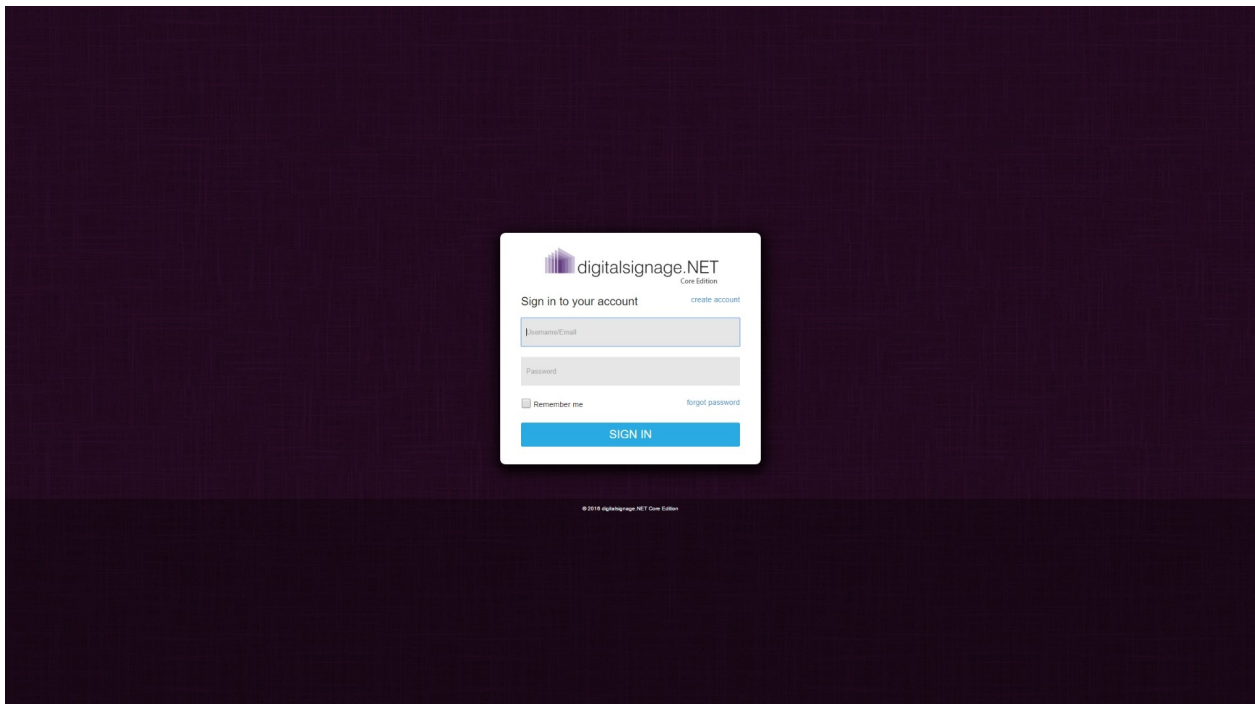




Quick Setup Guide

digitalsignage.NET Core Edition is a cloud based digital signage software that allows you to send your message to your screens in just a few simple steps. Follow these instructions to schedule and publish content onto your screens and add your media devices to your account.



Section Guide

1. Create an account / Log in
2. Creating a Channel
3. Adding a Media player
4. Adding Media Files
5. Creating a Playlist
6. Assigning a Playlist to a Channel
7. Scheduling Content and Playlists
8. Pages and Collections
9. Network Health Monitoring
10. Player Installation



Section 1 - Create an account / Log in

Open a browser and go to <https://core.digitalsignage.net> If you already have an account you can simply login using your chosen email address and password. If not then continue reading to create an account.

The screenshot shows the login interface for digital signage.NET Core Edition. At the top left is the logo, followed by the text "digitalsignage.NET Core Edition". Below this is the heading "Sign in to your account" and a link "create account". There are two input fields: "Username/Email" and "Password". Below the password field is a checkbox labeled "Remember me" and a link "forgot password". At the bottom is a large blue button labeled "SIGN IN".

To create an account click the [create account](#) link and fill in the details by providing your email address and a password. After confirming your password and accepting the terms and conditions click the SIGN UP button and the system will send you an email. When you receive the email simply click the link to complete the account registration and you're ready to go.

The screenshot shows the "Create Account" page for digital signage.NET Core Edition. At the top left is the logo, followed by the text "digitalsignage.NET Core Edition". Below this is the heading "Create Account" and a link "login". There are three input fields: the first contains the email "myemail@mail.co.uk", the second and third are masked with ".....". Below the password fields is a checked checkbox labeled "I accept terms & conditions" and a link "view terms". At the bottom is a large blue button labeled "SIGN UP".

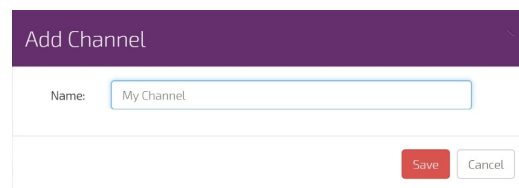
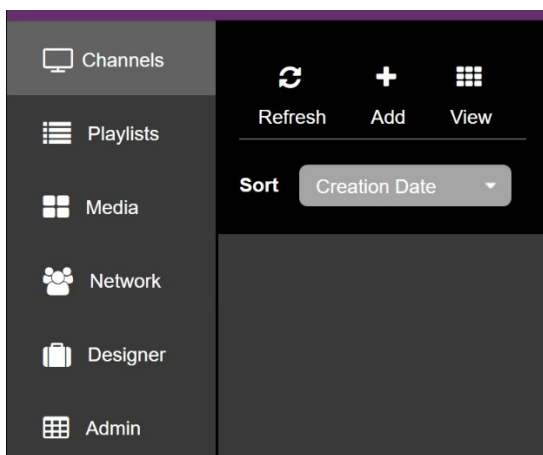


Section 2 - Creating a Channel

Go to <https://core.digitalsignage.net> and login using your chosen email address and password or create an account if you don't have one. Once you're logged in, follow the steps below to populate your screens with your media content.

The first step is to create a new Channel. You can imagine a channel being similar to a TV channel, where the player will display the content from whichever channel the player is 'tuned' into.

Click on the **+ Add** button to create a new channel and give it a name.



Once complete **click Save**.

Please note: Your digitalsignage.NET account comes with a 'Default' channel. You can use this channel if you prefer.



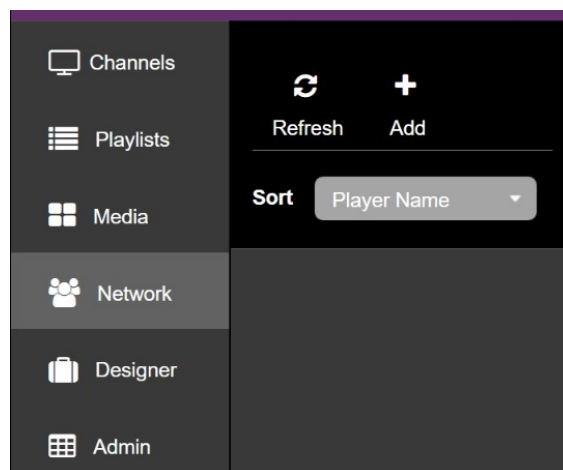
Section 3 - Adding a Media player


In order for you to see content playing on your screens you will need to attach a Media player. Supported Media players include approved Android hardware. Please go to Section 10 for instructions on how to install the player software onto your Android device.

We are going to cover the Android player below and show you how to add this to your account.

Please note, you must have the digitalsignage.NET Core player software installed before following these steps. Go to Network, Downloads and download the digitalsignage.NET Core Edition Player.


Software installation instructions can be found below on page











1. Select Networks from the menu and click the + button to add a player.
2. Player Type is automatically set to 'Android Player'.
3. Add an image of the player location or the player itself if required by clicking 
4. Give your player a relevant name.
5. Type in the Hexcode. This is the code that you should have on your screen after installing the digitalsignage.NET Core Edition player software.





