

BrightShow 4.0



Enhanced Media Player

Gallery Digital Signage
User Manual

Revision history

Revision	Revision date	Revision Products
V4.0	Jun. 2015	EP28 & AIO 25

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Chapter 1 Overview

1.1 Brief Introduction

BrightShow Digital Signage Player, which employs a 32-bit processor and has a powerful capacity of image and audio processing, offering full HD decoding up to 1080P. With integrated USB and LAN/WIFI/3G connections, the platform can work well with both BrightShow Cloud, and SignPost content management systems.

1.2 Key Features

- Supports stand-alone, LAN, WIFI and 3G modes.
- Capable of running multiple playlists as scheduled.
- Supports display of scrolling text, real-time clock, logo, etc.
- Programs can be updated via network or USB device on site.
- Media files can be played directly from an inserted USB device in stand-alone mode.
- Supports background music playback while displaying HD images
- Supports synchronous playback on multiple players
- Players can be turned on/off automatically on schedule made by day or week.
- Playback records facilitate maintenance
- Built-in 8GB memory allows you to store thousands of HD images
- Supports portrait and landscape displays
- Support multi-touch, interactivity and website access.

1.3 Media Formats

Various formats of media files to compose contents can include:

- Video: MOV, MP4, AVI, MKV, ASF, MPG, TS, 3PG, FLV
- Audio: MP3
- Image: JPEG, BMP, PNG, GIF

1.4 Operation Instructions

- Please make sure that the power cord and the storage card are correctly installed before system startup.
- This player comes with parameters pre-defined at factory before delivery.
- Do not expose the player to rain or damp areas.

1.5 Remote Control

Most of the operations can be completed by using a remote for your convenience.

Buttons	Description
POWER	Turn on/off the player
MENU	Call up the display drive menu
SETUP	Call up the OSD menu
SOURCE	Call up the signal source menu
	Play or confirm
	Move up
	Move down
	Move left
	Move right
	Skip to previous
	Skip to next
	Stop and turn to the home page
	Mute
	Volume up
	Volume down
HDMI	Switch to HDMI input
VGA	Switch to VGA input
YPbPr	Switch to YPbPr input

*Other buttons have not been defined yet.

Note: Only on the home page can you call out the OSD menu by pressing **SETUP**. If you press the **STOP** button to stop the playing program, the playback will not resume when you start again and the scheduled program will be played instead.



Chapter 2 Playback and Update

2.1 Program Playback

The player will start to playback programs automatically after powered on. If there is no content to be played, the home page will be displayed.

1. Make sure that the power cord and the storage card are correctly installed.
2. Turn on the player and the system will enter playback mode automatically.
3. The home page will be shown as below when there is no program for playback, or the earlier playback has been stopped.



Player Status - displays the current status of player, which can be *STOP* or *Downloading*.

Playlist Status - displays the current status of playlist, which can be Normal or error messages like *Screen Mode Mismatch* or *Invalid playlist*.

System Info. – displays the current system information which contains storage info, time and date, IP address, network connection and software version in LAN/WiFi/3G mode, while in stand-alone mode, storage info, time and date, local ID and software version.

2.2 Content Update

There are two ways to update contents according to the network connection.

- Network Download

If the player works in networked mode with good network connection, new contents can be downloaded from the server platform across network.

- USB Drive Delivery

If the player works in stand-alone mode, or the network is disconnected, new contents can be imported to the player via a USB disk on site.

2.2.1 Network Download

You can create playlists and send them to networked players using a content management system, like Cloud. The player checks for updates at starting up and at regular intervals after that. The new contents will be downloaded automatically once they are detected by the player.

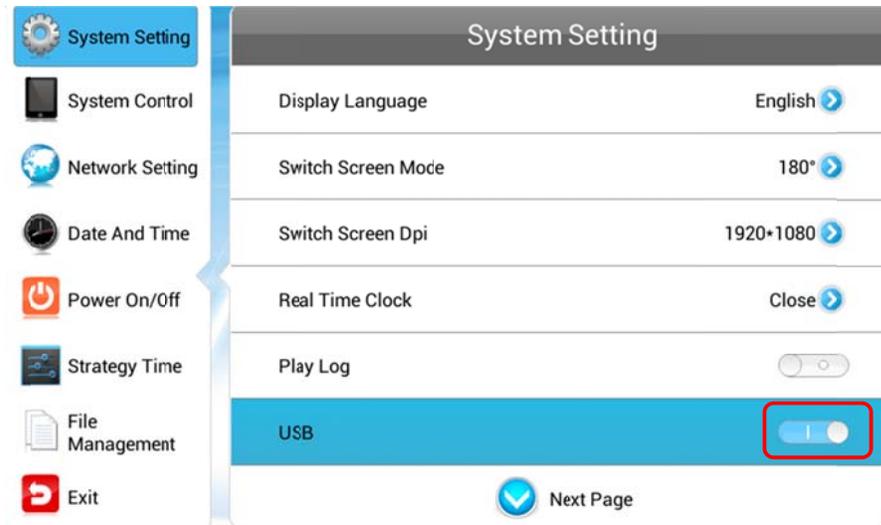
2.2.2 USB Drive Delivery

If the player works in stand-alone mode or the network is disconnected, you can create and save content packages to a USB disk using a content management software, like Cloud or SignaPost, and then import them to players on site.

NOTE: You cannot import programs by USB disk when the player is downloading programs over network.

Here are the importing steps.

1. Enable the USB port in the OSD menu **System Settings > USB**.

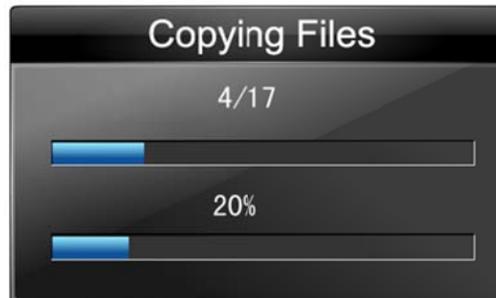


2. Decompress the content package to get MEDIA and SYSTEM folders. Save the two folders to the root directory of a USB disk.
3. Plug the USB disk into the player's USB port. And system will return to the home page and

check the files as shown below.



- Files will be copied to the player after checking.



- The copy result will be given when completes.



Skipped - the same file will be skipped.

Overwrite - the file with the same name will overwrite the previously existing one.

Copied - the files, except the skipped and overwrite files, will be copied to the player.

- Remove the USB disk to complete the update.

TIPS: The files delivered to the player from the USB disk include not only playlists, but also include configuration parameters including on/off timing strategy, download strategy and display strategy.

Chapter 3 Website and Touch

3.1 Website Zone

For Android players, a website zone can be included in the playlist. The area circled in red, shown below, is a website zone.



Multiple websites can be played in turn in this web zone and you are allowed to operate like in your PC browser.

3.2 Touch Zone (Limited to touch enabled systems)

For Touch Enabled BrightShow Systems, a touch zone can be included in the playlist. The area circled in green, shown below, is a touch zone.



The touch zone provides a link which allows you to get more information by tapping on it. Its content will not change without a tap, which is different from the web zone.

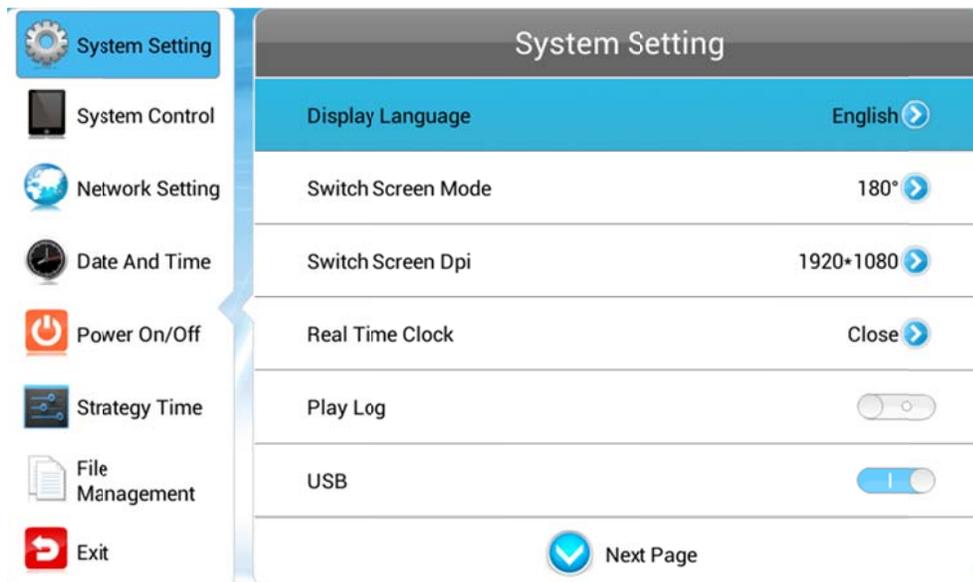
Chapter 4 OSD Menu

You are allowed to configure system parameters in the OSD menu using the remote control.

1. Press **STOP** on the remote to stop the current playback and present the home page as shown below.



2. Press **SETUP** on the remote to call up the OSD menu as shown below

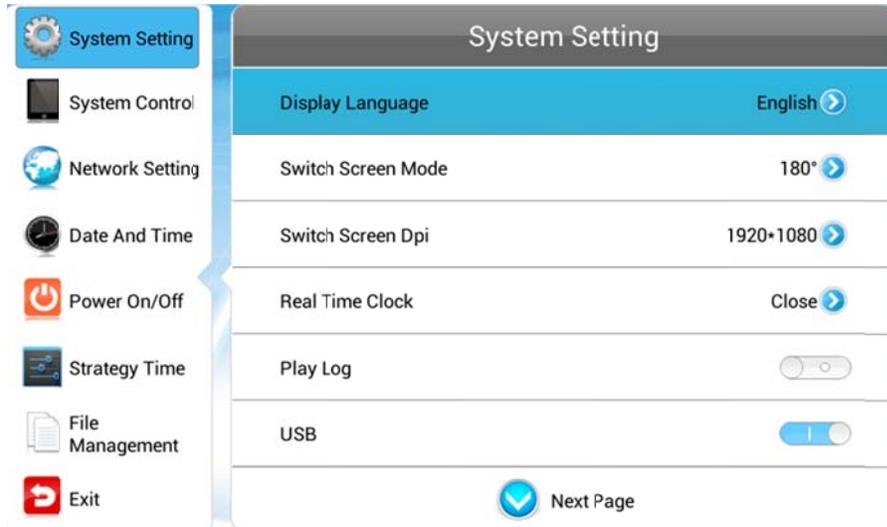


NOTE: Only on the home page can you call up the OSD menu by pressing **SETUP**

3. Press **▲▼◀▶** on the remote to navigate to a menu, and press **▶/||** to open it

4.1 System Settings

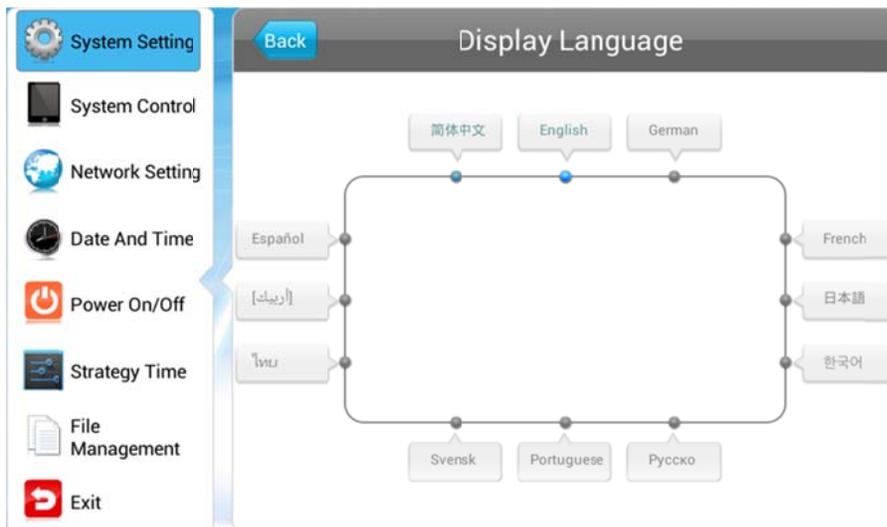
Navigate to **System Settings** on the main menu and press  on the remote to open it.



