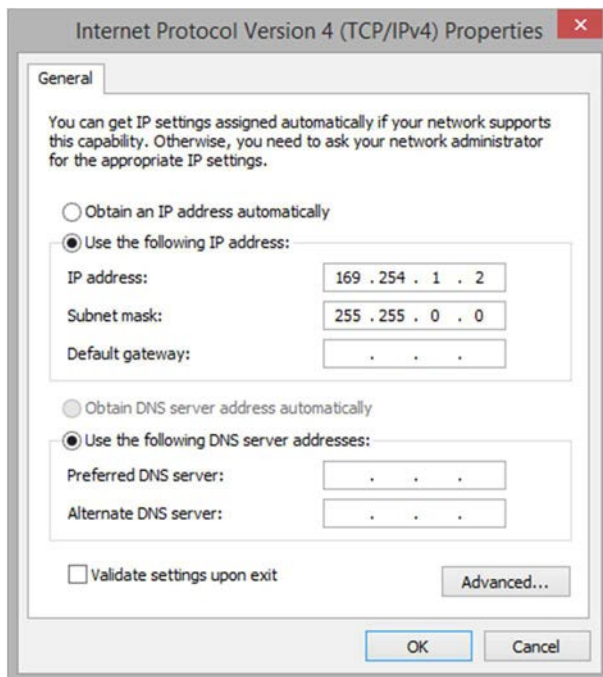
Make a note of the IP4V IP address so you can enter it in to the player's Server Address setting.
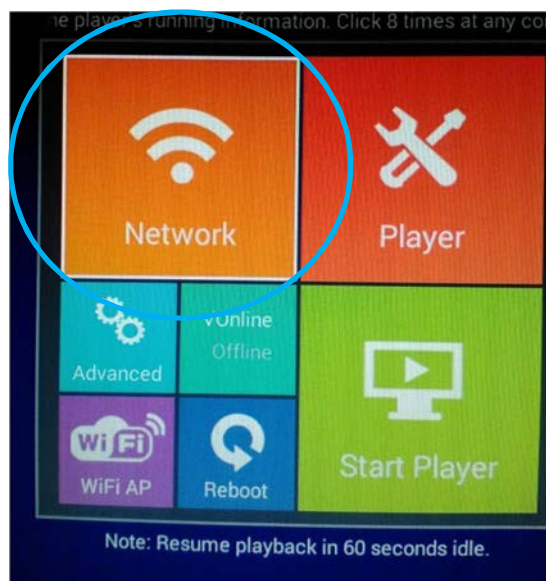
SETTING THE SERVER ADDRESS IN THE PLAYER

Entering the Media Player's OSD Menus

> **Option 1:** Using the Remote Control
> Use any of the Function keys at the top of the remote control to enter the menu system.

> The OSD Main Menu should appear. Select the Network button in the upper right of the menu.

The Server Setting screen allows you to enter information about the computer running MPX software, and the MPX ports.

The server address should match the IP4V IP address of the LAN connection that corresponds with the same network type. For example, if you are using a Wi-Fi network connection, make sure TO check the IP4V parameters for your Wi-Fi adapter, not the wired LAN adapter.

Option 2: Using a touchscreen or mouse

SETTING COMMUNICATION AND DOWNLOAD PORTS

The MPX software Website Port is responsible for transfer of content to the Player. Note: The player menu lists this port as the Download Port.

The MPX software Control Port handled general communications between the software and the player.

Click on **Start->All Programs->MPX System Server Utility ->Setup MPX System Server Utility**. Check that the services are working.

Click on Start… (Windows 7 example)
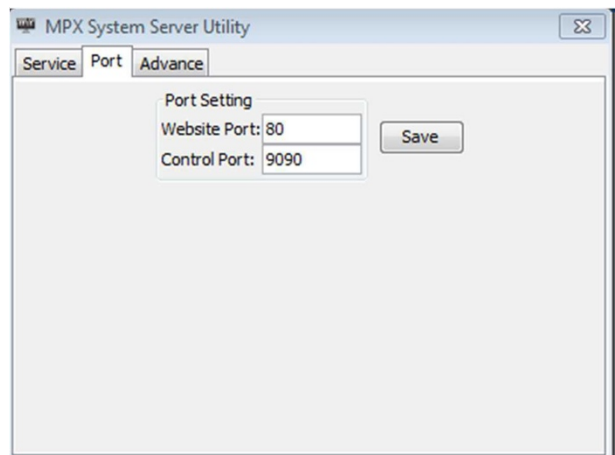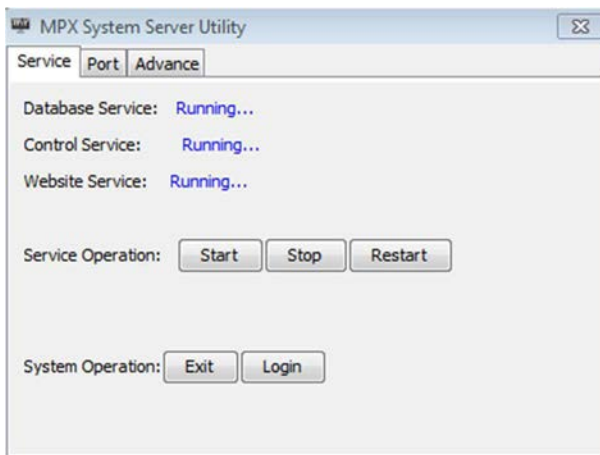
NOTE: The Website Port must match the Download Port listed in the OSD of the MPX100 player.

If the Website Port of the MPX software does not match the Download Port on the MPX player, it is recommended to change the MPX player Download Port unless there is a known conflict with the website port setting the MPX software has selected.

To check the Download port of the MPX player, perform the following:

Remote: Press the info button

**Touchscreen:** Press any far corner four times

The above image will be displayed.

NOTE: The Download Port in the media player OSD MUST match the software website Port in the software application in order to successfully send content and read data from the player.