5. Set a connection interval. This is the time interval between connections from the media player to the cloud server. The default setting is 1 minute. If you are connected via a 3G/4G network you may wish to increase this time interval to save data charges.
6. Select the appropriate time zone.
7. Select the Channel that you wish your player to be associated with. For test purposes select the 'Default channel'.
8. Player Group can be left blank at present. This is an advanced feature.
9. Make the player live (active) or inactive by ticking or un-ticking the box. Default is inactive.
10. Set a suitable reboot time. Usually this is set to a time which is outside of the normal display time period. Please note a rooted device is required for the reboot time to work otherwise an app such as 'FastRebootPro' can be used to reboot the device. You can find the app at: <https://play.google.com/store/apps/details?id=com.greatbytes.fastrebootpro&hl=en>
11. Add your Player Subscription by clicking on the  button, this will open the subscription window.
12. Select the appropriate subscription and click attach.
13. If you want to receive an email if the player has any errors, such as going offline, tick the checkbox and enter an email address, multiple email address can be added.
14. By default the player is set to always play content. If you want to set Uptimes un-tick the checkbox and enter the required times. The player will then stop playback outside of these times. If playback is not required for a particular day then simply un-tick that day.

Always On

<input checked="" type="checkbox"/> Monday	08:30		To:	17:30	
<input checked="" type="checkbox"/> Tuesday	08:30		To:	17:30	
<input checked="" type="checkbox"/> Wednesday	08:30		To:	17:30	
<input checked="" type="checkbox"/> Thursday	08:30		To:	17:30	
<input checked="" type="checkbox"/> Friday	08:30		To:	17:30	
<input checked="" type="checkbox"/> Saturday	08:00		To:	18:00	
<input type="checkbox"/> Sunday			To:		

Now all the details have been entered click Save and the player will be added to the Network list.



Section 4 - Adding Media Files to your account

Select Media from the menu.

Click on the Upload: **+** button in the upper right menu.

From the drop down menu you have three options to select... Upload: **+**

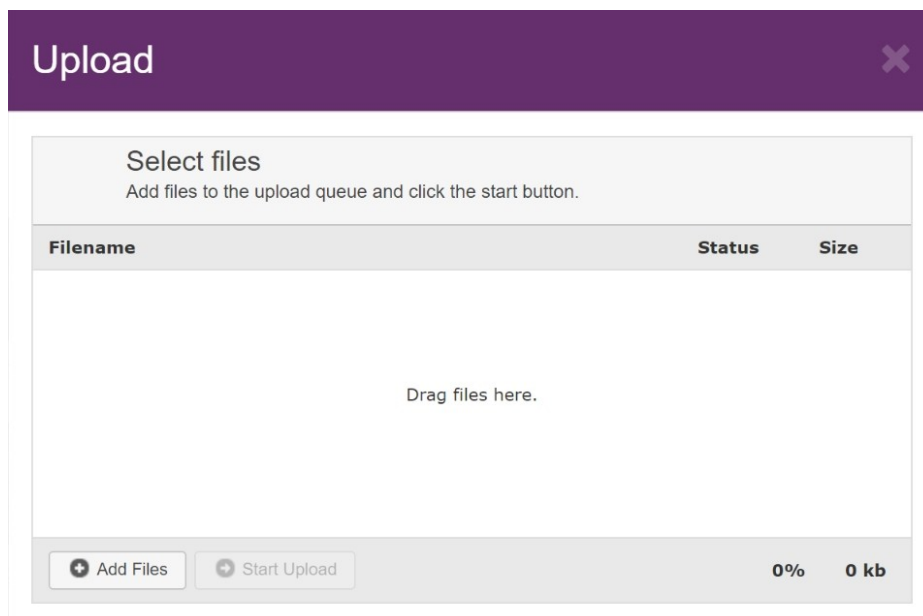


Media - Add media formats including Jpeg, Video*, HTML

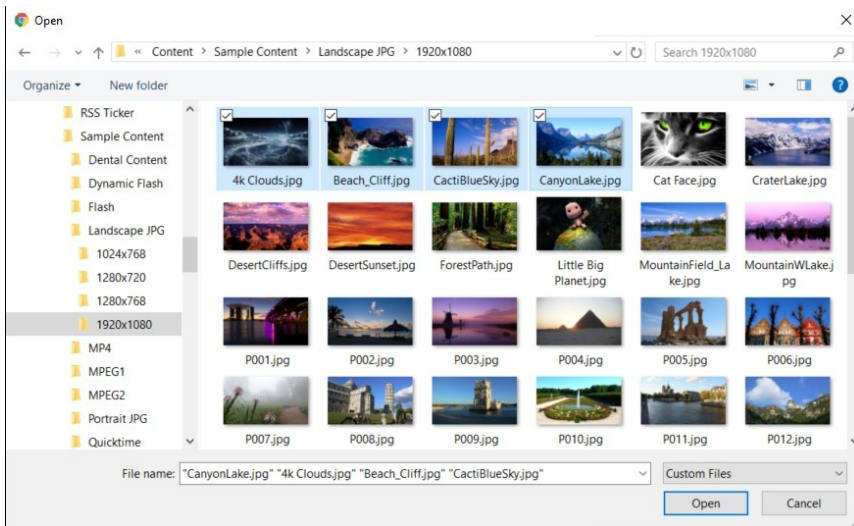
WWW - Play a web page as a piece of content.

Widget - Select one of the available widgets to play as a scheduled piece of content.

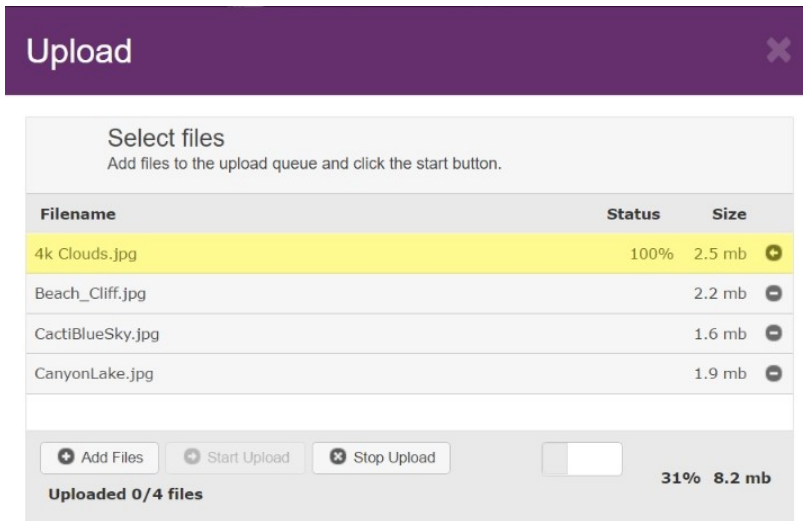
Select Media and the Upload box will appear.



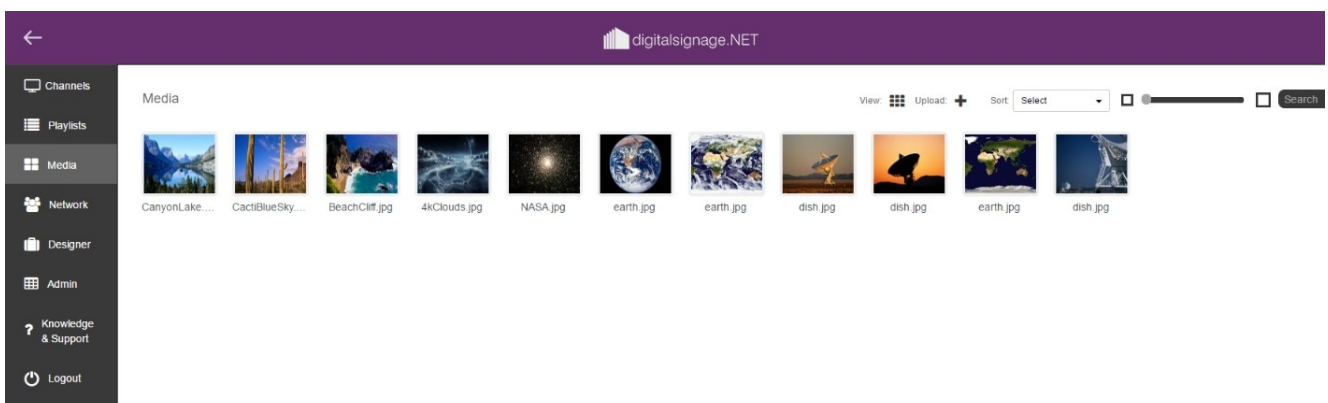
Click the **Add Files** button and a file browser window will appear for you to search and select the required files alternatively you can drag and drop your files into the Upload box.



