

Connectivity Brief - VAR (HTTPS)

Overview of Media Player

A digital media player (“player”) is located behind the screen. The player periodically downloads content and playlists from the Internet. The player is connected to the Internet via a data connection on your existing network. The player “calls out” to a central server via secure Internet connection and downloads content. The player loads the content obtained from the connection before displaying the content. The player does not stream content via the Internet. This allows the Information Center to display content even in the even of a network failure by continually playing the most-recent content it has obtained.

Network Connections

The connection to the player is provided by a CAT5 or CAT6 network drop. This can be installed by our technicians if required. For the player to have access to our servers, it requires an active Internet gateway, with access to the following IP addresses and ports:

HTTPS Command and Control Channel

var-app.var.enqii.net	64.34.22.221	Port 443
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Content Download (FTP and FTPS)

var-con.var.enqii.net	64.34.22.218	Port 21
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Content Download Alternative (HTTP and HTTPS)

var-con.var.enqii.net	64.34.22.218	Port 80 or 443
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By default the ComQi Media player software will attempt to download content using all available protocols in the following order: FTPS, FTP, HTTPS, HTTP.

However, the media players can be configured for specific protocols and in a specific fallback order. For example, a player can be configured to download using HTTPS and only fail back to FTPS, never attempting FTP or HTTP.

If Your site Does Not Support DHCP:

Although the simplest IP connection is via DHCP, the player can connect via static IP networks. If you facility does not support DHCP, please provide the following information and provide to us or your technician working on the installation for you.

- IP Address _____
- Subnet _____
- Default Gateway _____
- DNS Server 1 _____
- DNS Server 2 _____

The player does NOT require a public IP and can work using Network Address Translation (NAT). However, you can use a public IP with the player if desired.

Wireless

The following information is required for 802.11a/b/g/n wireless networks:

- Wireless Name (SSID): _____
- Wireless Key: _____

Security

When the player is turned on, it “calls out” to the server via the Internet connection. Over this connection, the media player sends it’s status and inquires about any new content it should download. The media player will stay connected to the server as long as it can. If the connection is lost, the player will wait 30 seconds and attempt to reconnect to the server. The player always “pulls” information from the external server. No external communication will “push” or instigate communication. This ensures that the system and your network are never put at risk.

Bandwidth

The minimum external Internet bandwidth recommended is 512K (download). Since the player is always connected to the server, it periodically sends status information about its health. At most this information requires about 5kb/sec. However, downloads of the content are much larger depending on the size of the files. Through content management, content is generally downloaded to the player at night but if the bandwidth is small and there’s a lot of content this may take a long time. The player can be set to only use a certain amount of bandwidth if required.