Press   on the remote to navigate to a submenu, and press  to open it

4.1.1 Display Language

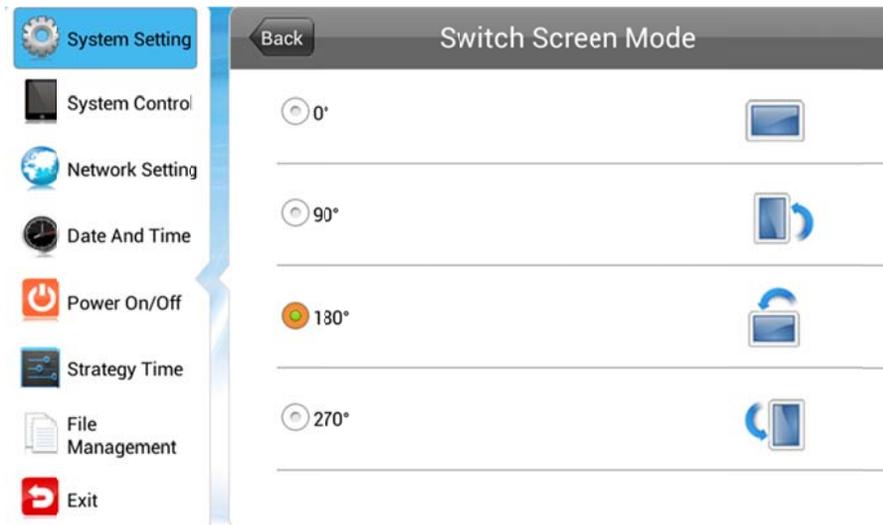
This menu allows you to choose the language of the OSD menu.



4.1.2 Switch Screen Mode

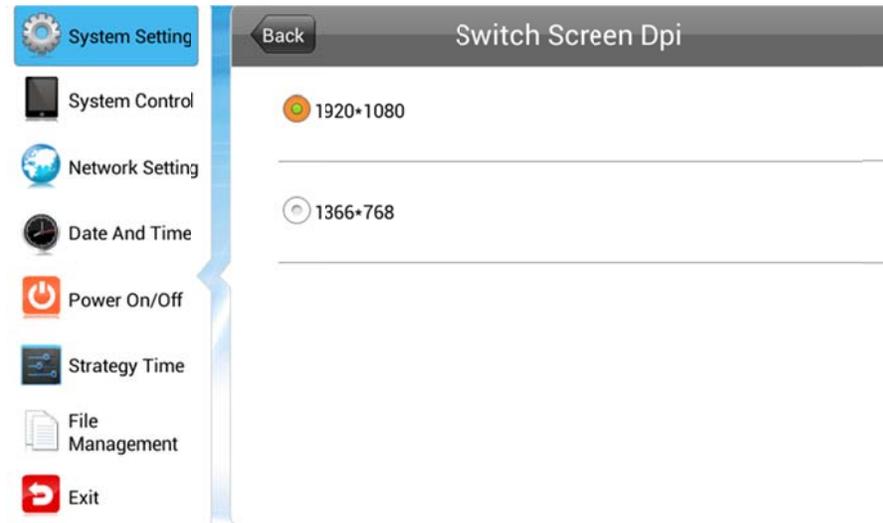
This menu allows you to adjust the screen display orientation, which should consist with its

actual mounting orientation.



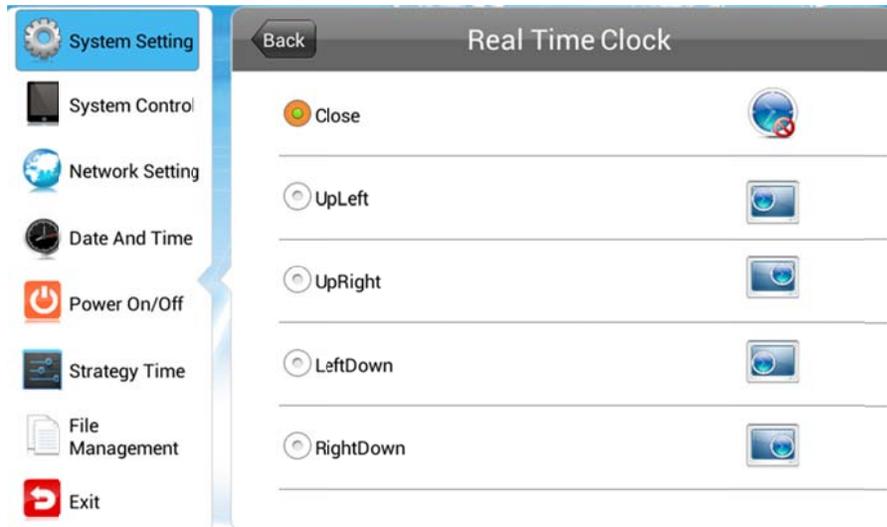
4.1.3 Switch Screen Dpi

This menu allows you to set the screen resolution which should consist with its actual resolution.



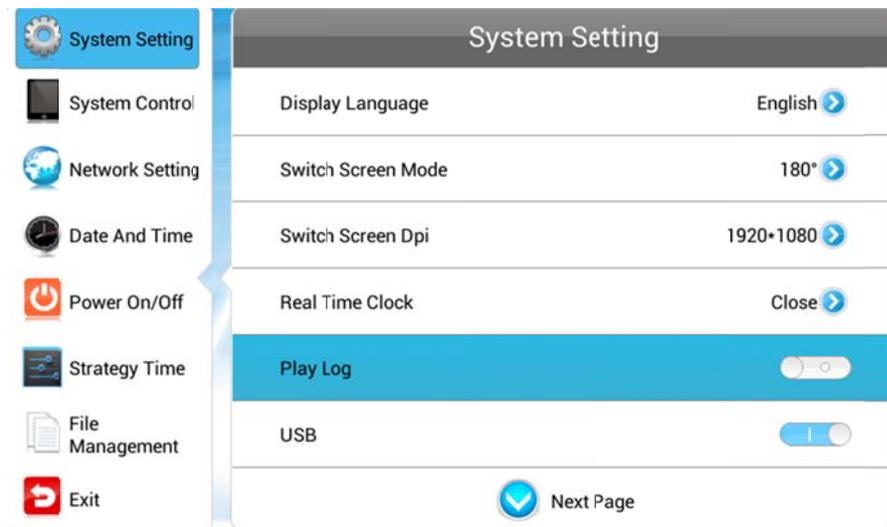
4.1.4 Real Time Clock

This menu allows you to choose whether to display the real-time clock on the screen, and define its position if yes.



- **Top Left/Right** - displays the clock in the top left / right corner on the screen.
- **Bottom Left/Right** - displays the clock in the bottom left / right corner on the screen.
- **Off** - turns off this feature and do not display clock on the screen.

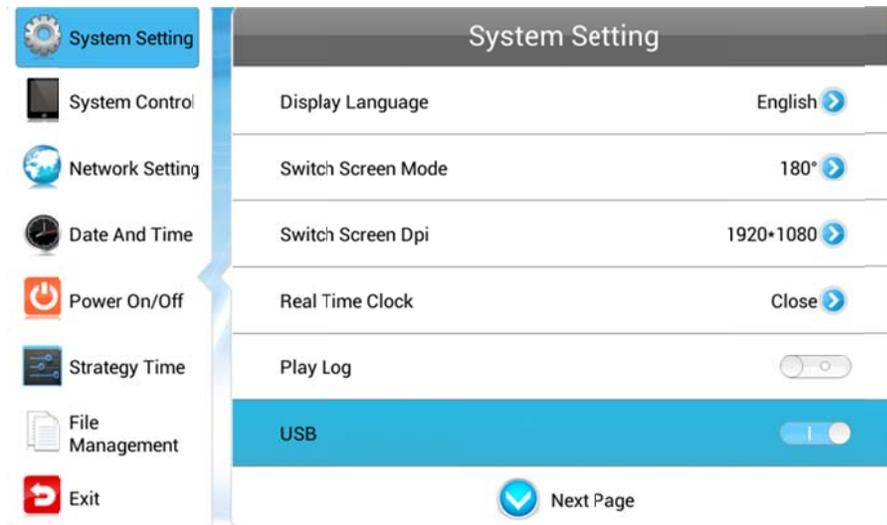
4.1.5 Play Log



Press  to turn on this feature to keep a log of playback and report it to the management platform, or playback will not be logged.

4.1.6 USB

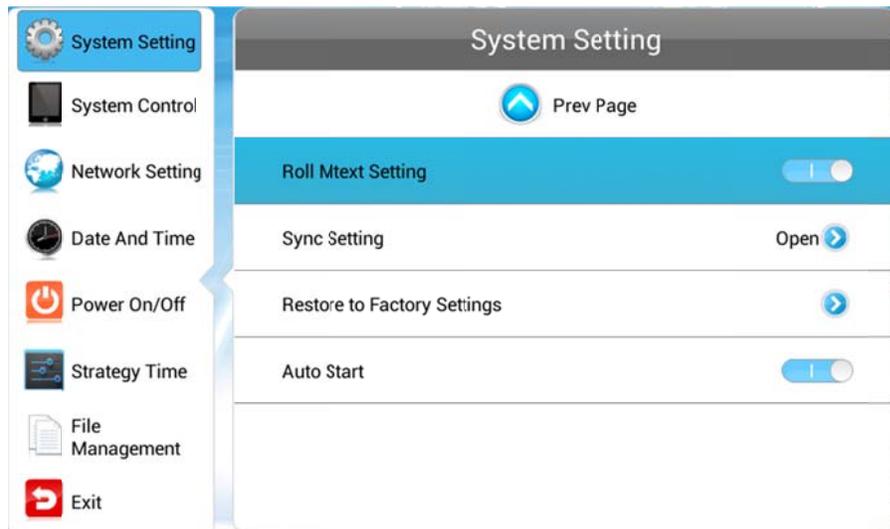
This menu allows you to enable or disable the USB port.



Press  to disable or enable the USB port for external USB device connection.

4.1.7 Scroll Text

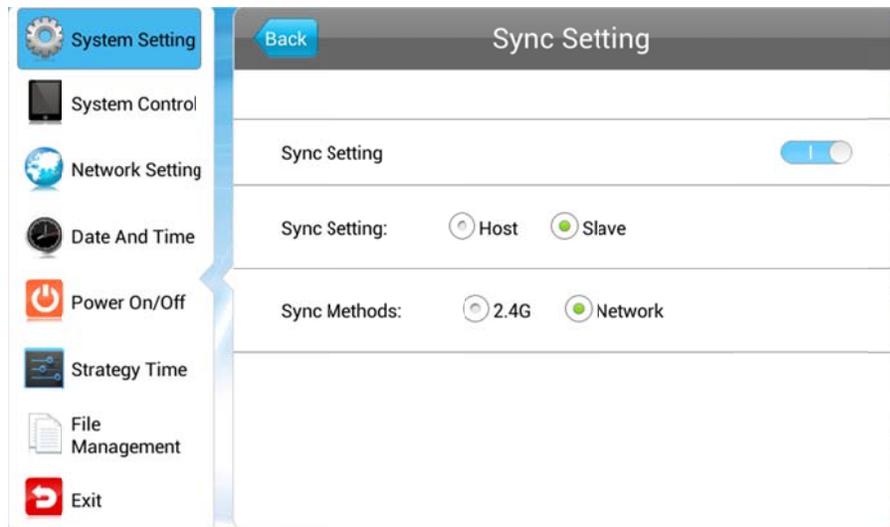
Scroll text Setting allows you to turn on or off the feature of the scroll text.



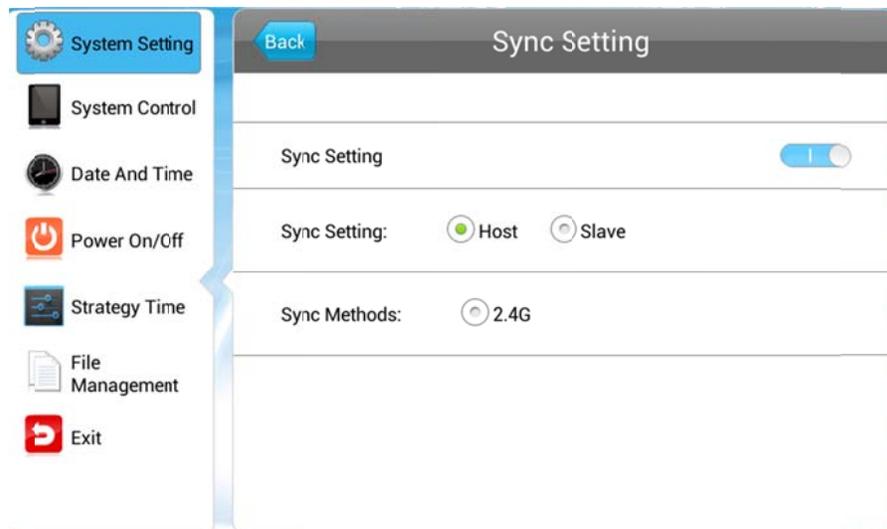
- **Off** - scroll text, no matter included or not in the playlist, will not appear on the screen.
- **On** - scroll text, if included in the playlist, will be displayed on the screen.