Select the required media files, you can use the standard CTRL and Shift options in Windows to select multiple files at once (For Apple Mac, hold Shift only) When you're ready click Open. The media files will then be added to the Upload queue. Click 'Start Upload' to upload your media files to your account



When the files have been uploaded the system will place them into the Media store ready for use. **Note:** Once media files are uploaded into the Media Store we refer to them as **Scenes** as they contain play length and other attributes needed for playback.





Section 5 - Creating a Playlist

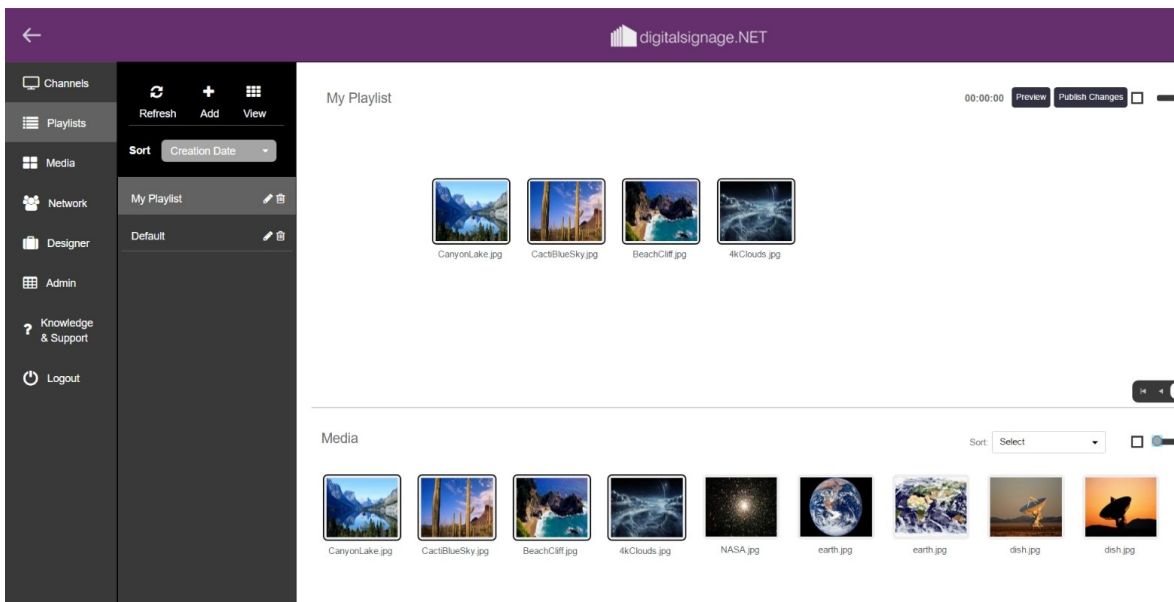
Select **Playlists** from the menu.

Click on the **+ Add** button to create a new Playlist and give it a name. **Click Save.**

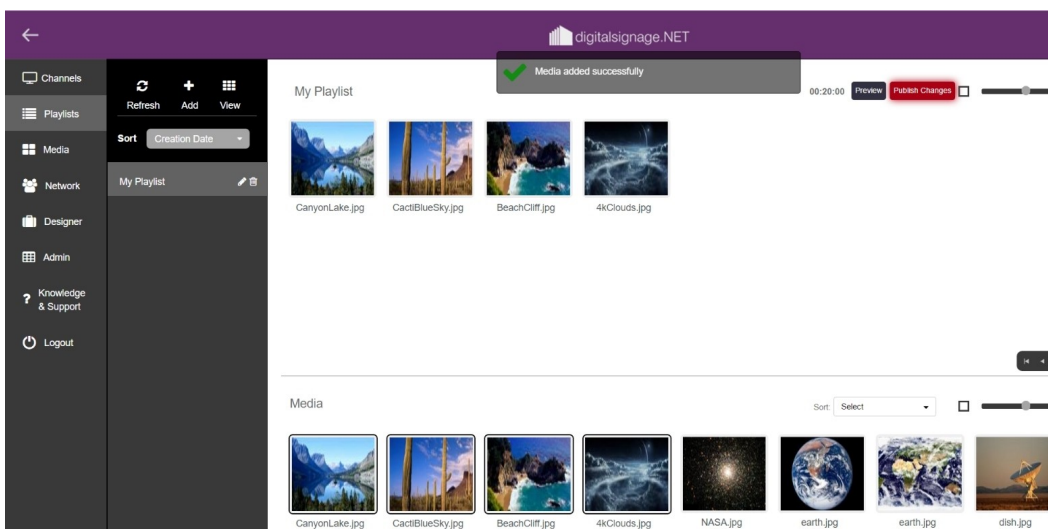
Ensuring that your newly created Playlist is selected from the list, we'll now add content from the Media Store to the playlist. The Media Store is visible in the bottom section.

Simply click on the content you want to add and drag it up into the playlist area. Again you can use CTRL and Shift to select multiple items (*For Apple Mac, hold Shift only*).

Again, added media content is referred to as 'Scenes'.



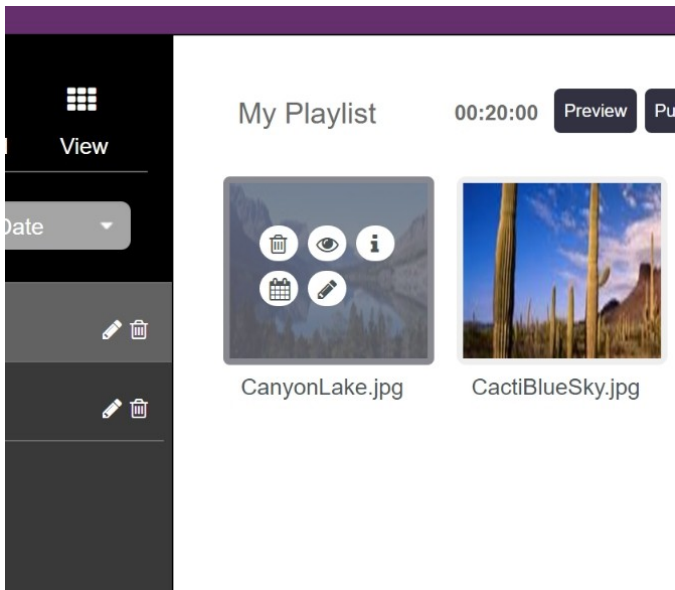
When you release the mouse button the media will be dropped into the playlist and the **Publish Changes** button will flash. Nothing is sent to the players until you press the Publish Changes button. The button flashes to remind you. If you navigate away from the page you will also be reminded to publish your changes if you haven't already done so.



Now we have added some media to our playlist we'll take a quick look at some options and settings.



When you hover the mouse over a scene you'll see the following icons.



These can be clicked to provide the following actions.....



Deletes the scene.



Previews the scene.




Shows information about the scene.



Set a schedule on the scene.



Edit various options such as how long the scene will play for.


In this guide we'll look at changing how long the scene will play for so click the  button and the Media Information box will appear.



Media Information

Name:

Length(sec):

Expiry Date: 

Report Playback:

Aspect Ratio:

Full Screen:

Transition:

Here we can change...

Name: The name of the scene

Length(sec): How long the scene will play for in seconds.