CHANGING THE DOWNLOAD PORT ON THE MEDIA PLAYER

Remote Control: Press any solid color button at the top of the remote to access the setup OSD
Touchscreen: Press any far corner of the touchscreen eight times to access the setup OSD.
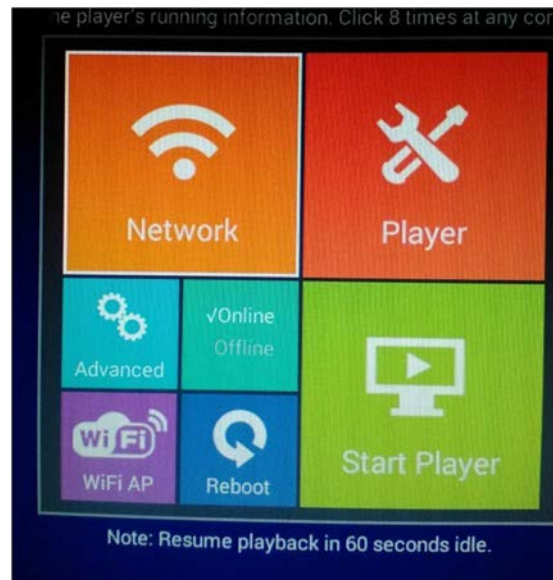
When the main OSD appears (shown above), select the **Network menu**. In the Server Setting Window, select the **Download Port** field and change as needed to match the MPX server.
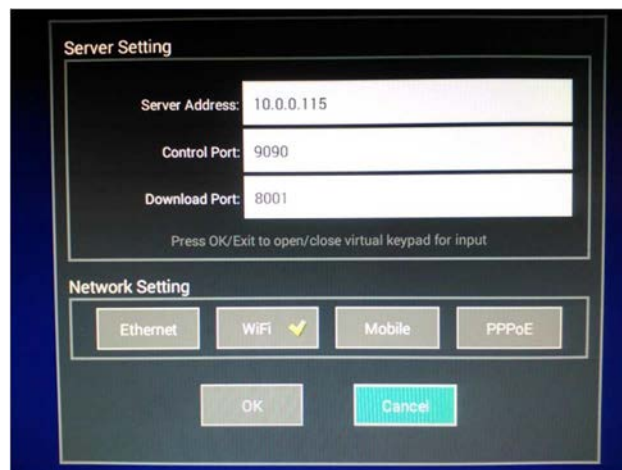
Website Port, Select OK, then select Reboot.

Once you have confirmed the Server Utility is running correctly. You can then start the MPX Program by clicking on the desktop "Login MPX."

If service is not running correctly, it could be that there is a port conflict. There are some occasions you may find website port 80 is taken by another service. Change the website port to **8001** in both the software and the media player, and check if the issue is resolved. The website port of the software and the download port of the player must match.

SOFTWARE INTERFACE

LOGIN PAGE:

The MPX Server Software is Windows server based and employs a browser UI. Not only can you start the software with the "Login MPX" icon on the desktop, you can also open the software by entering the IP4v address of the server computer through browser.
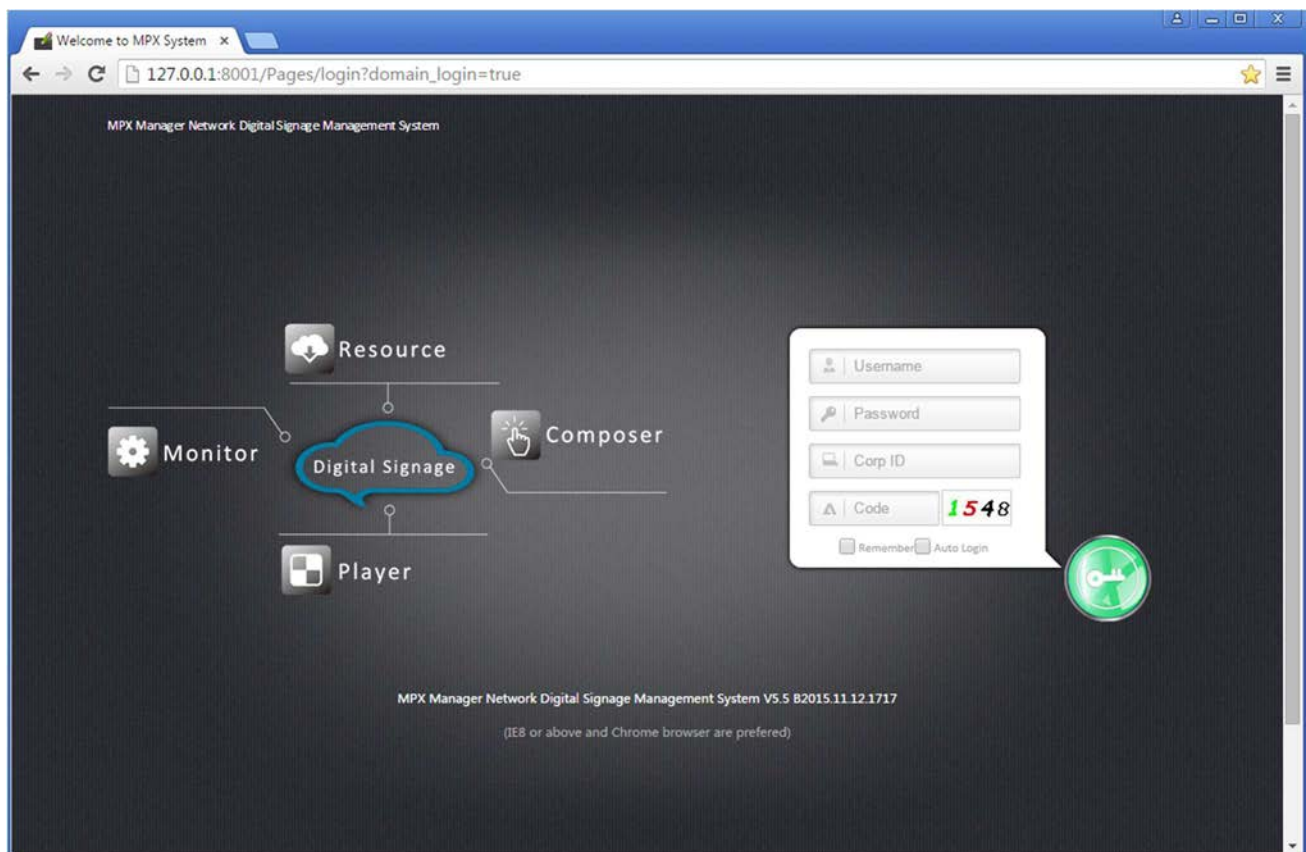
If you are opening the browser on the computer that the MPX Server application is installed on, you will use 127.0.0.1, then add the website port E.G. 127.0.0.1:8001.

The default login settings are:
<u>Username</u>: admin
<u>Password</u>: admin Corp ID: demo

The initial screens you will see when starting the software are shown below:

Server software includes:

Resources:	Organization of Videos, Graphics, and Music
Composer:	Creation of programs
Player, Monitor:	Management of players
Accounts:	Create user roles, and users.

