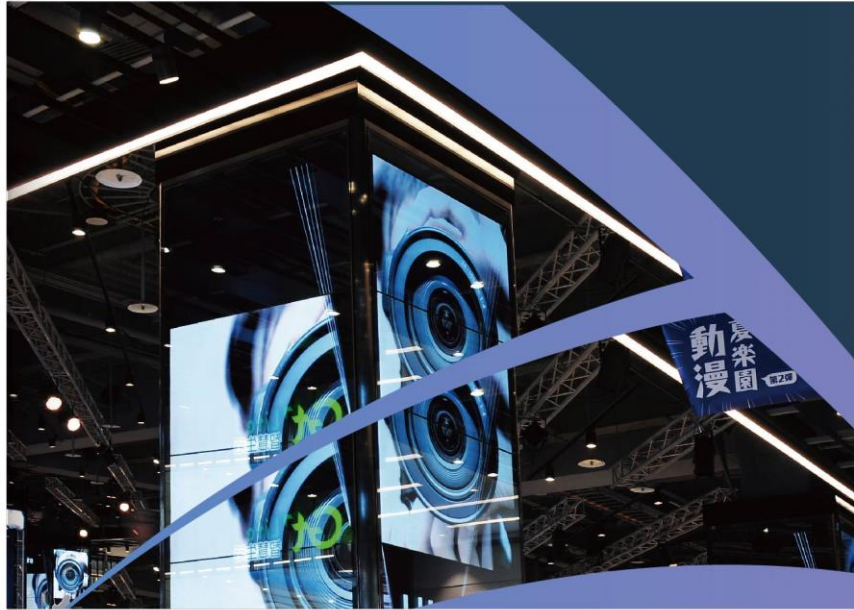


CMS

Content Management System



User's Manual



Content Management System – User’s Manual

1. Main Product Features	4
2. CMS Product installation	5
2.1 CMS Server Installation	5
2.2 Digital Signage Power-On and Internet Setting	9
3. CMS Product Login-in	15
4. Product Setting	17
4.1 Android Terminal Setting	17
5. Product Registration	20
5.1 Confirm Terminal Registration	20
6. Program Production	21
6.1 Information Publication Programming Production	21
6.2 Introduction of Program Production Interface	26
7. Server and Digital Signage Connection Concept	49
8. Back-Up for Broadcast Programs	53
8.1 Program Export	53
8.2 Program Import.....	55
8.3 Notes for importing programs to terminals	56
8.4 Scenarios regarding terminal interface when importing programs	57
9. Terminal Management	59
9.1 Attributes	59
9.2 Remote Control	60

9.3 Monitor (screen snapshot).....	60
9.4 Download.....	61
9.5 Upgrade.....	61
10. Other Features	62
10.1 Resource (Resource Management)	62
10.2 Management of Authorization.....	64
10.3 Send & Check	67
10.4 Scheduling	68
10.5 Schedule	69
10.6 Desktop Background	69
10.7 Desktop Shortcut.....	70
11. CMS Function Comparison Table	71
12. Requirements of Computer Environment	72
13. Troubleshooting	73
14. Product Warranty	73

1. Main Product Features

- Playback of pictures, videos, music, marquee (text), date, time, week, weather, web pages, container & RSS
- Advertising program production
- Digital signage terminal management
- Resource management
- Program Distribution / Approval
- Program Scheduling / calendar / statistics
- Clearance management (user/role/grouping)
- USB offline program update with remote content dispatch

2. CMS Product Installation

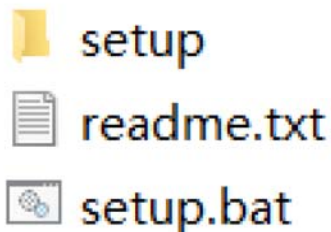
2.1 CMS Server Installation

Please prepare a PC, as the server of the digital signage, and switch off the fire-wall of Windows :

- CPU : Intel 1037u/1.8GHz(and above)/ Memory : 2GB DDR3(and above)/ Hard-disk : 500GB(and above)
- Microsoft® Windows® XP (32-bit upgrade installation to Service Pack3) 7/8/10 versions (and above)

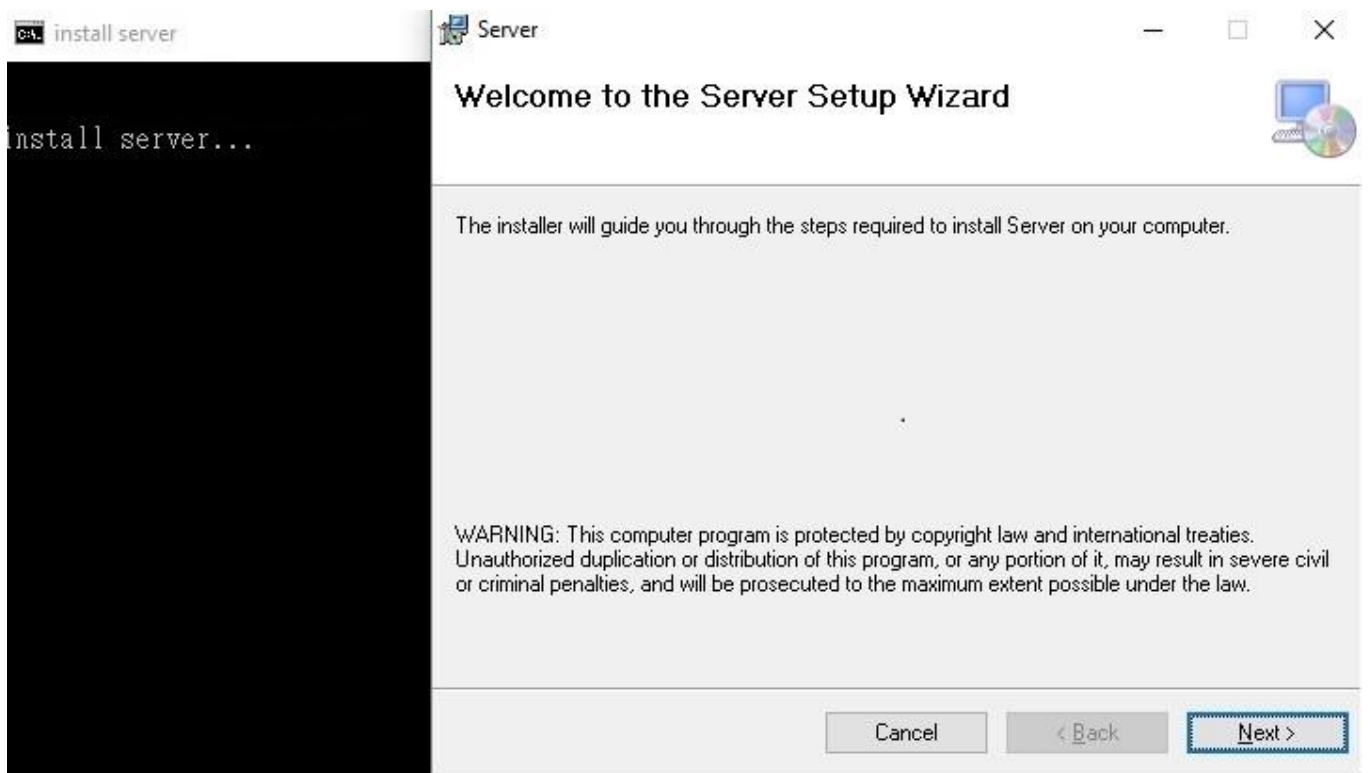
Please download CMS software of digital signage to the hard-disk of your PC, per the following URL: <http://quanmax-files.com/apps/cms.zip>

2.1.1 Once “cms.zip” file is de-compressed, please open the folder “CMS\ServerSoftware”



2.1.2 Double-click the “setup.bat” icon, and follow the prompt

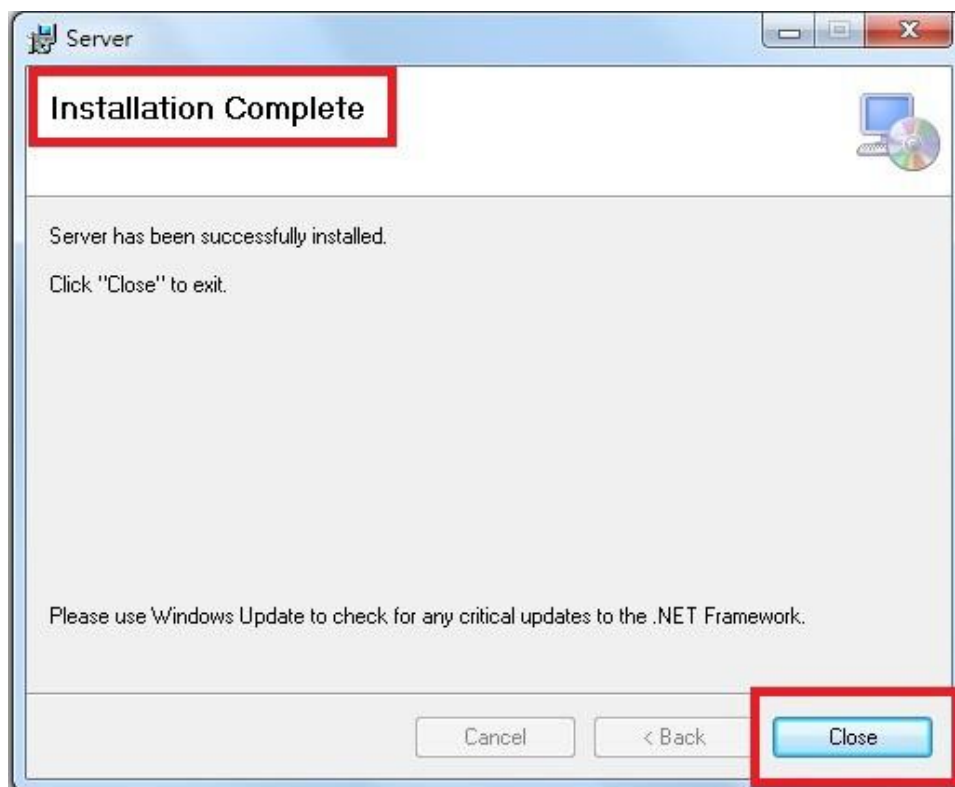
Begin to install CMS Digital Signage Server Software



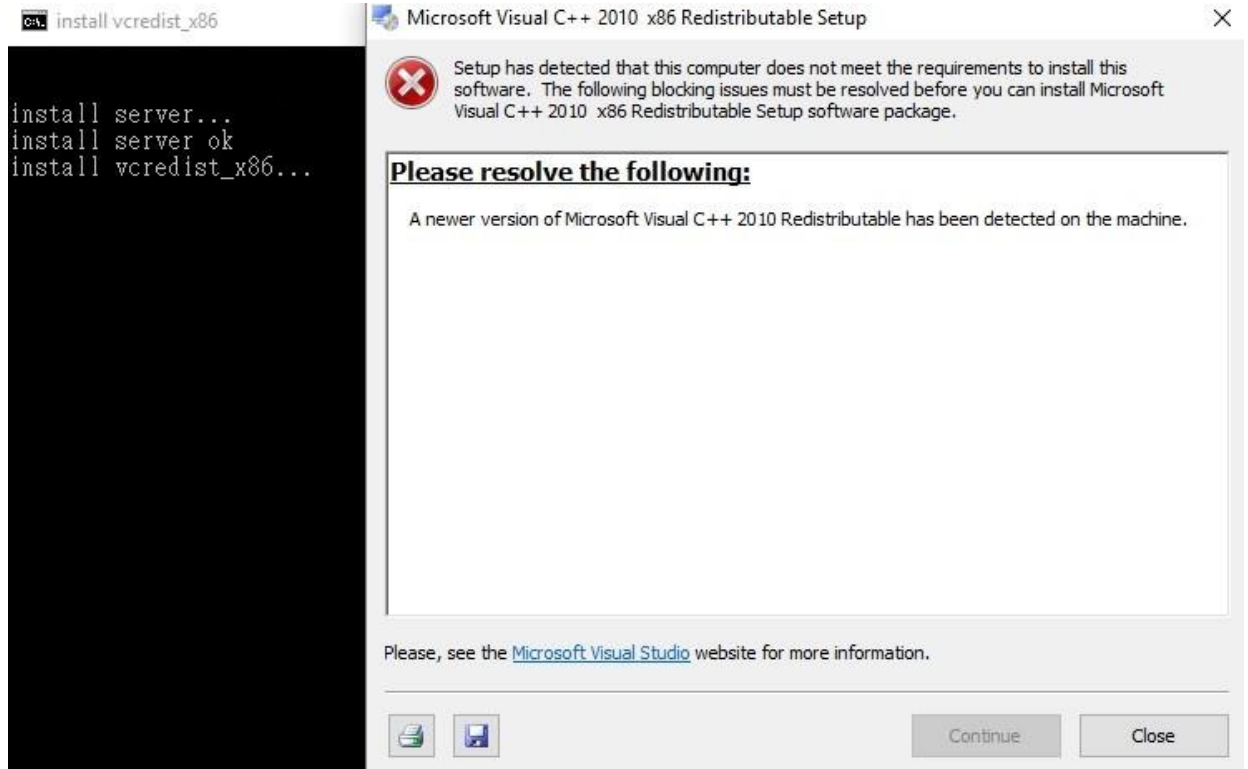
Click Next



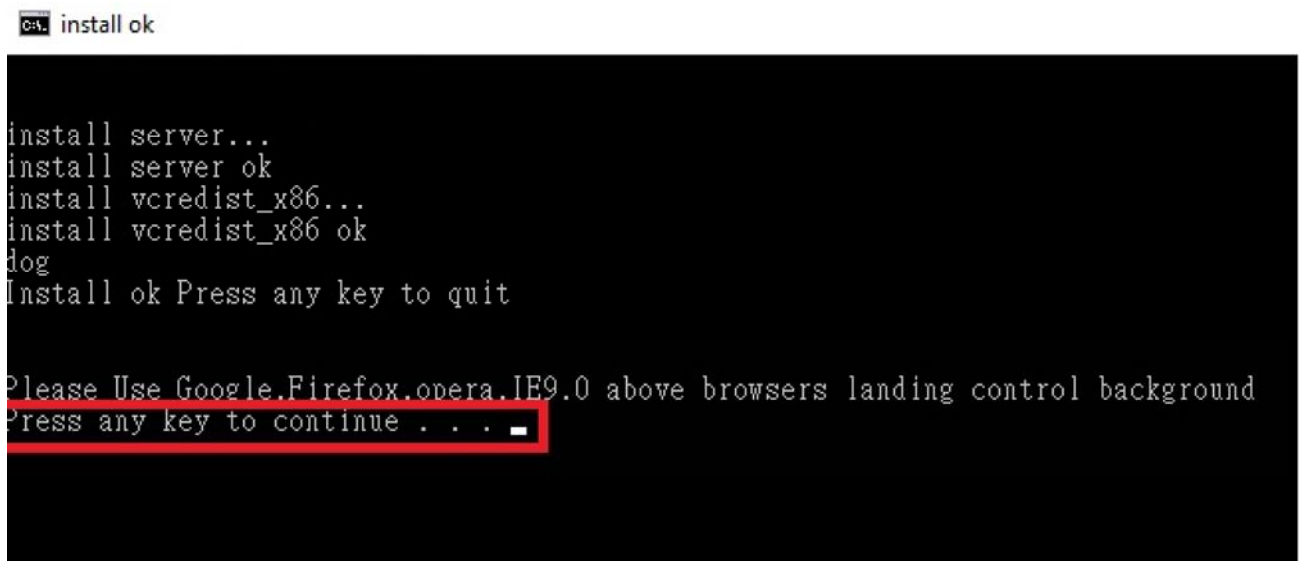
2.1.3 Please install the catalogue, and hit “next step”, hitting “Close” once installation completion



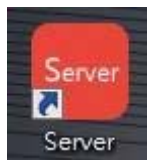
2.1.4 To begin installing “vcredist_x86”, simply click “Next” step, and if the following diagram appears, it means the system has already been installed, just click “Close”



2.1.5 When the window of “Press Any Key to Continue” appears, it means the installation is successful, so please click top-right-corner cross-sign to exit



2.1.6 After successful installation, the “Server” shortcut appears on Desktop, and to execute, simply just double-click the shortcut. If “multimedia publication” icon appears in the task bar on the bottom right-hand corner, it means you have successfully installed the program.



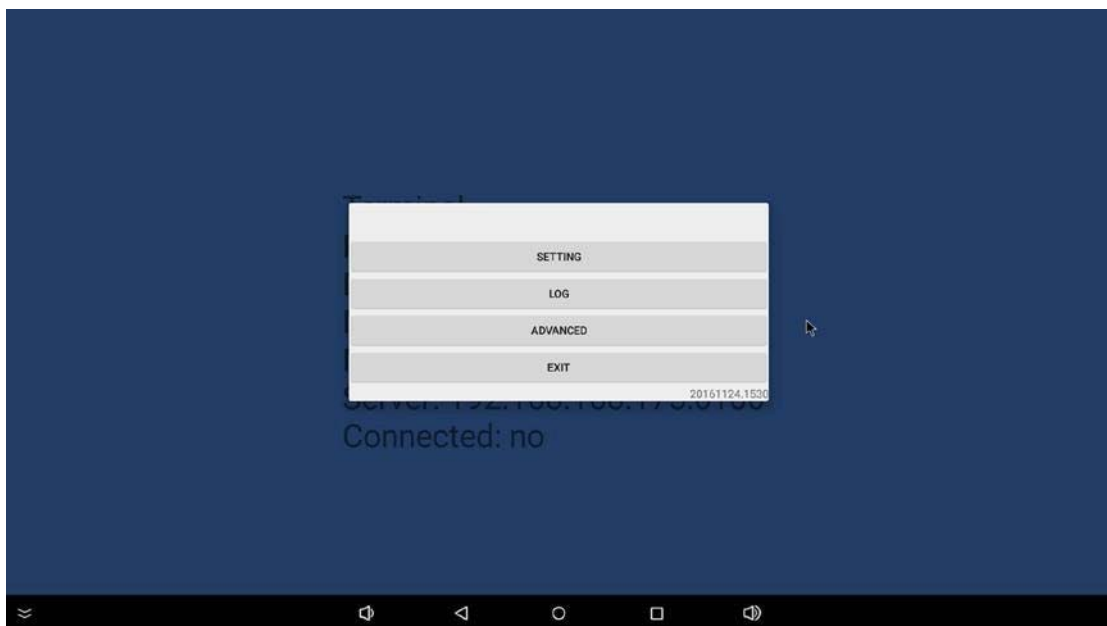
2.2 Digital Signage Power-On and Internet Setting

2.2.1 Once digital signage is connected to display screen and power, please wait for approx. 1 minute of power-on procedure, as the system will automatically activate the software of the digital signage, per diagram shown below.

```
Terminal
Program:
Device No.: DCCB253C3255
My Name: 02
My IP:
Server: 192.168.168.175:6100
Connected: no
```

2.2.2 Software Operation :

If operating, via mouse, CMS Digital Signage Software, please double-right-click your mouse to exit the software. If operating via touchscreen, please directly tap the screen for setting up, per the diagram shown below.

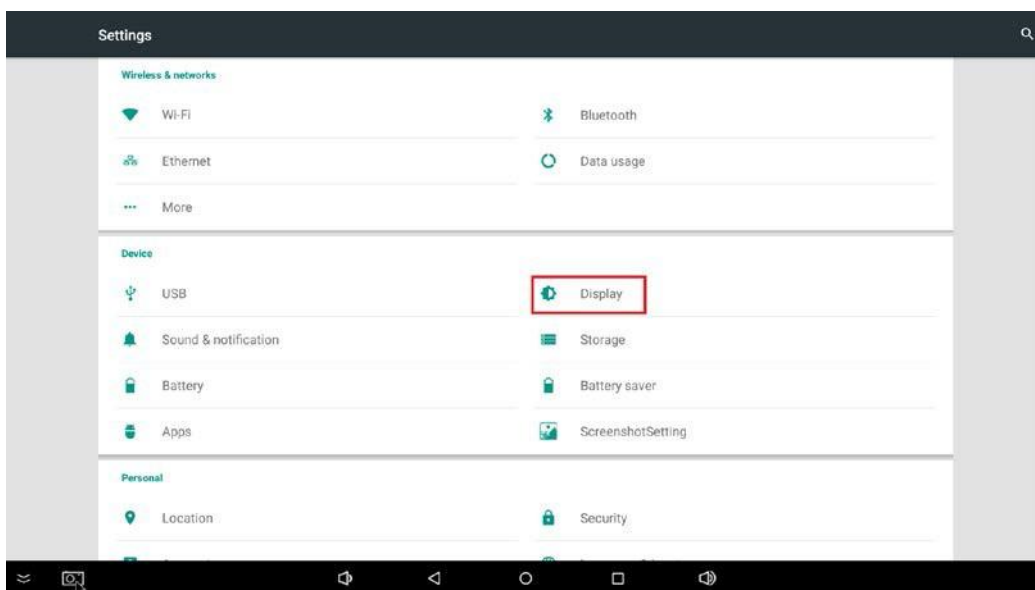


2.2.3 Display Output Resolution Setting :

Please click the “Setting” icon on the Digital Signage Desktop screen, per the diagram shown below.



Click “HDMI” in “Device” icon, per the diagram shown below.



If your display supporting Full HD/1080P output resolution, please click “HDMI Resolution” icon, and select “1920x1080p-60”, per the diagram shown below.

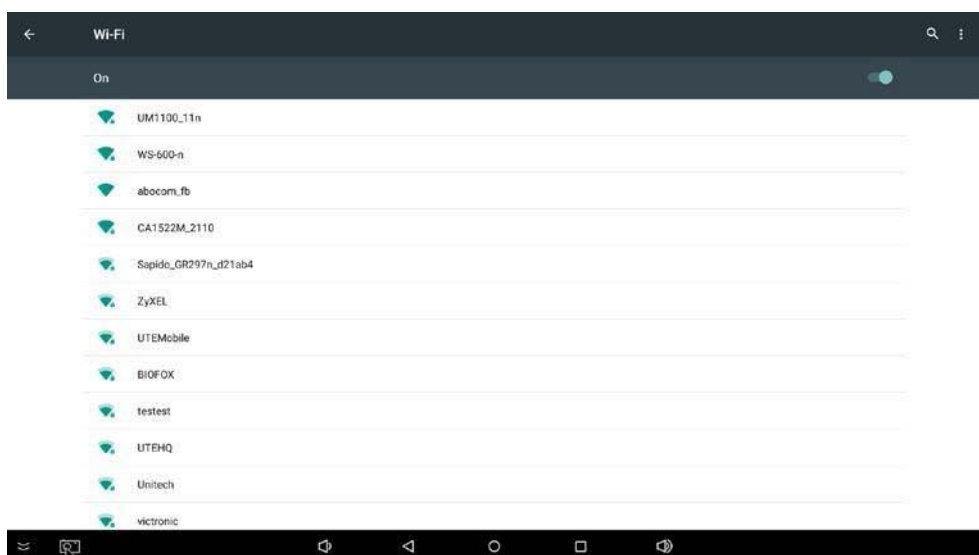
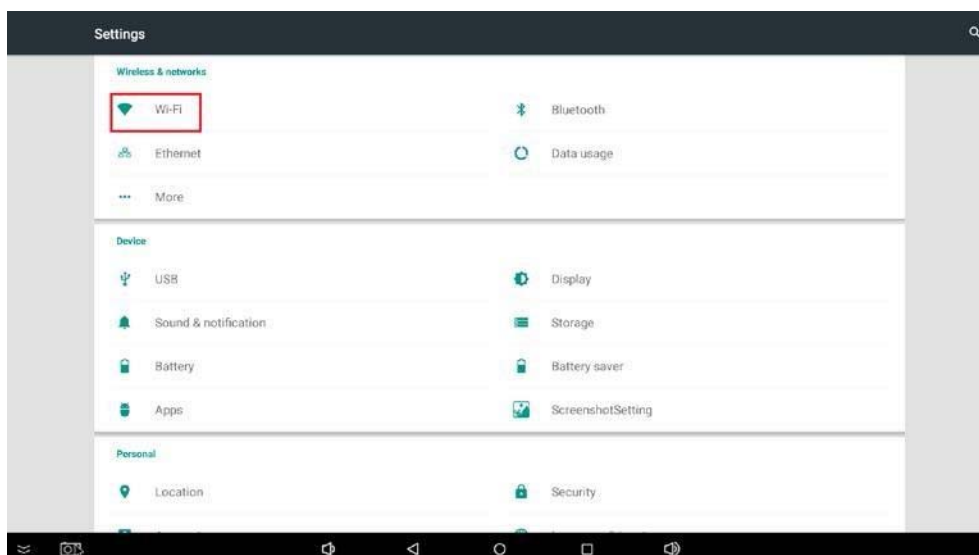