Expiry Date: If this is ticked, you can set a date for when the scene will delete itself from the playlist. This is useful to help keep your playlists tidy.

Report Playback: Playback of the scene will be logged if this is ticked. This log can be used to generate a playback report.

Aspect Ratio: If ticked this will preserve the scenes aspect ratio. E.g. If a landscape scene is shown on a portrait display, when this is ticked it will be played with black bars top and bottom in order to preserve the scenes correct aspect ratio. If this is un-ticked the scene will be stretched to fill the screen.

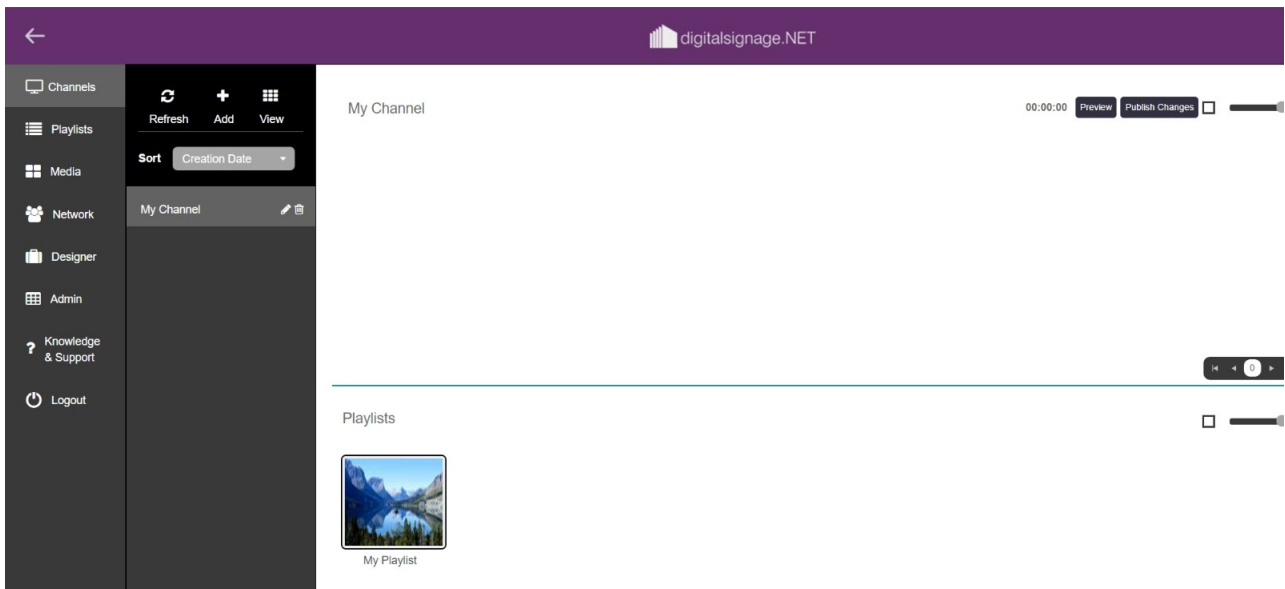
Full Screen: Tells the player to jump out of any Page set against the playlist (at Channel level) and display full screen.

For the purposes of this guide, set the Length to 10 seconds and **click Save**.

So far we've created a new Channel and a new Playlist, however, the Channel is still empty and the player has nothing to play. Next we'll assign the playlist to a channel.

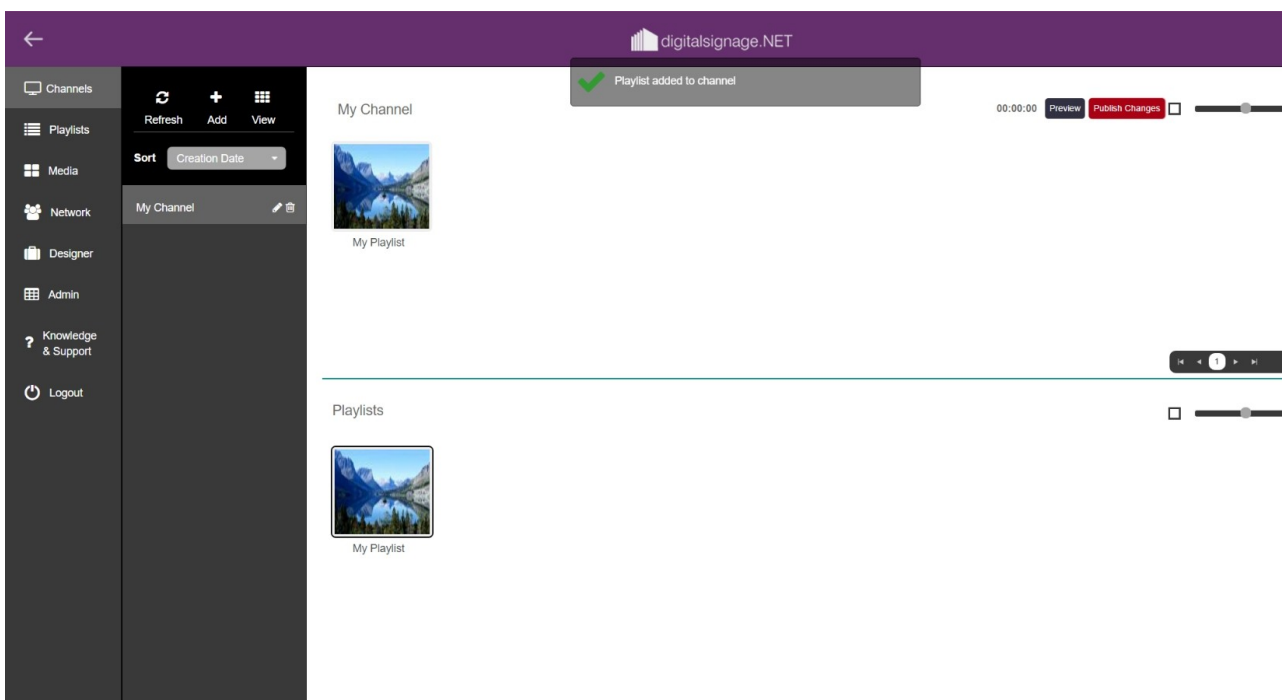


Section 6 - Assigning a Playlist to a Channel



Ensuring that your new Channel is selected from the list, we'll now add a playlist to a channel.

Simply click on the playlist you'd like to add and drag it up into the channel area. A channel can have more than one playlist assigned to it and again you can use CTRL and Shift to select multiple items if required.



As before when you release the mouse button the playlist will be dropped into the Channel and the **Publish Changes** button will flash. Nothing is sent to the players until you press the Publish Changes button. Again, the button flashes to remind you. Once you've clicked the button to publish the changes, the screen will start displaying the playlist after a few minutes.



Section 7 - Scheduling content and Playlists

digitalsignage.Net Core Edition allows you to schedule content at both the Playlist level and the Channel level, that is scheduling can be applied on both Playlists and Scenes. This can be done weeks, months or even years in advance making organizing your scheduling easier and more convenient.

To have a scene play on certain dates or maybe within a certain time period, a schedule is set on the scene itself. As this is done in the Playlist section we refer to this as **Playlist Level Scheduling**.

If you want to have several scenes using a common scheduling, this is done in the Channel section. We refer to this as **Channel Level Scheduling**.

Setting a schedule at the Channel level overrides any scheduling done on any scenes at the Playlist level and sets a common schedule for all the scenes in the playlist.

The screenshot shows a 'Content Schedule' dialog box with a purple header. It contains two columns of input fields. The left column has a 'Date' checkbox, a 'Time' checkbox, and an 'All Day' checkbox. The right column has 'To:' labels for both the date and time fields. Below these are two rows of day checkboxes: Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday. At the bottom right, there are 'Save' and 'Cancel' buttons.

There are a few different options when you schedule a scene....

If you want the scene to only play between certain dates, tick the **Date** checkbox and set the 'From' and 'To' dates. Clicking the calendar icon will open a calendar to allow you to choose a date. The scene will only play between the set dates.