HOMEPAGE
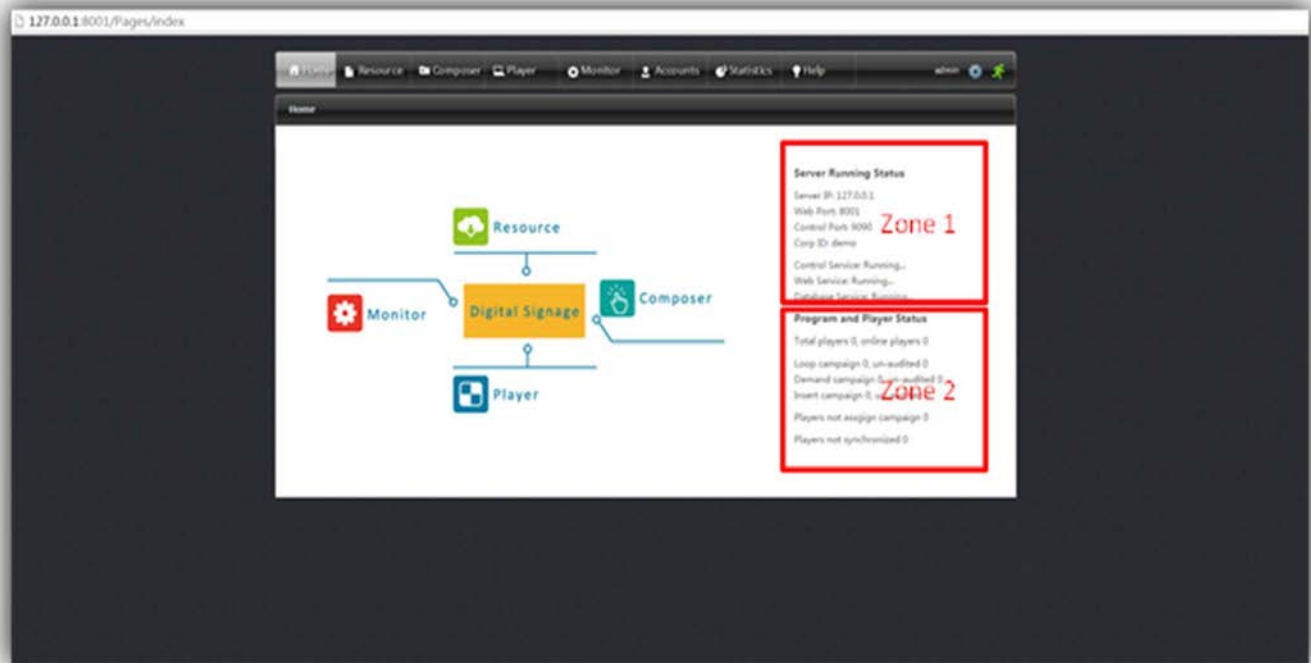
Zone 1: Server Software Info

    Server IP:

- If accessing the UI on the same computer that the application is running on, the IP address is shown as 127.0.0.1
- If accessing the UI on a computer different than the computer running the application, you must know the ipv4 IP address of the computer running the software. That address, along with the website port, will be needed to enter in to your browser to access the UI.

    Website Port:

Default website port of the MPX software is 80. User can change it through "Setup MPX80."

    Control Port:

Provides communication between Server and Player.

    Corp ID:

This is the master group ID for your players, projects, and users. It is common to only use one group. It is possible to have multiple groups. Creating separate groups is covered later in the manual.

Zone 2: Reports Player and Campaign Status Information

RESOURCES
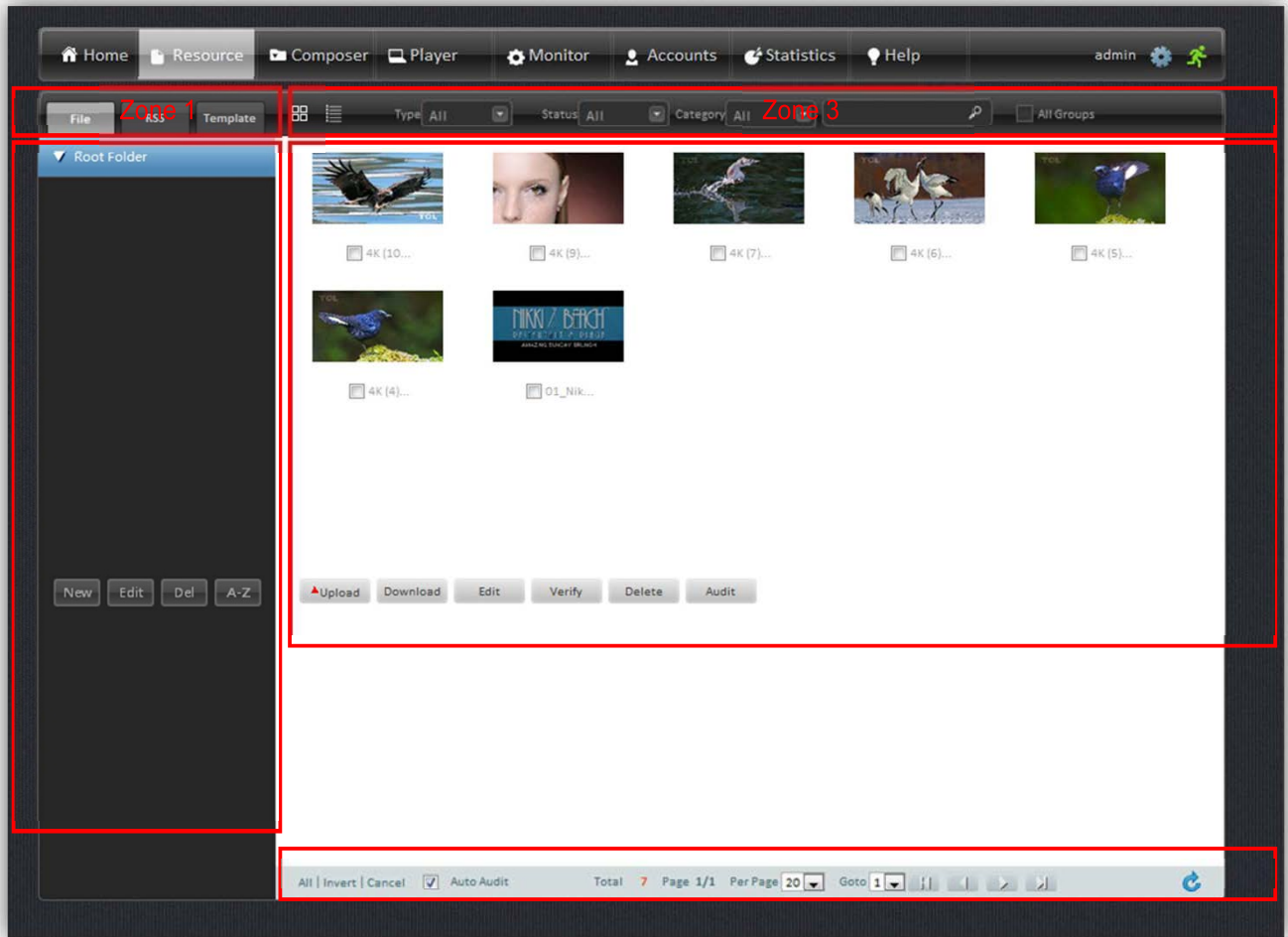
Zone 1: Three tabs allow you to organize your resources:
- File: Create folders to store videos, graphics, and music files
- RSS: Create RSS feeds that you will commonly use in your programs
- Template: Create and store templates for common use in your programs

