

# Quick start guide



Version 5

## Quick start guide




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# Introduction



In order to facilitate your first steps with Media4Display we have provided this « Quick Start Guide » that will guide you through some simple operations to help you create your first media sequence containing some images.

Thereafter, you will be able to discover the advanced functions of this software by using the online documentation. You can access the documentation via the  when you are logged into the console.

In the following pages, the icon  indicates actions you must carry out.

If you encounter any problem during the installation / set up process, please don't hesitate to contact the Telelogos Technical Support Team:

- **+33 (0)2 41 22 70 00**
- **[support@telelogos.com](mailto:support@telelogos.com)**

# Connecting to the server



## Before continuing, you will need:

- The Media4Display server address
- The organization name that was created on the Media4Display server
- The user name and password for your organization

Launch the Media4Display console in your web browser (Internet Explorer 9, Edge, Chrome ou Firefox)



**Connection:** <http://eval.media4display.com> (if you have been given a demo account on our server).

**Connection:** <http://<Your server name or IP address>/Media4Display> (if you have installed your own server).

The screenshot shows a login interface with the title "GET CONNECTED" in purple. It contains three input fields: "Organization", "User name", and "Password", each with a purple label. Below these fields is a checkbox labeled "Remember profile". At the bottom is a dark purple button with the text "LOGIN" and a right-pointing arrow.

Fill in the following fields with the information that was provided and follow the pages of this guide step by step.



# Configuration



## Screen types

- This function allows to define a property that will be assigned to each screen during the player installation. Ex: window, counter, menswear aisle, welcome area...
- It will be easier to group screens into Targets according to these properties in order to plan identical sequences on each player in the Target.



## Create a screen type

 Configuration

 > 

 Display types

 > 



 > 

Name\*:

 > 

Enregistrer

## Player

- A Player is equivalent to a Windows or Android PC that connected to a screen(s).
- A Windows player can manage from 1 to 4 screens broadcasting specific independent content or the same on each one.

**Players auto-declare during the first connection to the server. No manual creation is required server side.**



# Targets



## Screen types

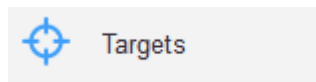
A target gather screens on which we want to plan the same display sequence.

Media4Display offers different types of targeting:

- All players
- Select by player name
- Select by screen type (Ex: window, hall, section, ...)
- Select via variables in a filter (Ex: City, Use, Location...)



## Create a new target

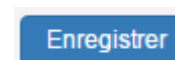


Name:

**Players**

☒ All

☐ Selection by:



Choose « All players »

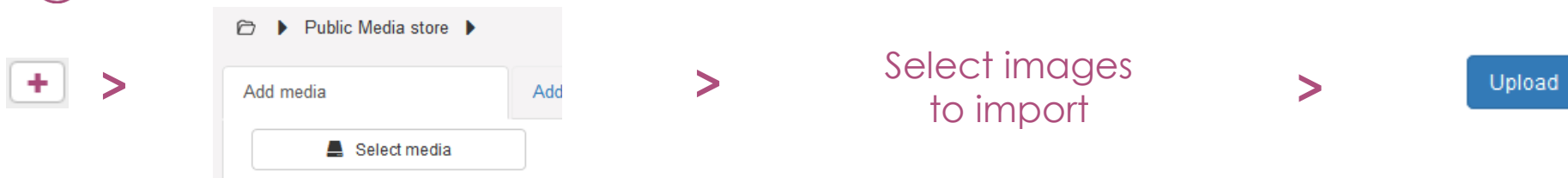
The Media Store allows you to store and organize your medias into folders and sub-folders on the server. These media will be synchronized on the Players according to the sequences schedule.

Media4Display supports the following formats:

- Images (bmp, jpg, ...)
- Videos
- PDF
- PowerPoint
- Widget
- Web pages, Streaming / TV
- Audio



## Add some images in the Public Media Store folder



You may add other types of media later. There may be some demo media available already in your Media Store.