If you want the scene to only play between certain times, tick the **Time** checkbox and set the 'From' and 'To' times. The scene will only play between the set times. Clicking the clock icon will open a drop down menu from which you can choose a suitable time.

Note: If you need the scene to play all day simply tick the All Day checkbox.

If you need a scene to play between certain dates **and** times, simply set both the Date and Time elements in the schedule options.

For a scene that only needs to play on Mondays un-tick all the other days of the week.

Using the scheduling elements either alone or in combination provides great flexibility when scheduling a scene. On the next page we'll go through an example.



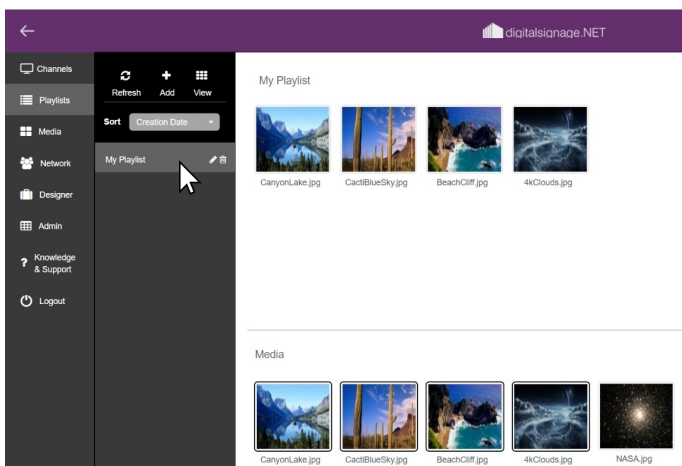
For this example we'll schedule the scene CanyonLake.jpg to only play during the following dates and times:

Dates: 7th November 2016 - 11th November 2016

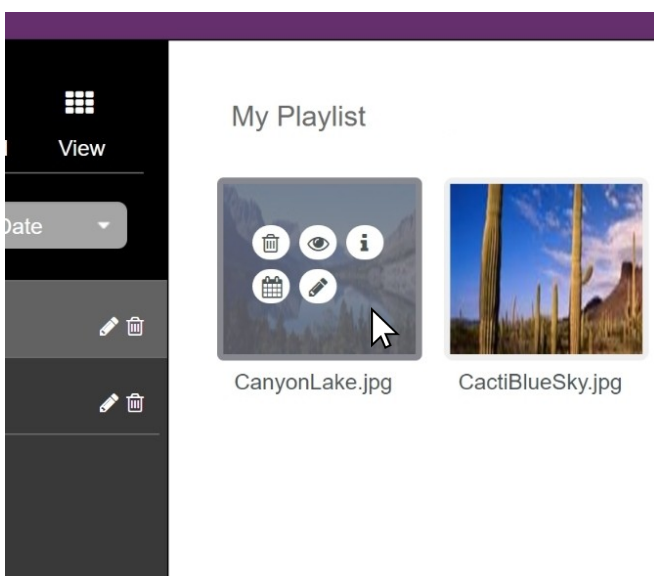
Times: 12:30-13:30

Days of the week: Mondays and Wednesdays only

To set up this schedule firstly click **Playlist** in the menu and then click the playlist which contains the scene you need to schedule.



Now hover the mouse over the scene and click the schedule icon.





As shown in the picture below we set the correct Dates, Times and Valid Days as previously explained and click Save.

Content Schedule

Date To:

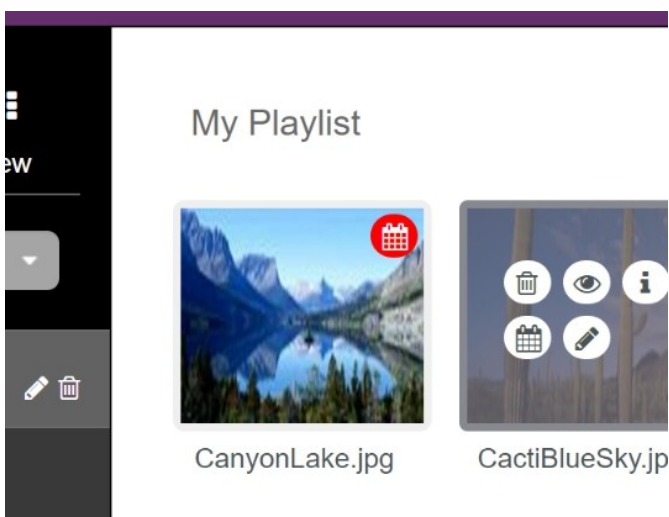
Time **All Day** To:

Monday **Tuesday** **Wednesday**

Thursday **Friday** **Saturday**

Sunday

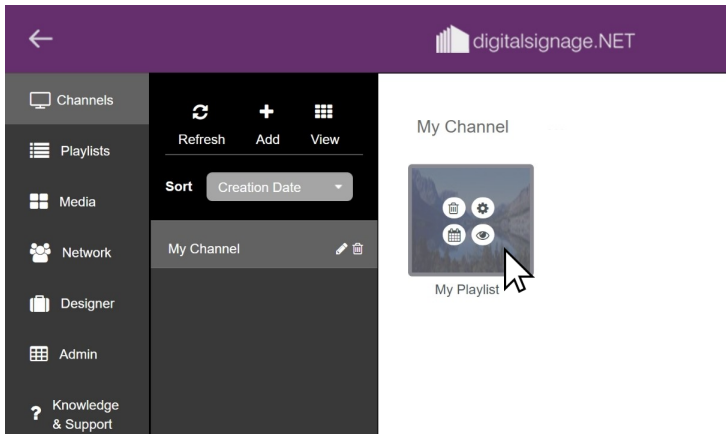
The scene will now have a red icon to show that the scene has a schedule set against it.





We'll now look at scheduling at the Channel level. Scheduling at the Channel level is similar to Media scheduling, however, the schedule is set on the Playlist itself rather than on the scene.

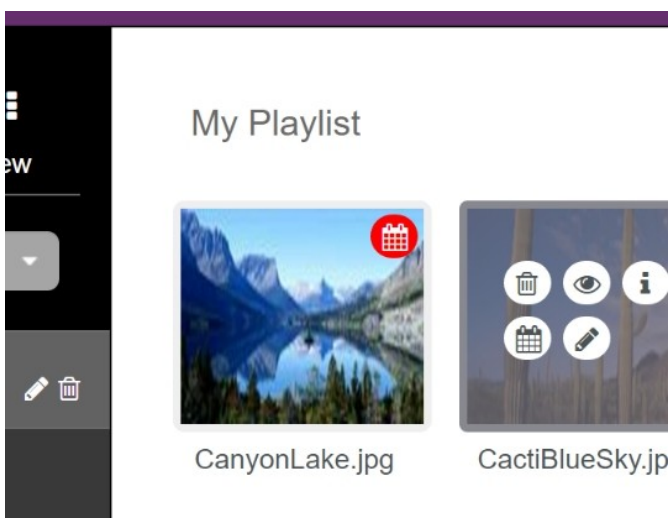
Click Channel in the menu and then click the channel which contains the playlist you want to schedule, in this example 'My Playlist'



Now hover the mouse over the scene and click the schedule icon.



Again the scene will show a red schedule icon to show that a scene contained in the playlist has a schedule set against it.