**Zone 2:** Listing of folders you create for storing your resources

Zone 3: Filters to allow you easy sorting and locating of resources

Zone 4: Visual resource listing

When the '**Upload**' button is selected, a popup window will appear, allowing you to browse your storage locations on your computer for content you want to list in your resources.
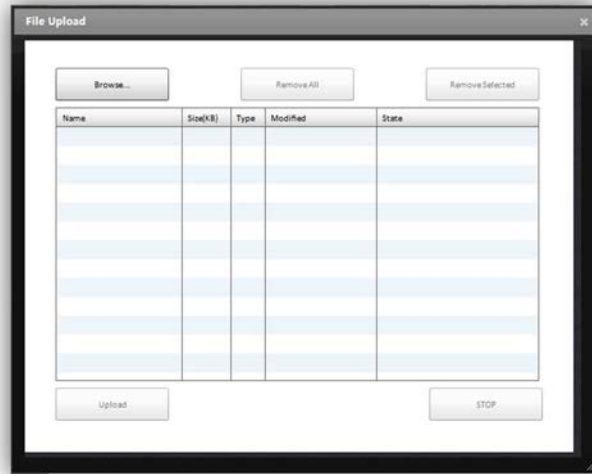
The '**Edit**' button allows changing of the file name.
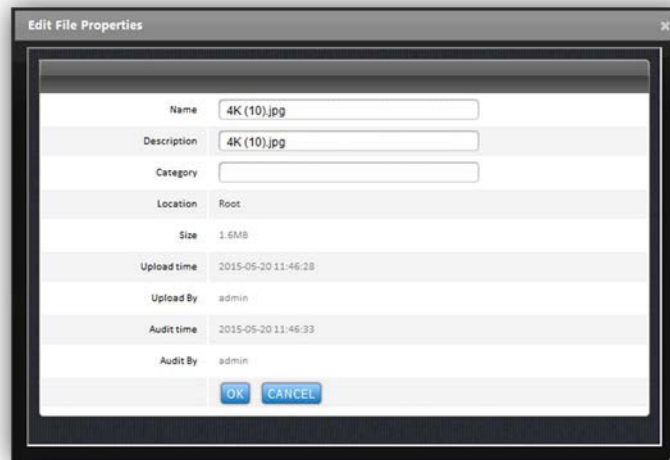
The **'Verify'** button provides confirmation of the resource file. If there are errors in the file or it has been deleted or moved, this function will advise you.

The **'Audit'** button is to confirm files to be available for the Composer section of the program. It is recommended to check the **'Auto Audit'** button at the bottom task bar (zone 5).

In zone 5 there is a selection to decide how many files are shown at once. You can select 10, 20 or 50 files to be displayed at a time.

COMPOSER
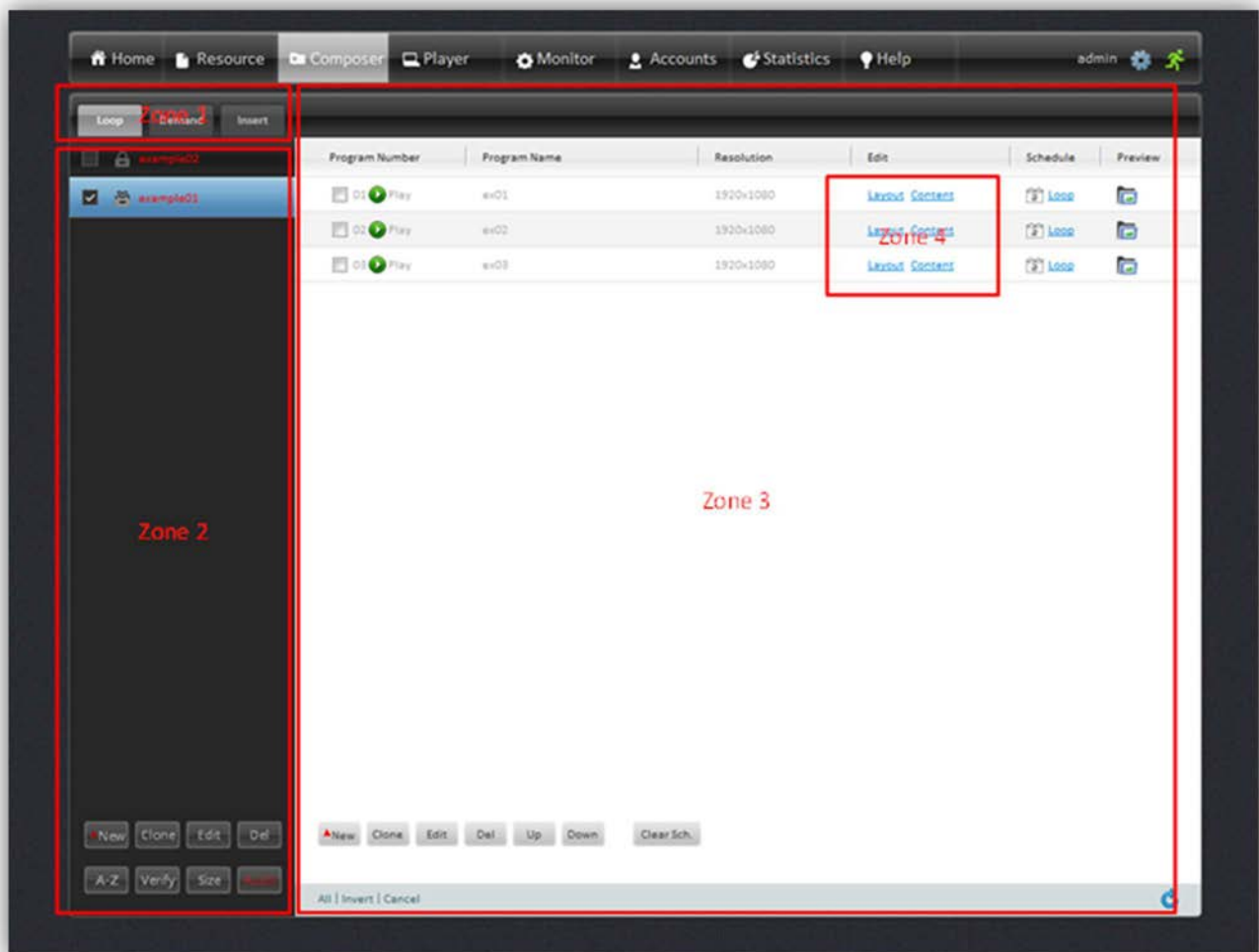
Zone 1: Tab selections for the three different types of campaigns - **Loop**, **Demand**, and **Insert**.