4.1.8 Sync Setting

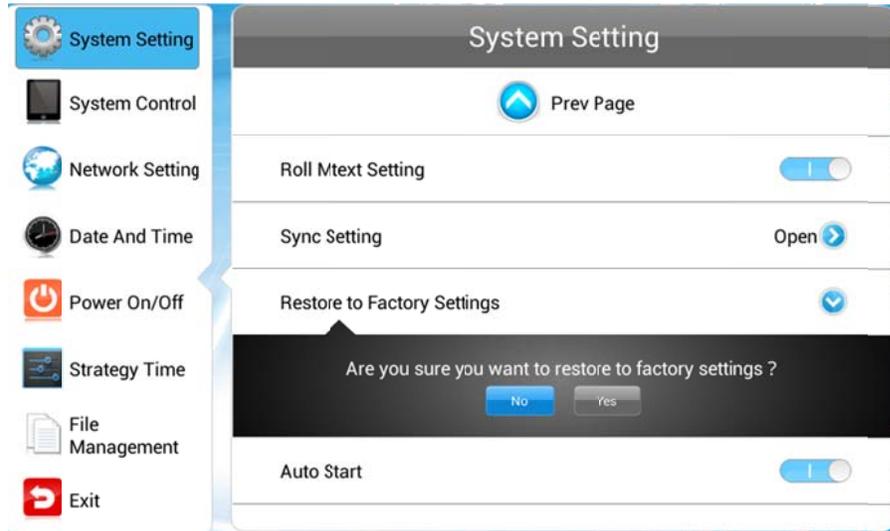
The feature of synchronization can have multiple players play contents at the same time. This menu allows you to enable or disable this feature and define how it works if enabled.



- **Sync Setting** – enable or disable the feature of synchronization.
- **Sync Setting** - set the role that the player plays during synchronization.
 Host - set up the player as the only host in a network and the slave players will get synchronous starting time from this host.
 Slave - as a slave, the player will play synchronous contents with the host.
- **Sync Methods** - allows you to choose the player communication means for synchronous playback.
 2.4G - The host and slave players will communicate via the 2.4G band by using a 2.4G module, which can achieve a short distance wireless communication of about 100 meters.
 Network - the host and slave players in a LAN will communicate via the network. This option is not available when the player works in single mode.



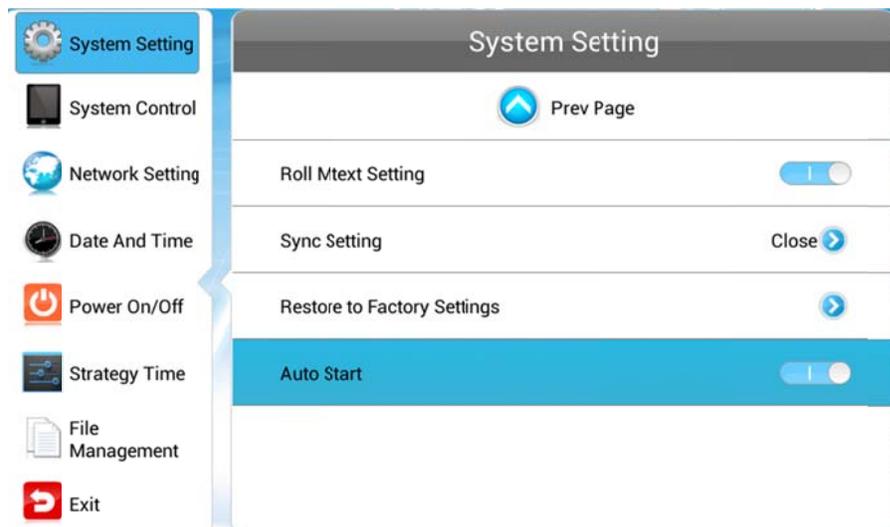
4.1.9 Restore to Factory Settings



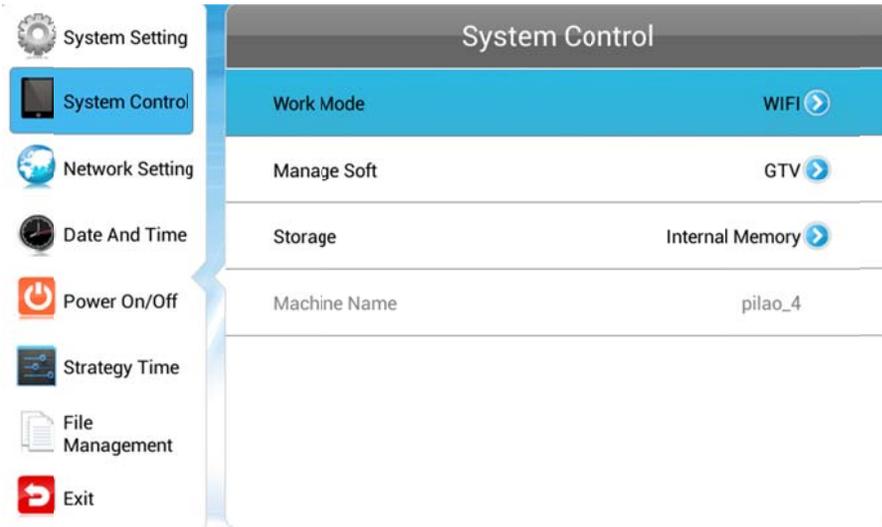
Press **Restore to Factory Settings** and you'll be prompted with a message. Choose **Yes** to have all parameters in **System Settings** to be restored to their factory settings.

4.1.10 Auto Start

If you enable this feature, the pre-loaded BrightShow digital signage player software will start automatically after the player is turned on.



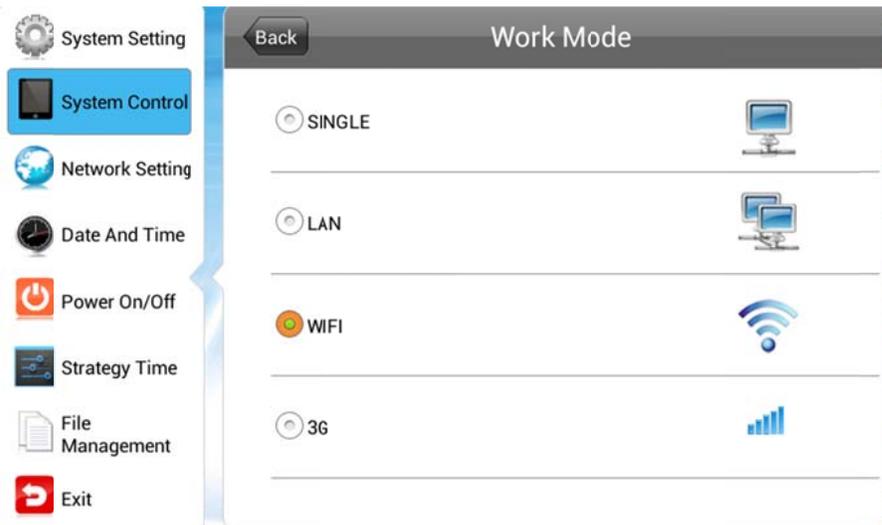
4.2 System Control



Navigate to **System Control** on the main menu and press  on the remote to open it. Press  on the remote to navigate to a submenu, and press  to open it.

4.2.1 Work Mode

The player can work in single (stand-alone), LAN, WIFI or 3G mode.



NOTE: The OSD menu differs as the work mode changes.

- **SINGLE** – that is stand-alone. The player works independently of any sever or player, and the network related menus will be unavailable.
- **LAN** - the player works in a wired LAN and the network related menus are available except

that for WIFI/3G networks.

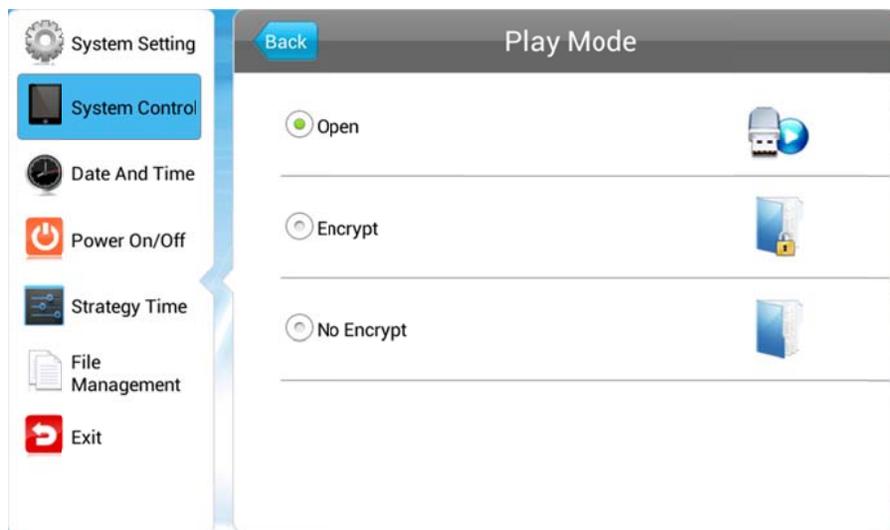
- **WIFI** - the player works in wireless LAN and all the network related menus are available.
- **3G(Optional)** – the player is networked via 3G and all the network related menus are available.

4.2.2 Play Mode

This menu is only available when the player works in single mode.



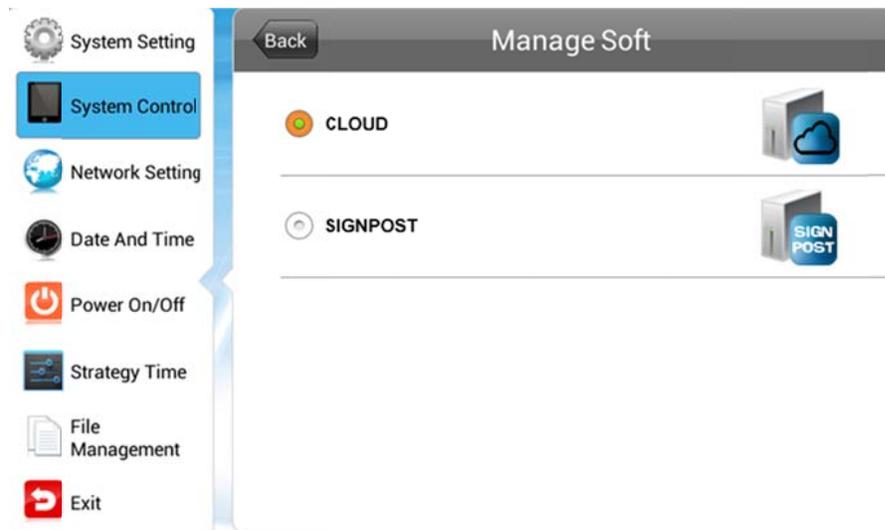
Three playback modes are supported when players work in stand-alone mode.



- **Open** - Media files, such as images and videos, stored in the root directory of a USB disk can be played and content packing is not required.

- **Encrypt** - Only encrypted content packages, created by such tool as SignPost, with the same password as the player can be used. The player password file can be created and imported together with the content package by such tool as SignPost, and the initial password is 12345678 by default.
- **No Encryption** - Only content packages without passwords, created by such tool as SignPost, can be played.

4.2.3 Manage Soft



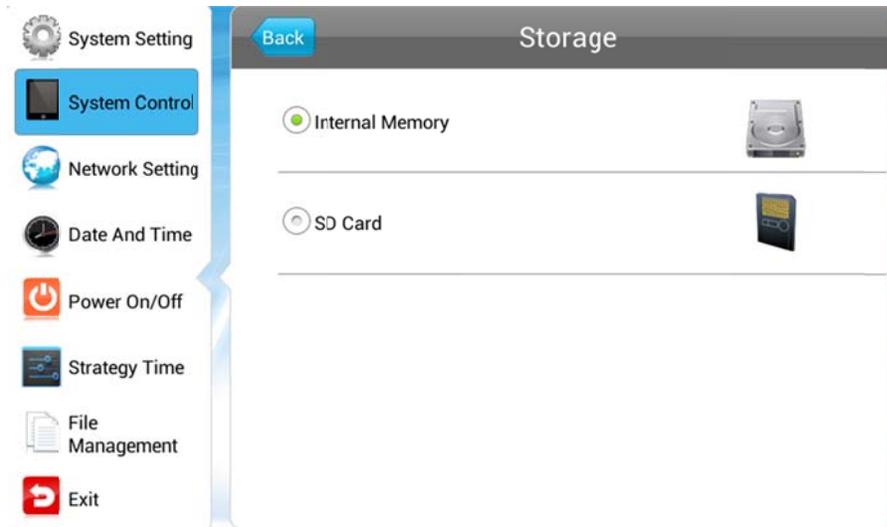
You are allowed to choose a content management software running on the server platform when the player works in LAN/WIFI/3G mode. This menu is unavailable in single (stand-alone) mode.

- **Cloud** - use BrightShow Cloud as the content management software to create and publish playlists as well as manage player networks.
- **SignPost**- use BrightShow SignPost as the content management software to create and publish playlists as well as manage individual players.