2.2.4 Network Setting :

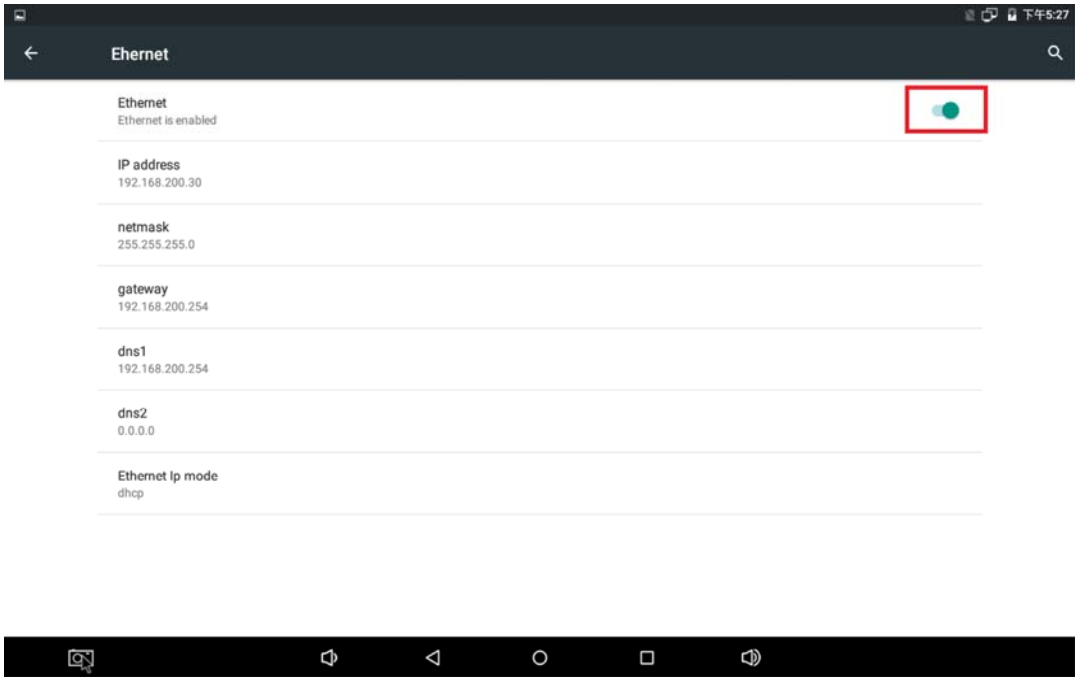
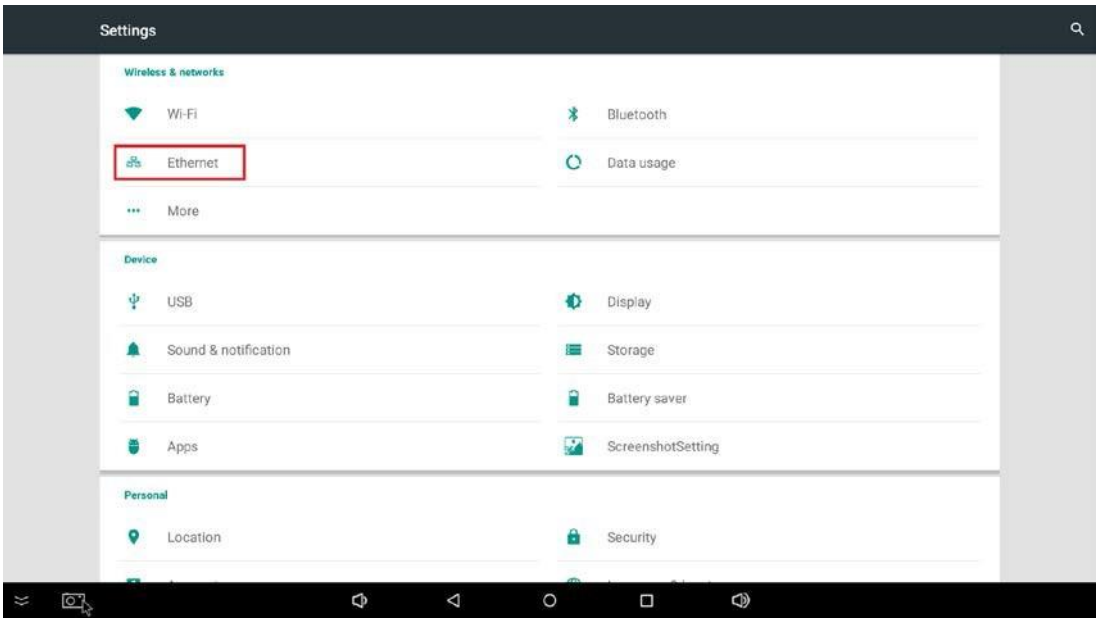
Please click the “Setting” icon on the Digital Signage Desktop screen, per the diagram shown below.



If intending to use Wireless networking connection, please click “Wi-Fi” in the “Wireless & Networks” menu, and turn on WiFi to enter into set procedures, per the diagram shown below.



If intending to use Ethernet networking connection, please click “More Options” in the “Wireless & Networks” menu, and click “Ethernet” to enter into set procedures, per the diagram shown below.



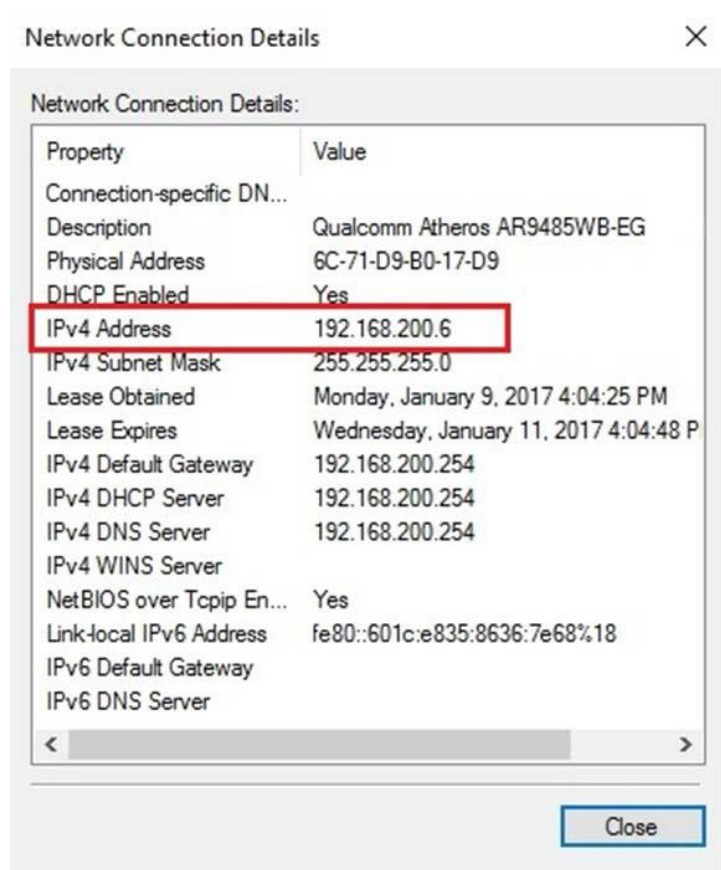
3. CMS Product Login-in

3.1 To ensure “Information publication system server” on the server is operational, (per the icon illustrated in the bottom-right-hand corner taskbar)

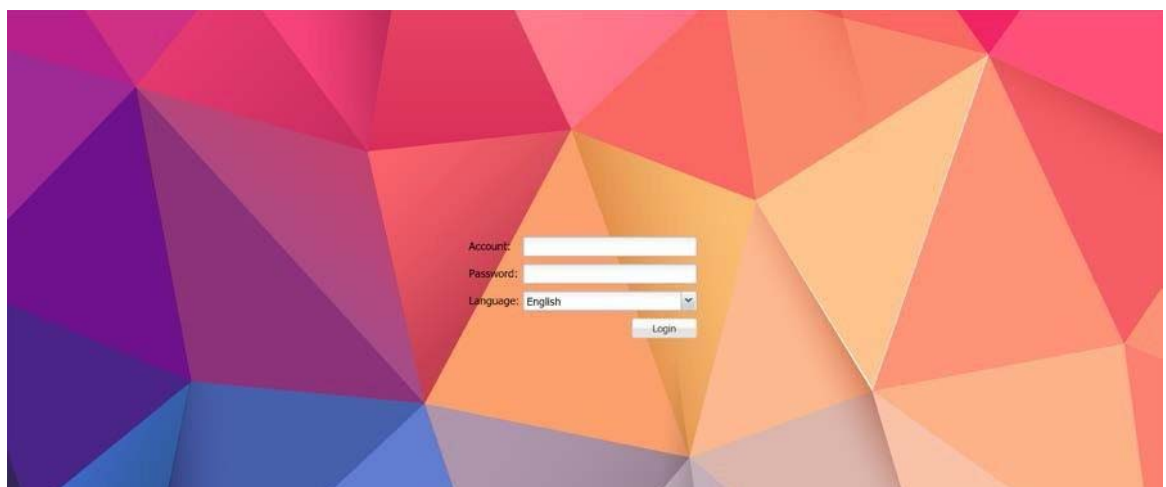
Please confirm that the built-in firewall of the Windows system has been turned off.



Activate “Control Panel” -> “Network & Sharing Center” -> “Local Area Network”, then click “Details” to check IPv4 address



- 3.2 Open up Google browser, and entering the IP address confirmed by Step 3.1 :
After http://Server IP:6101 (e.g. http://192.168.200.6:6101) is confirmed, and login-in page appears, please fill in the preset Login-in Name: admin, and Password: admin, before clicking to log-in.



Note: We recommend you to use “GOOGLE CHROME” browser or “FIRE FOX” browser for system Login-in

3.3 After successful Log-in, the following picture shall appears, and you may begin to edit/create programs.



4. Product Setting

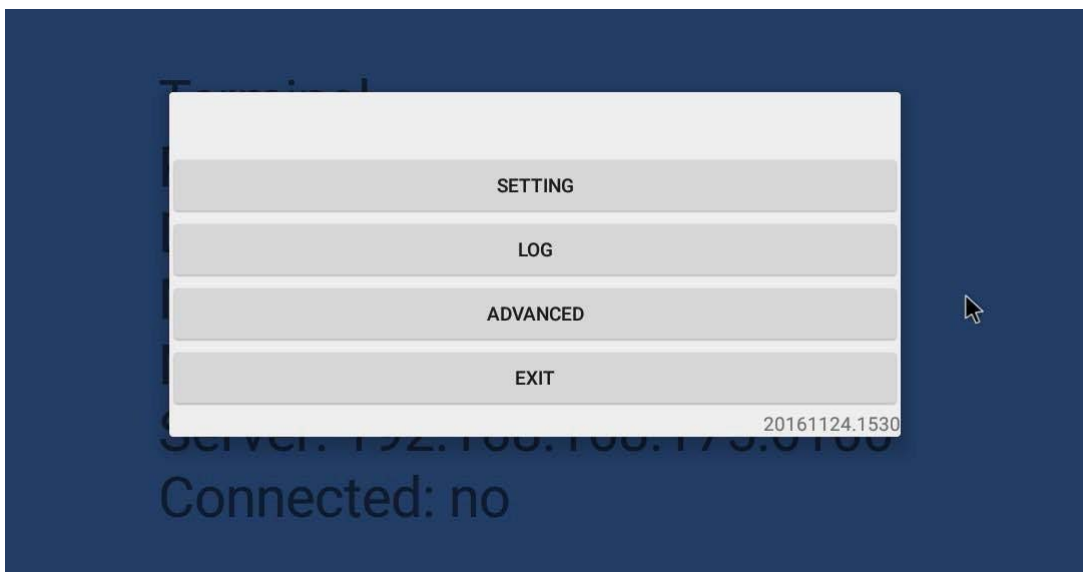
4.1 Android Terminal Setting

The Digital Signage needs to be connected with CMS server so as to allow CMS Management System to upload program content onto Digital Signage device-end. Please note that, this chapter contains outlined intro for Server CP and Digital Signage in the same “intranet segment”. For other connection format, please refer to Chapter 7 “Server and Digital Signage Connection Concept”.

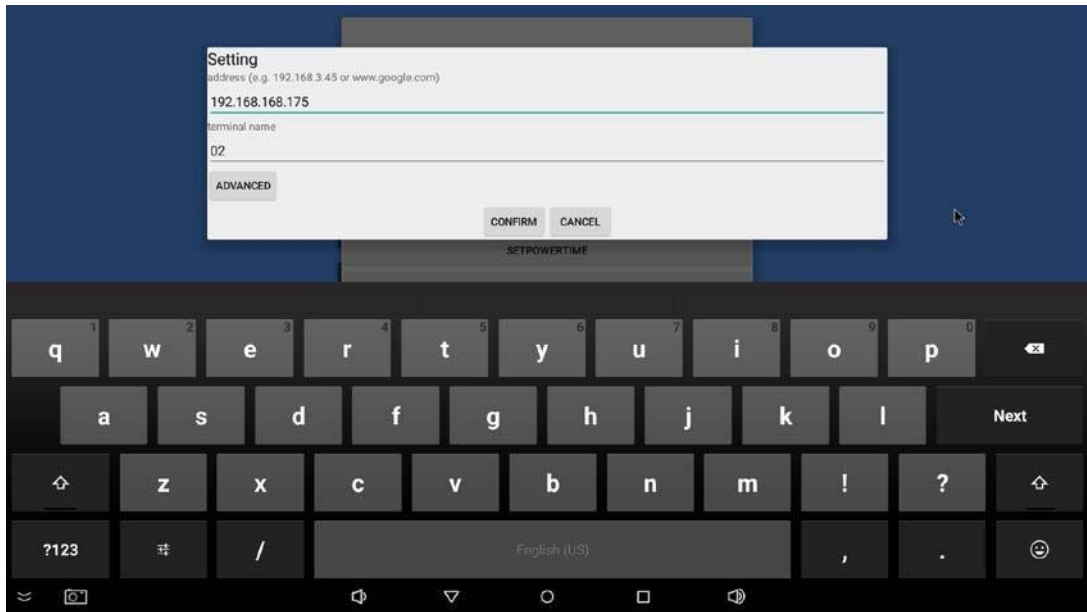
4.1.1 Maintain the terminal operation

```
Terminal
Program:
Device No.: DCCB253C3255
My Name: 02
My IP: 192.168.200.17
Server: 192.168.168.175:6100
Connected: no
```

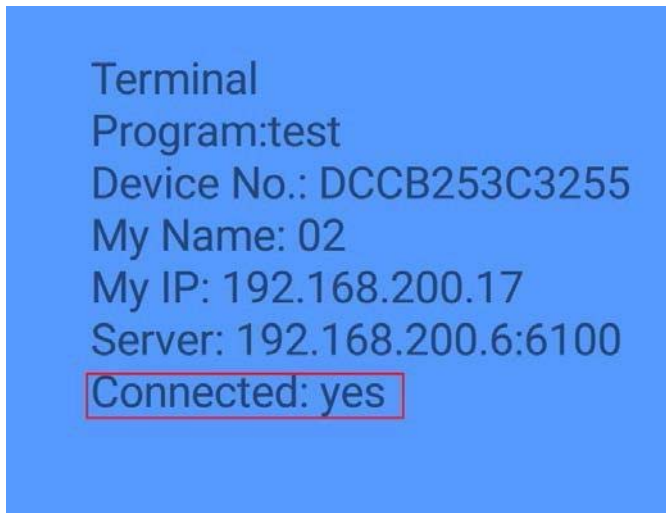
4.1.2 Quick double-click right-key of your mouse, or Return Key to have pop-up the setup window



4.1.3 After clicking Setting, input Server IP Address and terminal name

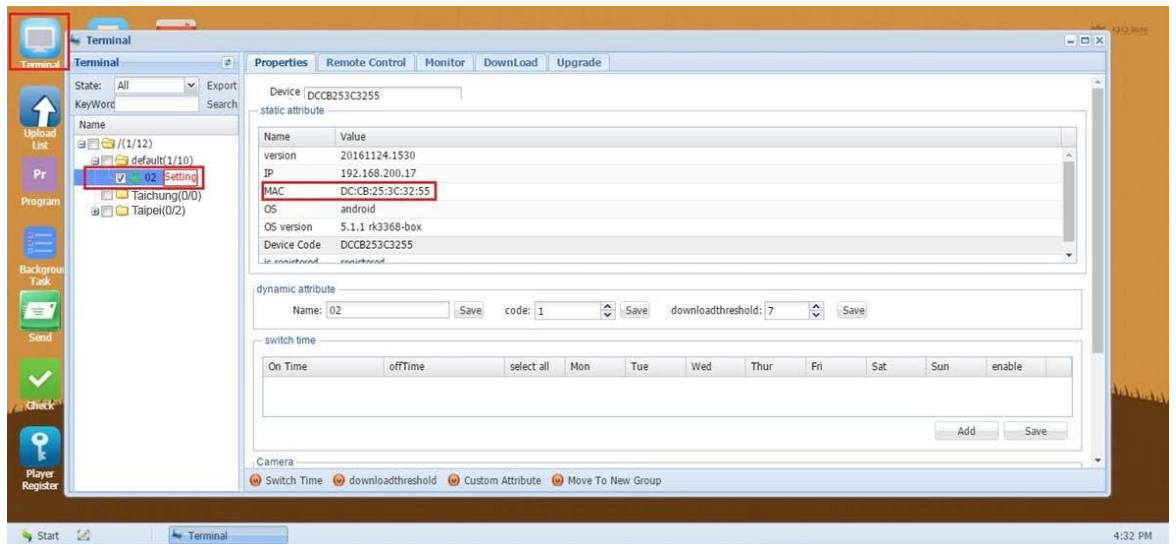


4.1.4 After successful set-up, connection status shall indicate “Yes” within one minute



NOTE: If after a while the connection status is still “No”, then please confirm whether SERVER computer and Digital Signage terminal are connected to internet, as well as the network is in the same subnet.

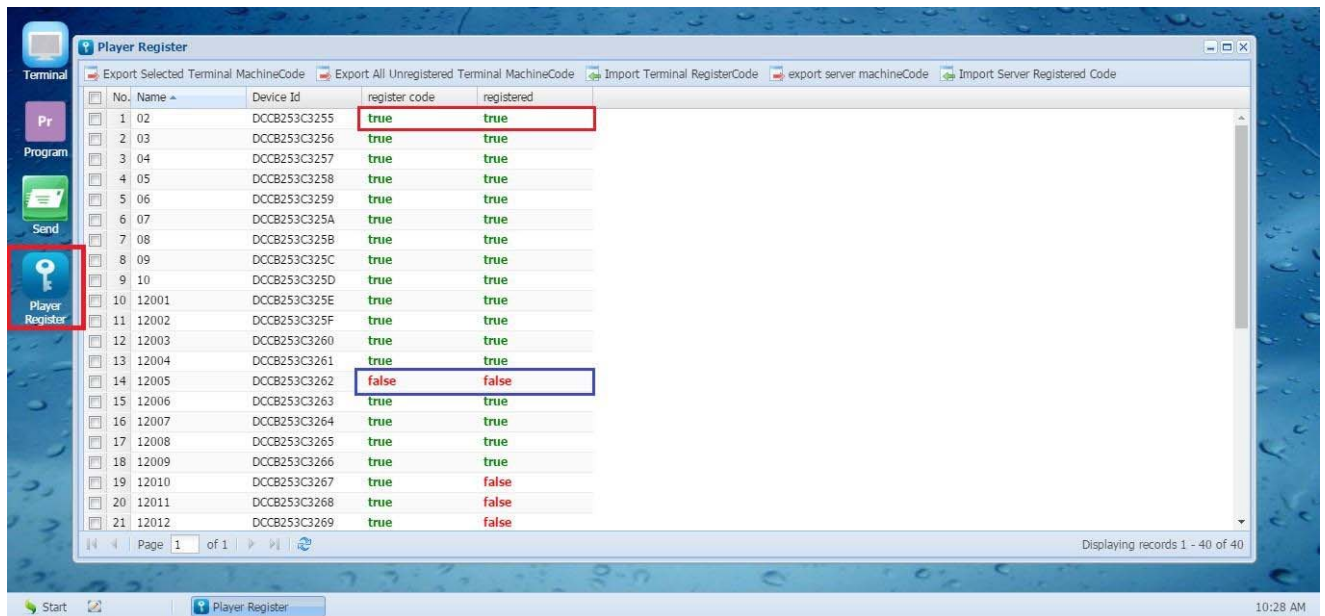
4.1.5 Please open the back-end page on the browser, and double-click “terminal management”, and if you can see one terminal being online (as displayed in color and kindly make sure the terminal name matches), then the set-up is complete.



5. Product Registration

5.1 Confirm Terminal Registration

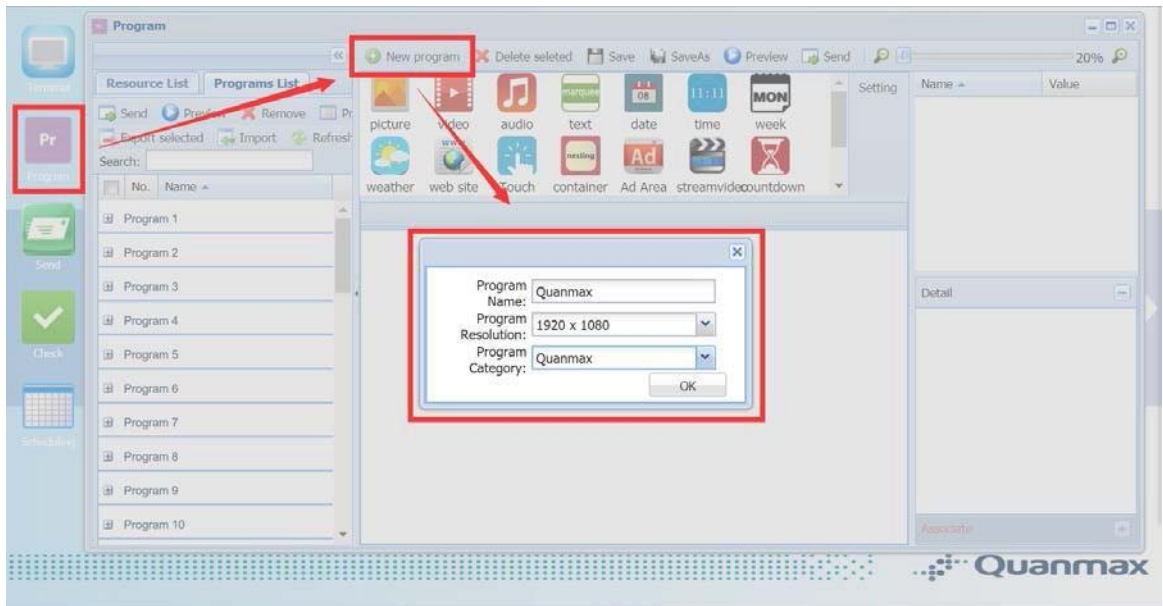
After opening Google browser and logging- in successfully, please double-click “Terminal Registration” on your Desktop to confirm whether the Digital Signage terminal has been registered. And if not, please immediately contact distributors and our company for assistance.