NOTE: A campaign is a container of one or more programs. This allows you to easily assign a set of programs to a player or multiple players. Programs are the actual content, schedule, and layout you create. You can have up to 99 programs in a campaign.

Loop Composer: These are schedule based campaigns and default to looping until a defined schedule is put in place for each program.
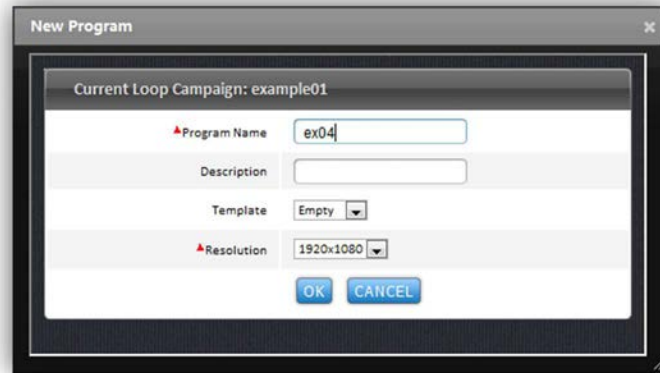
Demand Composer: Demand campaigns contain programs that are manually activated by the operator, either from the remote control or using a touchscreen/mouse to click on zones that are assigned to activate another program. You can have up to 99 demand programs in a campaign. **Program 01** is the only one that can be called from within a Loop program. Any demand program can be called from another demand program.

Insert Composer: Insert campaigns are a priority override and allow you to easily have a special program that executes a given time without having to modify schedules of existing Loop programs,

LOOP COMPOSER

New: Click "New" to a new Loop campaign.

Zone 2 Item Descriptions:

> **Clone**: Allows you to copy a campaign.
> **Edit:** Modify name of campaign.
> **Delete:** Delete a campaign that selected.
> **A-Z:** Reorder A>Z or Z>A of campaigns
> **Verify:** Check that resources are complete.
> **Size:** Memory allocated for campaign.
> **Audit:** Compiles the campaign and makes it available to upload to any player assigned to that campaign. When a campaigns name is red, this means it is not compiled and is not available for upload. This occurs when you have performed an edit on a campaign.

Zone 3: User can create multiple programs; such as test 01. You can pause one or more of the programs in a campaign which will cause it to be skipped or ignored in the actual playback.

> **New:** Click "New" to set up one program and user can choose **Template** and **Resolution**.

Zone 4: Commonly used control to enter and edit the Layout of the program, and the content of the program

Creating your Layout: Types of Zones (Containers)

The Layout tab provides control and access for placement, sizing, aspect, and Z order of zones. Zones, such as the Text and RSS zones, have controls to manage font type, color, type of background, and static or scrolling.

Zone Types

> **Video:**
> Allows up to 1080P video. Multiple videos can be loaded per Video zone, and will play in sequence ordered. Order can be changed with provided controls. While the Video zone restricts you to having two zones only, it is possible to add more video zones when necessary using the Hybrid zone.
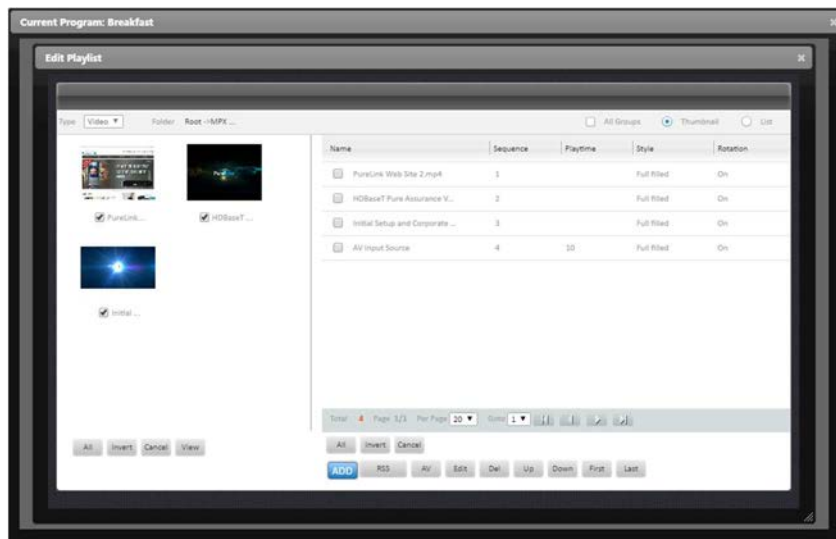
Image:

Provides adjustable zones for BMP, PNG, JPG, GIF and TIF format files. Drag and locate, click and drag to adjust vertical and horizontal aspects. Direct number entry available to set zone H and V. Right click menu allows you to access typical aspect ratios, lock ratio, set Z order.
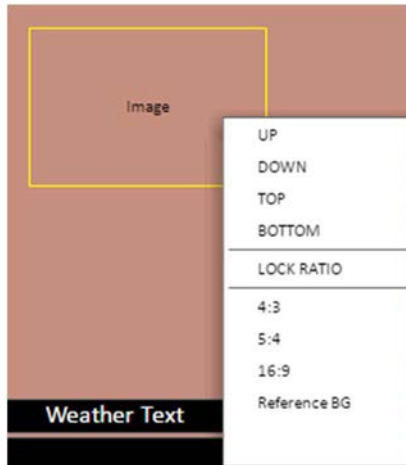
Text:

Provides display of static or scrolling text in either vertical or horizontal. Ability to change font type (based on registered fonts in OS), font color, transparent or solid background, set vertical or horizontal scrolling in five speeds including still.

RSS:
Text style field specifically for RSS feeds defined in Resource – RSS feed tab. The RSS zone uses the same advanced settings as described for the Text zone.

Hybrid:
Allows mixture of image and video files in the same zone. Organize videos and images in any sequence desired. Transition effects apply only to images.

Device:
Allows slideshow playback of image files from USB or SD card, useful in scenarios where a presenter might bring content on site.
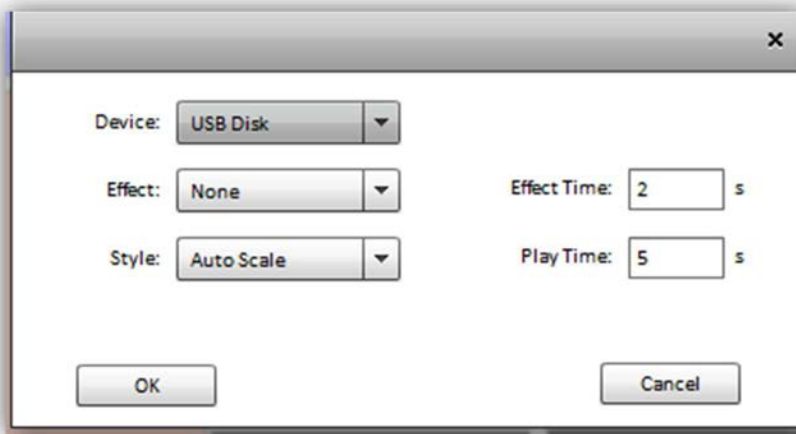
Pic 2.9

Time:
Selection of various display formats of Day/Month/Year, Time, and Day of Week.