# Slides/Templates



**Media are played in full-screen mode by default.**

**It is possible to divide screen into multi-zones and to play different content in each zone, this is called a Slide in Media4Display.**

Creating a Slide allows to define zones and the following characteristics:

- Full-screen format(16/9, 4/3, 3/4, ...)
- General background (color, image)
- Zone position/Size
- An eventual display delay for each
- Size, display order, zoom effect, trajectory, ...
- Type of zone content (text, image, videos, PowerPoint, ...)

Once you have created a Slide it is possible to duplicate it or to save it as a Template for later use.





# Slides

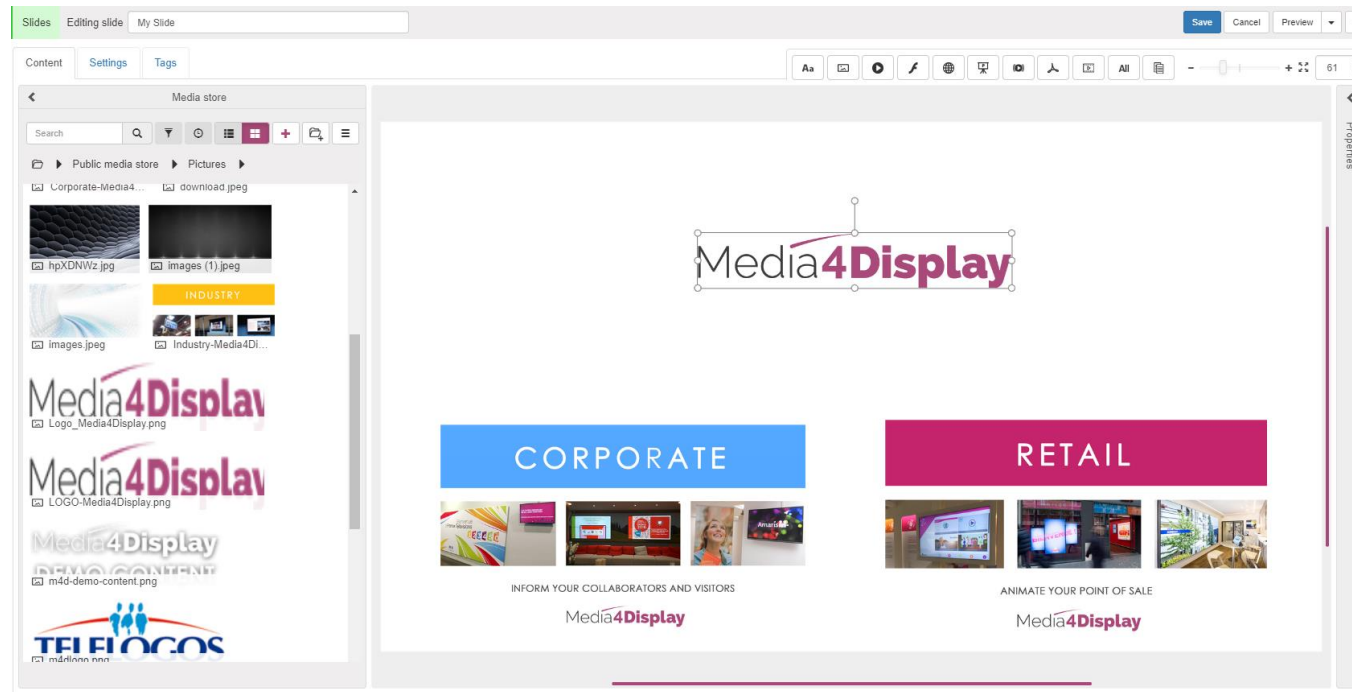


A slide allows to divide screen into multi-zones and to display different media in each zone.



**Create the first slide or select an existing slide.**

**Name it « test slide ». Drag and drop media to the slide.**



Text zones may be entered manually or imported from an external data source.