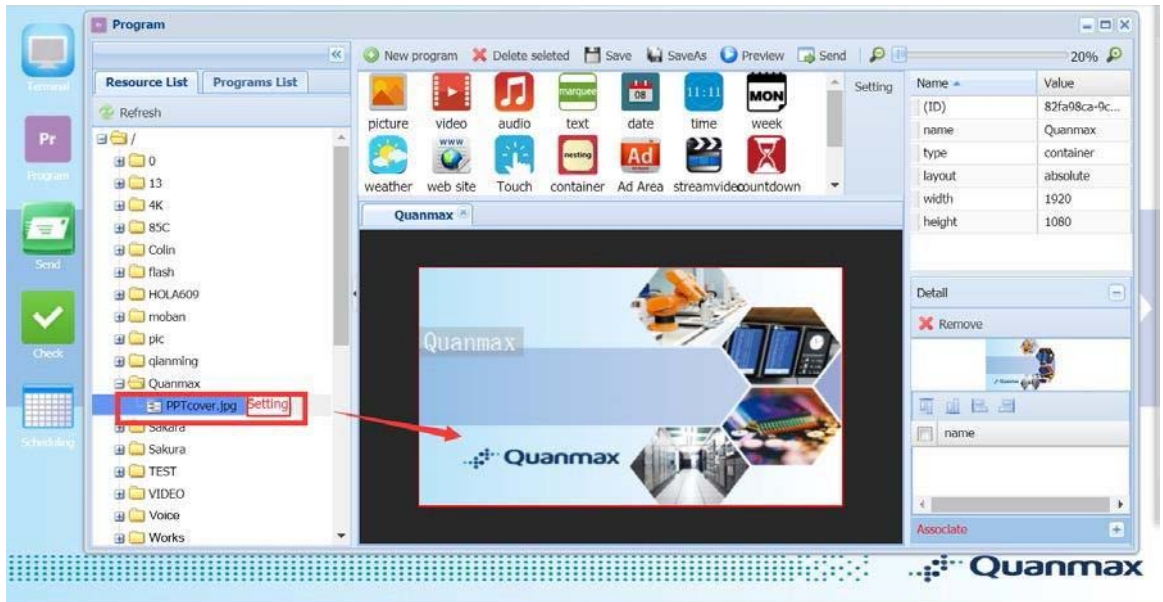
6. Program Production

6.1 Information Publication Programming Production

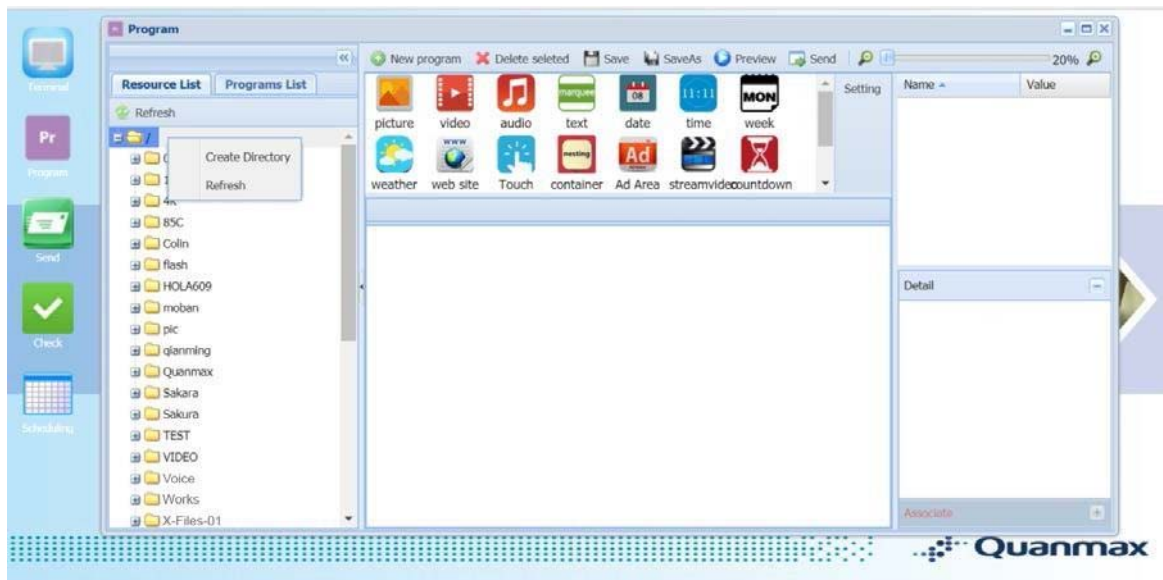
- 6.1.1 After successfully logging into back-end, double-click “Program Production”, click “New Program”, entering “Program Name”, selecting “Program Resolution”, entering “Program Category”, and click “Yes”



6.1.2 Dragging a built-in or uploaded background picture or frame as program background.

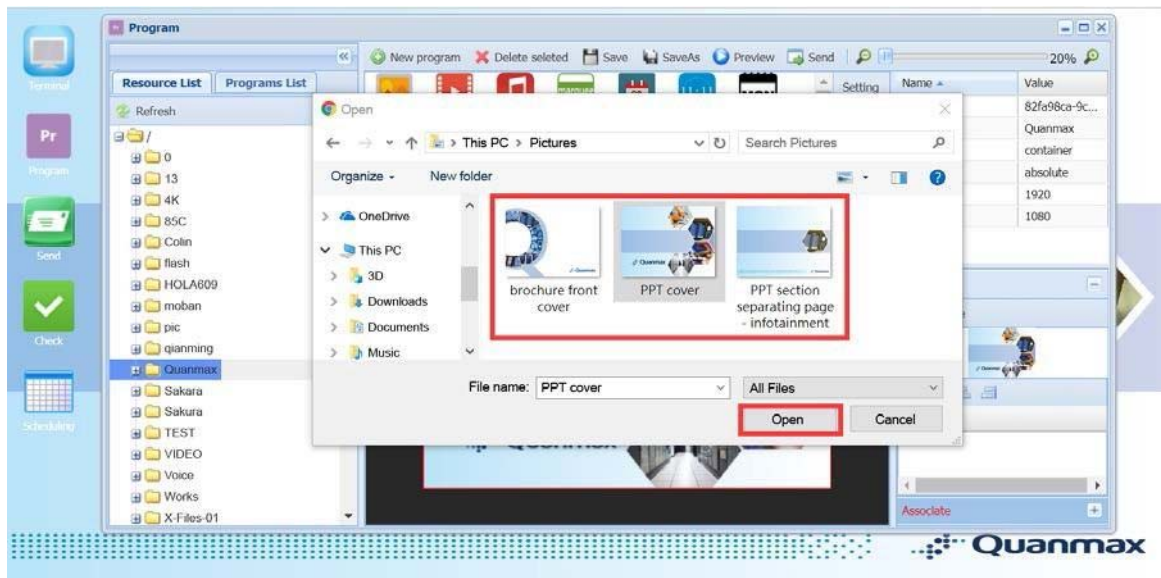


6.1.3 Within resource list, click Right-Mouse-Key to build "New Folder" (per the illustration)

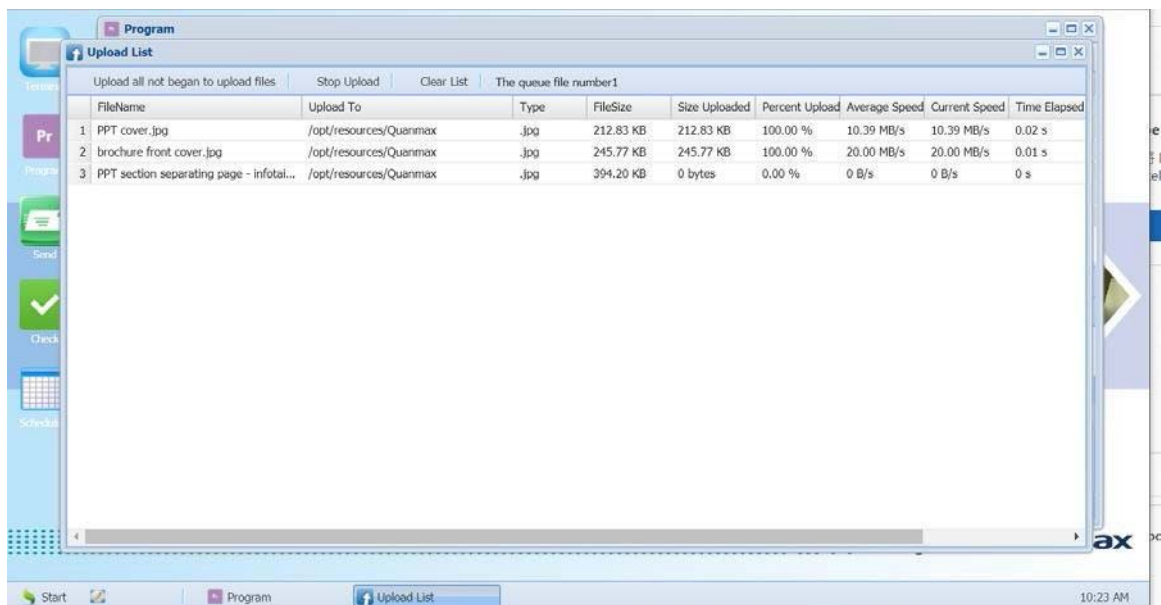


6.1.4 Click “Pictures” folder icon with Right-Mouse-Key and click “Upload Materials” to upload pictures.



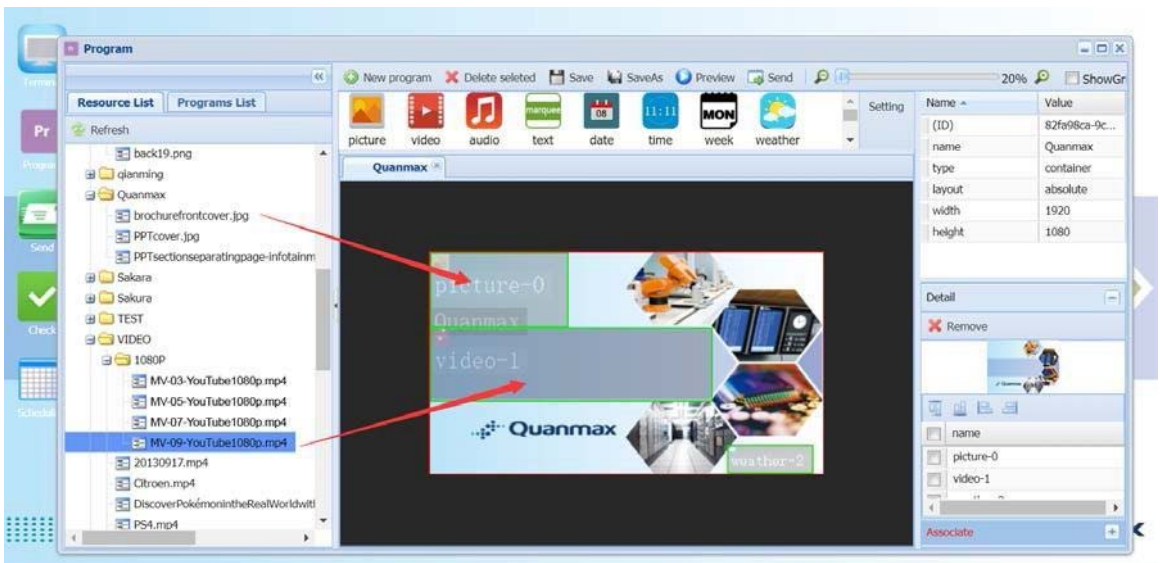
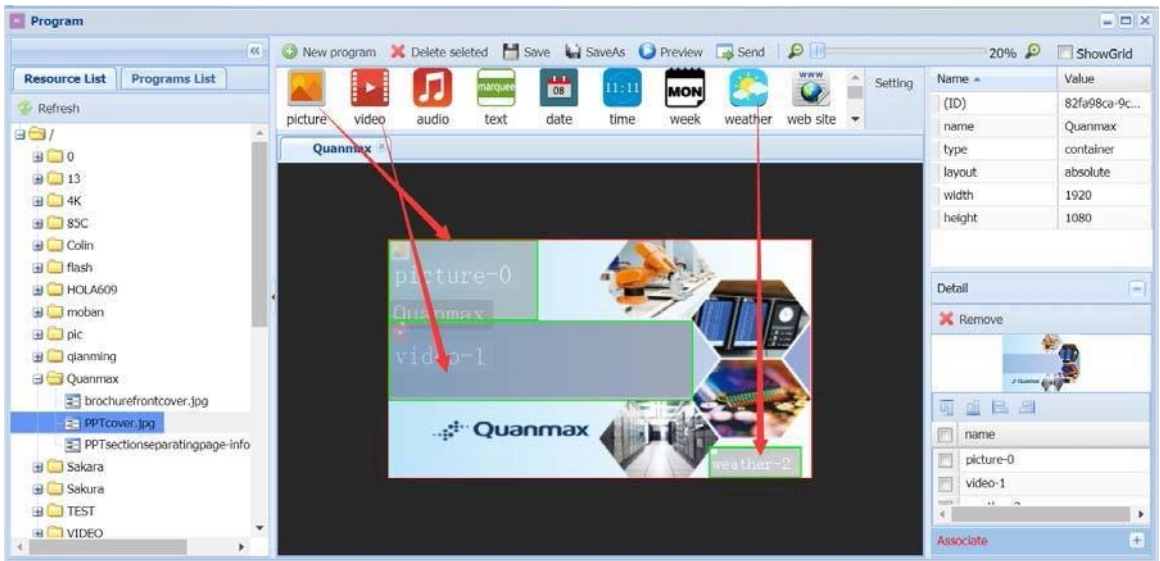


6.1.5 As the “upload list” prompt appears, click up-right-corner to close.

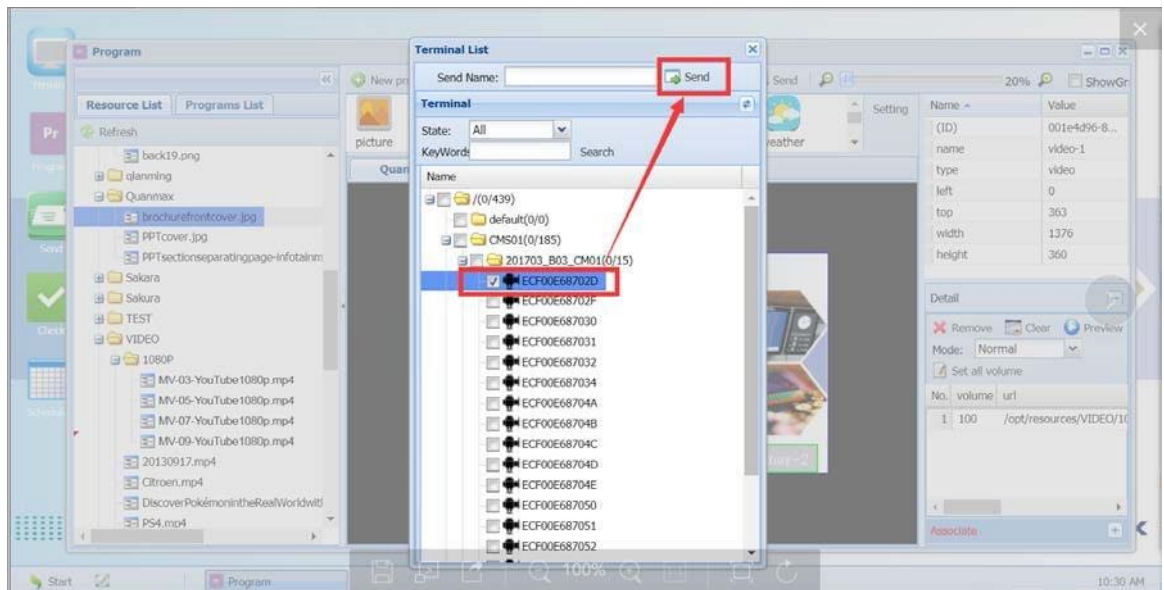


6.1.6 Click elements of “Picture”, “Video” or “Weather” and adjust them to suitable sizes

while placing them in the suitable position, while dragging the to-be-uploaded picture or video files to the corresponding “Pictures” and “Video” frames.

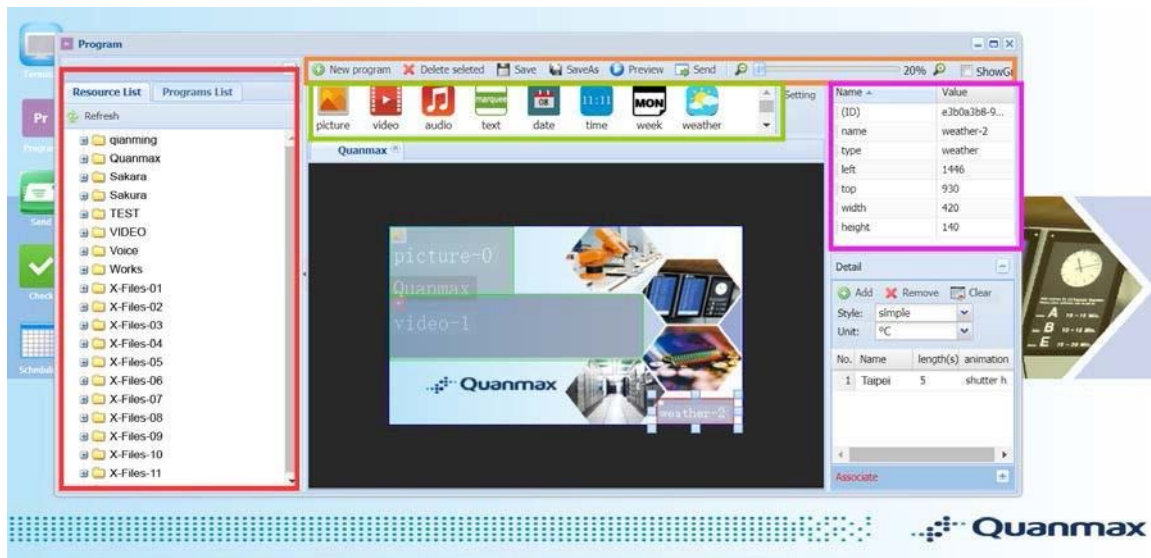


6.1.7 Clicking “Send” to the terminals selected from “ Terminal“ list.



6.1.8 The operation of terminal programming for videos, weather are similar with pictures.

6.2 Introduction of Program Production Interface



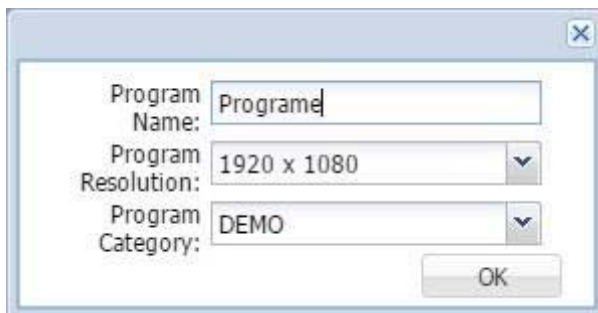
Separate Introductions for 4 frames framed in RED, as illustrated above.

6.2.1 The top-layer functions in the program production window, as shown below :



New Program: Create one new program

The following window appears after clicking “New Program” :



”Program Name”: User to define Program Name

Program resolution: Select “Output resolution” to TV (After initial set-up, resolution can adjust to suit)

Program Category: to set the location of program saved

Deleted Selected: To delete the selected Program Elements

Save: Saving the current program

Save As: Save the current Program as another New Program

Preview: To create HTML page to preview the current program in focus (however, not all the effects in the program shall be completely demonstrated)

Send: To broadcast current program in focus to the terminal player

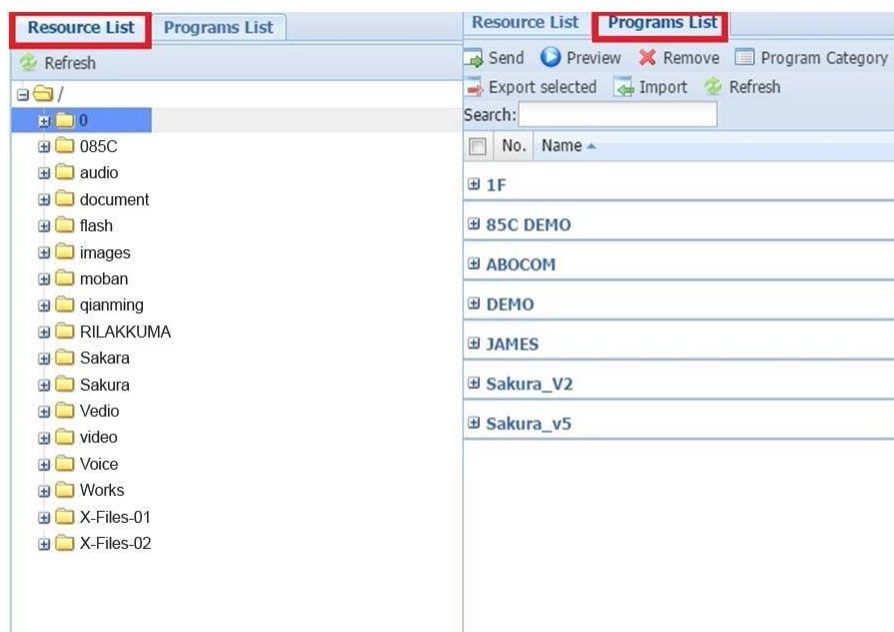
Zoom In/Out: Zoom In & Out for the window of the program

Show Grid: Show Grid lines for the ease of aligning program elements.

Transparency: Adjusting the transparency of program elements

6.2.2 Functions in the left-hand-side columns in the program production window, as shown

below :



Introduction of function buttons in the column of program list :

Send: To broadcast the selected program to terminal player for playback

Preview: To create HTML page to preview the selected program (however, not all the effects in the program shall be completely demonstrated)

Remove: To remove the selected program

Program Category: Used to create or delete different categories of programs

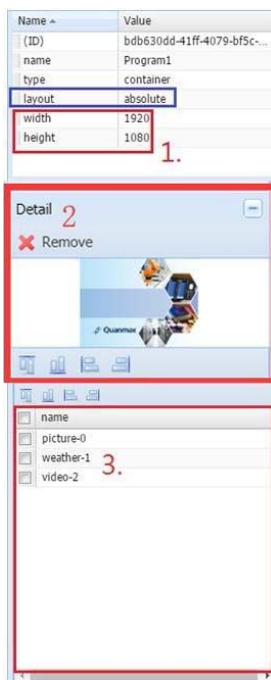
Export Selected: To export the selected program (Please refer to the following chapters for detailed introduction)

Import: To import compressed file of the program

Refresh: To refresh page/content

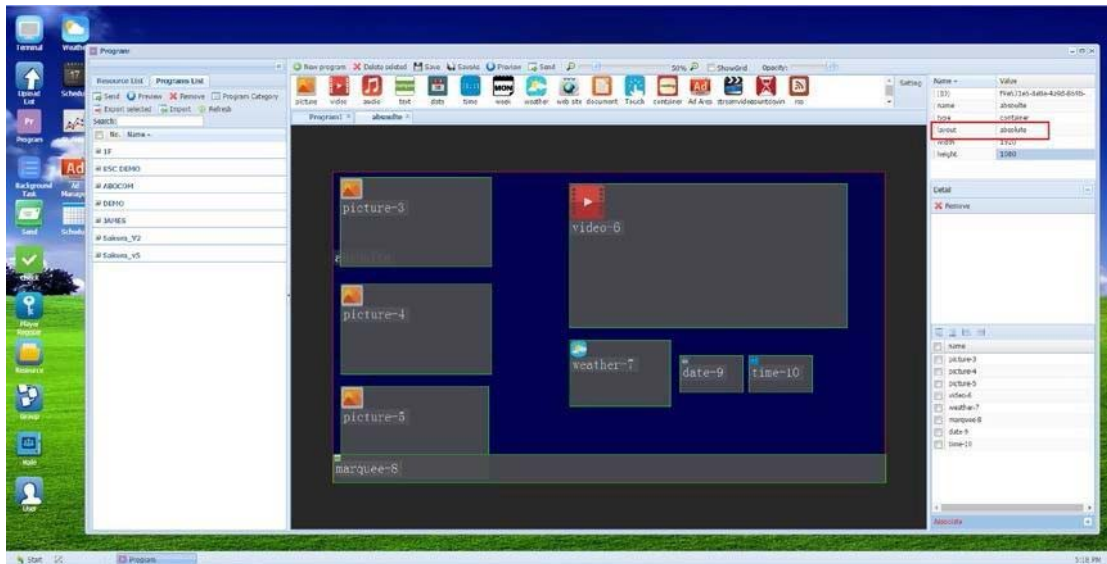
Resource list: All folders of usable materials are shown here, and all those materials can be dragged to be used as program elements.