Note: Internal clock of media player, and its Meridian offset determine displayed time.
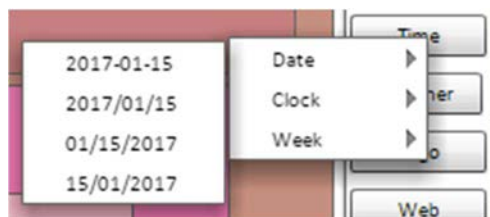
Weather

Logo

Web:
Zone will display web pages. In cases where you have a touchscreen or mouse, it is possible to click on items in the web page.

SWF:
This function is no longer in use as Adobe discontinued Flash support for the Android OS.

AV IN

"Advance": Hereby, user can modify Color, Font, and Background of Text File.
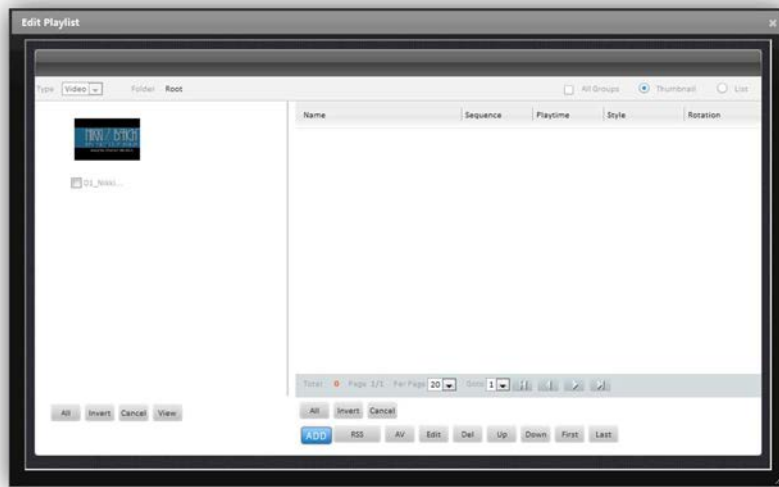
Pic 2.11
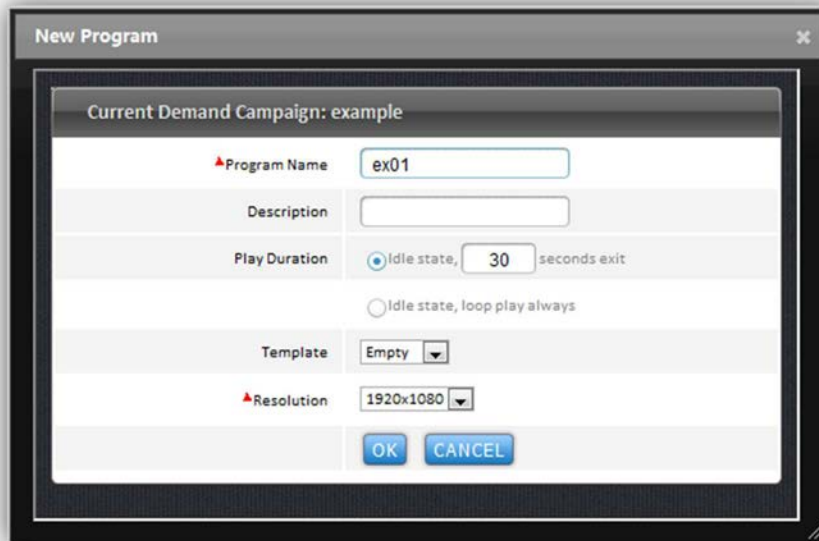
Hereby, click **"Edit"** and user can edit related resources.
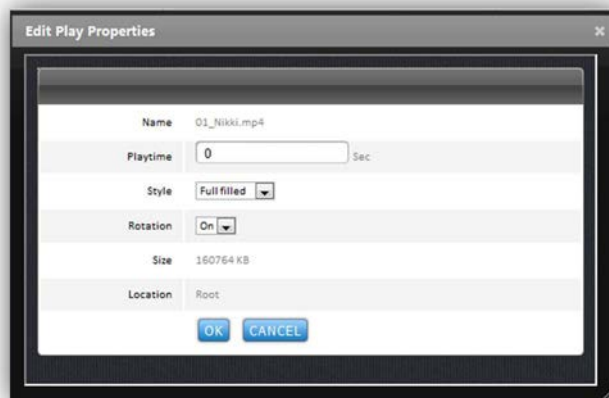
Note: Playback time is set as 0 which means fully display for one time.

DEMAND CAMPAIGNS

Demand campaigns are triggered through pressing numbers on the IR remote control; touch screen, mouse or network command. They are specifically for interactive style content. Click Demand and then click **"New"** to set up new demand campaign. Each Demand campaign allows up to 99 programs. Playback order can be adjusted through Up & Down reorder of programs.
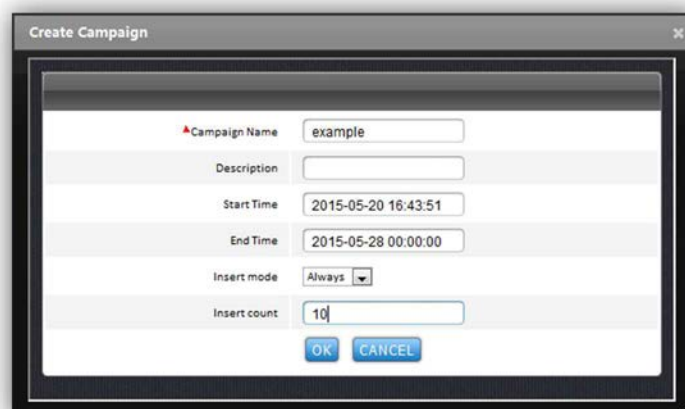
Pic 2.13

INSERT CAMPAIGNS

Insert Campaigns owns highest priority. When you set a trigger time for an insert campaign, it will override any other campaigns currently running. Click "**Insert** "and then choose "**New** "to set up one new **Insert Composer**. Main difference between **Insert Composer** and **Demand Composer** is that user need set **Start** & **End** time and **Insert Mode** & **Insert Times**. Player begins to display Insert Composer in certain assigned start time and ends in stop time. **Insert Mode** includes "**Always** "and "**Interval**". If user chooses "Always", insert times or insert time does not have and ending time and then player will not activate other campaigns. If user chooses "Interval", player will display Insert Composer according to insert times in one period of time.

PLAYER

Players can be grouped and organized in folders as the user decides to create. User can set "**New**", "**Edit**" and "**Delete**". Click "New" to set up new group and also go on clicking "New "to set sub group. "Edit "can modify name and location of group.