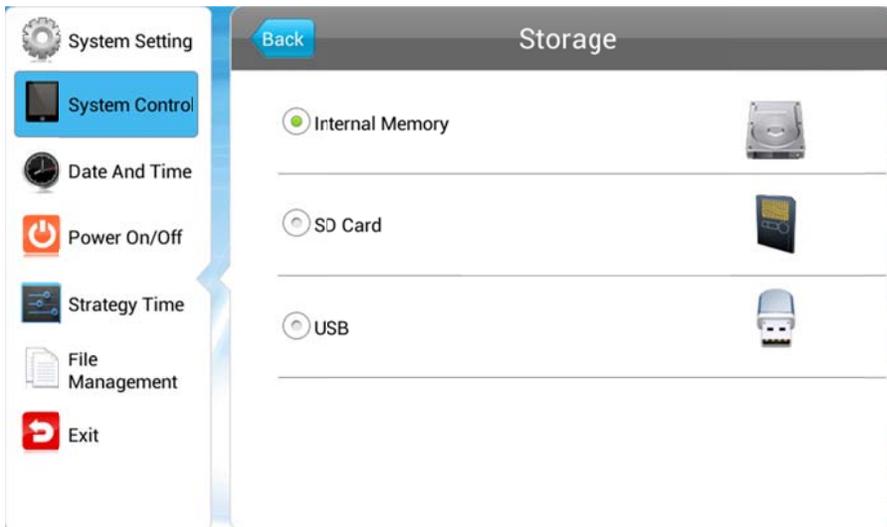
4.2.4 Storage

This menu allows you to choose where the programs to be played are stored. The window differs as PLAYER work mode changes.

- **LAN/WIFI/3G mode** – the programs are downloaded from server and stored in internal memory or SD card.



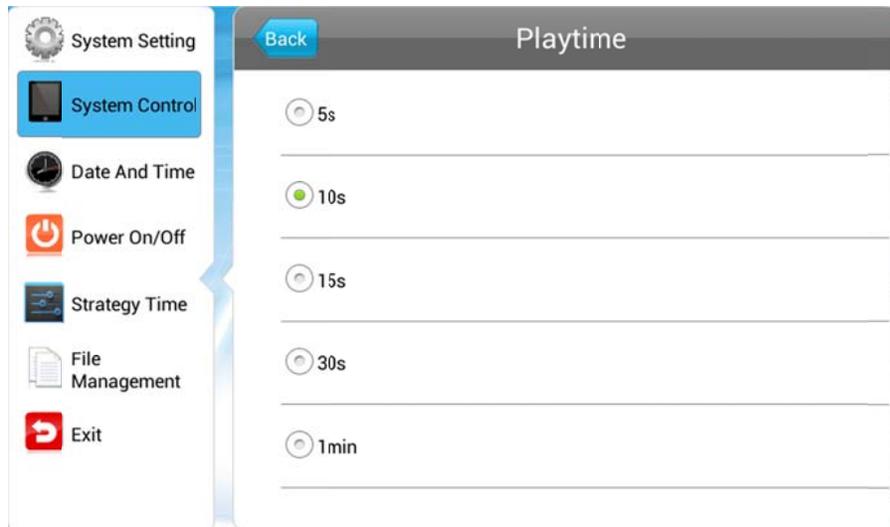
- Internal Storage - only the programs stored in the built-in memory will be played.
 - SD Card - only the programs stored in the SD Card will be played.
- **SINGLE (stand-alone) mode** - The player can play contents stored in built-in memory or external SD card or USB disk.



- USB - only the programs stored in the USB disk will be played.

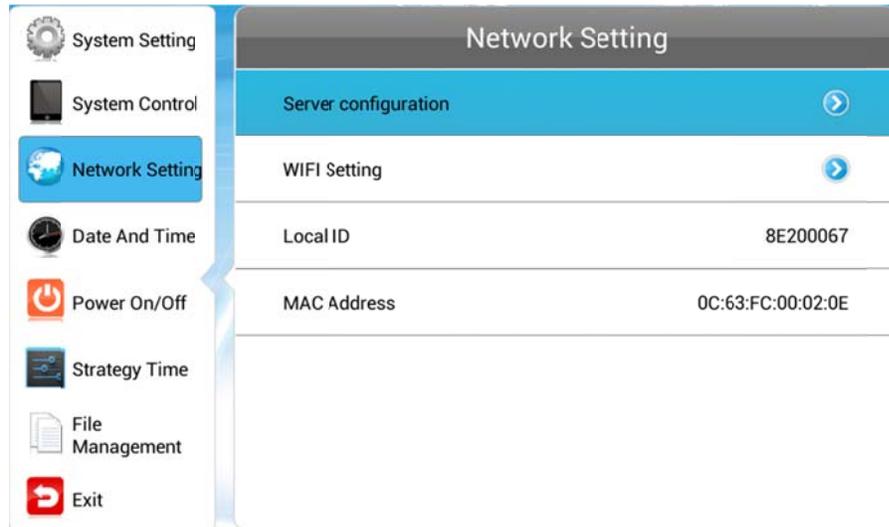
4.2.5 Playtime

When the player works in **Open** play mode, you can setup the playback duration for each image to be played, which will not apply to other play modes.



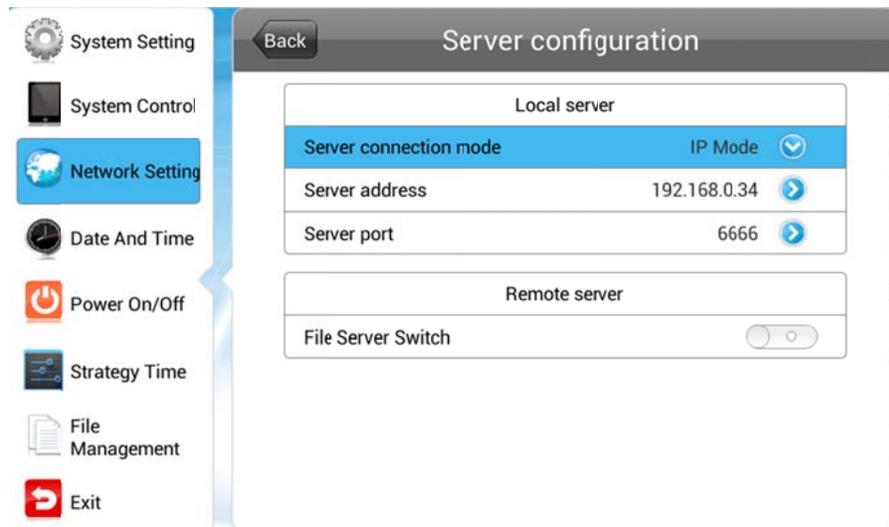
4.3 Network Setting

Navigate to **Network Setting** on the main menu and press **▶/||** on the remote to open the **Network Setting** menu. To navigate to a sub-menu, press the arrow buttons **▲▼◀▶**. This menu is not available in stand-alone mode.



4.3.1 Server Configuration

This menu allows you to choose how the player communicates with the server platform and to setup the connection

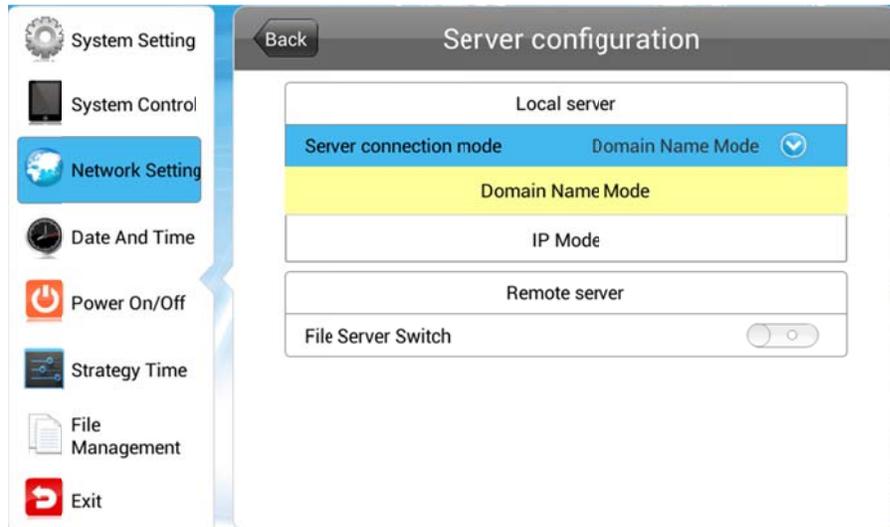


The **Server Setting** window differs according to the content management software running on the server platform, which is configured in the menu **System Control > Manage Soft.**

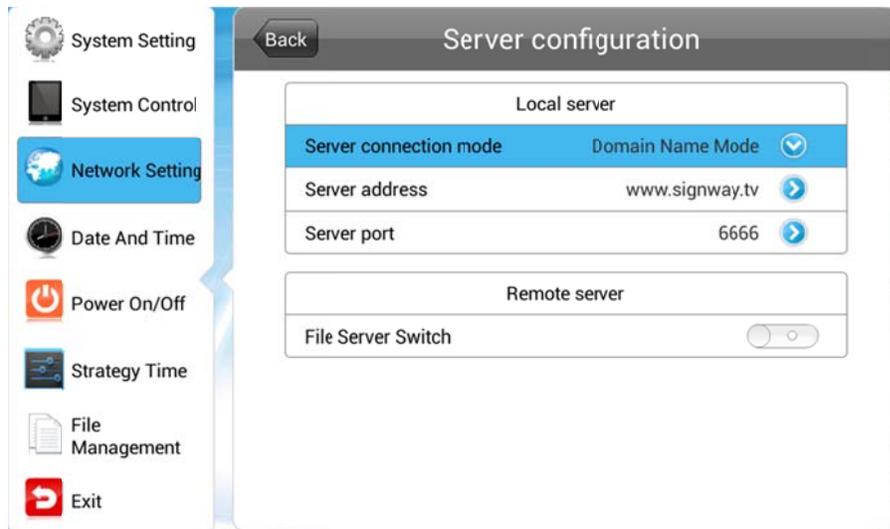
- If the content management software is set to Cloud, the **Server Configuration** window will appear like above.

- **Local Server**

Server connection mode – the player can find server by its IP or domain name.

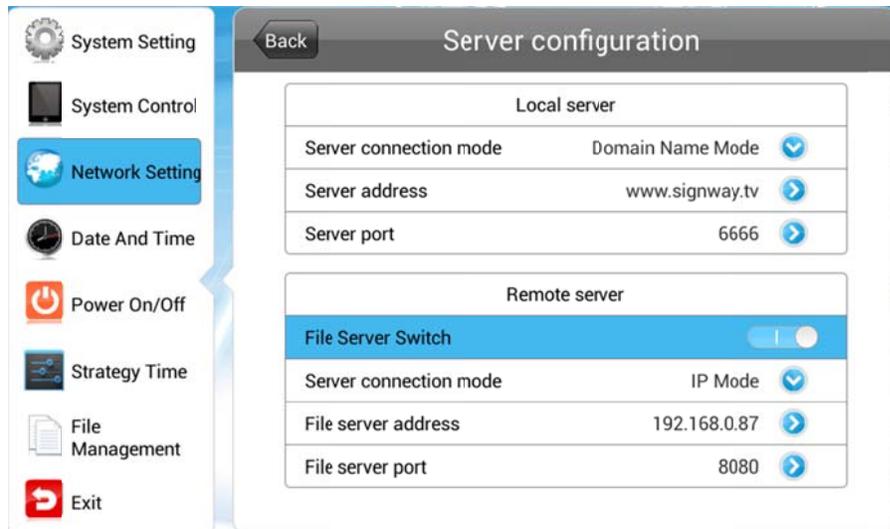


In IP mode, you need to enter the server IP address and port, while in domain name mode, enter the sever domain name and port.

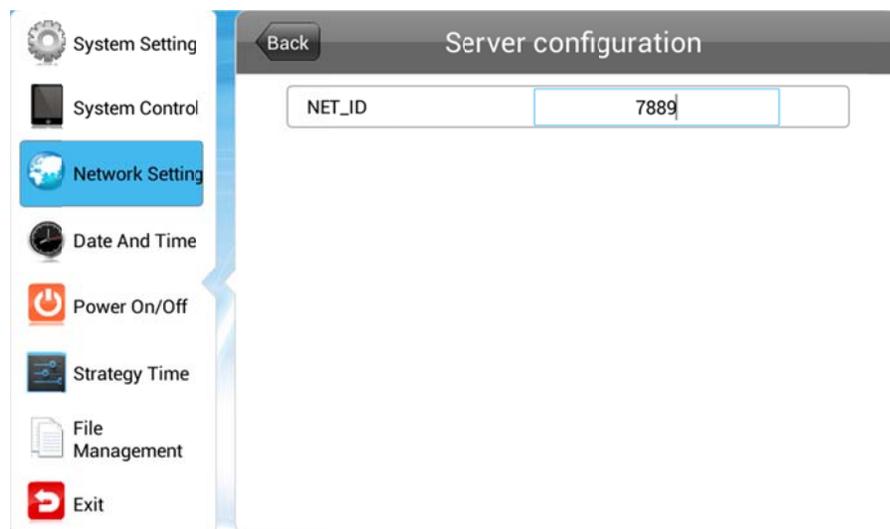


- **Remote Server**

Enable the remote file server and then set the server connection mode and enter its IP address and port.