6.2.3 Functions in the right-hand-side columns in the program production window, as shown below :

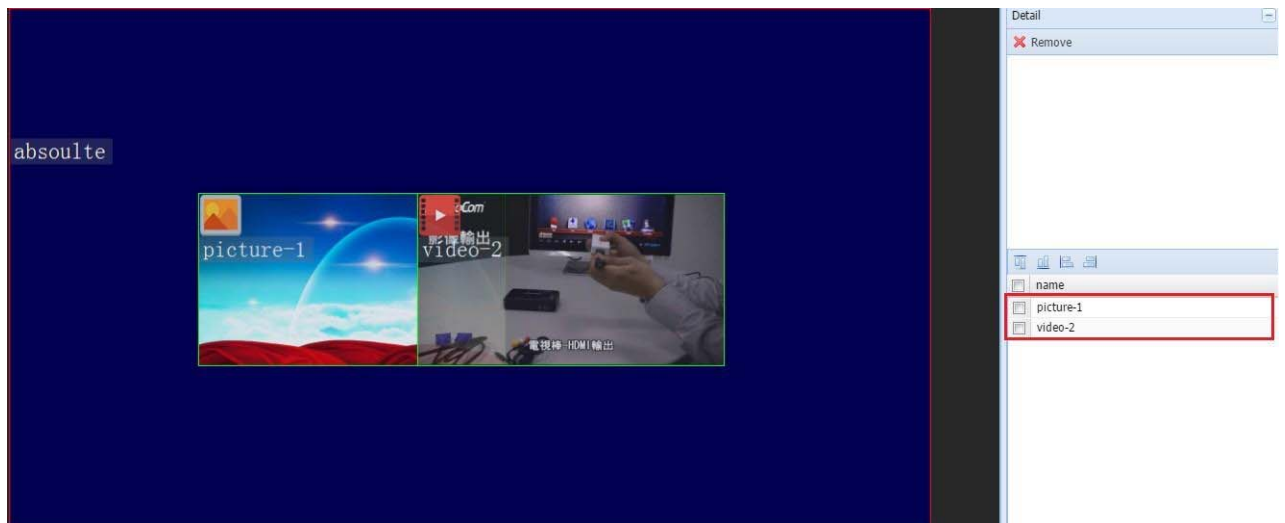


Layout: Program elements can be displayed in the programs in the following 2 ways :

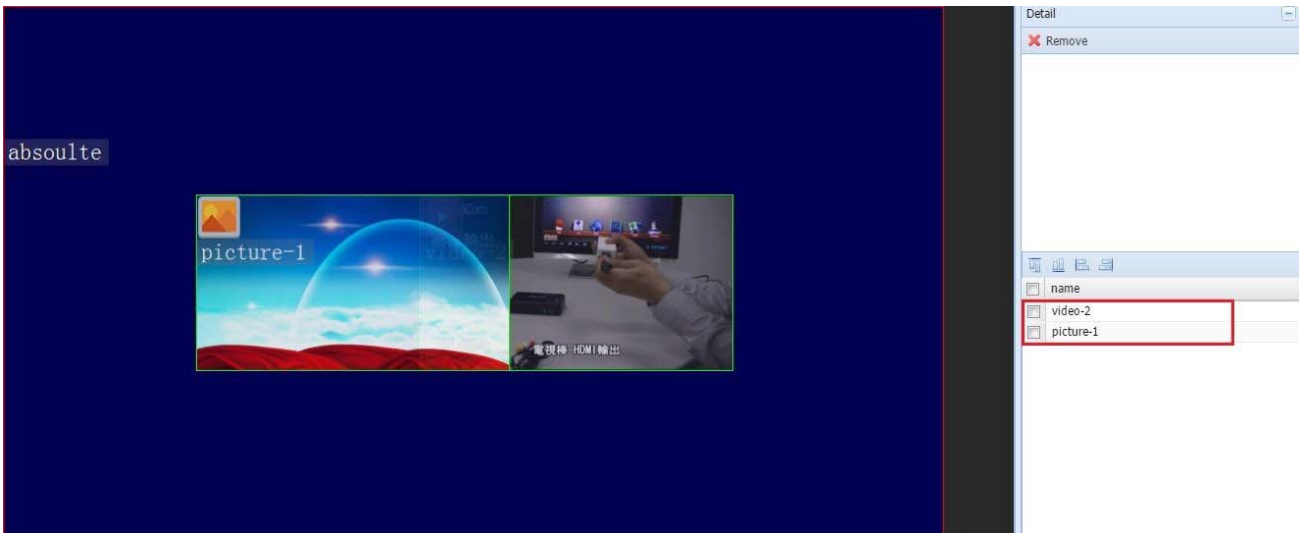
1. **Layout by absolute:** Users are able to freely compose program elements in program layout, as shown below :



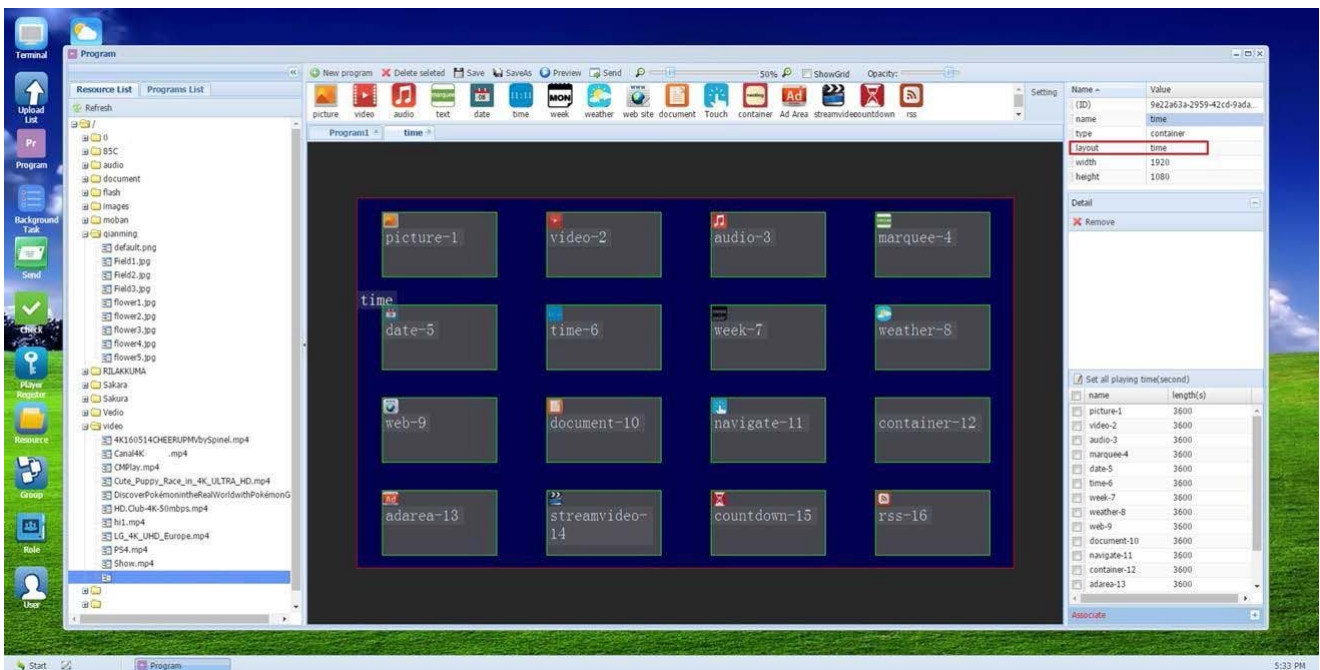
Please note that, elements of programs created prior will be superimposed upon by elements created currently. In another words, if picture elements are created first, and then video is created afterwards, the video will be displayed over the pictures, as shown below



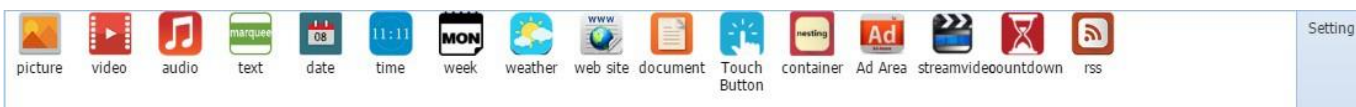
After modification as shown below, video is superimposed over by the pictures



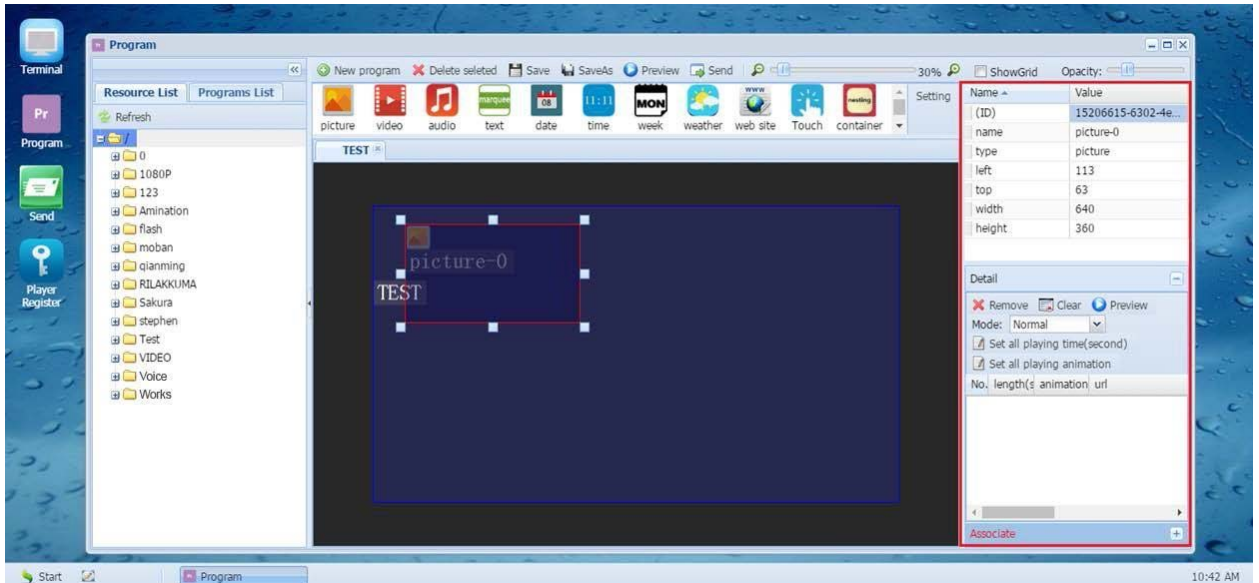
B. Layout by Time: Elements generated will be played based on the order in which they are generated, or the time they are set to be played. When in playback, the heights and widths of all program elements are the same as those of the overall program. The playback length of all contents can be set as designated, as program rotation.



6.2.4 Introduction of functions of program elements :



Signage Program Element Basic Listing, per the diagram tables shown below :



ID: ID number generated for elements by the system

Name: Names of elements, which can be modified, as required

Type: Type of element frames

Left: X-Coordinates of the left-hand-top corner of element frame

Top: Y-Coordinates of the left-hand-top corner of element frame

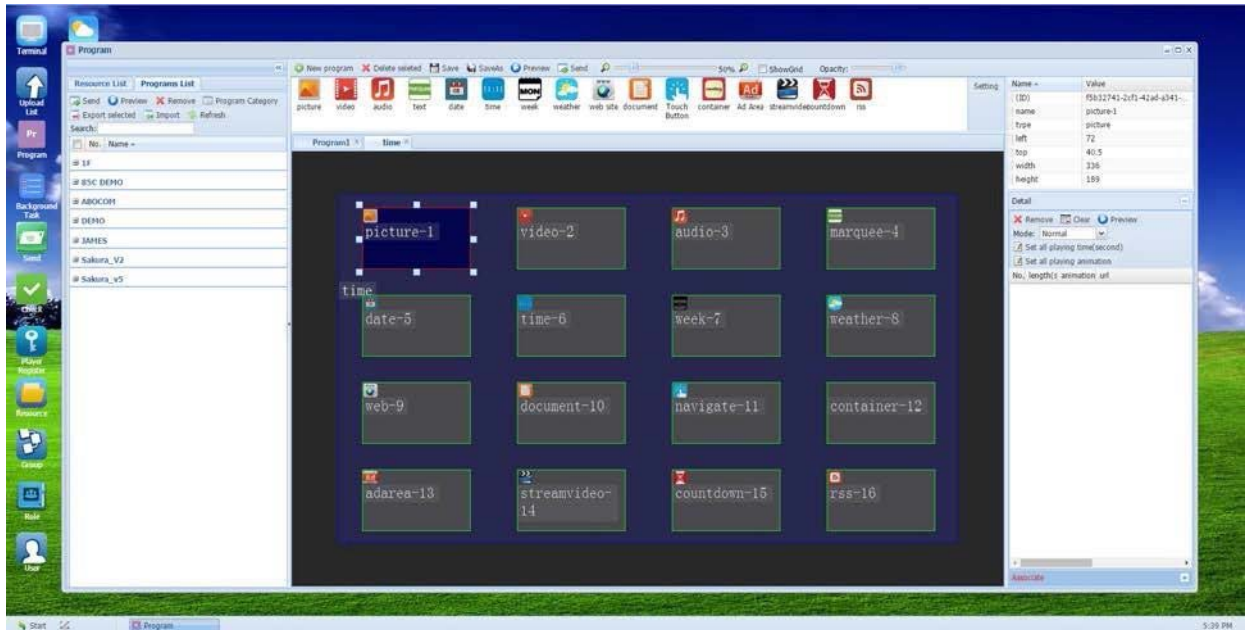
Width: The horizontal resolution of element frame

Height: The vertical resolution of element frame

P.S. Only when the layout of program elements is “Absolute”, the width and height of elements frame are hence changeable.

6.2.4.1 **Picture:** Drag material file to picture element frame showing the picture (supported

formats: png, jpg, jpeg, gif, bmp)



Remove: To remove the selected item

Clear: To clear all the deployed materials

Preview: To preview selected items

Mode (Norm/Synchronized): If “Synchronized” is selected, it will synchronize all terminals broadcasting this particular program

Set all playing time(second): Uniformly adjusting broadcast length of all materials

Set all playing animation: Uniformly adjusting broadcast effect of all materials

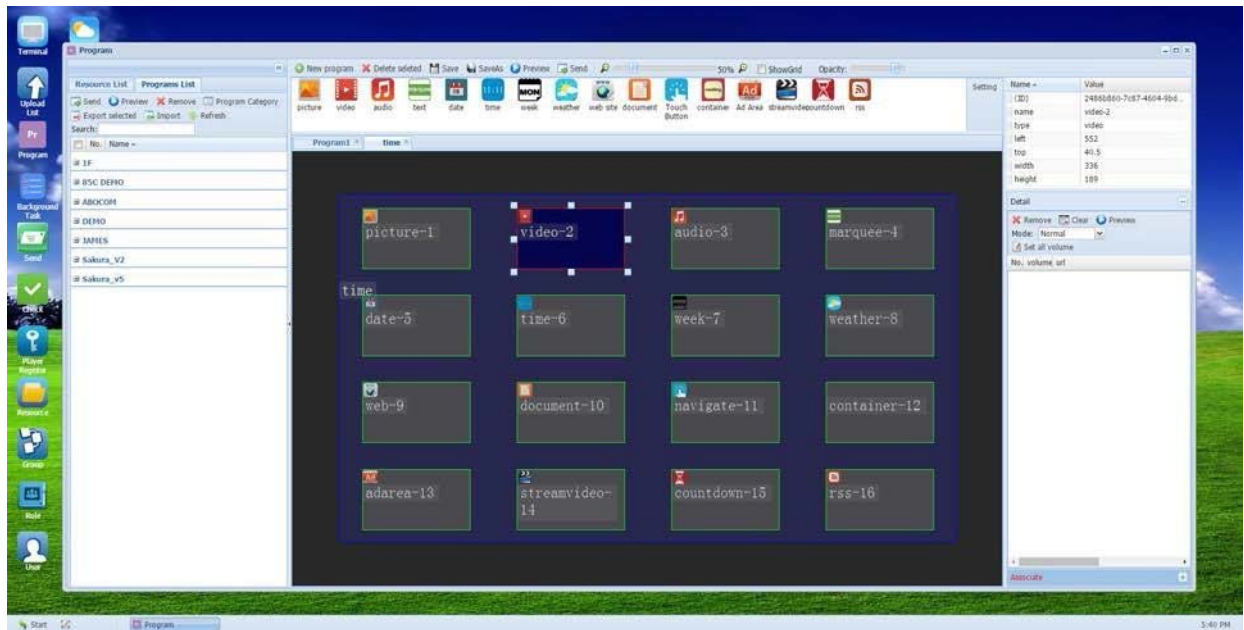
NO.: Broadcasting order can be scroll-adjusted by users

Length : Broadcast length of time of materials

Animation: The special effect for changing frame of pictures

URL: Path to Material, listed in the resource table

6.2.4.2 Video Setting: Drag material file to video element frame showing the video (formats of mp4, 3gp, rmvb, avi, wmv, mkv, mpg, flv, mov are supported)



Remove: To remove the selected item

Clear: To clear all the deployed materials

Preview: To preview selected items

Mode (Norm/Synchronized): If “Synchronized” is selected, it will synchronize all terminals broadcasting this particular program

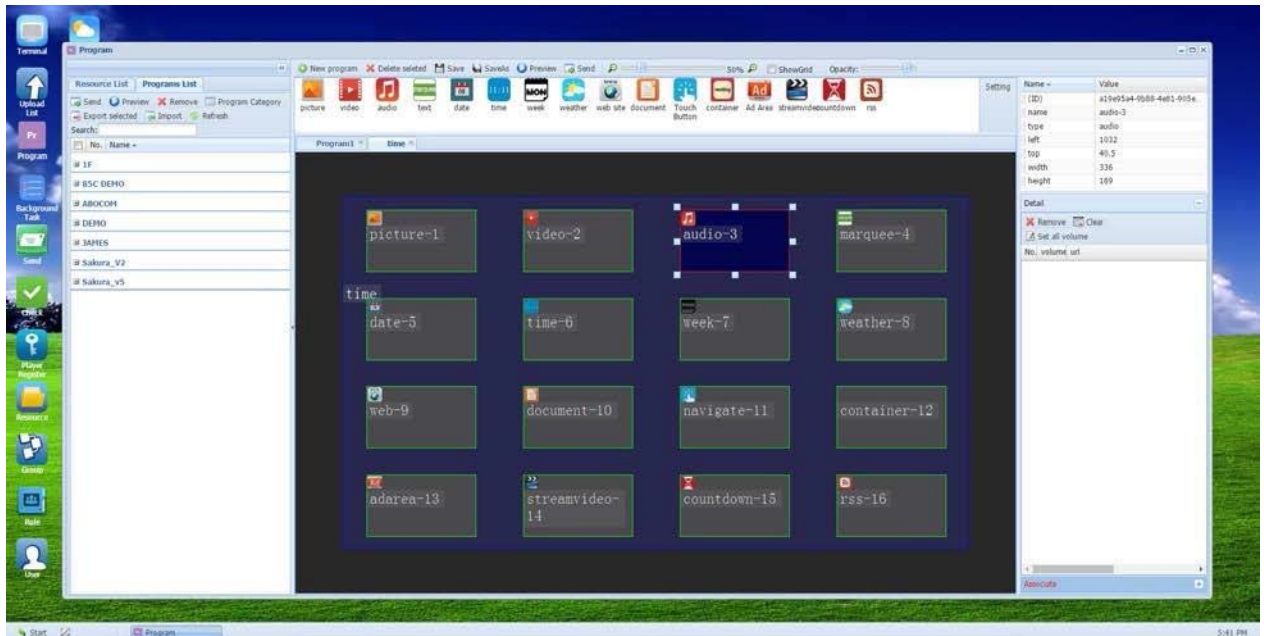
Set all volume: Uniformly adjusting broadcast volume of all materials

NO.: Broadcasting order can be scroll-adjusted by users

Volume: To adjust volume

URL: Path to Material, listed in the resource table

6.2.4.3 Sound Setting: Drag material file to sound element frame playing the sound (formats of aac, arm, m4a, mp2, mp3, ogg, wav, wma are supported)



Remove: To remove the selected item

Clear: To clear all the deployed materials

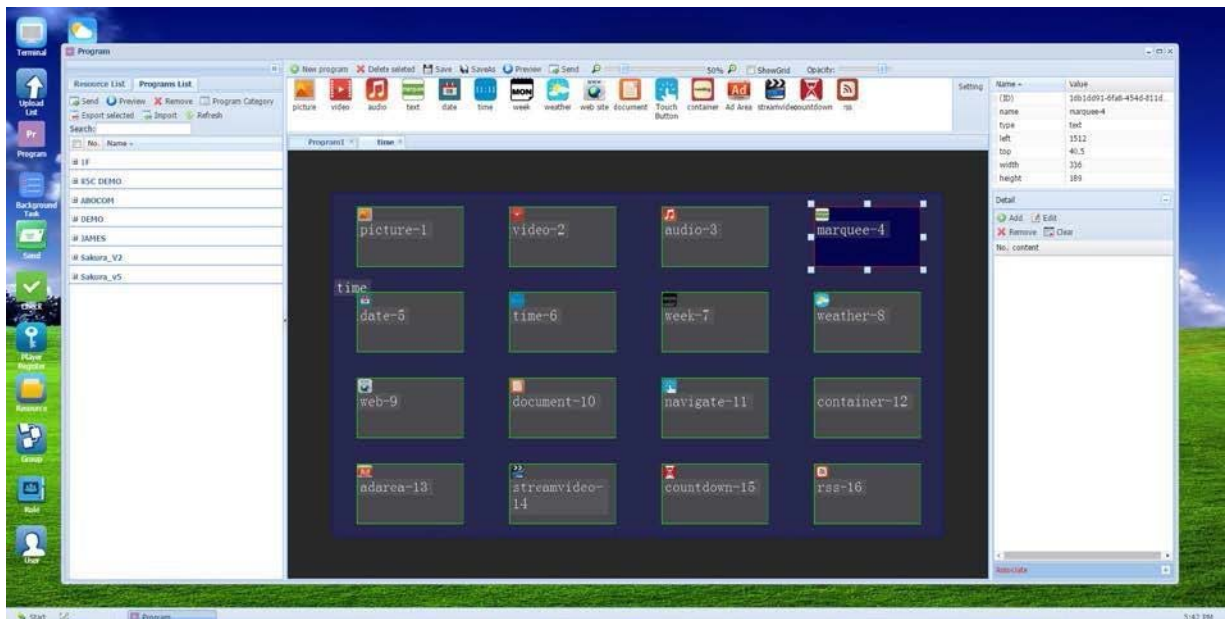
Set all volume: Uniformly adjusting broadcast volume of all materials

NO.: Broadcasting order can be scroll-adjusted by users

Volume: To adjust volume

URL: Path to Material, listed in the resource table

6.2.4.4 Text (Marquee Setting): Adding texts, as marquee text, to content



Add: To add text to current display



Direction: Can be set right to left

Background Transparency: When selected, background becomes transparent

Speed: Speed at which texts moves in display

Times: Times at which texts appear in display

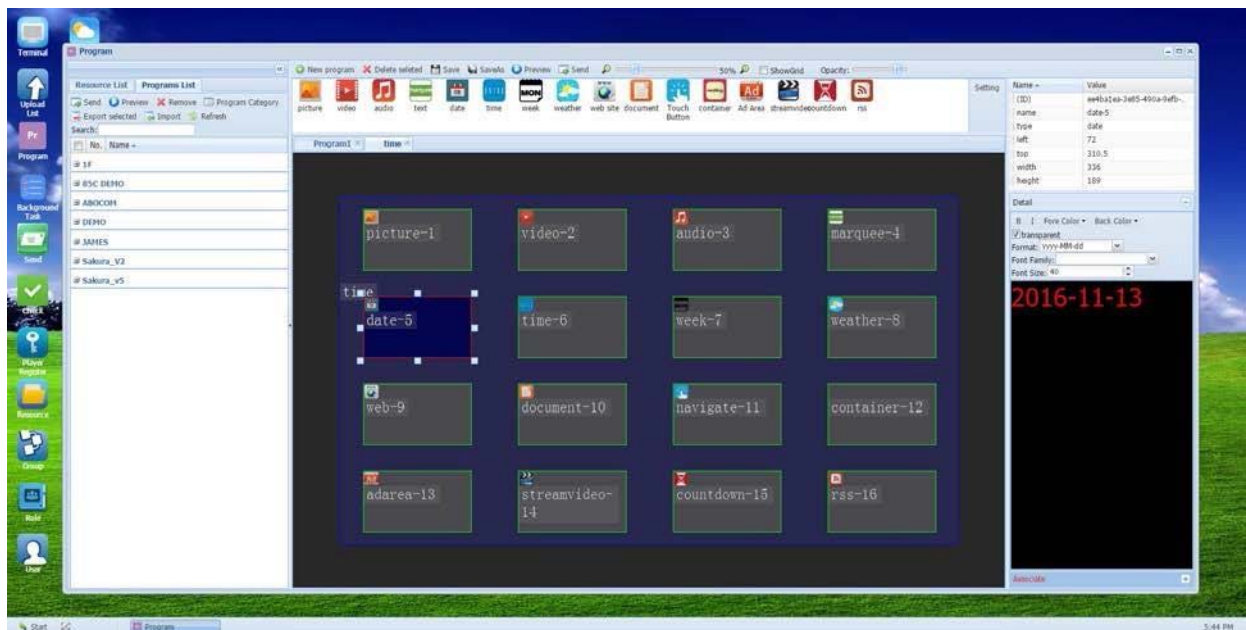
Remove: To remove the selected item

Clear: To clear all shown(marquee) texts.