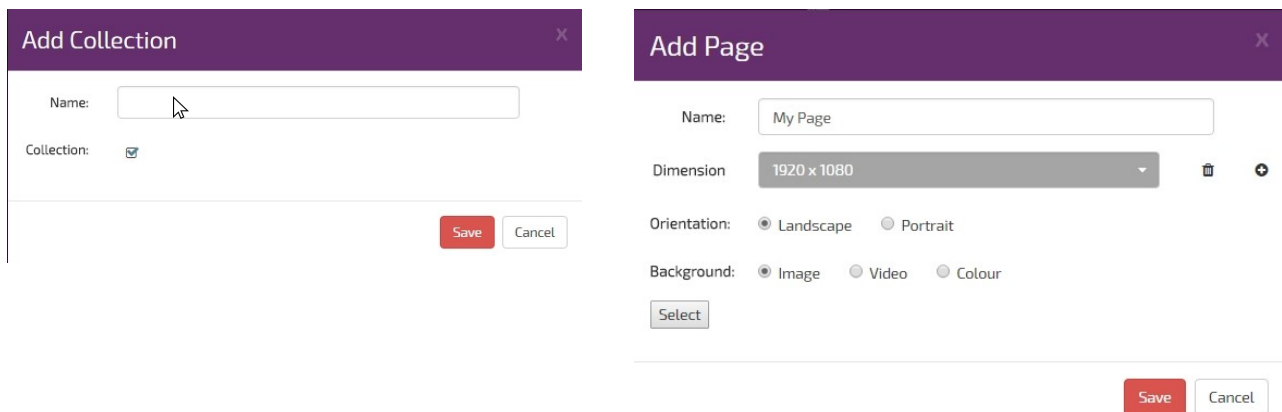


Section 8 - Pages and Collections


The Core Edition includes the concept of 'Pages and 'Collections'. A Page can be used to provide a multi-zone layout in a playlist or as part of a Collection. A Collection is 2 or more Pages linked together to create an interactive presentation.

Creating a Page

Choose the Designer from the left hand menu, click  under the Pages and Collections title and un-tick the Collection: tick box, the Add Page window will now open.



The image displays two side-by-side screenshots of the software's configuration windows. The left window, titled 'Add Collection', has a purple header and a close button (X). It contains a 'Name:' text input field, a 'Collection:' checkbox which is checked, and 'Save' and 'Cancel' buttons at the bottom. The right window, titled 'Add Page', also has a purple header and a close button (X). It features a 'Name:' text input field with 'My Page' entered, a 'Dimension' dropdown menu showing '1920 x 1080', 'Orientation' radio buttons for 'Landscape' (selected) and 'Portrait', 'Background' radio buttons for 'Image' (selected), 'Video', and 'Colour', a 'Select' button, and 'Save' and 'Cancel' buttons at the bottom.

Give the Page a name and select the required page dimensions from the drop down menu. The Page should be created in the correct resolution for the screen it's going to be shown on. Typically the screen will be HD at 1920x1080 which you can select from the dropdown menu. If the required resolution isn't in the menu you can create it by pressing the  icon and entering the resolution required. Next select the correct Orientation and choose a Background.

There are various background options you can use. Some of these options are used in many of the widgets available in the system. The options are:

Image: Choose an image from the Media Store to use as a background.

Video: Choose a video from the Media Store to use as a background

Colour: Choose a colour using the colour picker.

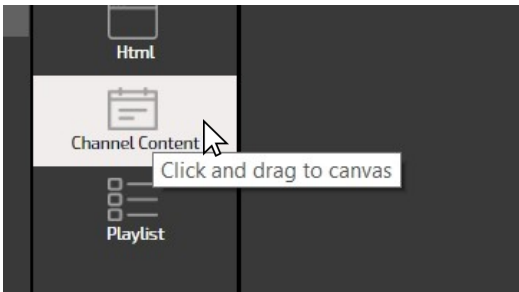
Click on the required selection and then click 'Select'. If you choose either Image or Video a window will open allowing you to select a piece of media from the Media Store. If you choose Colour, a swatch will appear. Clicking on the down arrow next to the swatch allows you to choose the required colour using the colour picker.

When you're happy click Save and the Designer will open a blank page using the background you've chosen.



Now we have a blank page to work on we can add various widgets and channel content to the page. For our example we'll add a zone for Channel Content, a 3 day Weather widget and a RSS feed providing local news.

All the items we need for our page are located on the left hand side under the Assets headline. Firstly we'll add the Channel Content, every page must have the Channel Content added. Click on the Channel Content icon and drag it onto the background in the designer section.

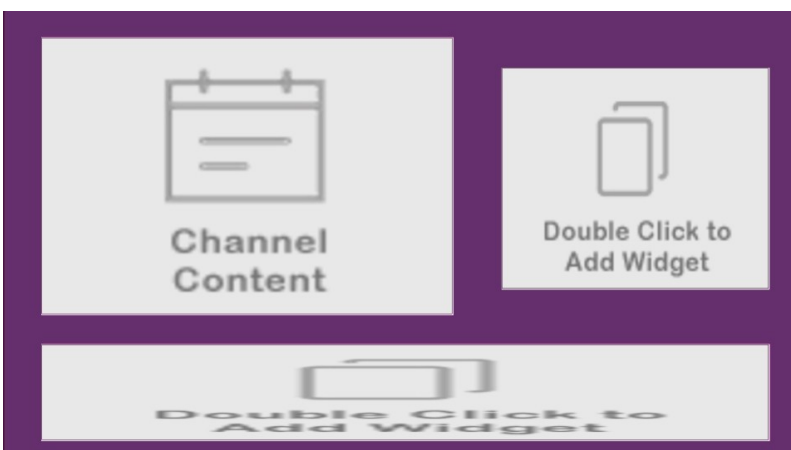


When you release the mouse button the zone will be placed onto the background and can now be moved and re-sized as required. To move the zone, click on the zone to select it and then click in the centre of the box. To resize the zone click on the zone to select it and then click on any corner of the box and size it accordingly. On the right hand side is a Properties column, here you can fine tune the position or size by manually entering the position as x and y offset coordinates and the size as width and height. Once you're happy with the size and placement of the zone you can lock the zone by clicking the padlock to prevent any accidental changes.

Each zone placed on the background is given a Layer number, with higher numbers showing on top of lower numbers. E.g. If zone A is placed over zone B but has a higher layer number, zone A will be on top of zone B. You can manually edit the layering of the zones by changing the layer number given to the zone.

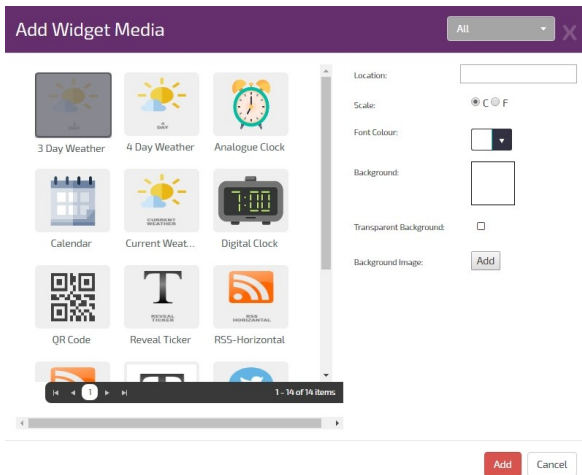
Although each page has to contain a Channel Content zone it doesn't mean the zone has to be visible. If it's not needed simply make the zone 1x1 pixel or place it behind another zone using the layering option previously described.

Next we'll place the Widgets. Click the Widget icon and drag it onto the background area in the Designer. Place one on the right hand side and one on the bottom, move and re-size accordingly.





Now we have 2 blank widget zones which need to be defined. Double click the widget on the right hand side and the Add Widget Media window appears, from here we will choose the type of widget we'd like to use for this zone. This zone will be a weather widget so choose the 3 day weather widget.



When you click the 3 Day Weather widget its properties will appear on the right hand side. Some of the properties are unique to the weather widget but others you'll see in other widgets, such as the background options.

Location: Which locale will be displayed by the weather widget.

Scale: Display temperatures in Fahrenheit or Centigrade.

Font Colour: Change the font colour by clicking and choosing a colour using the colour picker.

Background: A coloured background can be added to the widget. Clicking in the white box will bring up 2 colour swatches, one for Foreground and another for Background. After choosing the required colours for both the system will create a graduated background flowing from the foreground colour to the background colour.