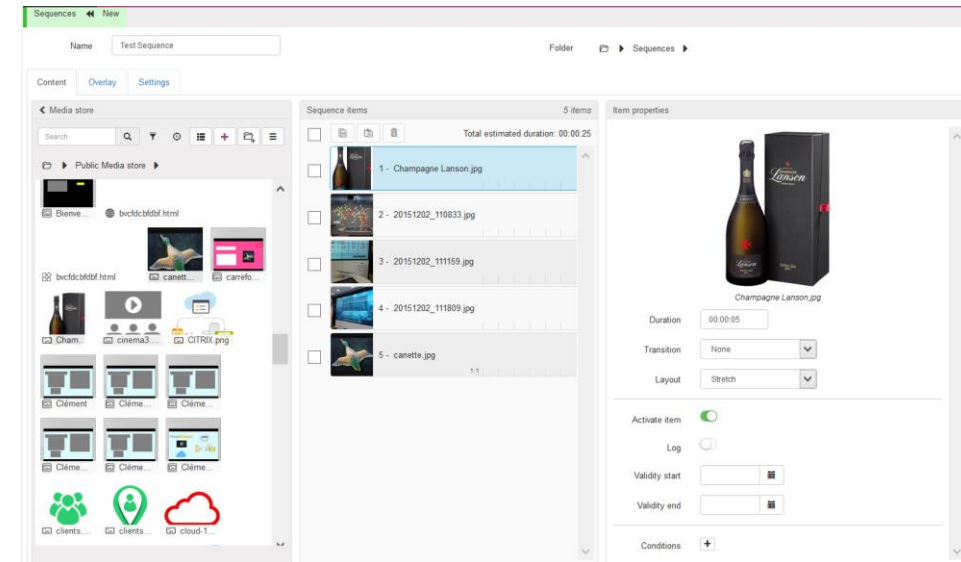
# Sequences



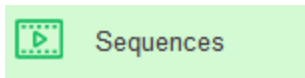
**A sequence contains a list of medias and/or slides that will be played in a loop via the planning**

Available options for each media/slide:

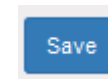
- Conditions
- Opening transition type (accessible via Transition  )
- Validity Start / end date
- Logging (allows to count the media playback)
- Banner/Overlay (fixed, scrolling or flashing text, overlay image...)



**Create a sequence by adding media/slides that you've prepared previously.**



Drag and drop  
media/slides to add to  
the sequence





# Schedule




Scheduling allows to plan the broadcast of the Sequence you previously defined, according to the following criteria:

- The target
- Programmed days and time-slots
- Sequence priority



Create an operation as shown below, add your sequence and save it

 Schedule

>

Creating

Target

Priority  (1: highest priority)

>

Save

Operation A test operation Save Cancel

Content Overlay

Sequences

Sequences

dm-2

dm-3

dm-4

FL 1

game

itm

JYB 1

Monoprix

Philibop

QM

Séque

Test S

test

Programmed sequences

12:00 am

1:00 am

2:00 am

3:00 am

4:00 am

5:00 am

6:00 am

7:00 am

8:00 am

9:00 am

10:00 am

11:00 am

12:00 pm

1:00 pm

2:00 pm

3:00 pm

4:00 pm

5:00 pm

6:00 pm

7:00 pm

8:00 pm

9:00 pm

10:00 pm

11:00 pm

8:45:00 am - 9:15:00 pm

Test Sequence

Broadcast

From

To

Weekly

☒ Monday

☒ Tuesday

☒ Wednesday

☒ Thursday

☒ Friday

☐ Saturday

☐ Sunday

Monthly

☐ The  of the month

☐ The

☐ Last day



# Planning



Now go through steps 1 to 4

Name

Target

Priority  (1: highest priority)

Monday 4	Tuesday 5

Schedule		Search			
Filter	All	from Monday, June 4th 2018 to Sunday, June 10th 2018			
Operation	Sync	Target	Synchronization	Monday 4	Tuesday 5
<input checked="" type="checkbox"/> 1. Operation 1		Test Target			



4



# Installing a player



Now that the sequence is planned, you just need to install Media4Display Client on a player and launch the synchronization with the server to see the results.