NO.: Broadcasting order can be scroll-adjusted by users

Content: Content of (marquee) texts

6.2.4.5 **Date:** Support display of date information (provided that terminals are connected to internet)



B : To embolden text

I : To italicize text

Fore Color: Setting the color of texts

Back Color: Setting the color of background

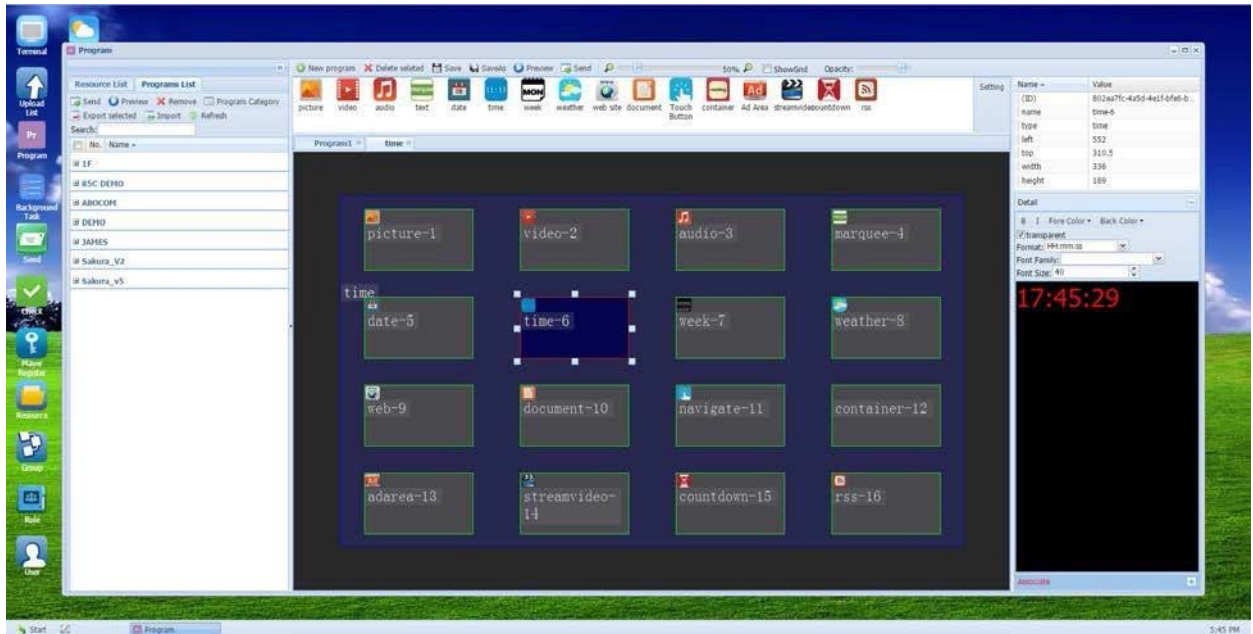
Transparent: When selected, background becomes transparent

Format: Setting the display format of date

Font family: Setting of font

Font Size: Setting font size

6.2.4.6 Background Transparency: When selected, background becomes transparent (provided that terminals are connected to internet)



B : To embolden text

I : To italicize text

Fore Color: Setting the color of texts

Back Color: Setting the color of background

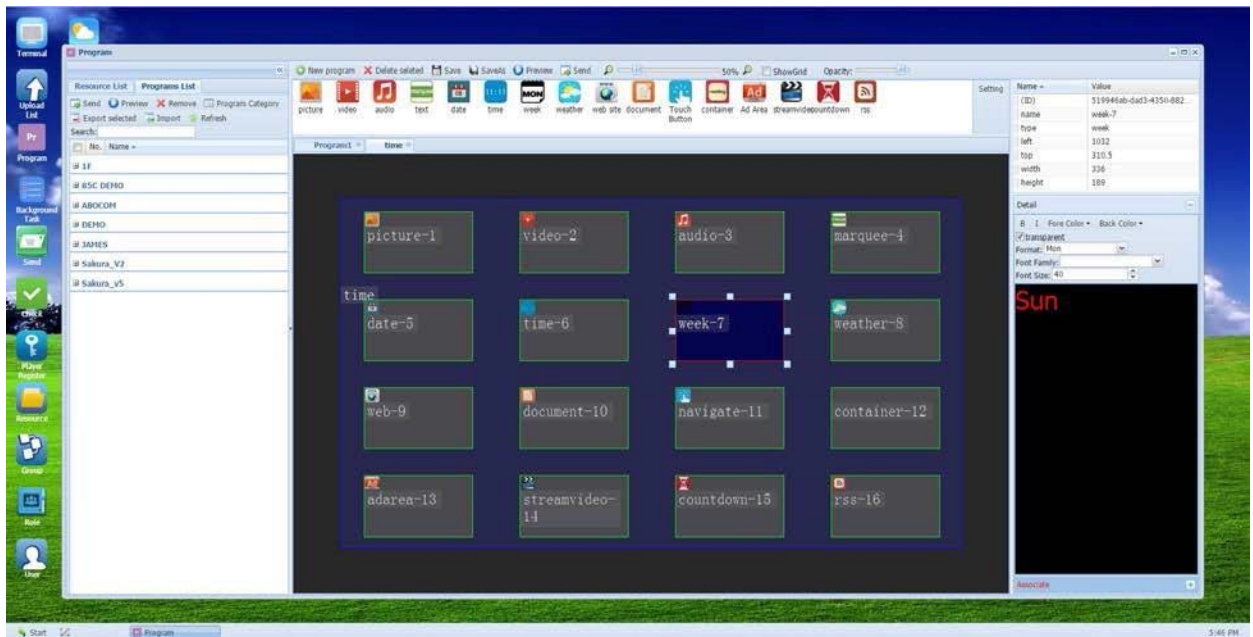
Transparent: When selected, background becomes transparent

Format: Setting the display format of date

Font family: Setting of font

Font Size: Setting font size

6.2.4.7 **Week:** Support displaying Weekly information (provided that terminals are connected to internet)



B : To embolden text

I : To italicize text

Fore Color: Setting the color of texts

Back Color: Setting the color of background

Transparent: When selected, background becomes transparent

Format: Setting the display format of week

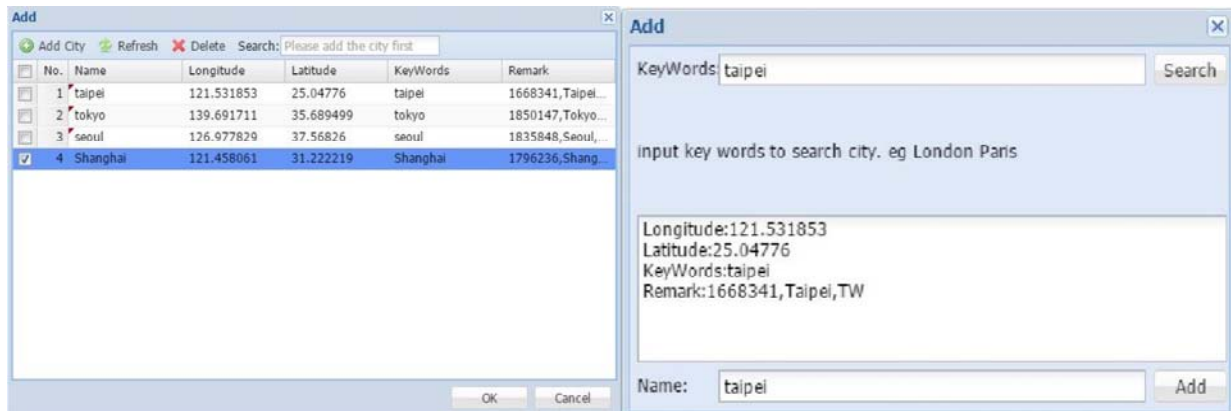
Font family: Setting of font

Font Size: Setting font size

6.2.4.8 **Weather:** Adding city information to display weather information of cities in each region (provided that terminals are connected to internet)



Add: To add new city, by clicking “Add City” and key-in city name (either Chinese or English), and once system search generated results, then the city name can be added.



Remove: To remove the selected item

Clear: To delete all items

Style: 3 Built-in display styles

Unit: Celsius/Fahrenheit

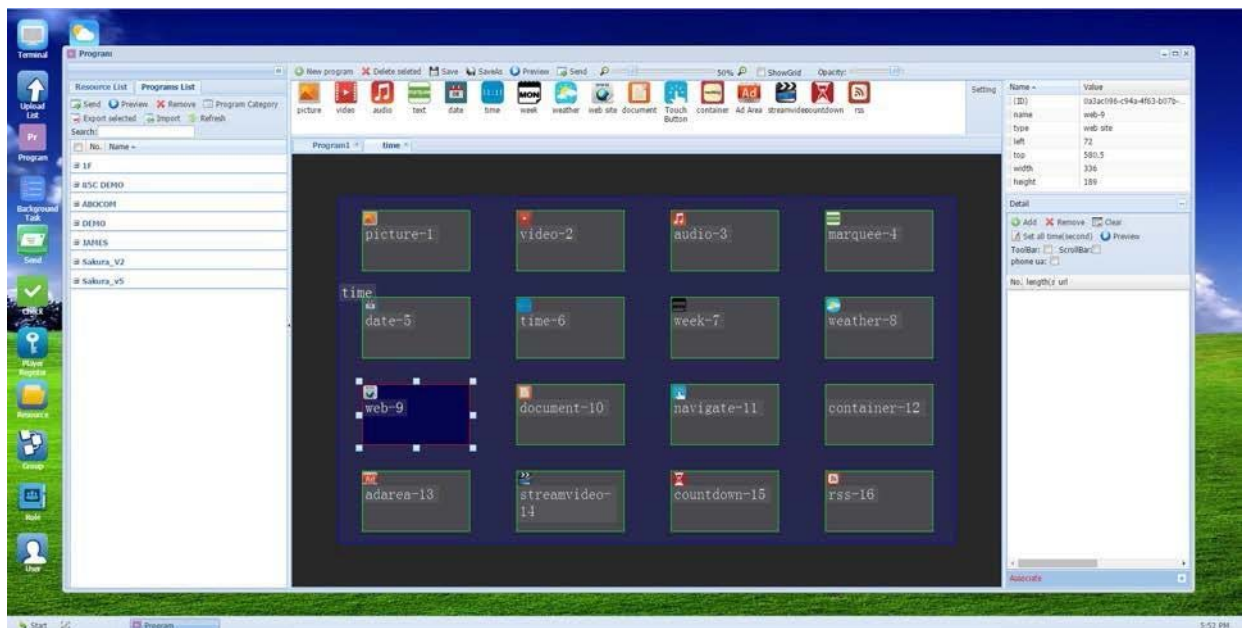
NO.: Broadcasting order can be scroll-adjusted by users

Name: City Names

Length: Time duration of display

Amination: Special effects for switching between different weather displays

6.2.4.9 **Web Page:** To add URL to show web page content, supporting formats such as, aac, arm, m4a, mp2, mp3, ogg, wav, wma, (provided that terminals are connected to internet.)



Add: Add new URL

Remove: To remove the selected item

Clear: To delete all items

Preview: To preview selected items

Setting all Time(Second): Synchronize all web pages time

ToolBar: Showing “Tools”

ScrollBar: To show up-and-down scroll-bar

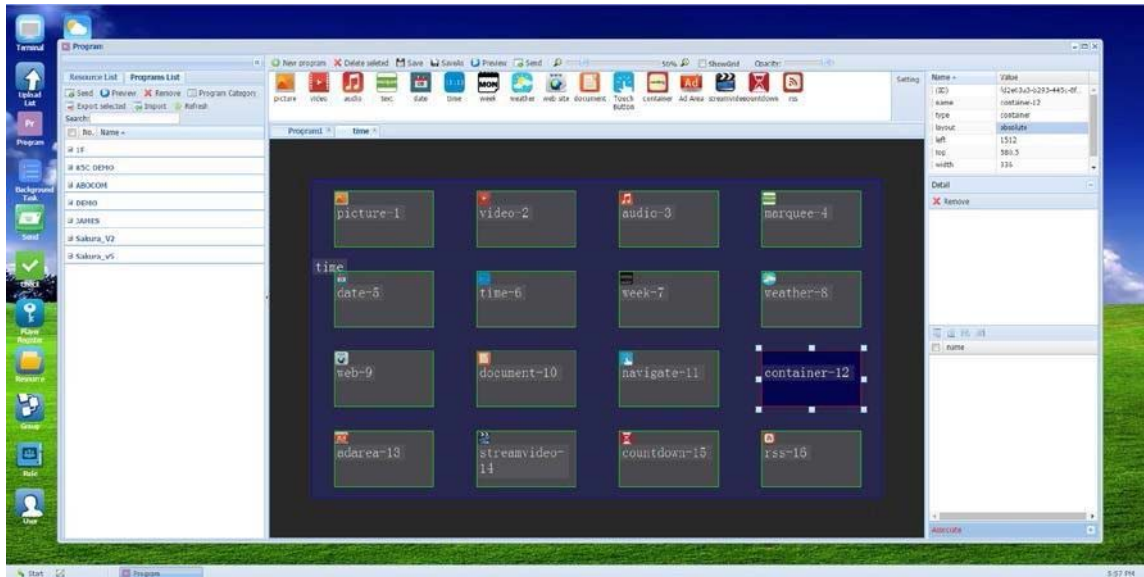
Mobile phone: The page will be shown in mobile phone as well.

NO: Broadcasting order can be scroll-adjusted by users

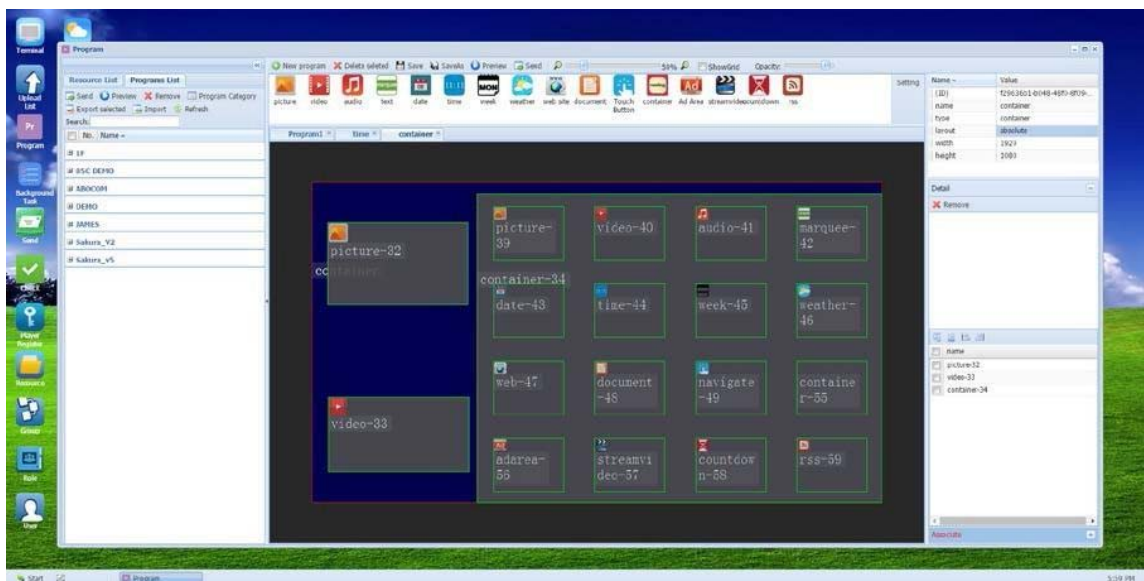
Length: Time duration of web page display

URL: Web page URL Address

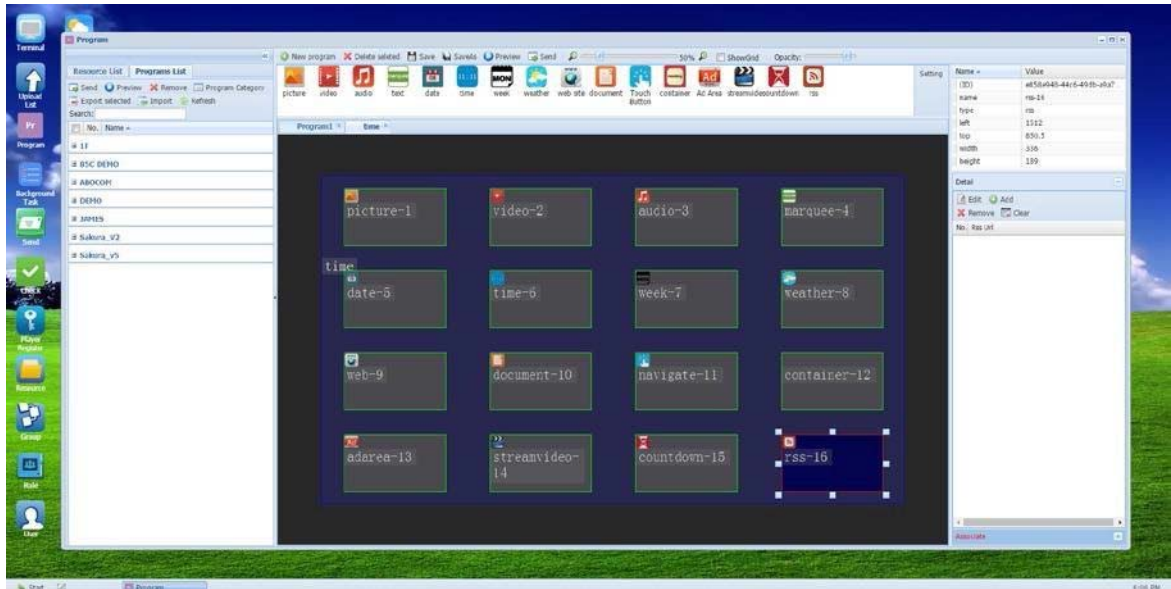
6.2.4.10 **Container:** Mainly used to embed other program elements, as all kinds of elements to be placed within the same frame.。



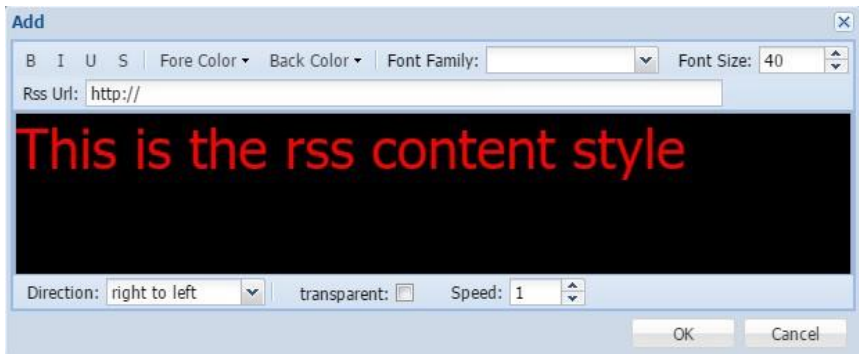
Simple explanation, put one program within another program



6.2.4.11 RSS: To display content of RSS subscription



Add: Click to add new edited RSS content



Direction: To set direction of text movement

Transparent: When selected, background becomes transparent

Speed: Speed of text movement

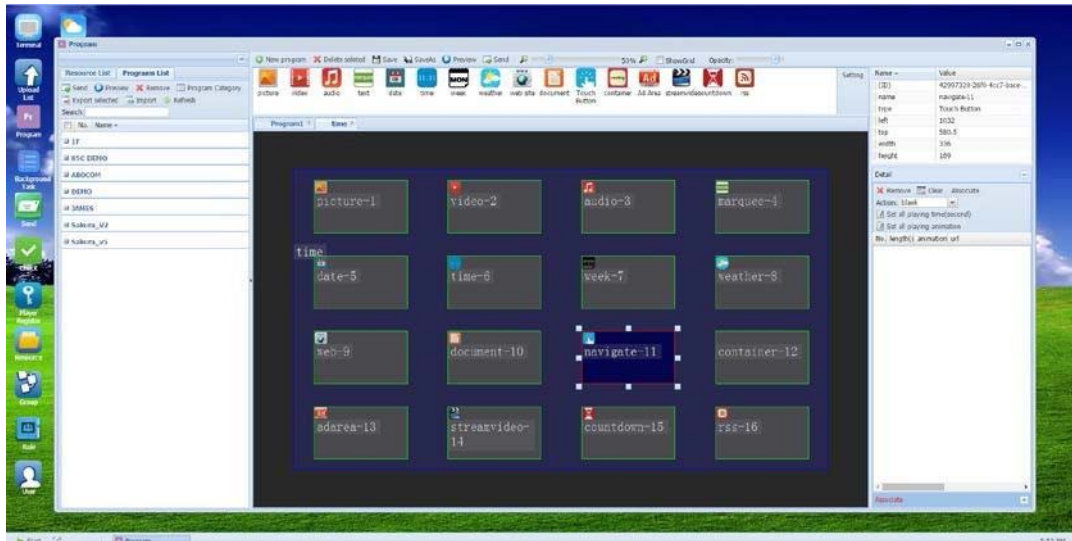
Remove: To remove the selected item

Clear: To delete all generated items

NO.: Broadcast order can be scroll-adjusted by users

RSS URL: URL path for RSS

6.2.4.12 Touch Button : To design an area that can active by touch the touch-screen. (This function apply for CMS02 and CMS03)



Only graphic file can be used for this element.

Remove : To remove the selected item Clear :

To delete all of used elements

Set all playing time : Set the display time for all of elements

Set all playing animation : Set the animation for all of elements

NO. : Playing ordering , can be adjusted by dragging the element

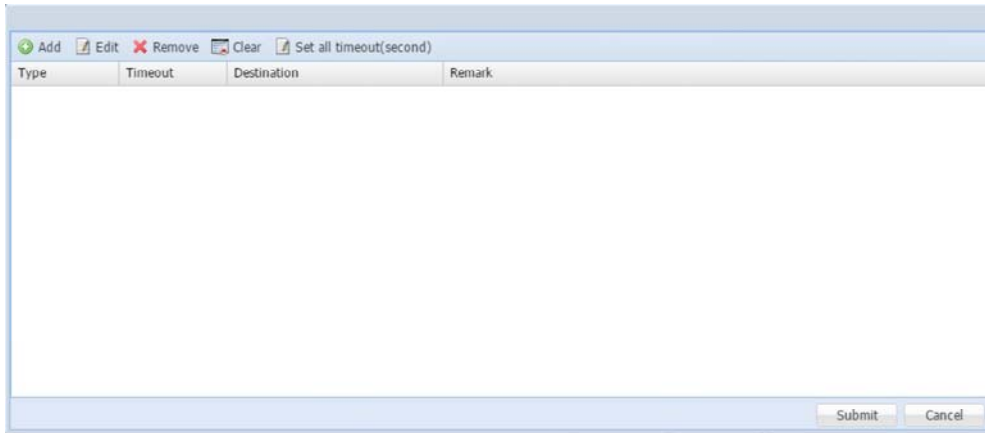
length : The playing time length

animation : The animation effect during the element change url :

The resource path for the element

Action : To select the interactive as "blank" "Home Page" "Return"

Associate : Click to lunch the advance setting:



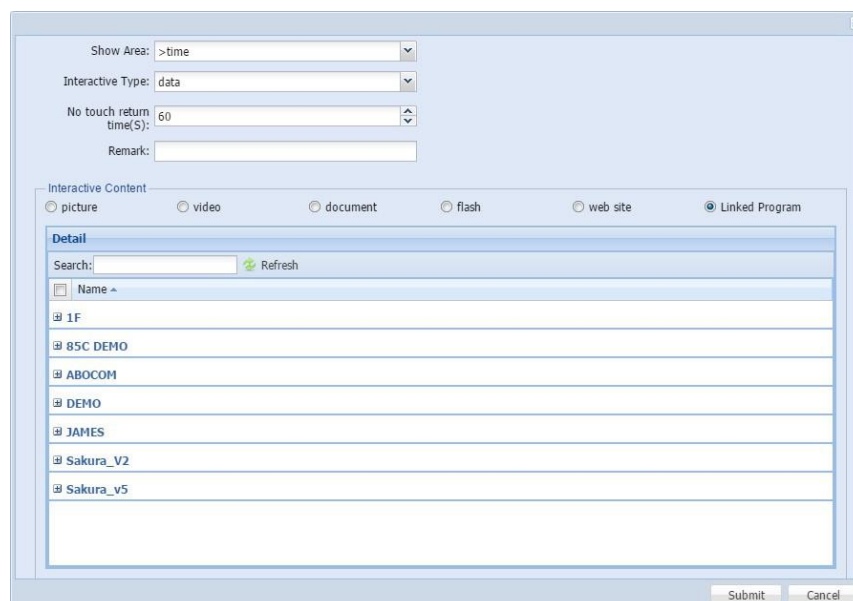
Edit : To edit the active content Remove :

To remove the selected item Clear : To

clear the item

Set all timeout : To set the time that back to home page Add :

To add the active item:



Show Area : The area to active after touch

Interactive Type :

data : To display graphic, video, web page, program condition :

(This item only apply for windows based media player) next : To

display next content

previous : To display previous content

play : To display current content

pause : To pause the display stop :

To stop the display

rewind : To rewind the display

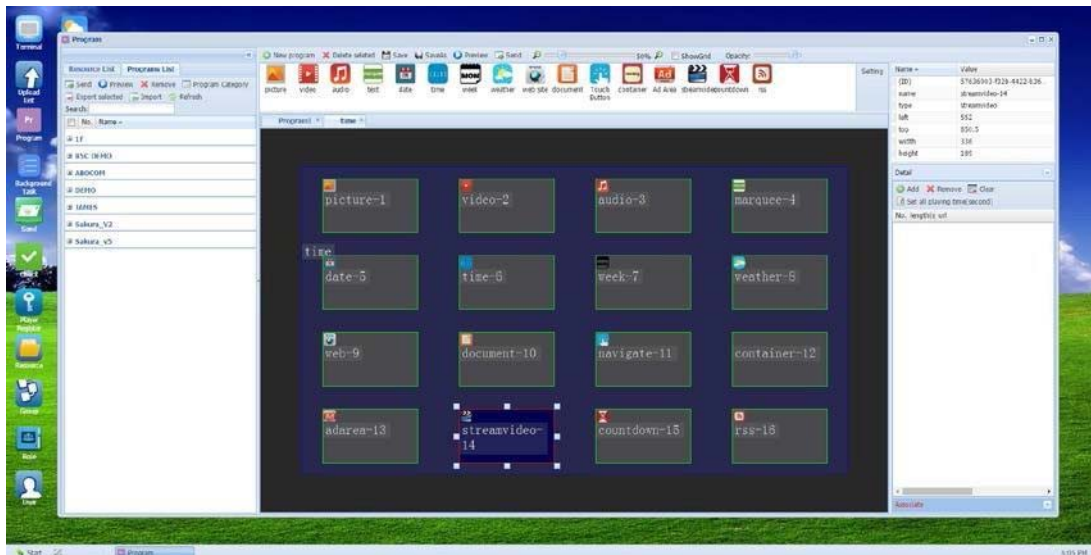
fastforward : To forward the display

No touch return : To set the time return to home page without any touch

Interactive Content : To select picture, video, web site, and linked Program if you

select the data in Interactive Type.