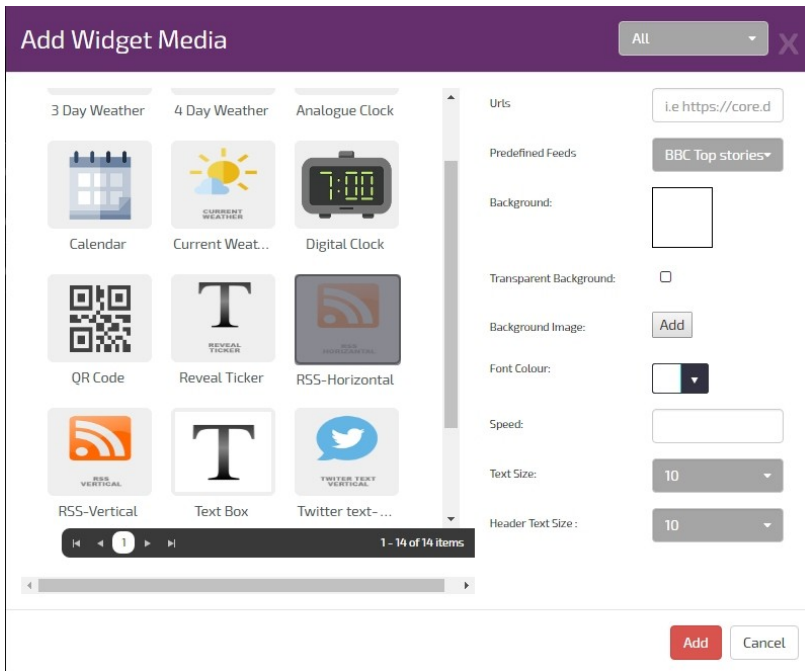
Transparent Background: no background will be used. You'll be able to see anything behind the weather information.

Background Image: Chose a customised background for the weather widget. Any image or video can be used by clicking the 'Add' button and browsing the Media Store.

Once you click the 'Add' button the widget will be added to the page. This point would be a good time to save the page. Simply click the green 'Save Page' button in the Properties column.

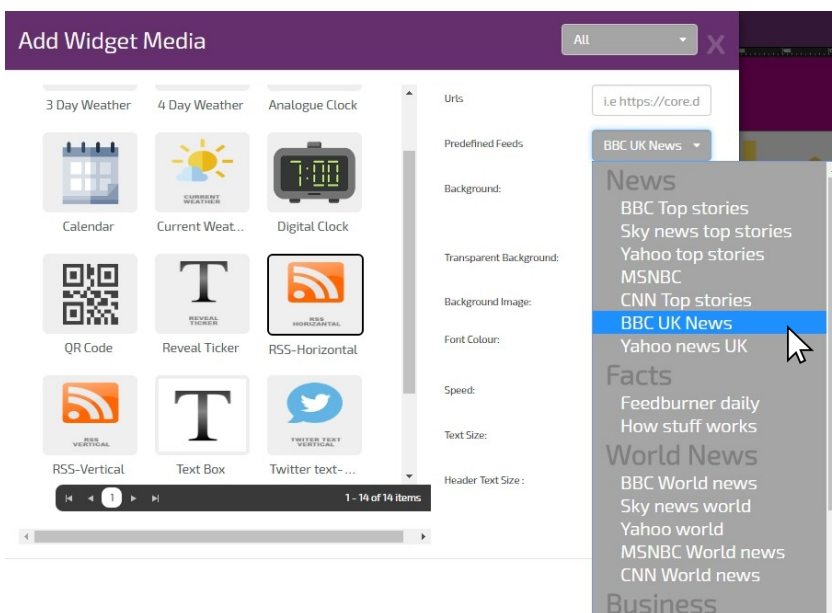


Next we'll define the bottom widget. We'll use an RSS feed to show the local news. As the shape of the zone lends itself to a horizontal shaped feed we'll choose the RSS-Horizontal widget.



You can see some of the options are the same as the Weather widget whilst others are specialised for this widget.

Now you can simply choose a feed from the Predefined Feeds drop down menu. For our widget we'll choose the BBC UK News feed. If you know the URL of a RSS feed you'd like to use you can manually type it in the Urls box rather than choosing a predefined feed.





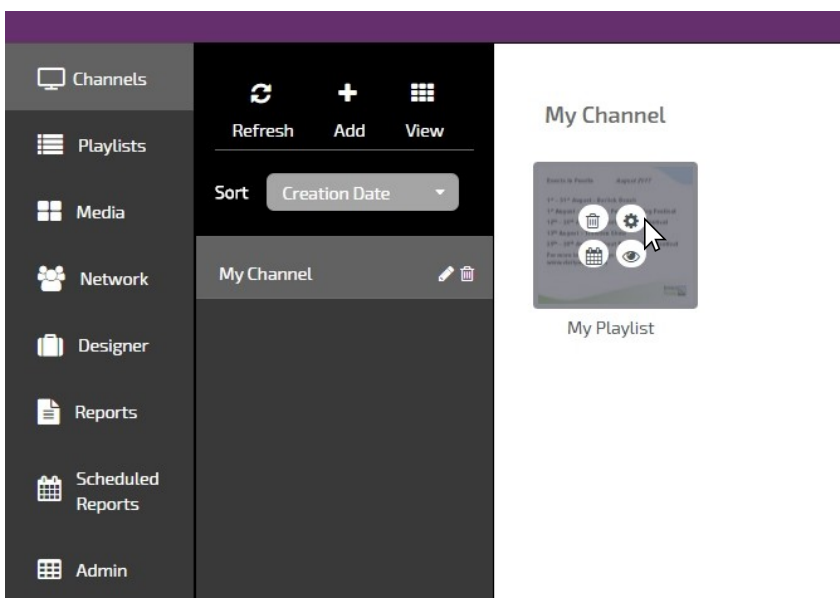
Next choose the required background and font colour. Select a speed, this is how long the news stories are displayed for. The higher the number the shorter each story is displayed for.

The font size for the header and the text can be individually set using the last 2 options.

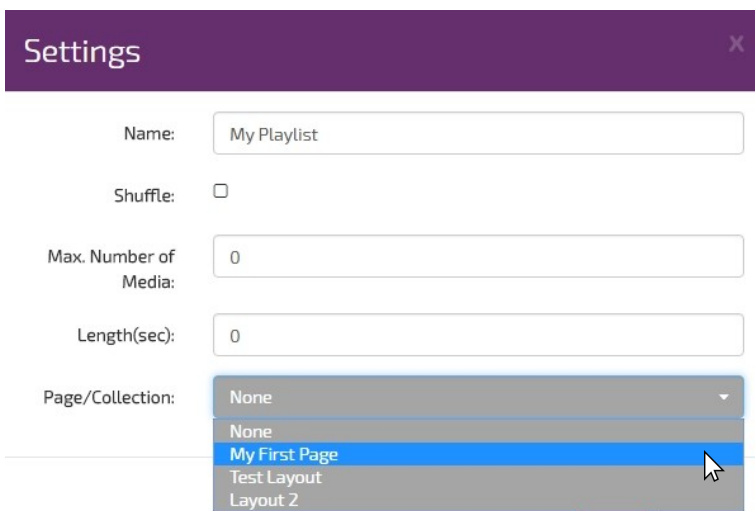
Now click the 'Save Page' button and we've just created our first page!

Pages are assigned to Playlists, in practical terms this means the look and feel of a display can be changed by using different Pages assigned to Playlists throughout the day. Next we'll assigned the Page to a Playlist in the Channels section.

Click 'Channels ' and choose the required Channel. The playlists assigned to the channel will be listed. Hover over the playlist you'd like to assign the Page to and click the Gear icon.



The Playlist Settings window will appear.