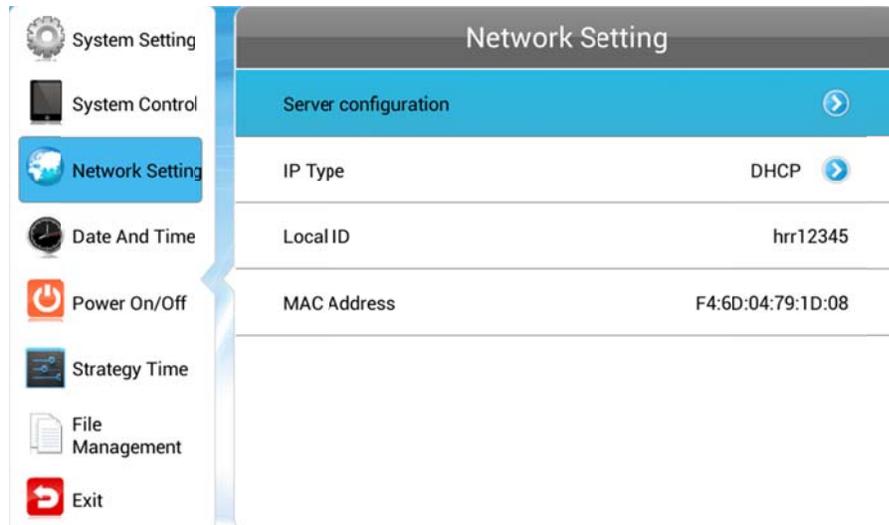


- If the content management software is set to SignPost/SignPost, NET_ID is required for server connection.

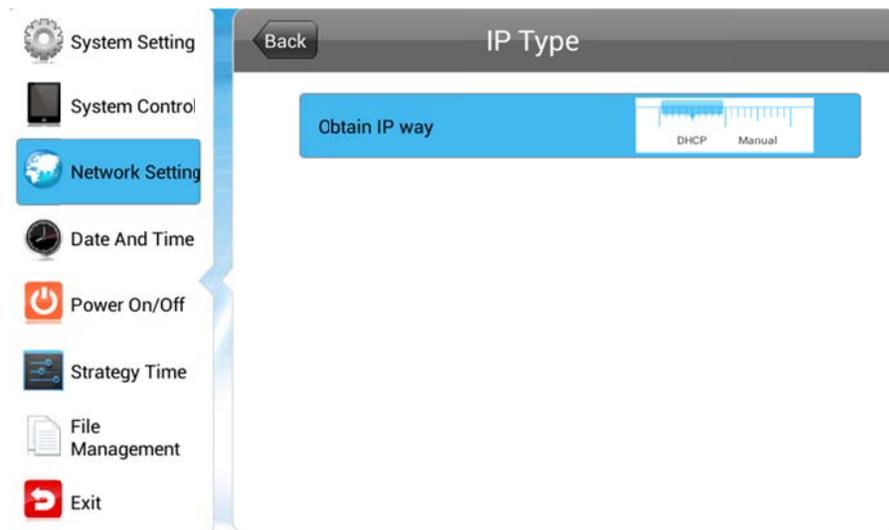


4.3.2 IP Type

This menu is only available when the player works in LAN mode.



This menu allows you to define player IP in DHCP mode or static IP mode.

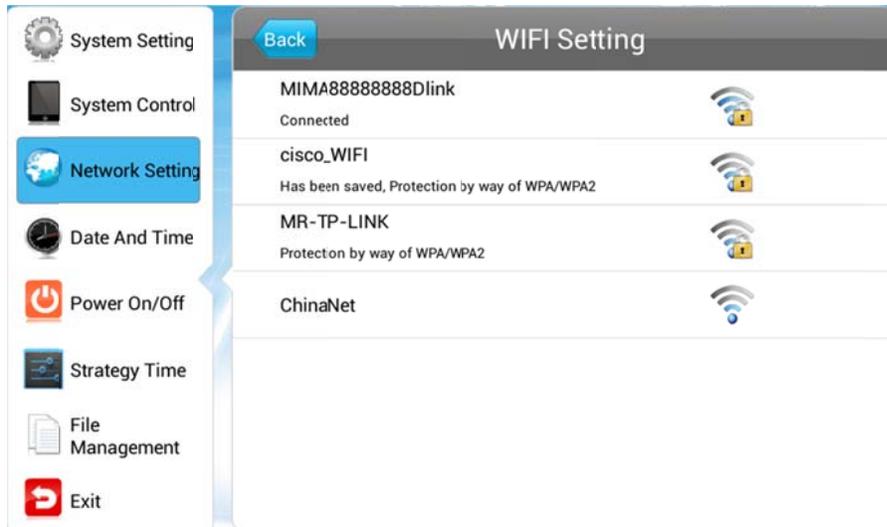


- **DHCP**- IP address is allocated by DHCP server and requires no manual setup.
- **Static IP**- you are allowed to define a stable IP address for the player.

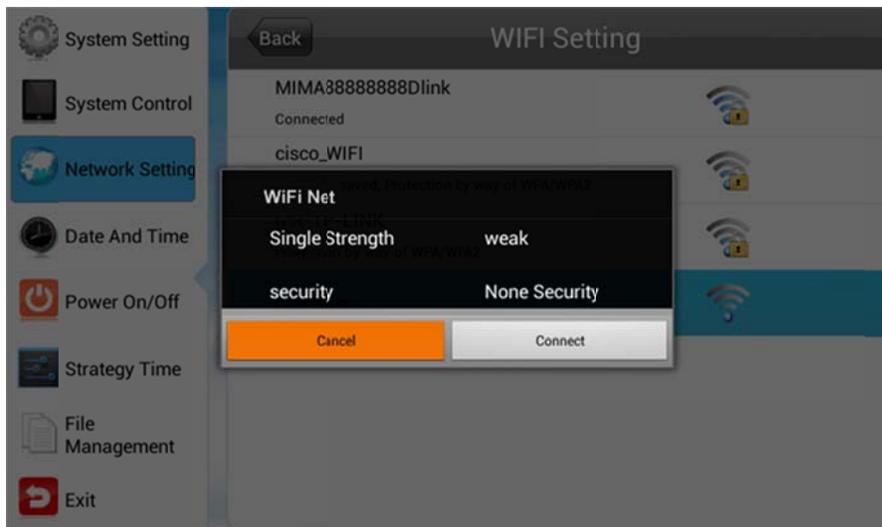
4.3.3 WIFI Setting

This menu allows you to setup wireless network when the player works in WIFI mode, but is not available in LAN, 3G or single mode.

Go to **Network Settings > Wireless Network Settings**. With wireless network adapter installed, system will search and present the available wireless networks for your choice.



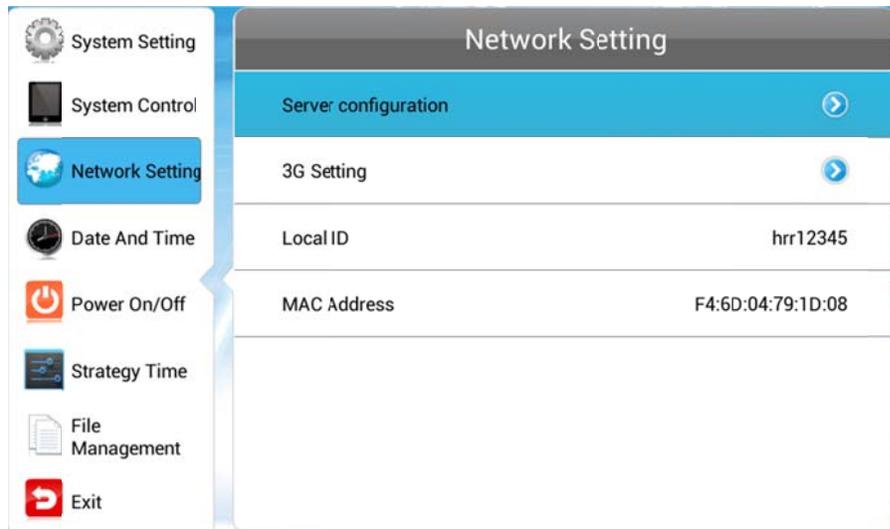
Choose a wireless network from the list and press  on the remote to connect to the network. If you want to connect to a secured network, a password may be required like below. Enter the password and press **Connect**.



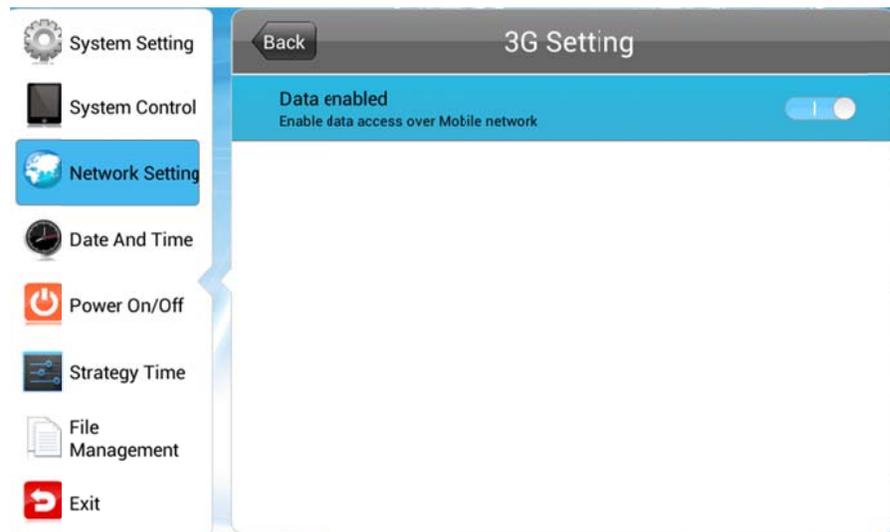
4.3.4 3G Setting

When your player works in 3G mode, this menu is available for you to enable 3G connection.

*(Please Contact Gallery Digital Signage Support for the 3G Feature
as it is not a currently installed option)*



Navigate to **3G Setting** and press  to open the setup window.



Press  to turn off/on 3G connection.

4.3.5 Local ID

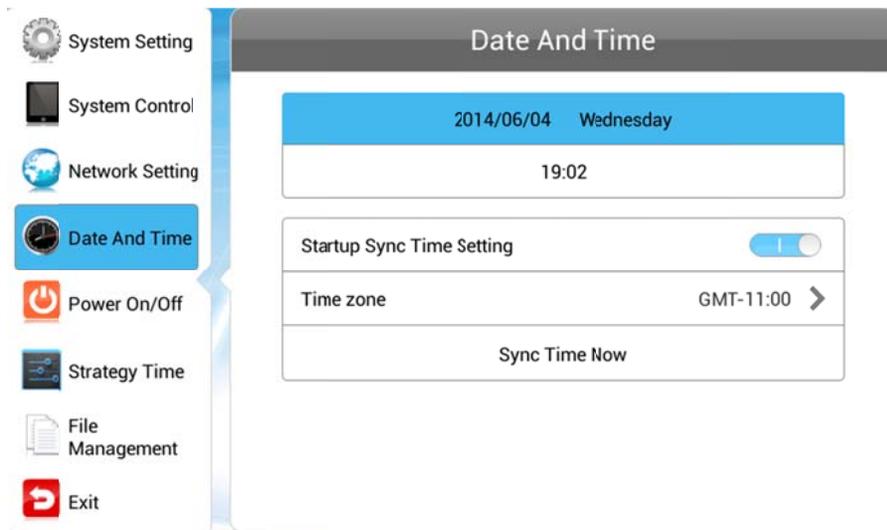
Local ID is a unique identifier number of the player, which is view only when the player works in LAN, WIFI or 3G mode.

4.3.6 MAC Address

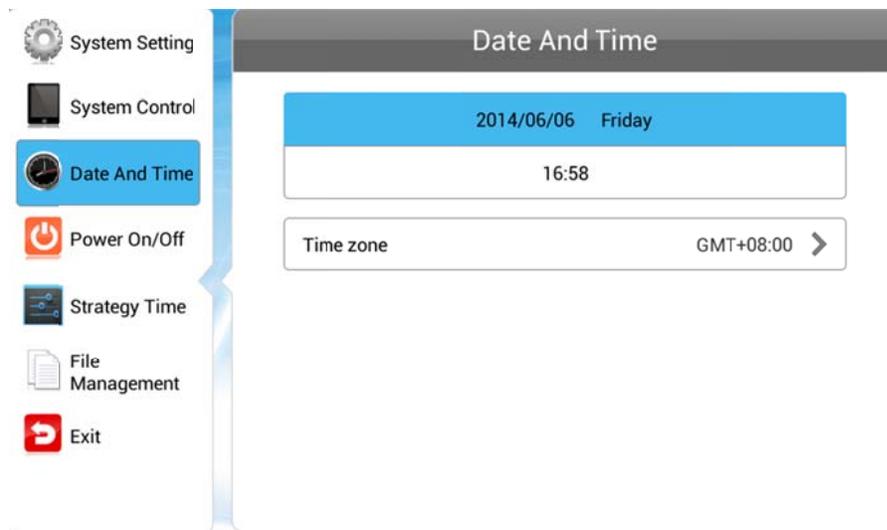
The player's MAC address is provided here for view only, and cannot be changed.