Auto Register:
Player automatically appears in root directory of Player Group.

Register by Hand:
Choose one group and click "New "to register one Player ID. It must 12 ~ 16 system of Player Mac Address, Player name and etc. Player ID is sole serial number and it is usually called as MAC address ID.

EDIT PLAYER

SET PLAYLIST
Click "Playlist "and then choose a Loop, Demand, and Insert campaign. You may choose any combination of campaign type including not selecting any given type.

PLAYER SETTING

Through "**Settings**" and "**Network**," the user can finish general preferences for multiple players remotely through network.
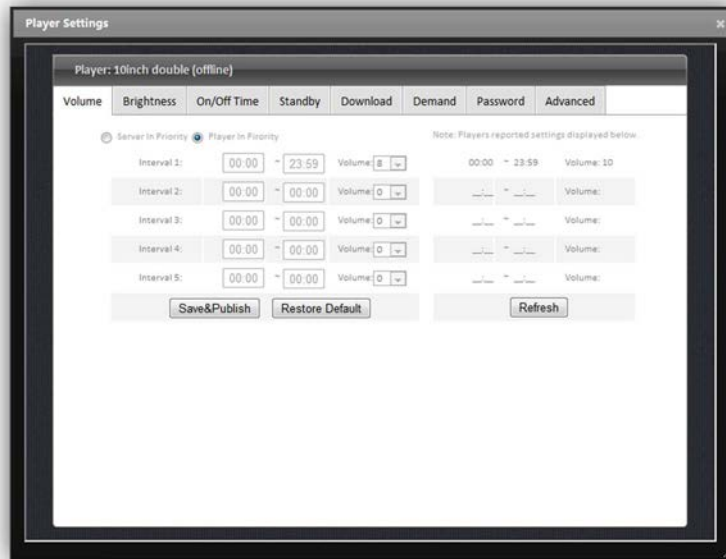
NETWORK
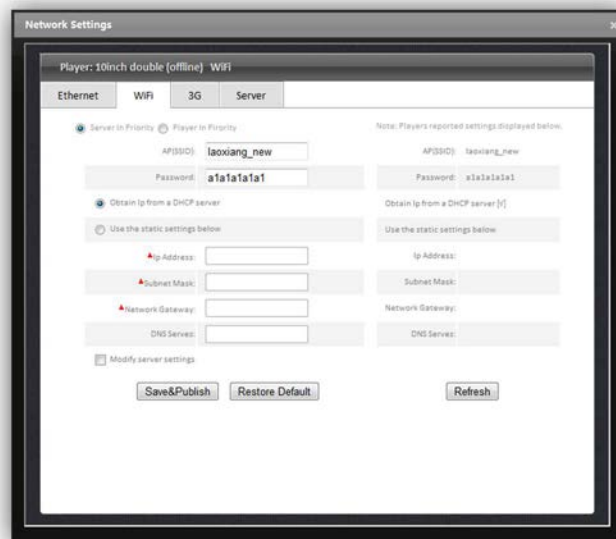
UPGRADE

User can upgrade Software, Firmware, and Settings and check version. Upgrade packages need to be uploaded into server software from back-stage management.

Note: Do not remove power from MPX100 player during software or firmware updates.
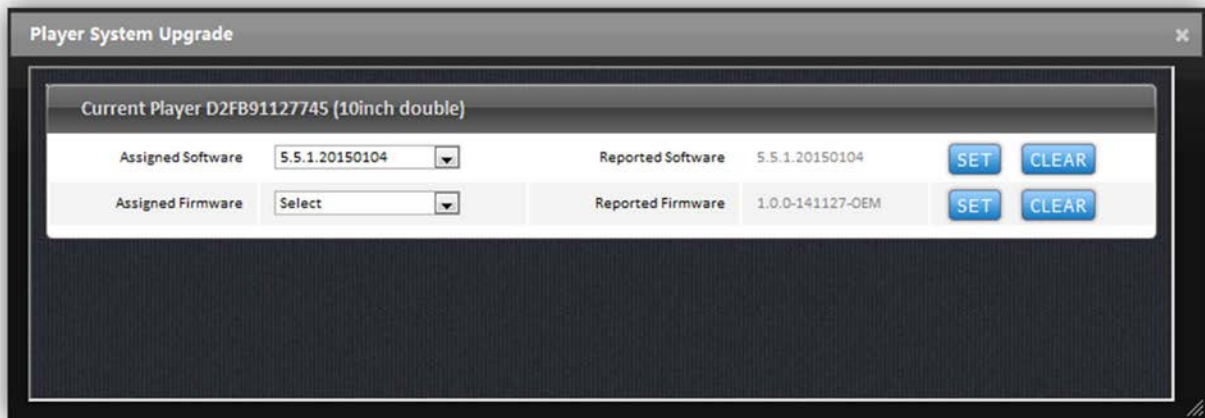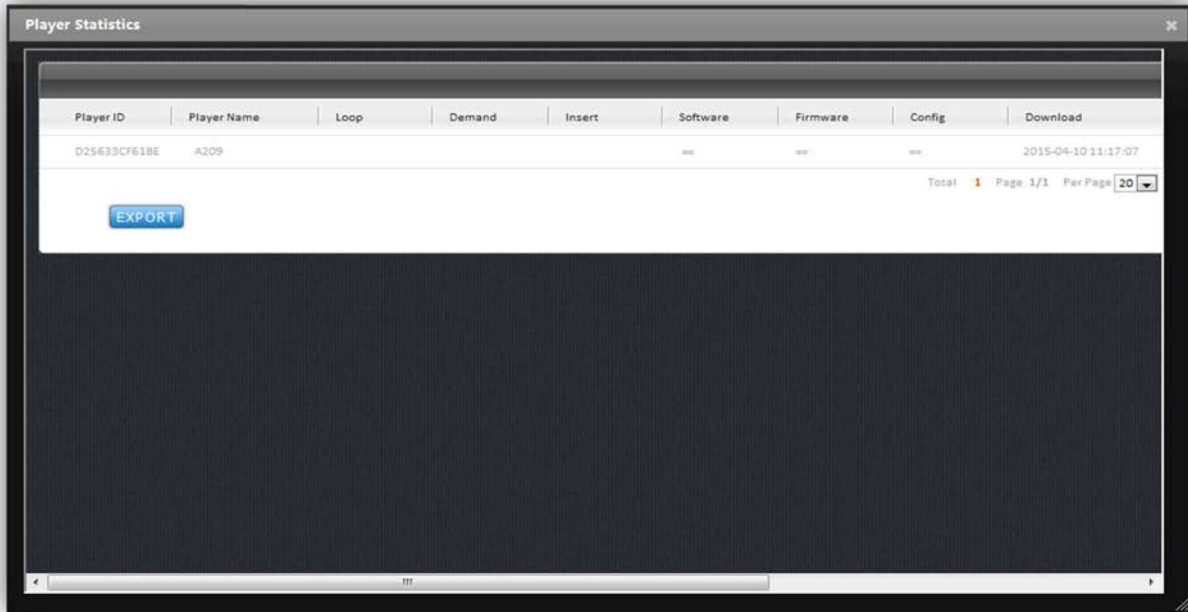
PROBLEM STATUS

It can record **Playback Abnormal**, **Time Abnormal**, **Reboot Abnormal** and **Power off** statuses. Playback Abnormal is defined as video playback is not finished in established time period plus another 30 seconds (like playback is dead or frozen). Time Abnormal is defined as time difference between server and player is beyond of five minutes. Reboot Abnormal is defined as reboot times is beyond of specified times (reboot times can be set in setting) Shutdown Abnormal is defined as player comes online or power on in off time period.