6.2.4.13 Streamvideo : To display the stream video from the hyper link with `rtsp://` head address. (This function only apply for CMS03)



Add : To add a new hyperlink address

Remove : To remove the selected item

Clear : To clear the used item

Set all playing time : Set the playing time for all of web page

No. : Play ordering , can be adjust by dragging the item length :

The play time length

url : The hyper link address for `rtsp://`

6.2.4.14 countdown : The timer for countdown (This function only apply for CMS03)



B : To set the font type with Blod I :

To set the font type with Italics

Fore color: To set the color for the prospect

Back color: To set the color for the background

Transparent : To select and make the background as transparent

Font Family : To select the font type

Font Size : To set the font size

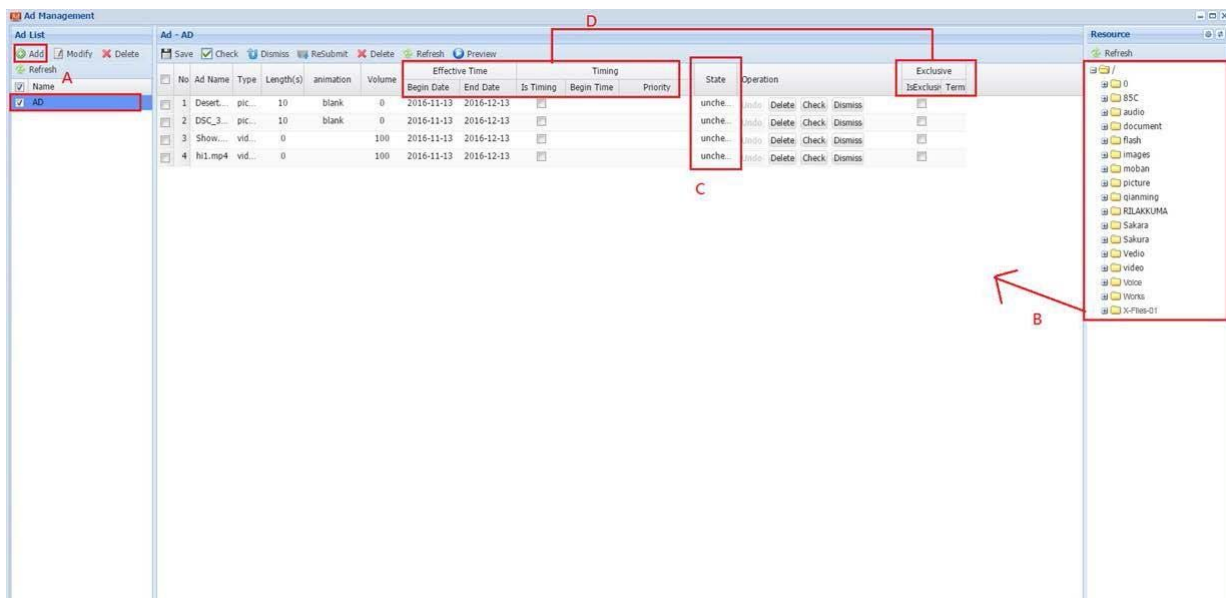
Format : To set the date and time display format End :

To set the countdown time and date

6.2.4.15 Ad Area : To create an area to display a temporary ad content during the regular program. (This function only apply for CMS03)



To edit the ad content in Ad Management



A. Click the Add to create a new ad , double click the item and star edit

B. Dragging the picture or video elements

- C. Before to push the ad to media player, please make sure the element should be in examination passed status
- D. To set the display time and date

7. Server and Digital Signage Connection Concept

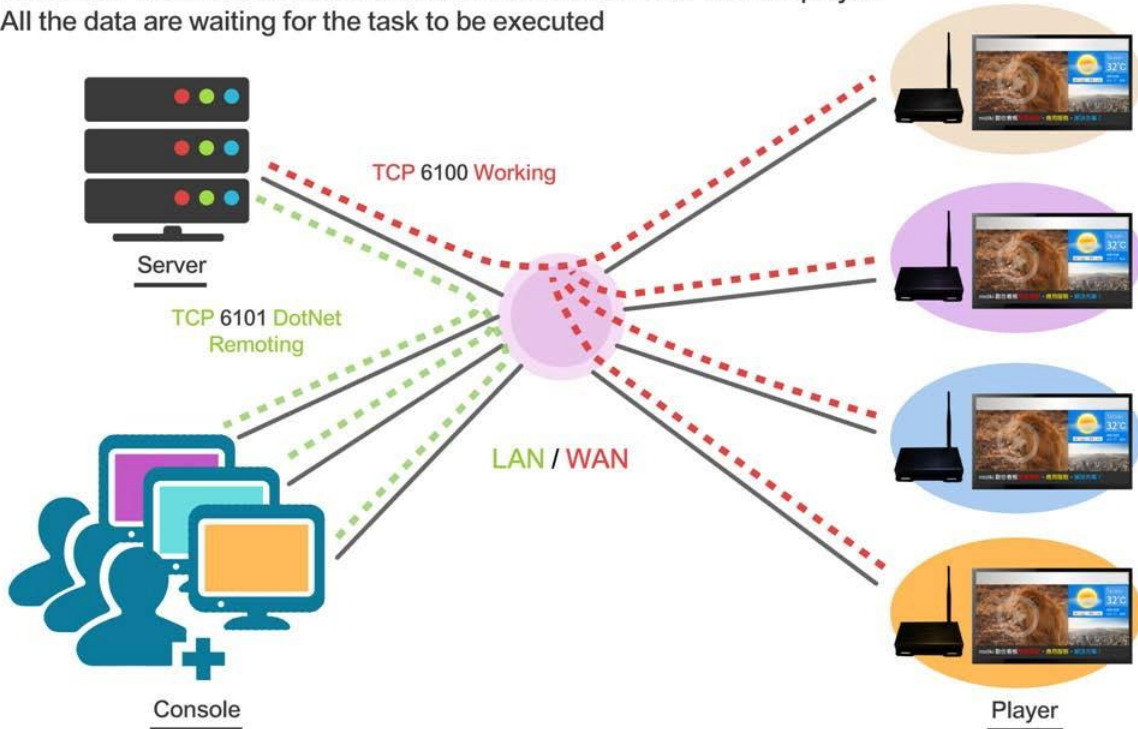
CMS Signage Content Management System provides centralized CMS (Content Management System) through internet connection. And via server control, it provides trilateral remote-control mechanism to operate the Digital Signage under networking connection. From that, there are 3 roles of Server-End, Console-End and Player, per the explanation below :

Server : Server: In charge of mission management of back-end database and operation management, execute console-end and Player.

Console : Connected to the operation interface of Server, mainly through web pages, to provide management, design and scheduling functionalities, and also uploading to server.

Player : Playback terminal device that receives program content broadcast

The server is the role of communication between the user and the player.
All the data are waiting for the task to be executed



- The client can connect to the server with multiple accounts to upload the content delegated tasks to the server.

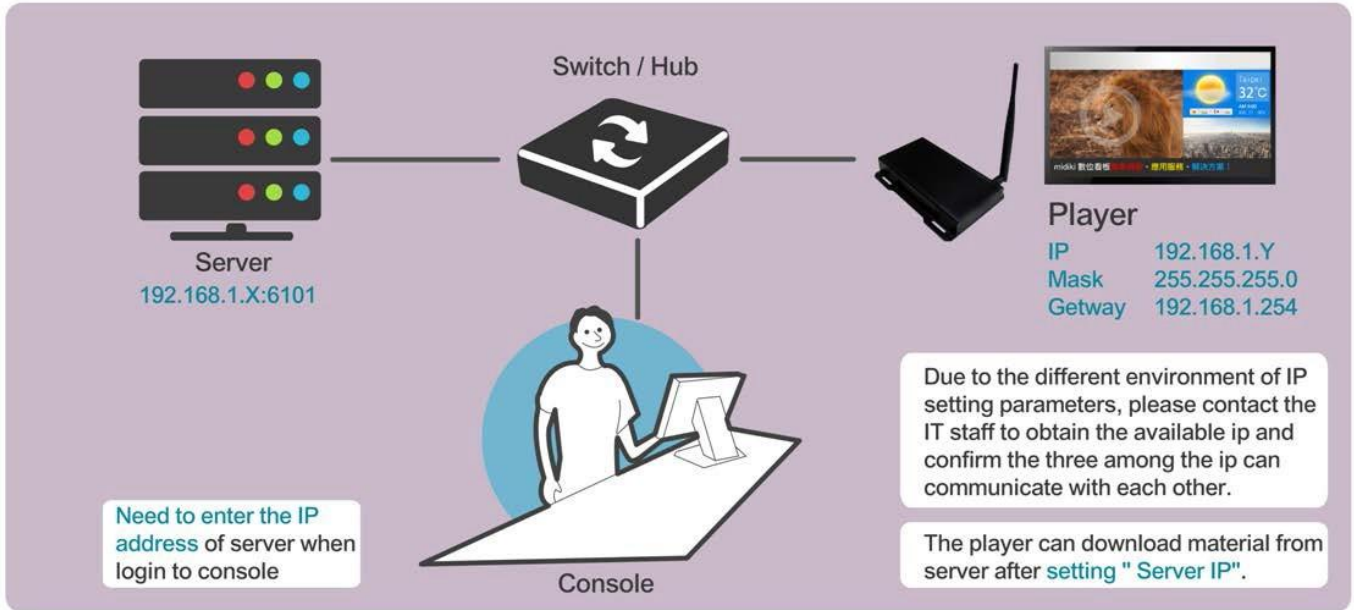
- The player will be scheduled to connect to the server to check the work requirement to download the task and set the task.

▲Through the connection model shown above, you can clearly understand how these 3 network components are connected with one another.

Note: TCP6100: The player can be remotely connected to the server through TCP Port 6100 Protocol. The trilateral networking environment allows intranet and internet to connect. In another word, the player can be placed anywhere (intra/internet), while the server is placed within offices, program editing and management can be done by logging onto the server, through other users' PC' s consoles.

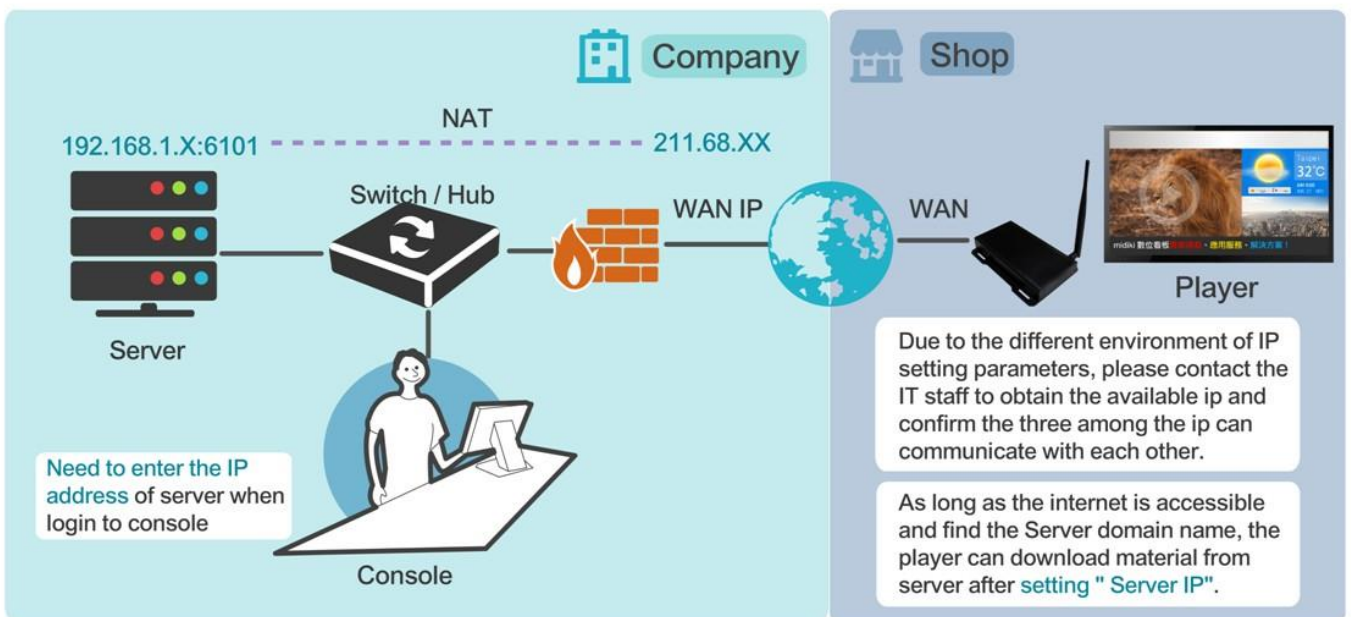
The type of connection consists of the following 3 types :

- All of them are connecting within intranet



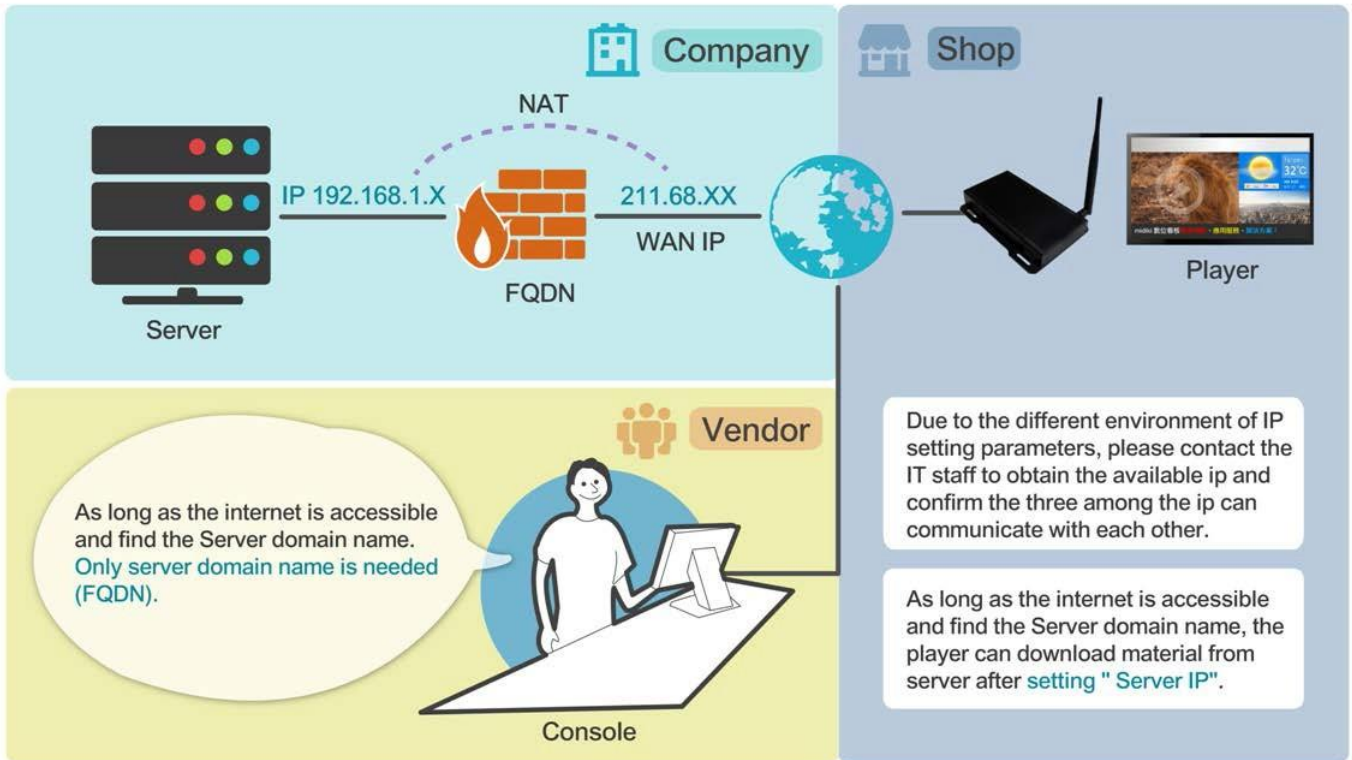
▲The simplest intranet connection (LAN), once server IP is fixed, provides the connection between the player and other users.

- When the device (digital signage player) is locating on Internet



▲To place player in external network (LAN + external network), to suit demand for access to many players at the channel, to be managed from corporate office.

- User and device is connecting via internet



▲When Console-end and Player are connected via remote log-in, Server acts as the cloud to provide shared access by multiple Console/Player to the server.

Key points to note in external network environment :

1. As far as Server is concerned, if Player is placed in external network, the firewall of the Server-end needs to release TCP Port: 6100 to be used by Player for external connection.
2. As far as Server is concerned, if Console has also been planned to be used in the external network, Server must open up TCP Port:6101, and coordinate with appropriate FQDN for remote-end Console to log in.

8. Back-up for Broadcast Programs

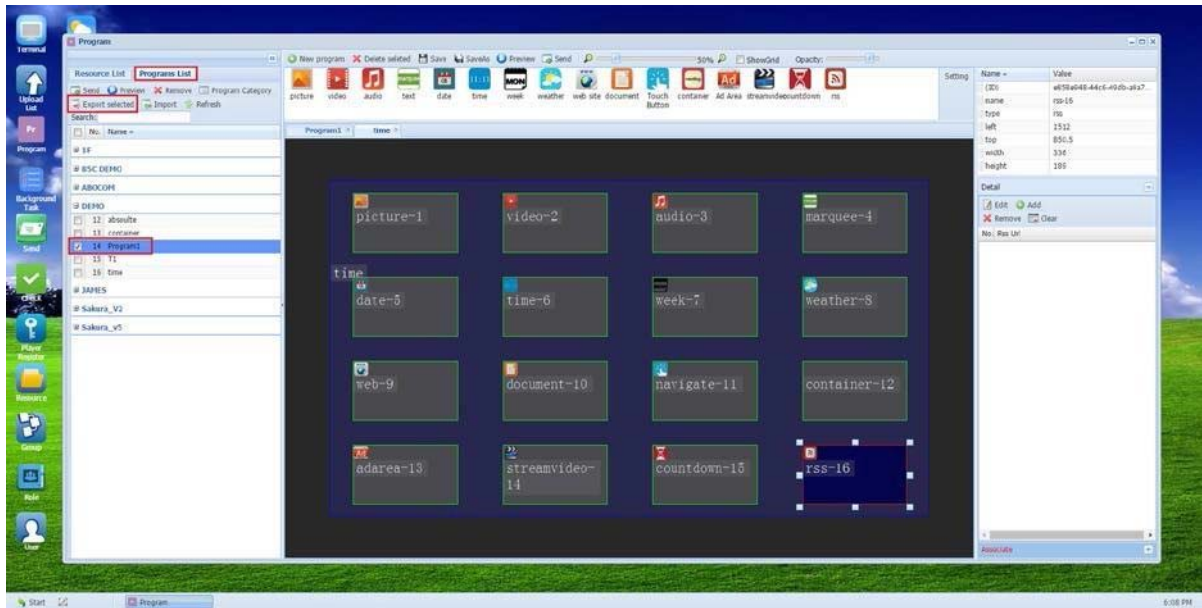
As operation time span increases, Broadcast Program list and material data will surely increase accordingly. For your operation of data maintenance, CMS can provide the complete back-up for Broadcast Programs. When performing back-up operation, it provides import and export functions for broadcast programs.

During the back-up process by exporting of broadcast programs, the composition design parameters will be directly re-produced, as well as filtering our all materials used by the to-be-exported program content. Therefore, every program back-up can ensure the integrity of the files, and that of design process.

You can import into another new server the content of an exported broadcast program from a server, as well as storing exported files into USB FLASH-DISK to be imported directly into Player for playback.

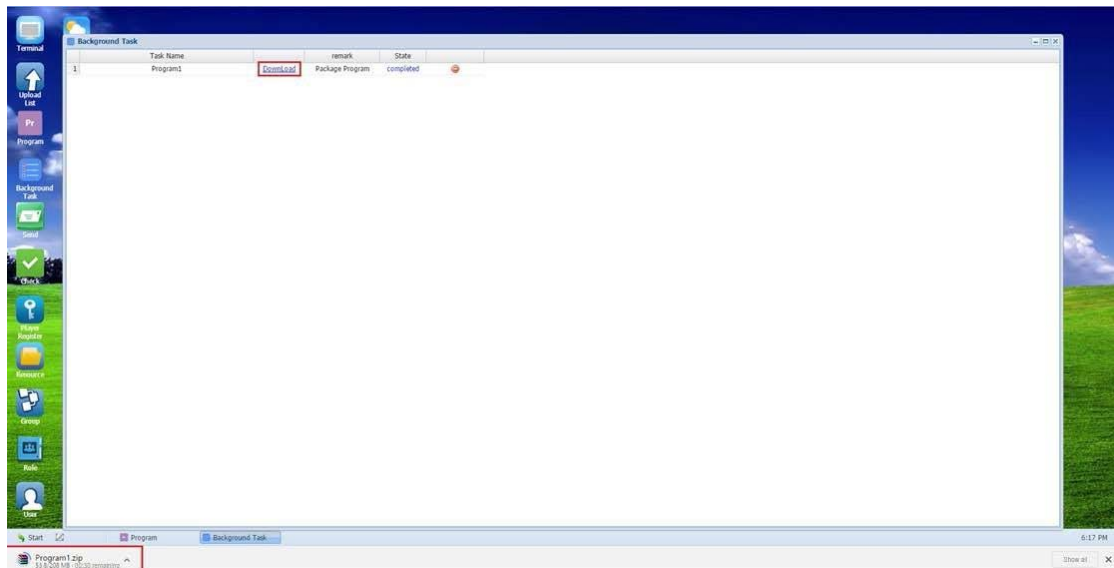
8.1 Program Export

8.1.1 Having logged in successfully through Google browser, open “Program”, and choose program to be exported, and click “Export”



Reminder: If targeted to-be-exported programs is linked interactively with multiple other programs, one only needs to select than main targeted program export, as the system will pack up all associated program in one package and sent out together.

8.1.2 Wait until system process to the end, and as the “download” icon appears, click “save” (The speed of packaging depends on different program elements, as processing of video format may slow in export speed)



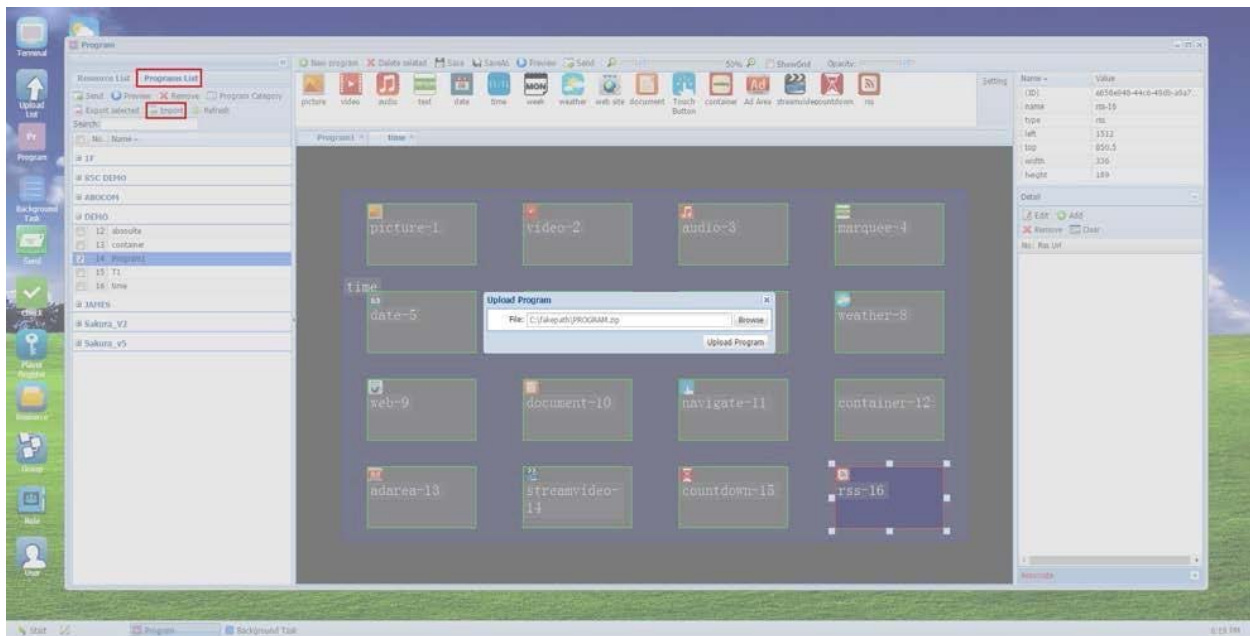
8.2 Program Import

There are 2 scenarios of program import: One is to import programs into terminals, and the

other is to import programs into service end.

8.2.1. To import program into display terminals: With the compressed file of programs stored in USB drive which can be inserted into display terminals, the device automatically decompresses the archived program file and copy to terminal. Once the copying is completed, the display terminal will prompt “Remove USB Flash Drive”, as the process is completed.

8.2.2. Import programs to other server: Select “Program” icon, and click “Import”. Then choose program to be imported, and click “upload” to complete the procedure



8.3 Notes for importing programs to terminals

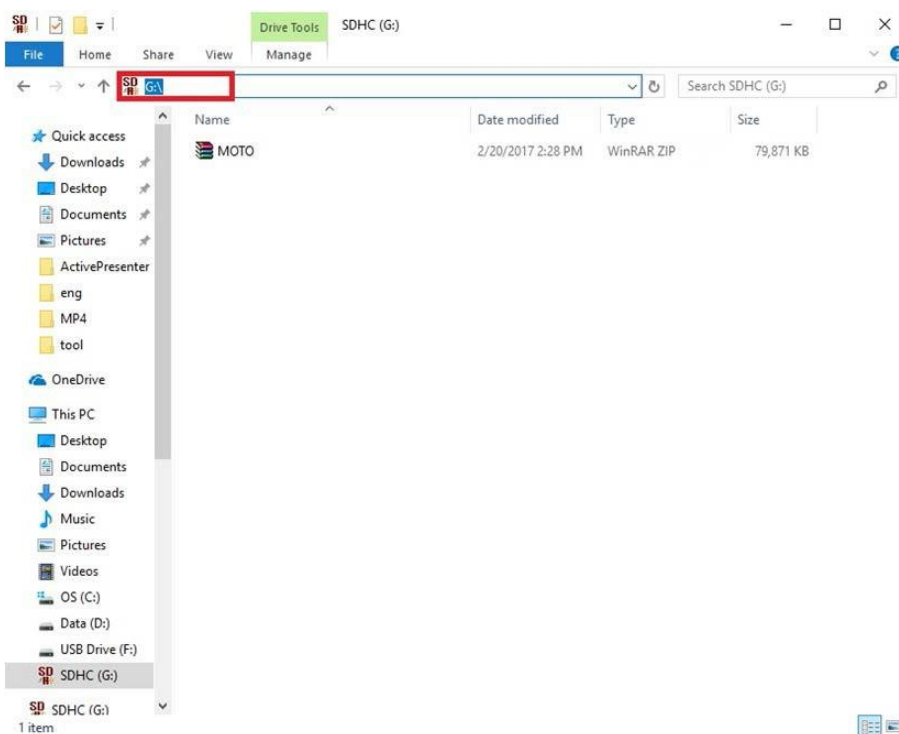
8.3.1、 Terminal App must be executed before importing programs

```
Terminal
Program:
Device No.: DCCB253C3255
My Name: 02
My IP:
Server: 192.168.168.175:6100
Connected: no
```

8.3.2、 The internet connection must be disconnected before importing programs, otherwise the program will not be changed (LAN and WiFi must be disconnected, as programs import via USB Flash Drive is in order to work under the circumstance without internet access)

8.3.3、 2 USB Flash Drives cannot be inserted simultaneously.