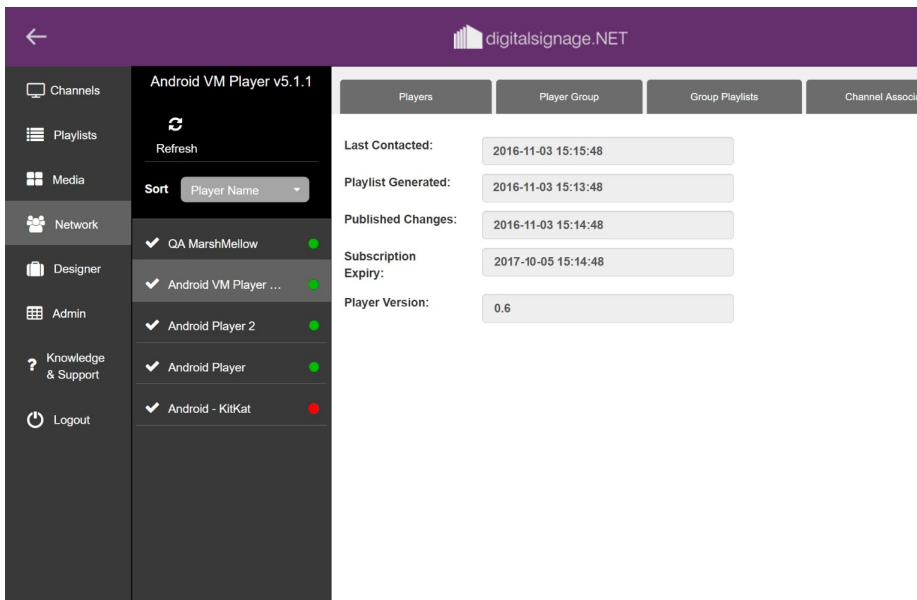
Choose the required page from the drop down menu and click Save.



Section 9 - Network Health Monitoring

You can instantly view the status of your player network using the network health monitoring page.

Click Network in the menu and then click the Network Health tab to instantly see the status of your network.



The system uses a simple red/green indicator to show you if the player is offline or online and is updated every 15 minutes. If the player shows as offline this could be due to internet outage or the player process isn't running.

If you click on a player in the list the additional information is also provided.

Last Contacted - The time when the player last made contact with the cloud server.

Playlist Generated - The time when a playlist was last created which would have affected the playback, such as adding a new piece of content to a playlist the player was already displaying.

Publish Changes - The time when a Publish Changes was last performed that would have affected the player. This can be useful to check if a change to a playlist was actually sent to a player.

Subscription Expiry: The date and time when the subscription for the player will end. After this date/time the player will stop playback and your screen will go blank.

Note: Please ensure that you renew your subscription to prevent this from happening.

Player Version: The version of the player software installed on the playback device.

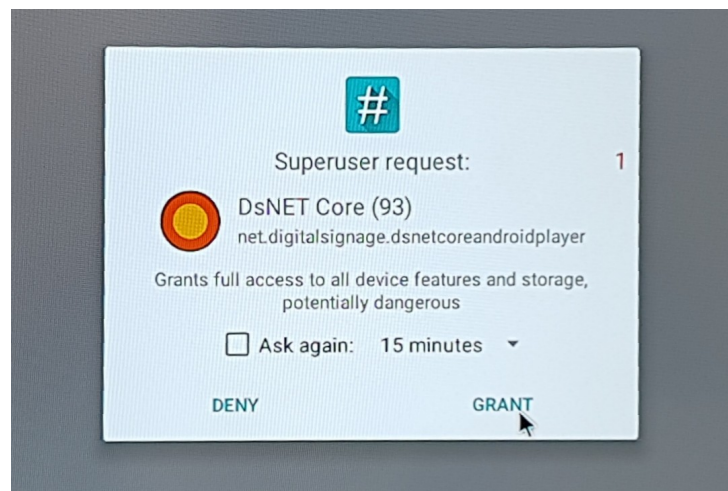


Section 10 - Player Installation

To download the latest player software log onto your account and click on the 'Networks' button. Now go to the 'Download' tab and there you will find a link to download the latest available player. Copy the file onto a USB drive and insert the USB drive into the player device.

Using the Android file explorer browse to the location where you saved the player software (apk) and click the file. After the installation process has finished run the player. An icon called 'DsNet Core' will be placed in the Apps section.

Please note that for the reboot feature to work the player device needs to be rooted. If your device is rooted you'll see the 'Superuser request' box appear when you first run the application. Click the 'Grant' button to enable the scheduled reboot feature.



The player will now connect back to our servers and display a unique 'hexcode' which you will use when you come to add the Media Player to your account.





What is digitalsignage.Net - Core Edition?

Features

Designed for the cloud

digitalsignage.NET Core Edition by Dynamax brings unprecedented levels of scalability & reliability to digital signage which means that you can grow your network at your own pace. Operating multiple virtualized servers in up to 6 data centres simultaneously around the world, you are connected to the data centre best for you via your browser. Data is automatically backed up and replicated so it will never be lost.

Secure

All user transactions are transmitted over a 2048 bit HTTPS encrypted connection meaning that your account cannot be compromised or accessed without your permission.

Ease of use

A simple web-based user interface allows you to upload and deliver your media content in three simple stages: Upload, Schedule and Publish. You can drag and drop the uploaded images and videos straight into a Playlist and get your content published to your screens in seconds.

Media support

Play images and videos together with social media feeds and live video to keep your screens fresh and interesting throughout the day. The use of live data allows you to show new information constantly without any human intervention which saves your time.

Interactive Page Designer

Build your own interactive presentations by creating multiple pages and interlinking them, animate how content appears on the display and use different actions such as touch and swipe to create an immersive experience. Perfect for Kiosks and info points.

Pages and Widgets

Select from our pre-loaded pages and make them dynamic with the addition of various widgets (time, weather, news). Display complementary information simultaneously by organizing your screen into zones that can show both your communications and real-time data. Assign pages to a playlist to create content that changes its look and feel throughout the day.



What is digitalsignage.Net - Core Edition?

Playlists

Playlists are groups of media files (images and videos) organized based on various criteria of your choice, such as location (i.e. shop A or hallways), topic (events, promotions, announcements) or days of the week. Once created, you can schedule them to play whenever and wherever you want. Using the new content expiry feature content can remove itself from the playlist, keeping the playlist tidy and reducing housekeeping.

Channels

Channels are similar to a TV channel. You decide your screen locations, for example in the Reception and in the Café area. You create a Reception channel and a Café channel. Once created you can drag and drop your appropriate Playlist into the Channels and Publish it to the screens.

Player Groups

Make organizing content deployment and scheduling easier and quicker by using multiple player groups. Combine players into logical groups and assign playlists to those groups to get your message out quicker.

Reporting

Create reports detailing what content has played, when it has played and on which playback device that are connected to your network. Generated reports can be exported providing proof of playback performance from the system to present them to your advertising clients or your other colleagues.

User Audits

All user activity is logged and a complete report can be generated showing exactly what actions have occurred on the cloud server on a per user basis.

Coming soon.....

Emergency Messaging

Content triggering enables the system to be able to show emergency messaging such as 'Building Evacuation' or 'Fire' at a single mouse click. Content can be triggered using a small desktop application installed on any computer on the same network as the players.

API

An API is included to allow integration into the system.

And much more!



What is digitalsignage.Net - Core Edition?

Supported Media:

Video HD (1080p) and SHD (3840p)

Images

Audio (Mp3)

HTML

Web Pages

Flickr

QR Codes

Scheduling:

Intuitive Drag and Drop interface

Page assignable to Playlist

Multiple Player Groups

Multi zone Scheduling

Transitions

Offline Playback

Playlist Shuffle

Content Expiry

Live Network Health Monitoring

Pages:

Interactive Page Designer

Animations, Actions and Triggers

Touch screen Capable Responsive Content

Kiosk Mode

Single Page Designer

Pre-defined page Templates

Built-in Image Editor

Full Screen Playback

Multiple Playlist Zones

Social Media Widgets

RSS Feed Tickers

Live Weather

Playback and user activity reports

API



Section - Support

Should you encounter any problems please contact support@digitalsignage.net and one of our support team will help you.

You can also find help on our community forums at:

<https://digitalsignage.zendesk.com/hc/en-us/community/topics>