4.4 Date And Time

Navigate to **Date And Time** on the main menu and press  on the remote to open the menu which allows you to set system date and time.

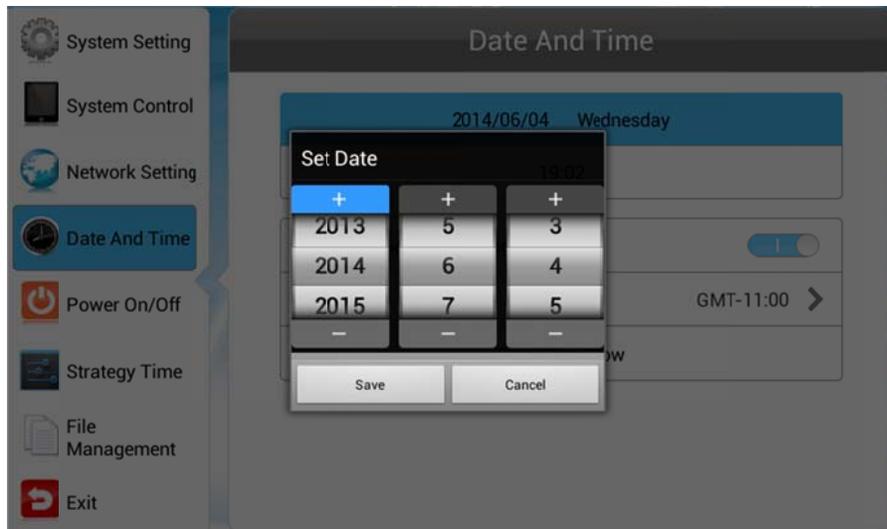


The options Start Sync Time Setting and Sync Time Now are not available when the player works in single (stand-alone) mode.

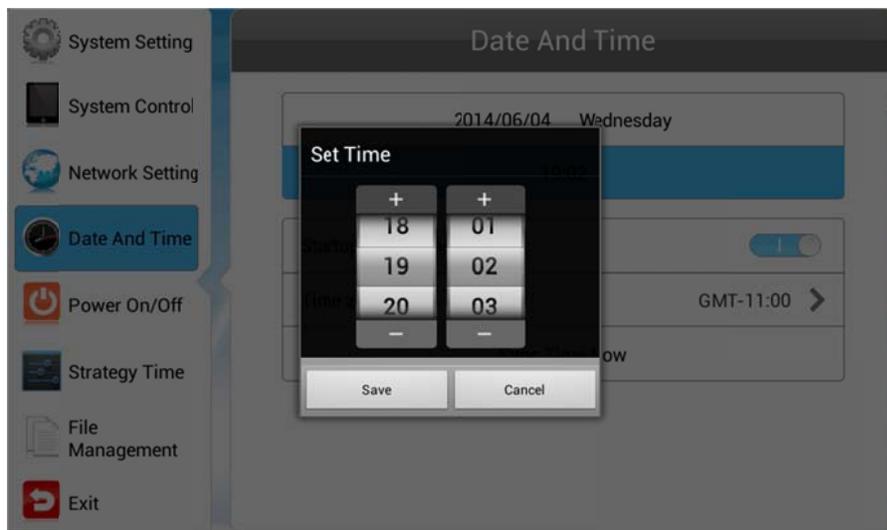


- **Date** – press the date bar to open a panel to adjust the year and date.

Press the arrow buttons  on the remote to navigate to the box you want to operate. Press +/- to adjust the date. Once satisfied, press **Save** to apply the changes.



- **Time** – press the time bar to open a panel to adjust the time.

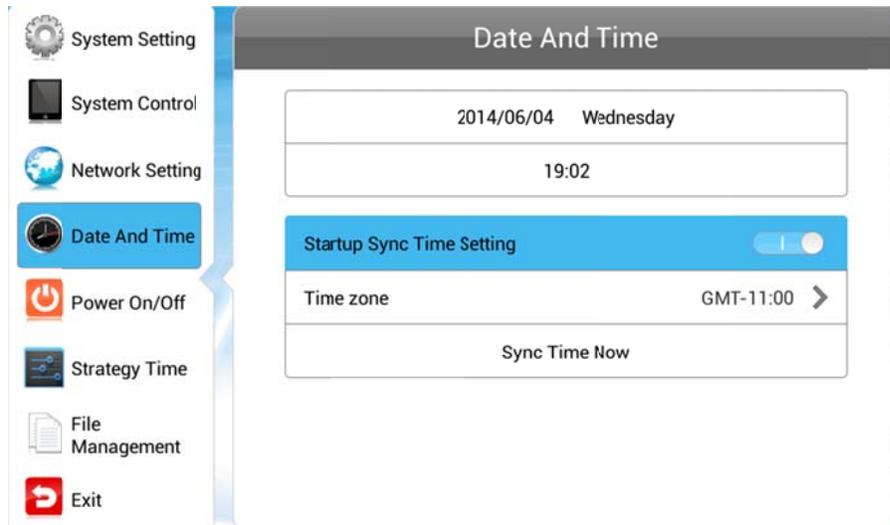


Press the arrow buttons **▲▼◀▶** on the remote to navigate to the box you want to operate. Press +/- to adjust the time. Once satisfied, press **Save** to apply the changes.

- **Startup Sync Time Setting**

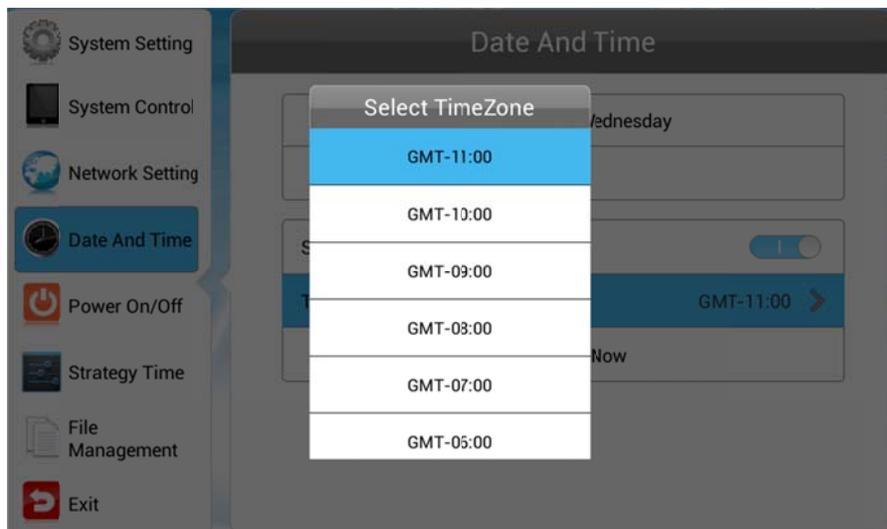
This feature enables the player to synchronize local time with server time every time the player starts.

If you disable this feature, time synchronization will not be performed.



■ Time zone

With the bar **Time Zone** highlighted, press  to open its options. Choose the zone your player located using the   buttons.

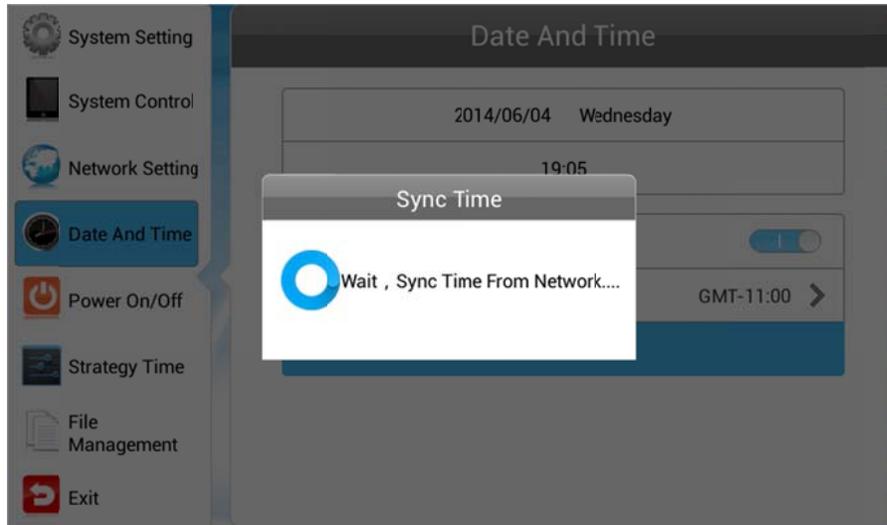


■ Sync Time Now

This button allows you to synchronize local time with it on management platform across network immediately.

With the bar **Sync Time Now** highlighted, press  to start the synchronization.

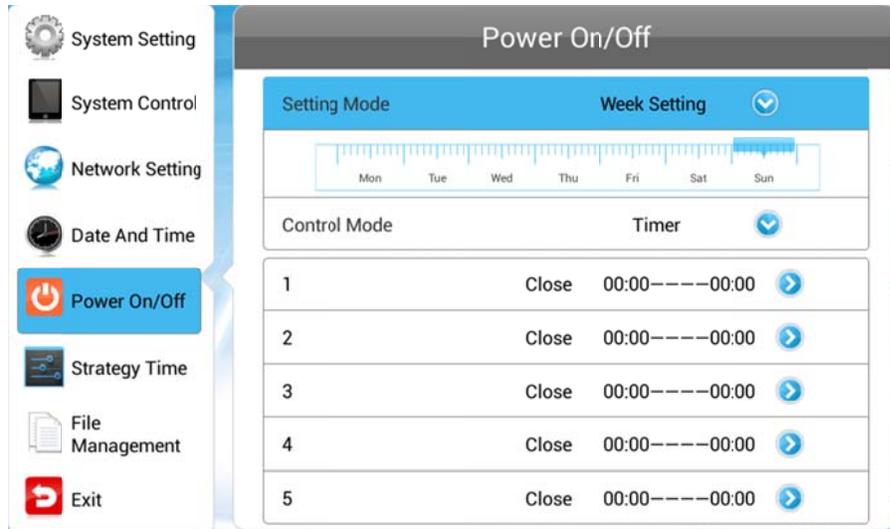
NOTE: Define the time zone before this operation. Otherwise, time maybe incorrect after.



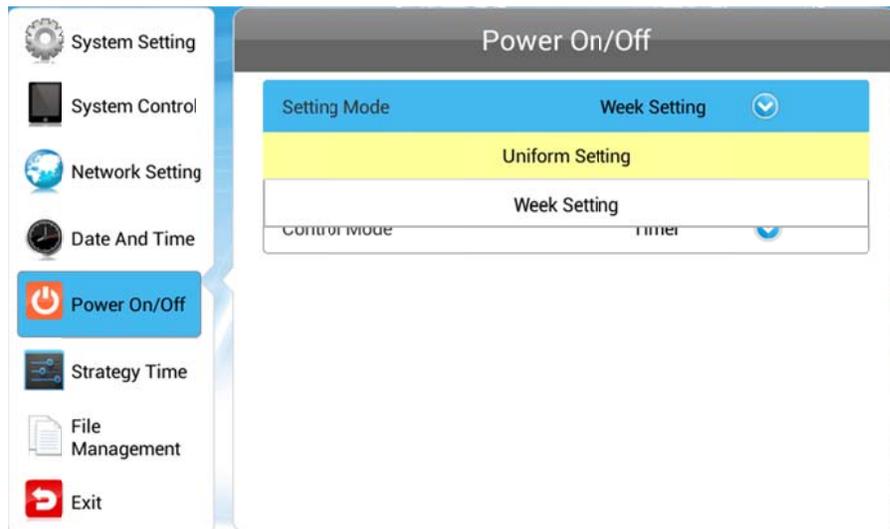
When the process ends, a resulting message will be given. If success, the player will display the same time as it on the management platform.

4.5 Power On/Off

This menu allows you to control player on/off time either in daily mode or in weekly mode.