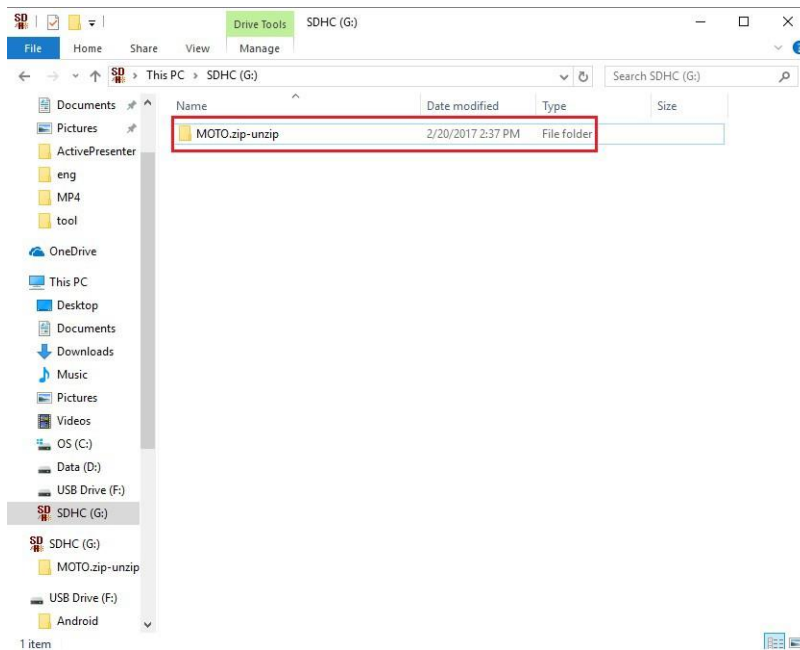
8.3.4、 Compressed program files must be stored in the root directory of USB Flash Drive



8.3.5、 Do not place more than one ZIP compressed files simultaneously into the root directory, as

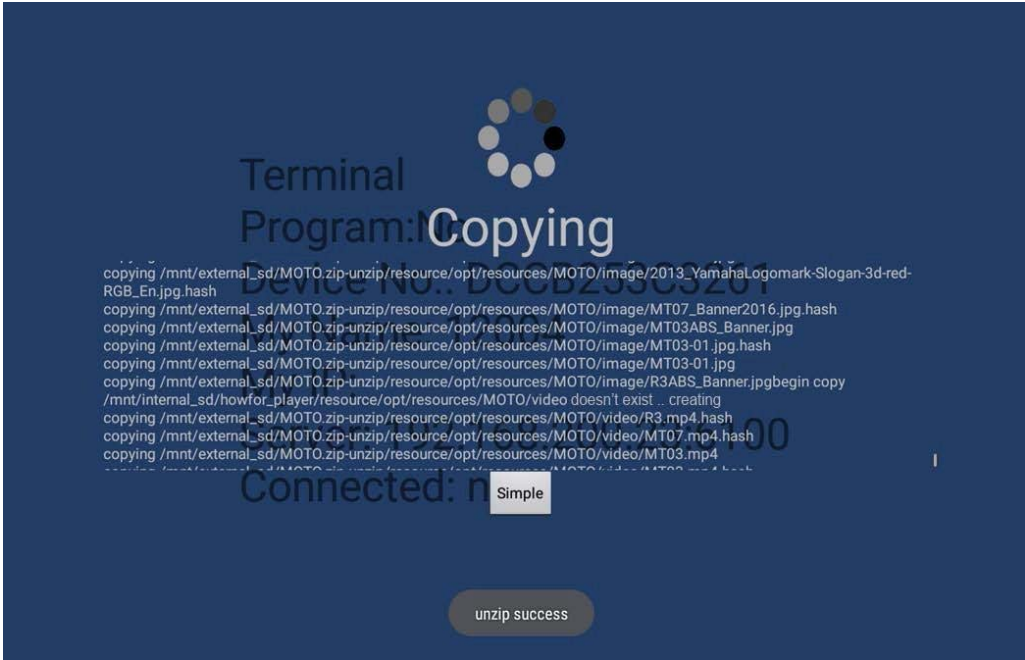
there can be only one compressed program file under the root directory of USB Flash Drive.

- 8.3.6. Before programs are imported into terminals, the de-compressed folder will be generated in USB Flash Drive first, and hence import to the terminals . Therefore, after program import is completed, the original compressed program file will not be found in the USB Flash Drive but the de-compressed folder will.



8.4 Scenarios regarding terminal interface when importing programs

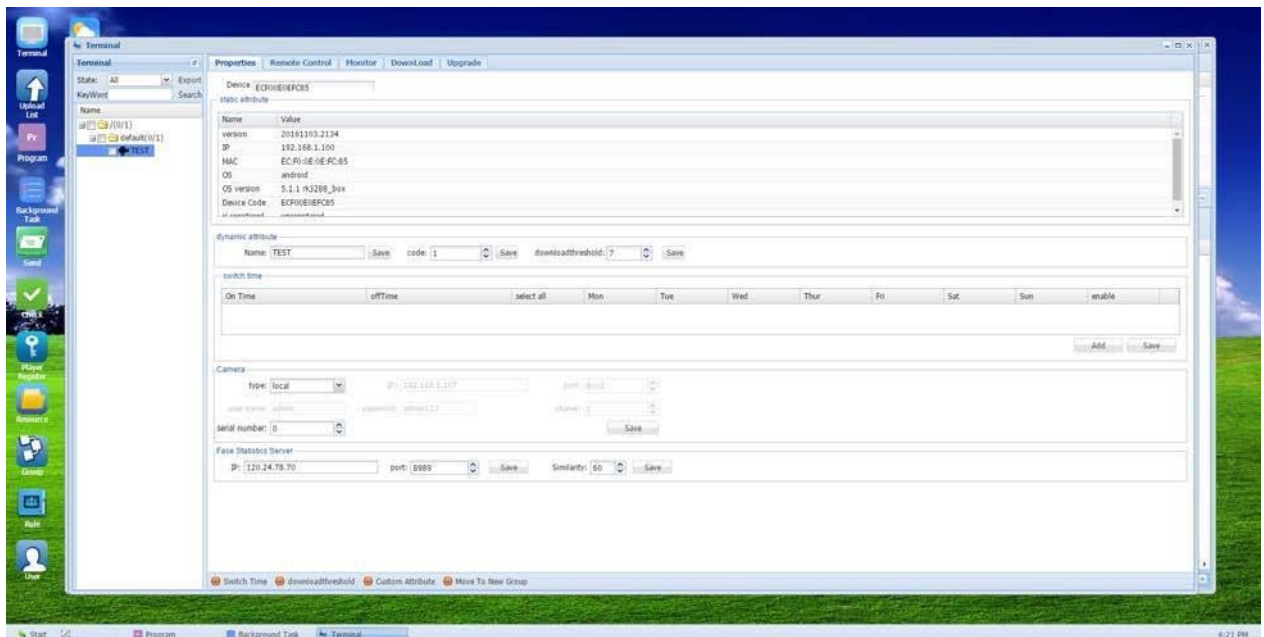
Per the illustration of display on Android terminals shown below, once the program copy is completed, program will automatically start.



9. Terminal Management

9.1 Attributes

Terminal static attributes can be readily checked, with terminal name and ON/OFF timer set: Operation of Shutdown/Reboot timer for Windows terminals requires terminals and server to be in the same subnet or domain, with supporting network wake-on. Server needs to work with internet access all time.



Static Attributes: Terminal App version, IP Address, MAC number, system type, OS versions, device numbers and status of registration of terminal devices can readily be

checked.

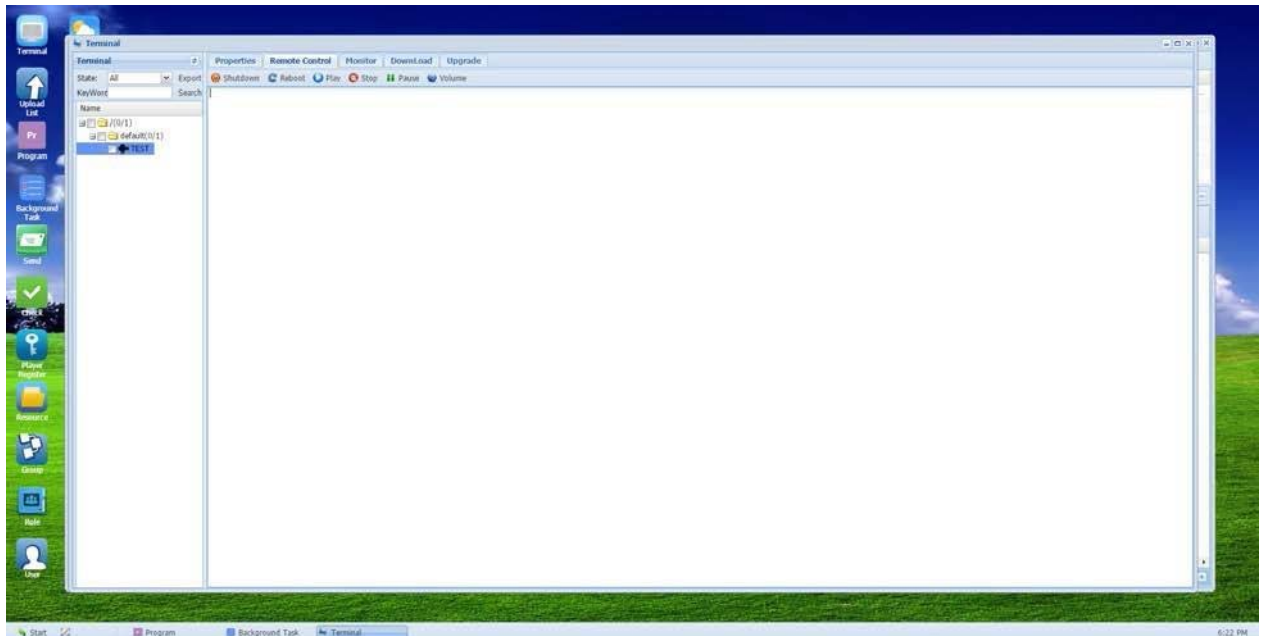
Dynamic Attributes: Terminal name, device number and synchronization valve can be adjusted.

Shutdown/Reboot Timer: To set timing for the timer-switch

Synchronization valve value: In order to avoid the data volume of the program downloaded by the digital signage exceeding the maximum load value (different from model to model), user can designate the number of days of data can be transmitted, with the maximum number of day being 30 days. To use the synchronization valve value of 7 days, when the digital signage receives the approved scheduling list, the machine will first download the first 7-day of program data in the scheduling list, and subsequently, every 7-day of program data in the scheduling list will also be downloaded to server.

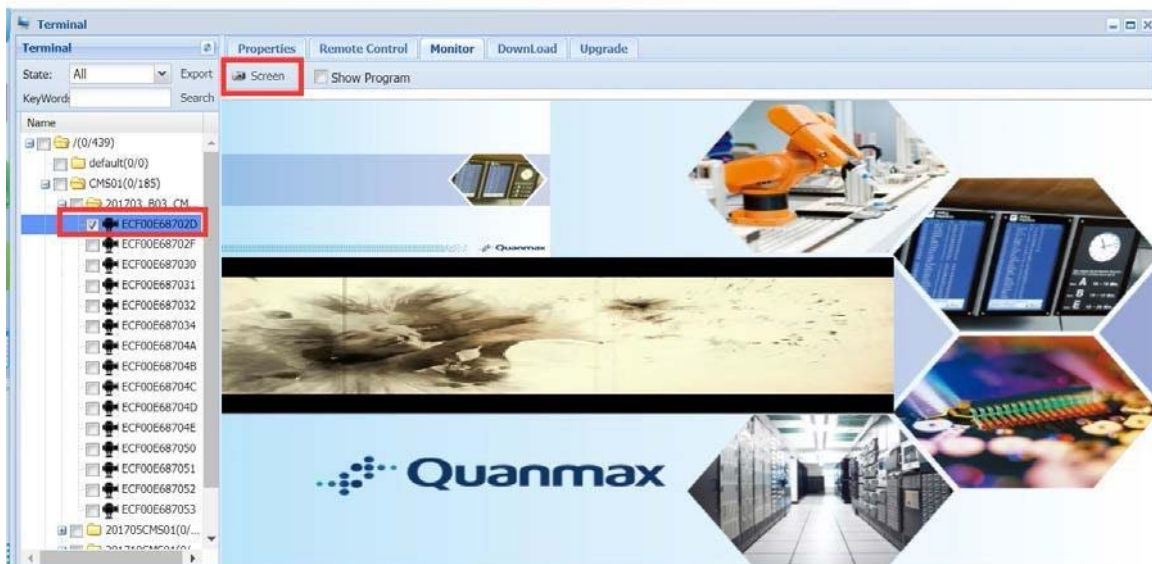
9.2 Remote Control

Reboot, resolutions and execution are only supported on Windows System, as other instructions such as, shutdown, reboot, play, stop, pause and volume-control, are supported on Windows and Android.



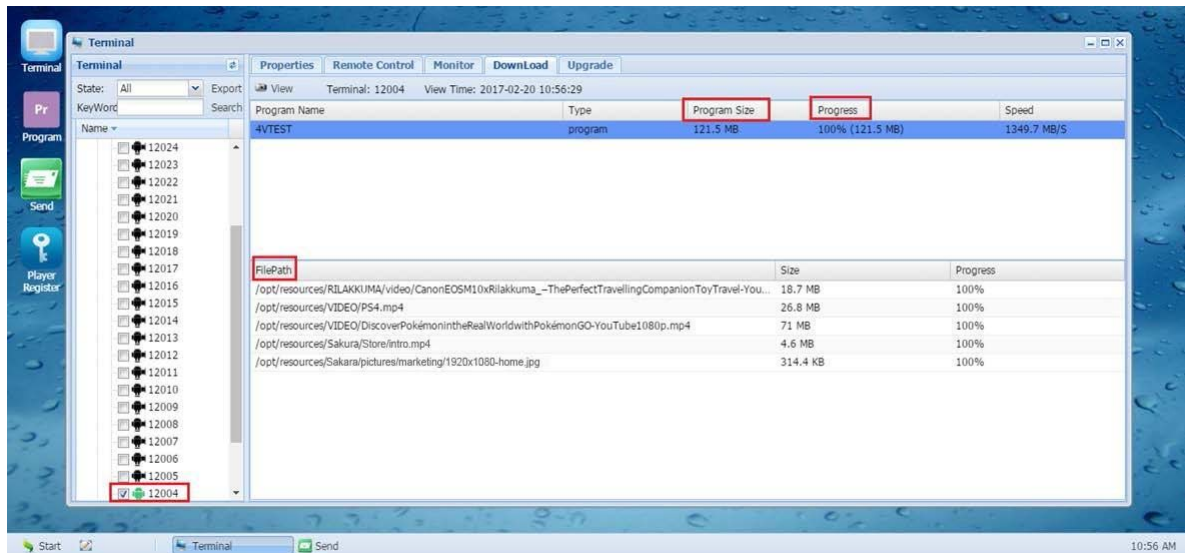
9.3 Monitor (screen snapshot)

Tick the corresponding terminals, and click “screen”, picture snapshot of the current playback interface of the signage terminal can be generated.



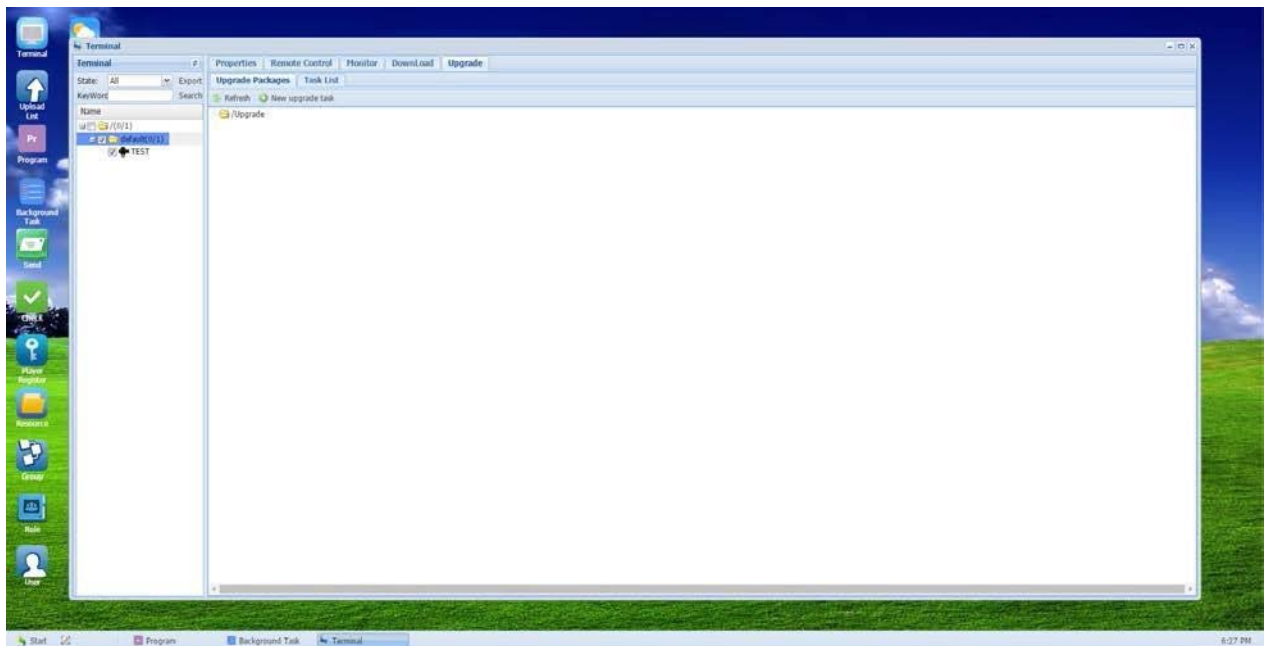
9.4 Download

Download progress of program broadcast to terminals can be readily monitored



9.5 Upgrade

Automatic remote online upgrade for the terminals is supported for future maintenance and operation expansion, however, this function requires operation by trained engineers.

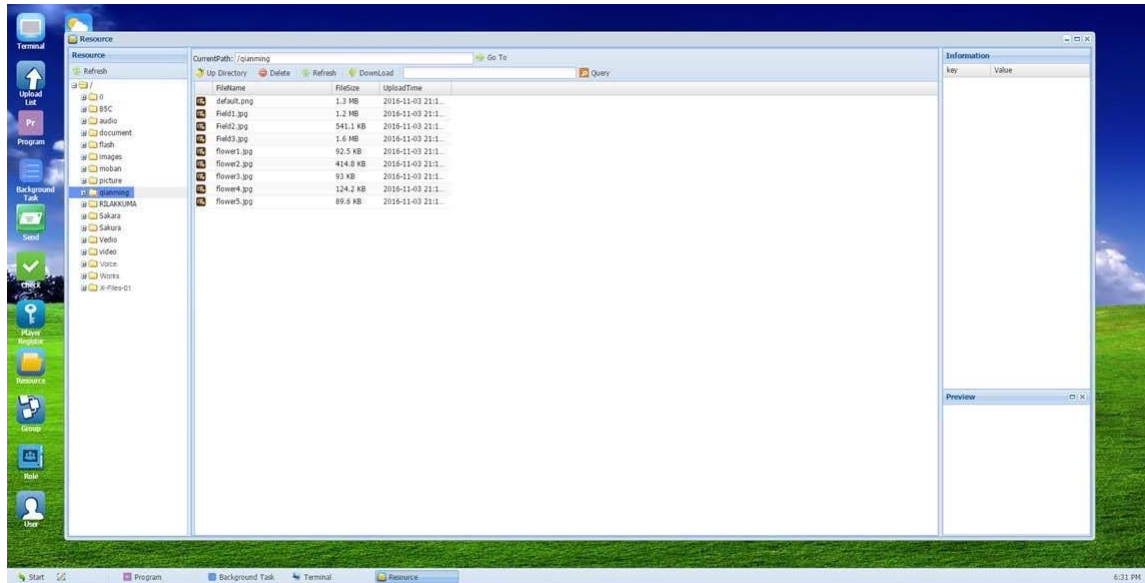


10. Other Features

10.1 Resource (Resource Management)

Resource management is mainly used for uploading and managing materials needed for

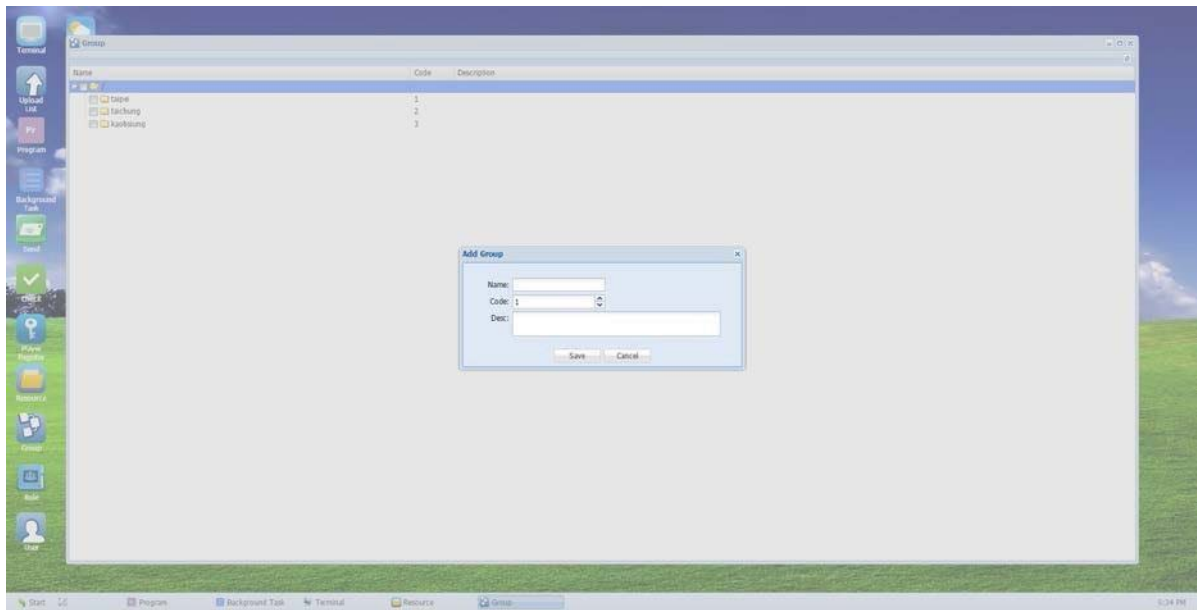
editing programs.



10.2 Management of Authorization

CMS Advertising Content Management System can allow many users and multiple PC s to log into Server PC for operation, without requiring other users to install any program in the PC to execute log-in through internal network via web browser (as well as installing server in overseas sites, executing remote log-in through actual IP address). Multiple-manager account is suited for organizational operation needs, able to provide the authorization for access to all kinds of functionalities to authorized account-holders, while effectively managing their usage behaviors.

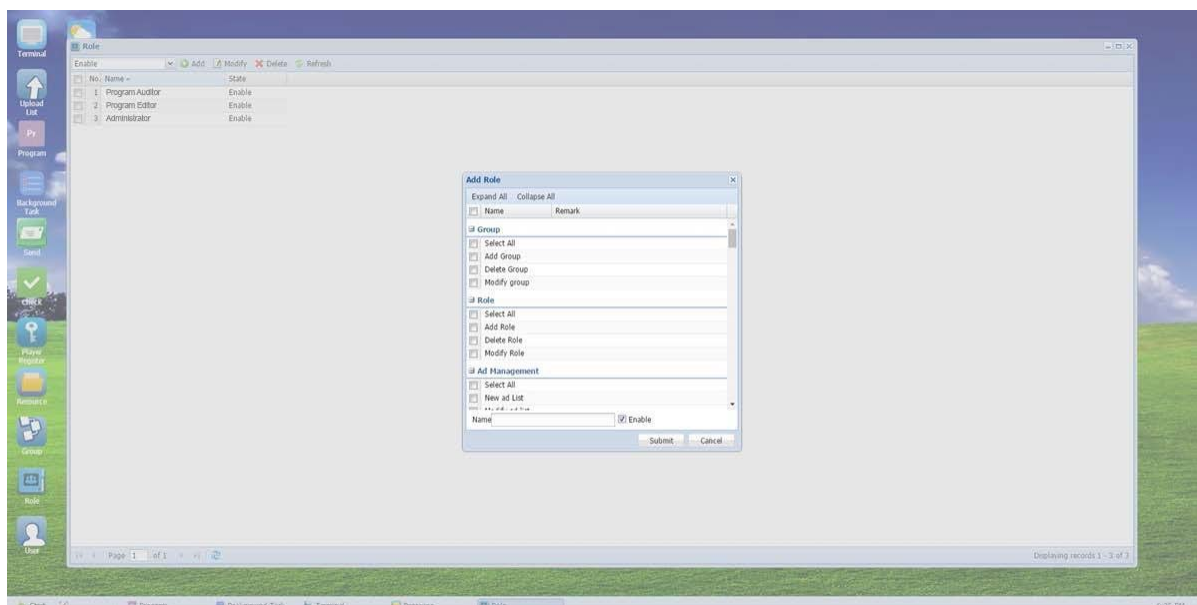
10.2.1 Group: Mainly for grouping various needs from the terminal end.