REPORT
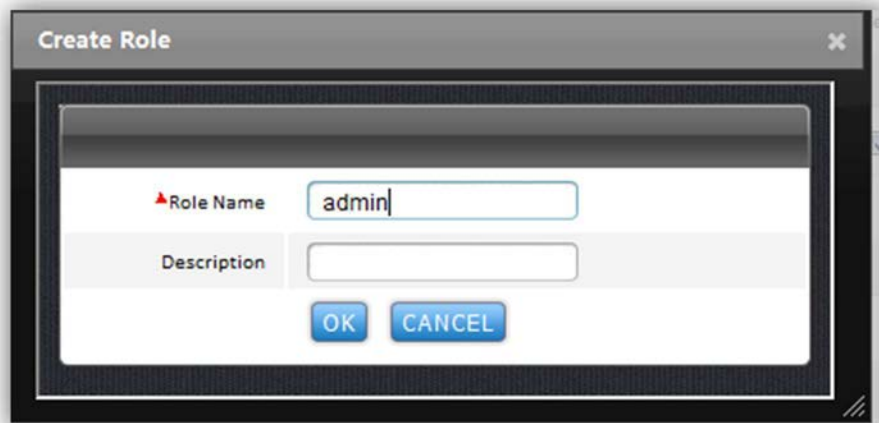
ACCOUNTS
Create a combination of allowed functions for a role with the checkbox selections. Once you create and name a role, you can then create and assign user accounts each with their own password.

       Edit Role:

Pic 2.24

Pic 2.25

Create User:
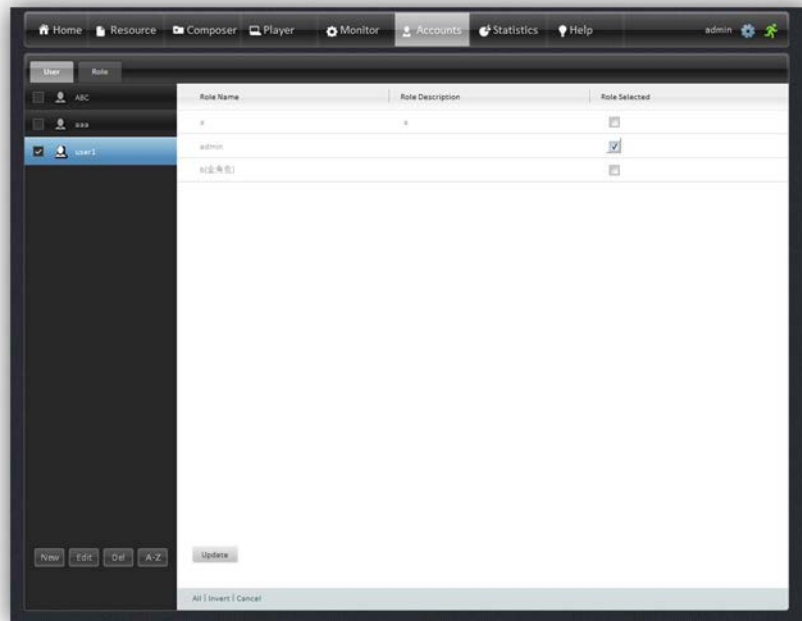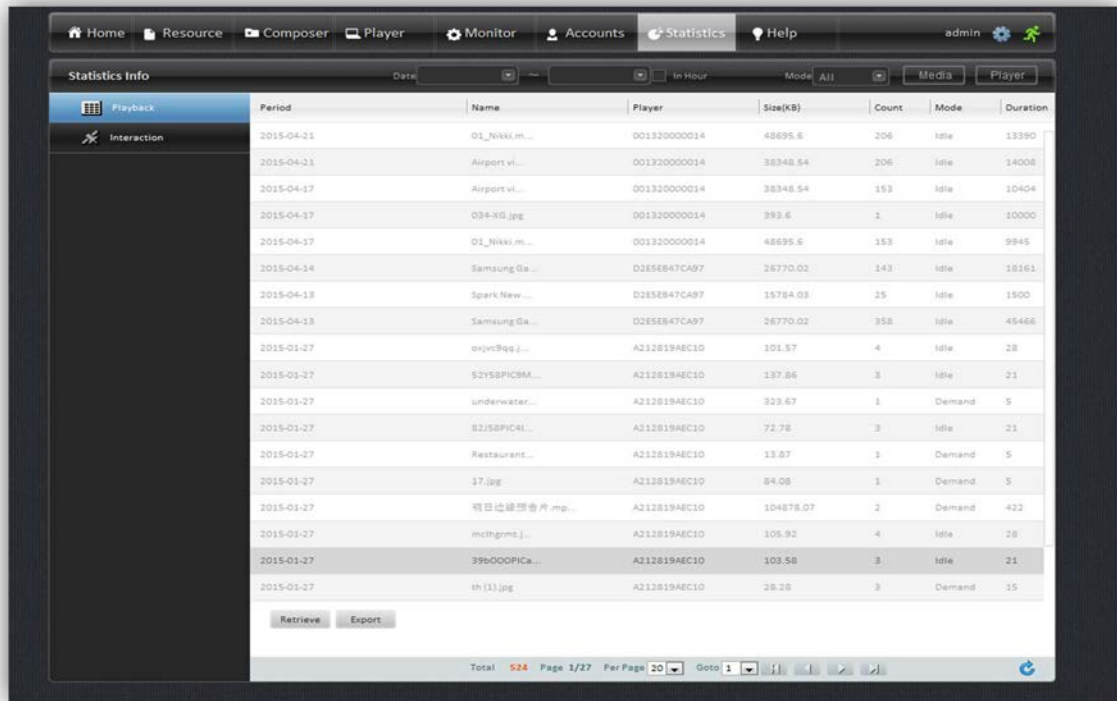
Pic 2.26

Assign Role:

Pic 2.27

Choose related User and Role and then click "**Update**".

STATISICS

Open Play-log in advanced setting of Player.

Pic 2.28