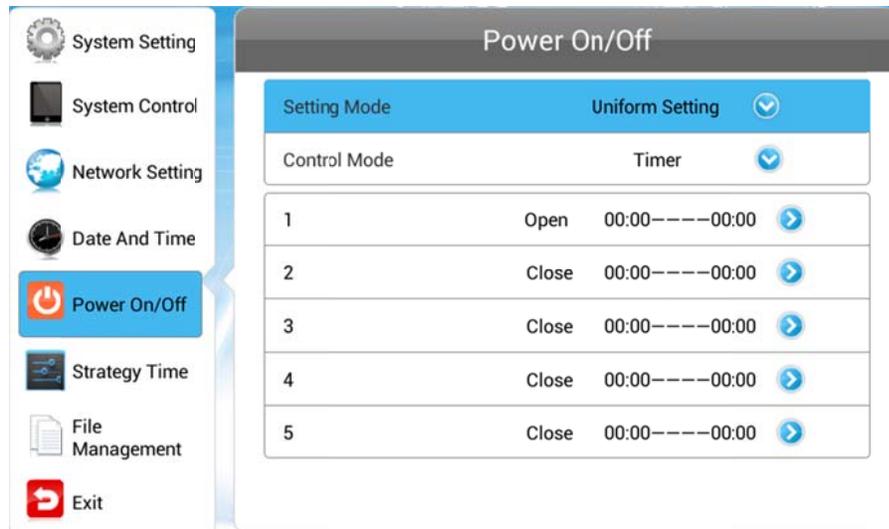


1. Choose Setting Mode.

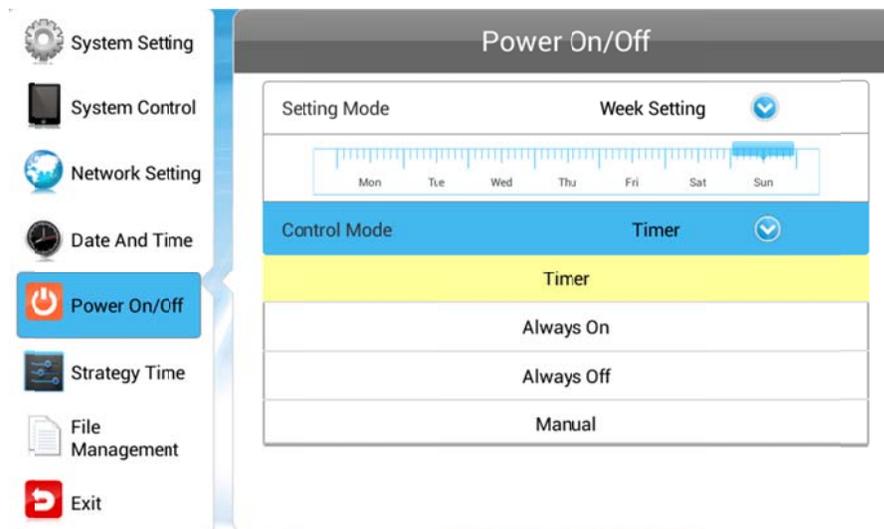


Week Setting - This mode will have the player turned on/off automatically at your specified time on each day of every week.

Uniform Setting - This mode will have the player turned on/off automatically at your specified time every day. For example, you can have a player on from 8:00 to 22:00 every day.



2. Select the day to configure from Sunday to Saturday in week mode. For example, if you want to specify the on/off time of Sunday, highlight the Sunday box. Skip this step for uniform setting.
3. Highlight **Control Mode** and select your preferred control mode.



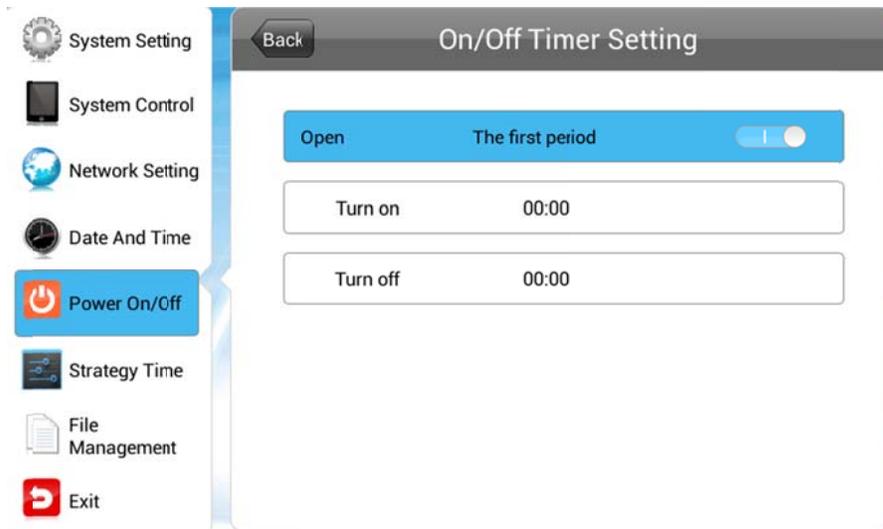
Timer – On and off time can be defined respectively in 5 timers. Press the arrows on the remote to move to a box and make adjusting.

Always On - The player, if powered, keeps being on all the time.

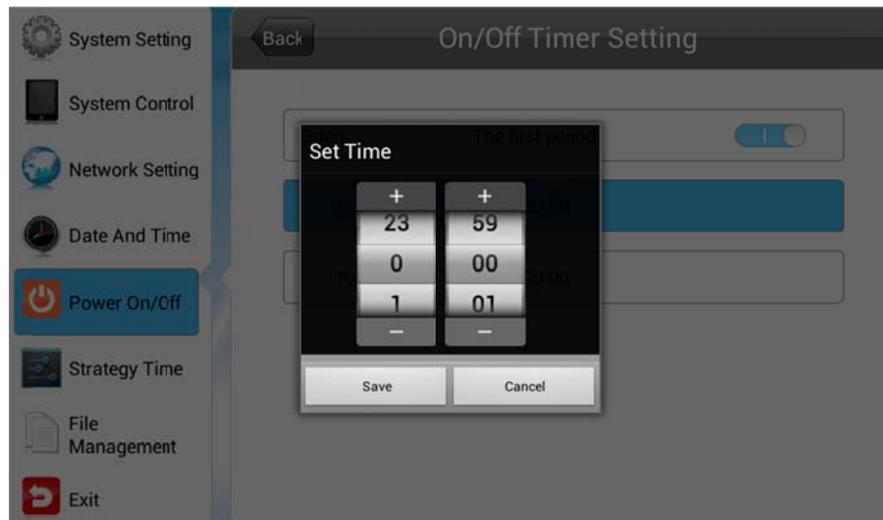
Always Off - The player keeps being off and if turned on manually, it will automatically turn off two minute later, if there is no operation.

Manual – allows you to control the on/off time manually.

4. If the timer control mode is selected, you'll be allowed to define on/off time using 5 timers. Press on a timer to set its on/off time.

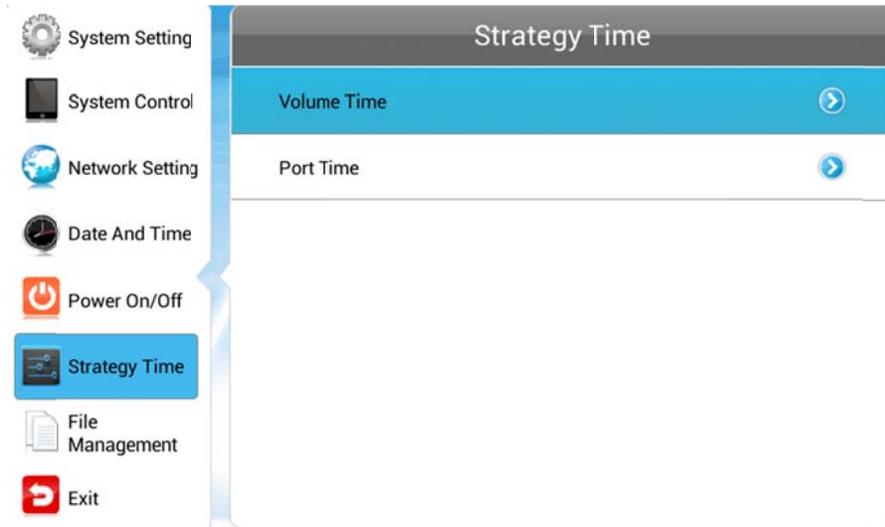


Enable the timer before you set on/off time. Only the enabled timer will be in effect.



4.6 Strategy Time

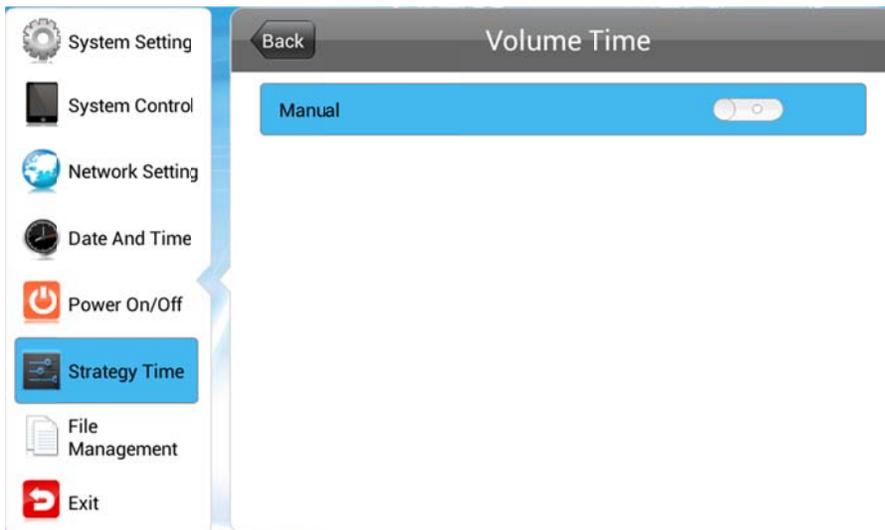
This menu allows you to specify playback volume and display screens for a specified period.



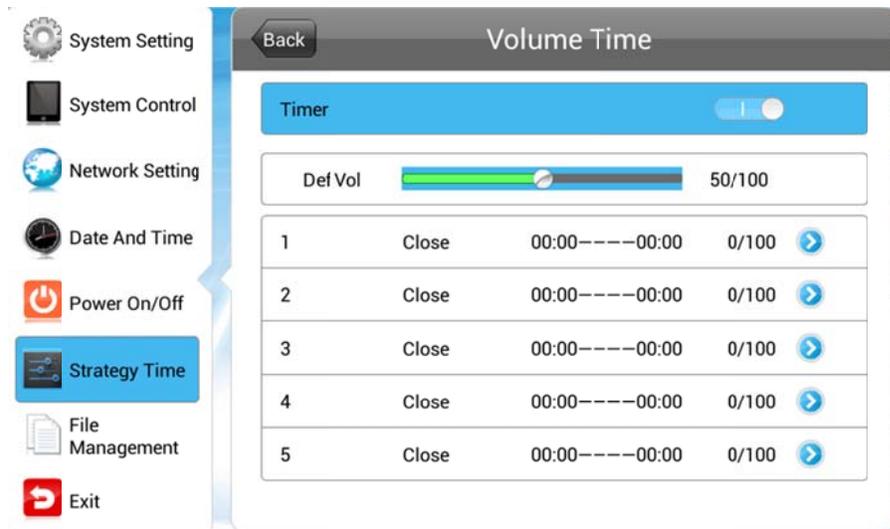
4.6.1 Volume Time

This allows you to specify playback volume for specified periods.

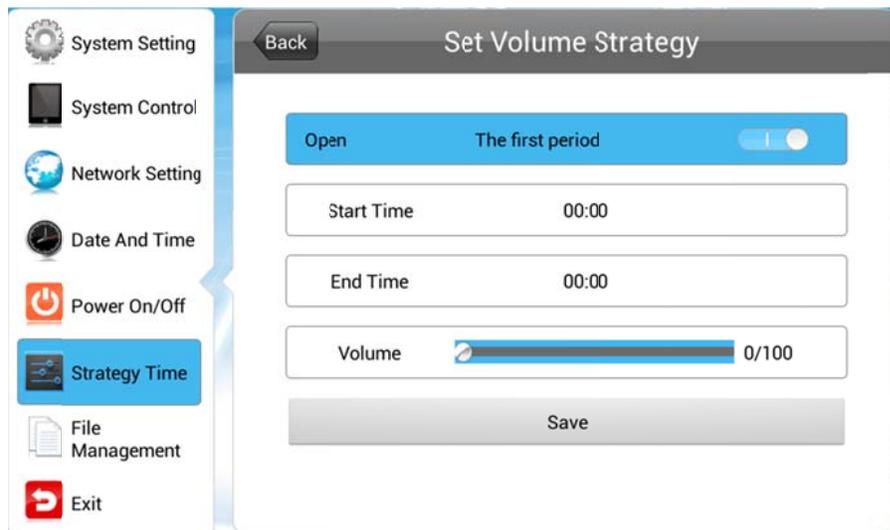
- When this feature is disabled, you are allowed to adjust the playback volume by hand.



- When this feature is enabled, up to 5 timers can be used to specify volume for different periods



Navigate to a timer and press  to enter its setup window.