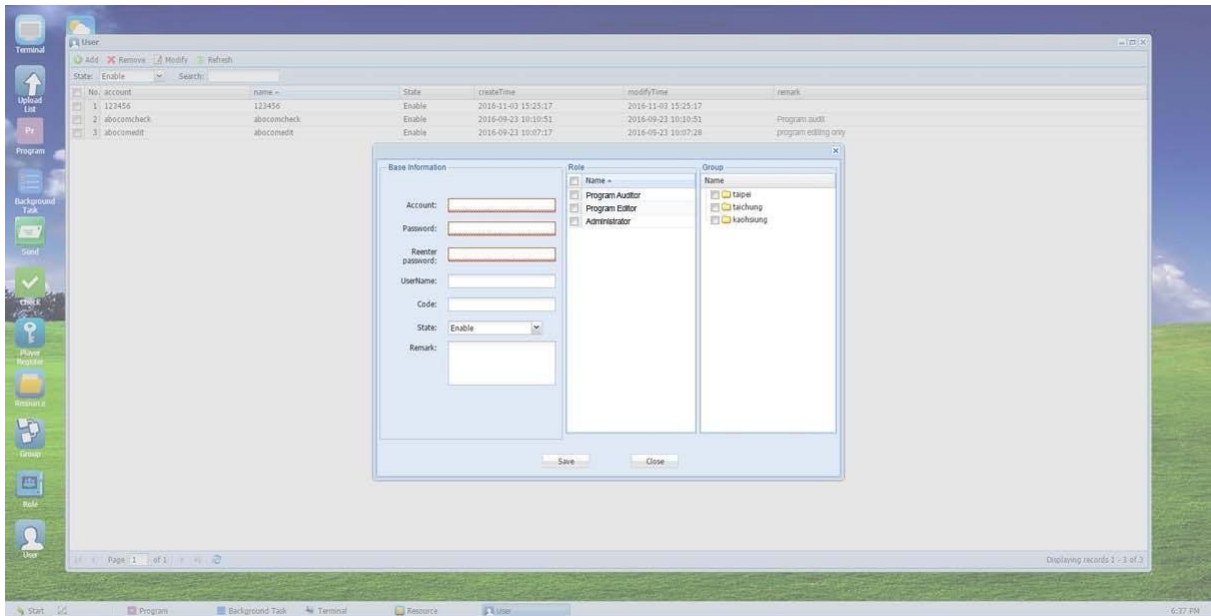
Once grouping is set, "terminal" icon can be moved to corresponding terminal grouping

10.2.2 Role: Add various roles with designation authorization of scope of feature usages

For example, a role of "Program Editor" is created, it will only be given authorization for feature usage allowance during program production.



10.2.3 **User:** Through different grouping and roles given to various users, discrete and appropriate authorization level can be granted to each.

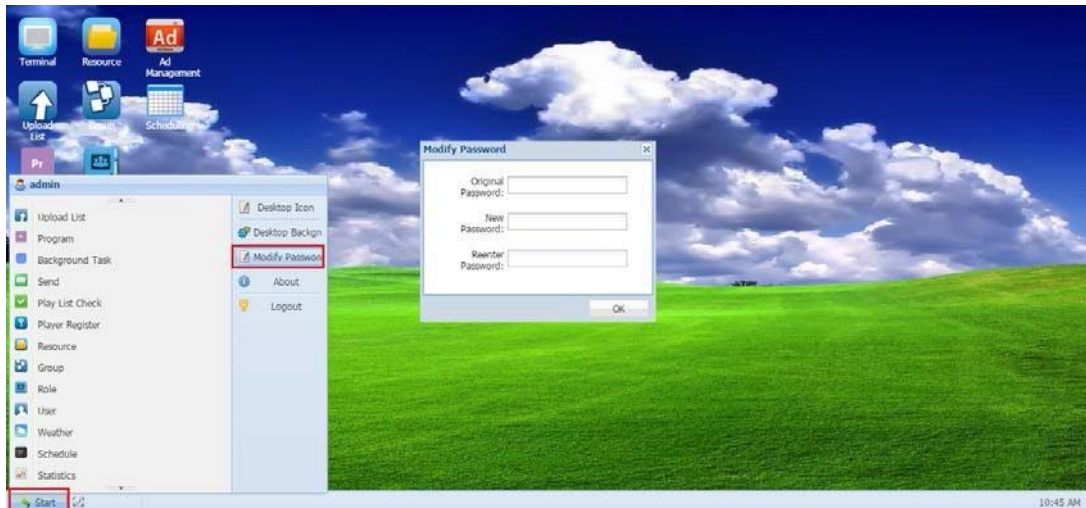


For example, while creating a new user account for program editor, the role is dependent on its authorization level.

The desktop, once successful logged into this account, is shown per the picture below, only elements permitted for the production of this program shall be kept.

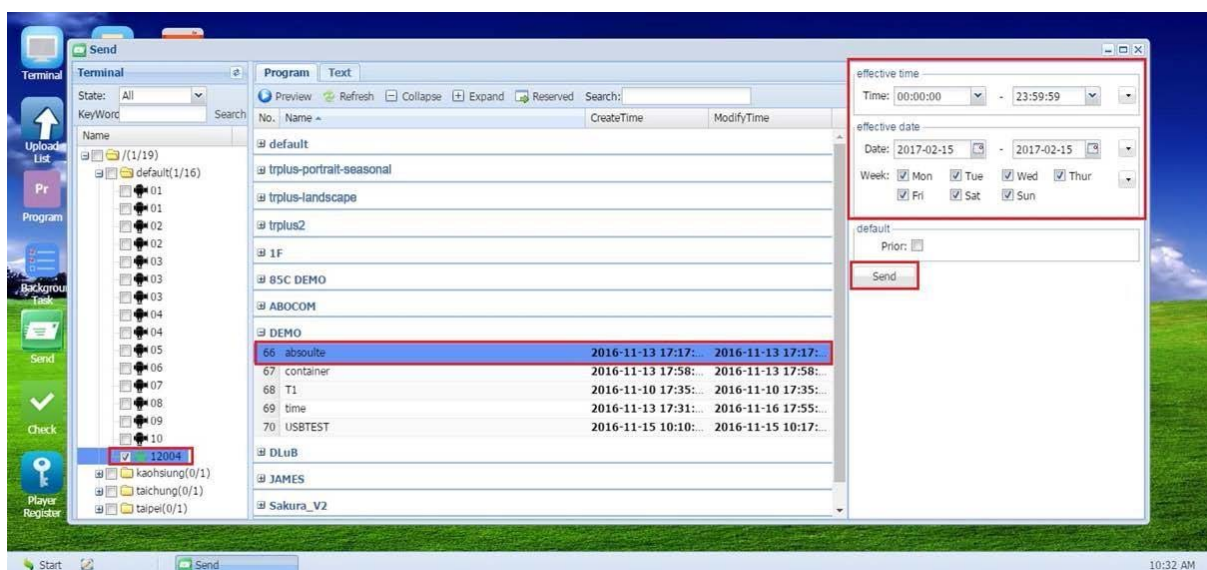


Note: As Super-Manager (admin) establishes accounts for other users, we recommend that, after the first-time log-in of any user, please change the original password (admin). The password modification can be done, per the diagram shown below:



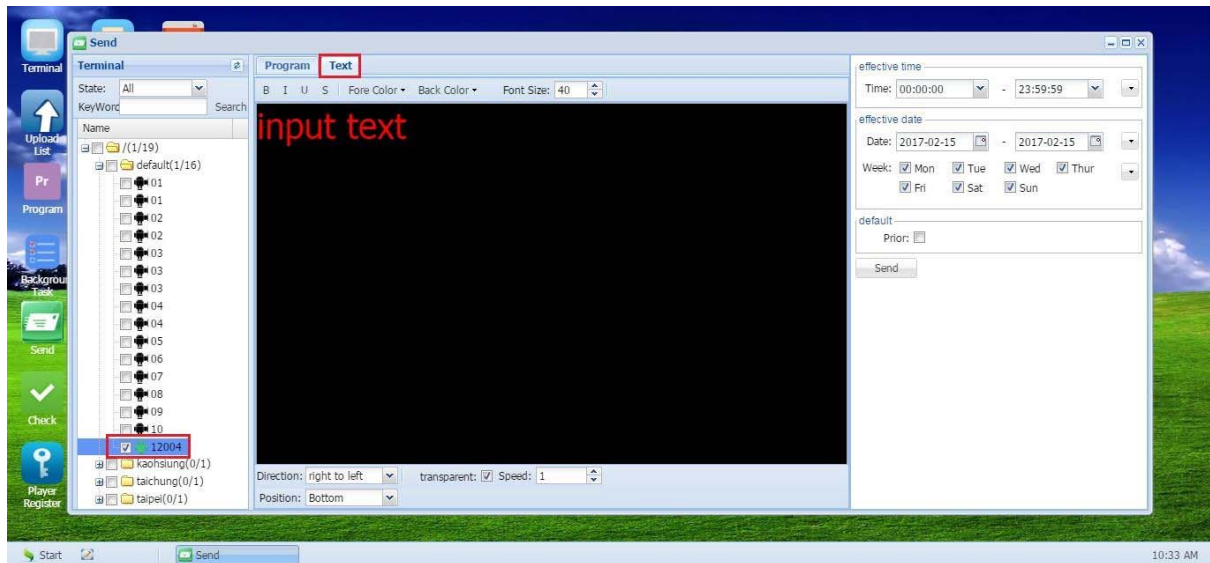
10.3 Send & Check

10.3.1 **Send:** Programming can be optioned for either existing program content control or instant playback at the terminals



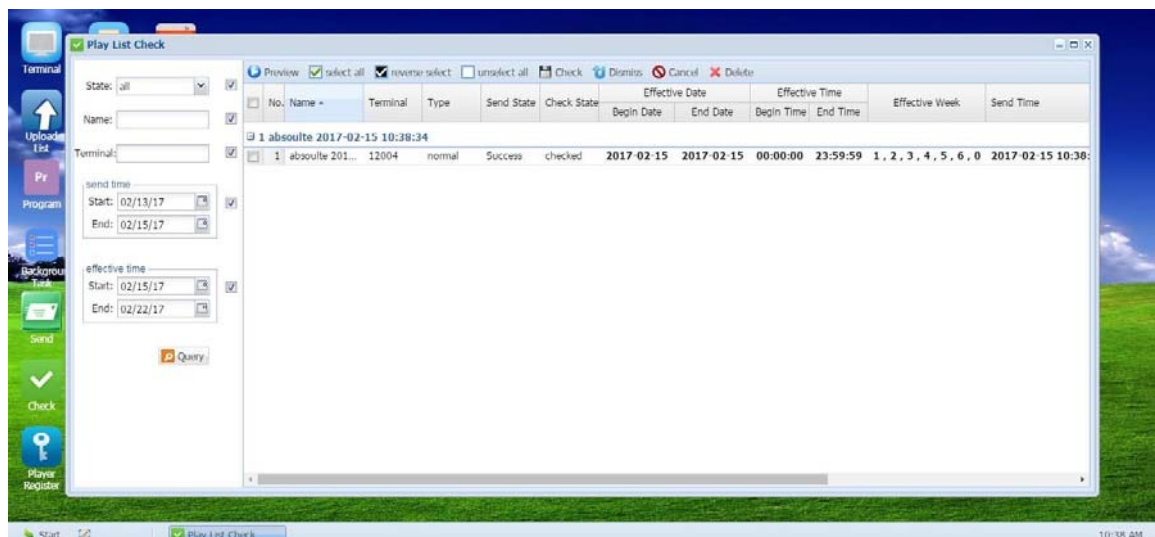
Subtitle (Flash News Messaging) : It allows immediately text-messages appearing in

digital signage display, which can be played at set points of time.



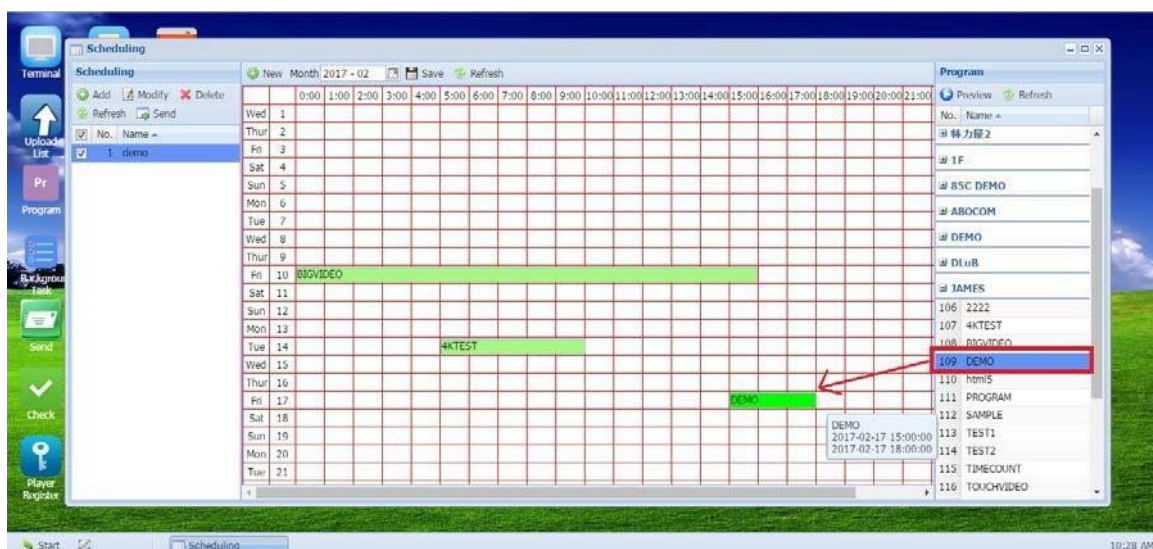
Check: To approve the program that sent to terminals or scheduled to send to terminals.

The programs sent by unauthorized accounts such as program editor or artwork staff sent to terminals need broadcast approval by higher level supervisor and vice versa.



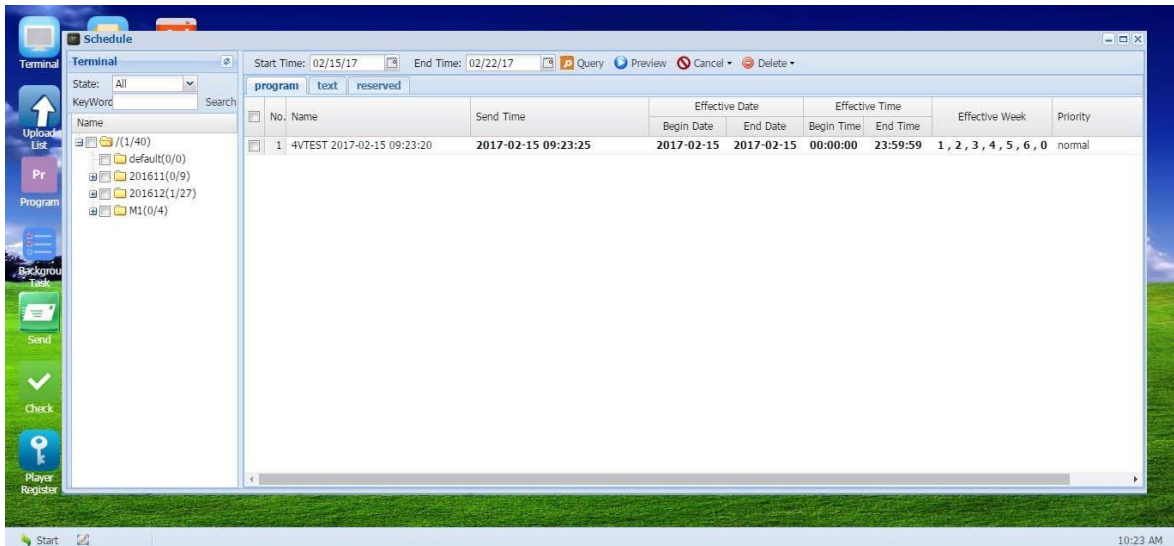
10.4 Scheduling

Scheduling : Provide flexible scheduling of broadcast program playback patterns, such as 24/7 playback, playback through appointments made prior, playback of different programs according to time-slot planning of scheduling list for mornings, mid-days and evenings. One scheduling list can offer up to 30-day scheduling for the digital signage machine, per the diagram shown below :



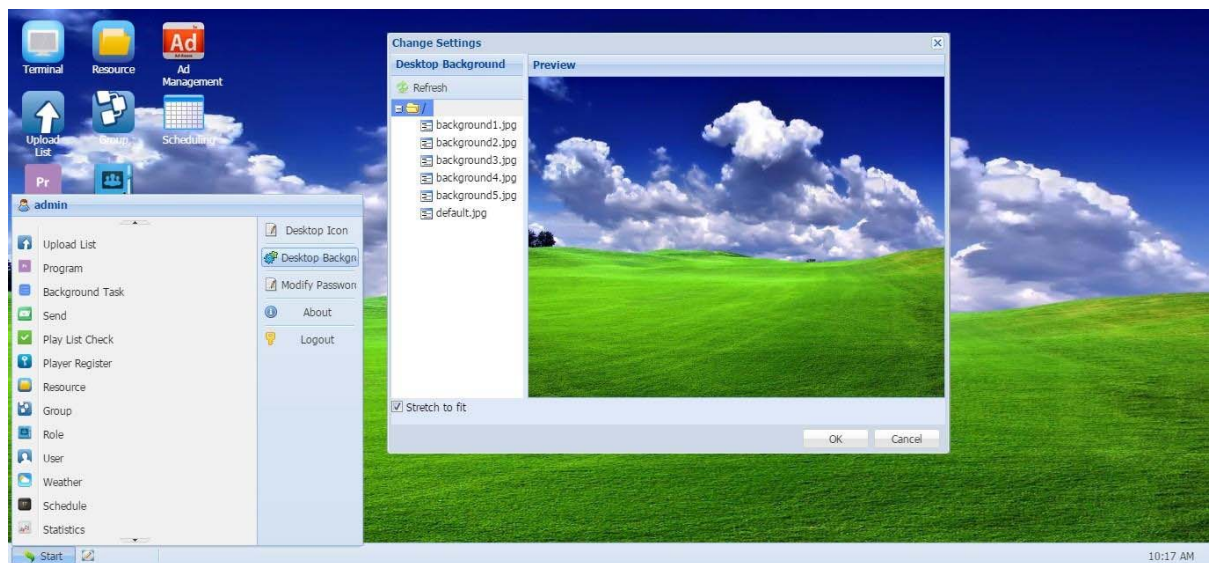
10.5 Schedule

Managing: Mainly for operations such as enquiries and cancellation for broadcasted programs



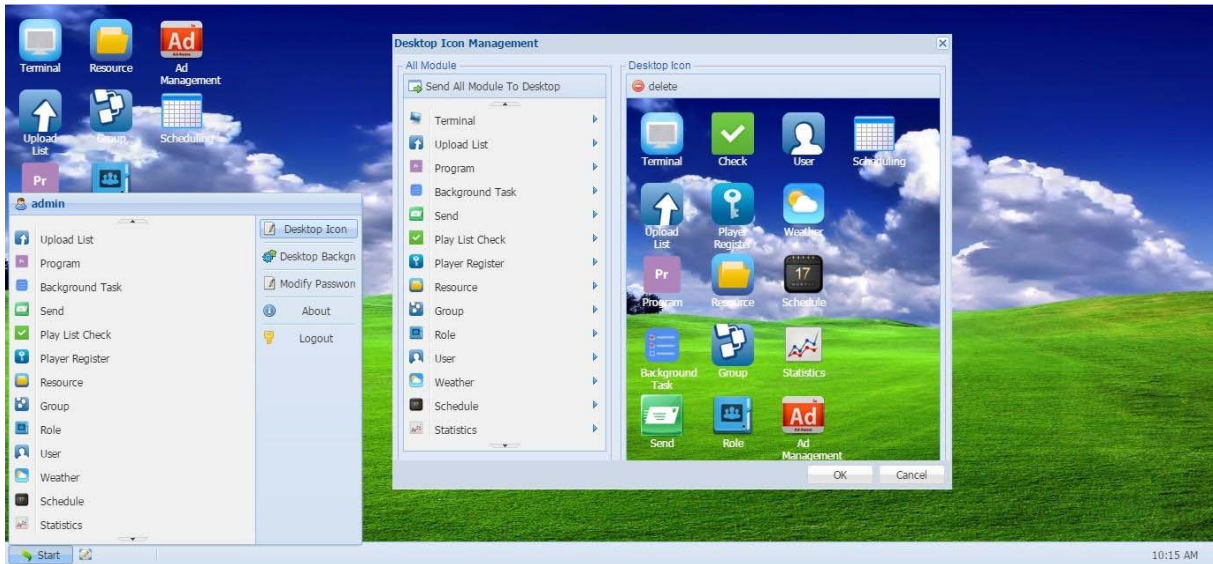
10.6 Desktop Background

The desktop background of CMS Advertising Content Management system can be replaced at will by actions of the users alone.



10.7 Desktop Shortcut

The shortcut of CMS Advertising Content Management system can be added to the Desktop at will by actions of the users alone.



11.CMS Functional comparison table

CMS Advertising Content Management System provides 3 types of software, namely,

Standard Version, CMS02 Interactive Version, and CMS03 Flagship Version. For a thorough functional comparison table amongst the different software versions please see tables shown below for details

	CMS01	CMS02	CMS03
Picture, Video, Audio, Text, Date, Time, Week, Weaher, Web, Container, RSS	●	●	●
Interactive Touch	X	●	●
Ad Area, Streaming, Countdown	X	X	●
Ad Management	X	X	●
Program Editor	●	●	●
Terminal Management	●	●	●
Resource	●	●	●
Send / Clearance check	●	●	●
Scheduling / Statistics	●	●	●
Clearance Management	●	●	●

12. Requirements of computer environment

Hardware Requirements :

CPU: Intel 1037u 1.8GHz / Memory:2G DDR3 / Hard-Disk Space:500G or above

Operating System :

- Microsoft® Windows® XP (32bit upgrade to Service Pack 3) Series Versions
- Microsoft® Windows Vista/7® Series Version (32 bit and 64 bit)
- Microsoft® Windows 8/8.1® Series Version (32 bit and 64 bit)
- Microsoft® Windows 10/10.1® Series Version (32 bit and 64 bit)
- Microsoft® Windows Server 2000/2003/2008 Server® Version (32bit and 64 bit)

Internet Connection :

- Need to have long-term internet connection, while providing fixed IP Address for server log-in, and ensuring seamless connection both ways.
- Need to provide sufficient broadband bandwidth for modified media files for its transmission
- When placed in external network, need to provide actual IP or NAT settings.
- When lost connection with digital signage, it will be impossible to execute functions such as, synchronized delivery, diary feedback and remote monitoring, etc.

13. Troubleshooting

13.1 Q: Unable to log-in Content Management System via Browser

A: Please first check your PC to see whether SERVER program is indeed activated, and we suggest to use “CHROME” browser to log in.



13.2 Q: Digital Signage cannot be connected to SERVER

```
Terminal
Program:
Device No.: DCCB253C3255
My Name: 02
My IP: 192.168.200.17
Server: 192.168.168.175:6100
Connected: no
```

A: 1. Make sure SERVER program has been activated

2. Please check whether Digital Signage has been connected to LAN or WLAN, and in the same network subnet with SERVER

If digital signage is located in external network, please confirm the server's external IP

Address being correct and have 6101、6100 PORT opened.

2. De-activate built-in Windows firewall.

13.3 Q: Unsuccessful importing of program, via USB flash drive

A: Please firstly confirm whether network connection is functioning normally, program file is stored correctly under the root directory of the USB disk

Note: The USB disk can only store 1 program file

14. Product Warranty

Note :

Management Guideline for lower-power electromagnetic machinery:

Article 12 Without permission, any company, firm or user shall not alter the frequency, increase the power, or change the characteristic and functions of the original design of the certified lower power frequency electric machinery.

Article 14 The application of lower power frequency electric machineries shall not affect the navigation safety nor interfere a legal communication, if an interference is found, the service will be suspended until improvement is made and the interference no longer exists.

Warnings :

- Please do not allow contact with dampness or water sources, which may lead to electric shock or electric circuit damage.
- Please do not remove product external casing on your own, so as to avoid electric shock, or to cause internal damage to the product.
- This product is compliant to NCC regulation on low-power RF electrical products.
- For the detail of scope of electricity, please see power source labelling guide