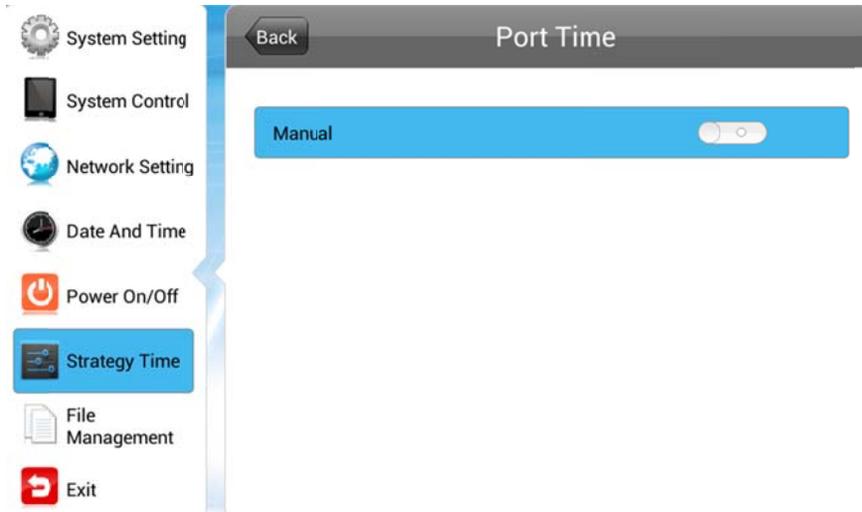


Turn on the timer before make settings and press **Save** to accept the changes.

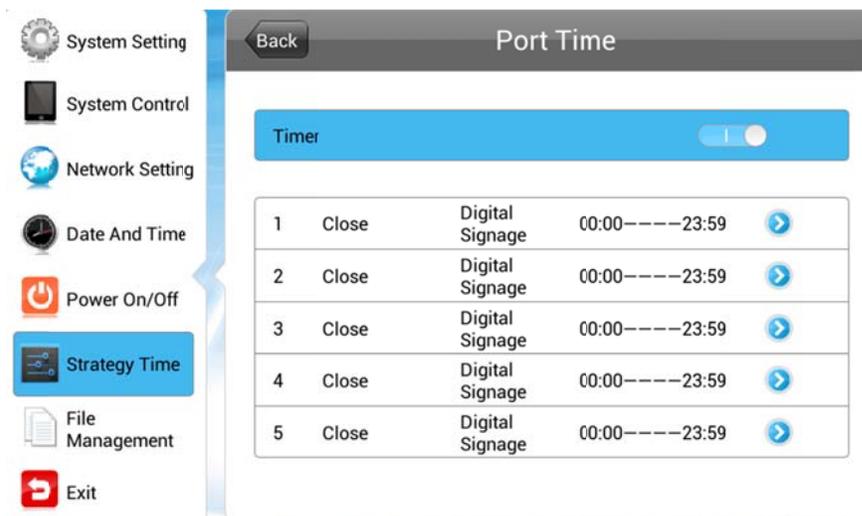
4.6.2 Port Time

This allows you to switch between several screens with different connection ports.

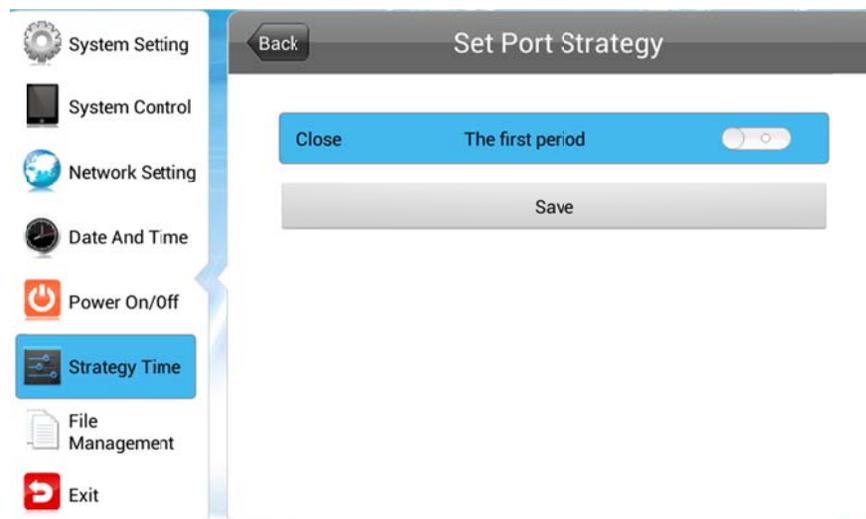
- When this feature is disabled, you are allowed to adjust the screen port by hand.



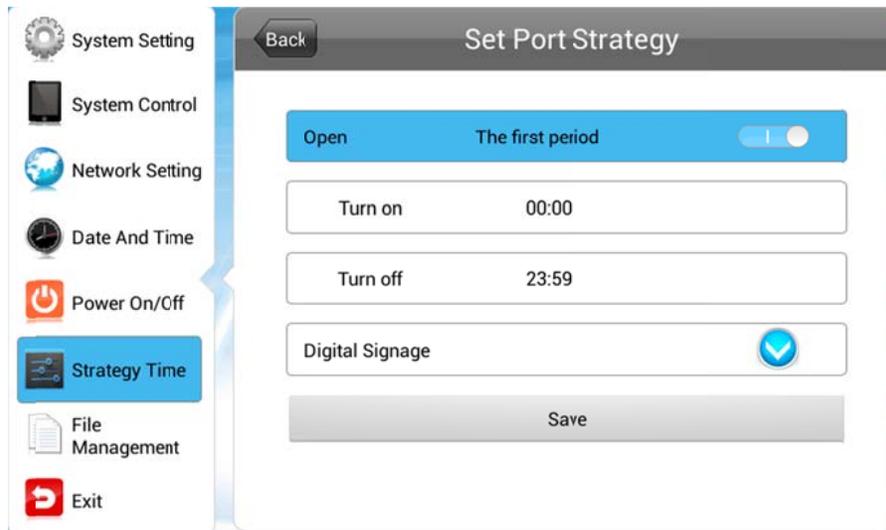
- When this feature is enabled, up to 5 timers allow you to specify ports for different periods.



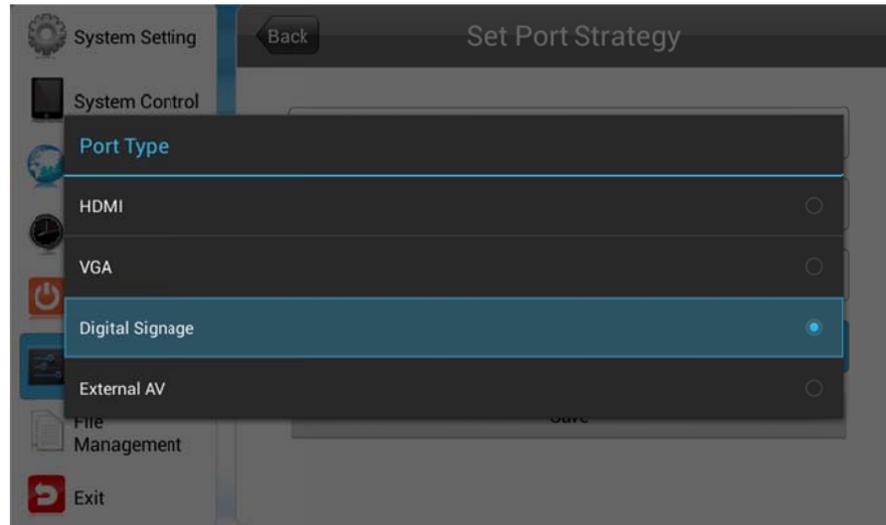
1. Navigate to a timer and press  to enter its setup window.



2. Turn on the timer, and then you can set its start and end time.



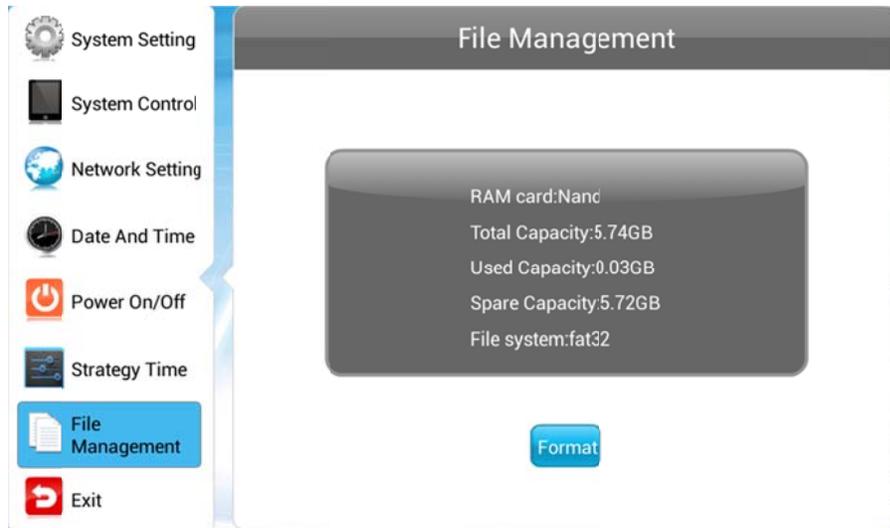
3. Press the port type bar to choose a port for this period.



4. Press **Save** to save your setup.

4.7 File Management

Press **File Management** to open the menu which allows you to check the storage space usage and format the disk if necessary.



This window gives you the storage information. The button **Format** allows you to format the built-in storage.

4.8 Exit

Navigate to **Exit** in the main menu, and press  to return to the home page.

Chapter 5 System Upgrade

The player system can be upgraded across network remotely or via a USB disk on site.

(Please Contact Gallery Digital Signage Support for this Upgrade)

- Network Upgrade
- USB Drive Upgrade

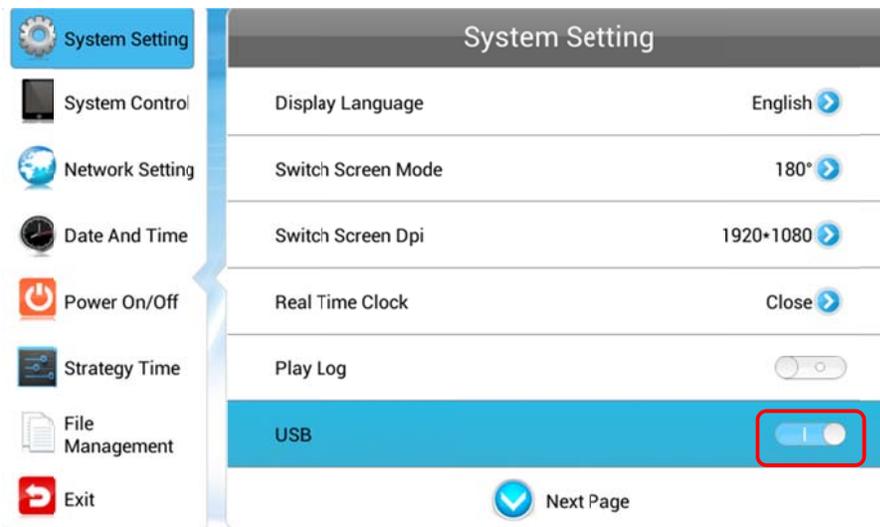
5.1 Network Upgrade

Each time the player turned on, it will check if there is any update on the management platform via network. If upgrade file is detected, the player will download and run it automatically.

5.2 USB Drive Upgrade

If the player is network disconnected or works in stand-alone mode, you are allowed to upgrade the system by using a USB disk.

1. Enable the USB port in the OSD menu **System Setting > USB**.



2. Save the upgrade file *android_update.zip* to the root directory of a USB disk.
3. Plug the USB disk into the player's USB port with the player turned on.

NOTE: Do not plug in the USB disk during content downloading.

4. Once the USB disk is detected, system will check the files in it.
5. During file checking, the upgrade file version will be compared with the current one and the result will be given to you like below, allowing you to choose whether to continue.

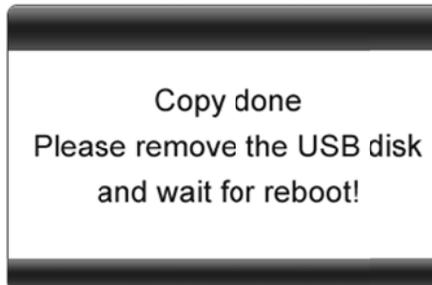


6. Click **YES** to continue and system will start to copy the upgrade file.



NOTE: Do not remove the USB disk during file copying!

7. When copying completed, you'll be prompted with the following message.



8. Remove the USB disk as instructed. Then system will restart and prompts *System Upgrade...*
9. The upgrade will be completed about 90 seconds later with the home page appears.

 **NOTE: Avoid power outage during system upgrade. Otherwise, the system may be destroyed and cannot run or upgrade anymore.**