- Media4Display supports three types of player:
- **Windows** 7, 8, or 10 (with IE9 or higher, Windows Media Player 10 or higher, Active X Adobe Flash Player 9 or higher)
- **Android** 4.4 or higher
- **Tizen** Samsung PMF (SSSP 4.0 Tizen 2.4 Firmware 2070) & DBJ (SSSP 5.0 Tizen 3 Firmware 2010)



**Download your choice of Media4Display Client installation package from:**

**<http://www.telelogos-media4display.com/support>**



**Launch the installation of your player.** The following pages will explain the procedure for each type of player.



**Continue to configure the Player and synchronize the « Test Sequence » that you previously prepared by following the steps in the next page.**



# Windows player installation



Go through steps 1 to 4 by clicking on the tabs in the configuration tool



1

Fill in the required fields in the ID tab.  
Then click « Apply ».

State the identifiers and the connection datas for the player location.

Identifiers:

Player identifier:

Organization identifier:

Server connection datas

Hostname or IP address:

Port number:



2

Go to "Initial connection" tab and click, Wait for the end of each step, as shown below

Initial connection

Progress:

MediaContact client initialization in progress... Successfully completed.

Waiting for service to start... Successfully completed.

Connection to server in progress... Successfully completed.

Checking for the display type file... Successfully completed.

ion | Display associations | Screen control | Test player | Syn

Click on the "Start player test" button to display the test sequence. To stop the test press CTRL+ALT+W or click on the "Stop player test" button.

Start player test

3



4 Press Ctrl Alt +W to stop the test content.



# Windows player installation



## Last step



**At the end of the synchronization Media4Display Player starts automatically and displays your « test sequence ».**

**Congratulations !**



# Android player installation



**Download/place the Media4Display APK file on the Android device (A Telelogos Add-on may be available for your device).**

- **Launch the installation, McBuildPackage will install first**
- **When this step is finished click on «Open»**
- **Accept all the permission requests**
- **Install MediaContact**
- **Install Media4Display**
- **Activate as « Device Administrator »**
- **Follow the next steps in the following pages to configure the Player**





# Android player installation



**Complete steps 1 to 6**

Media4Display 5.0.0.0

PLAY SYNCHRONIZE INITIALIZE

**Identification**

1 Enter player name

2 Enter the Organization identifier

3 Entrer server URL or IP address

**Display**

5 You should now have a Display Type here, Now Click on Synchronize again.

**Options**

6

Click on Initialize, then on Synchronize, wait a few moments and then go to step 5



At the end of the Synchronization, Media4Display starts automatically playing your « Test Sequence ».

**Congratulations !**



- **The installation package must contain 3 files in a folder named SSSP**
  - 1 – Application package: M4DPlayer.wgt (Read only)
  - 2 – Installation set up file: sssp\_config.xml (Read only)
  - 3 – M4D player config file: M4D\_config.xml (Customizable)
- **Two possible installation methods**
  - **By USB key:** This mode provides an automatic or semi-automatic installation. The SSSP folder must be placed at the Root of the USB key.
    - **Manual:** The installation will be manual if the M4D\_config.xml file is not present, the set up details are entered during the installation process.
    - **Automatic / Semi-Automatic:** The installation will be automatic if the M4D\_config.xml is complete with all the required details, if some information required is missing they will be need to be entered manually during the install process.
  - **By URL:** This method only supports a manual installation.



- **Details of the entries in the M4D\_config.xml file**

- **ServerUrl:** Ip address or Host name of the Media4Display server
- **PlayerIdentifier:** Player name
- **OrganizationIdentifier:** Organization Identifier
- **ScreenTypeId:** ID number of the display type associated to the player. This number can be found in a file on the M4D server, C:\Media4Display\Database\Organization\_name\T\_M4DScreensTypes.xml
- **Period:** Frequency of the time between calls to the server (hh:mm:ss)
- **BeginTime/EndTime:** Start/End time of the Sync period “working hours” (hh:mm)
- **Distribution:** Spread calls over a set period to avoid all calls arriving at once (hh:mm:ss)



- **Install via USB key**

1 – Create a folder called SSSP at the Root of the USB key and place the 3 files.

2 – Customizing the M4D\_config.xml file

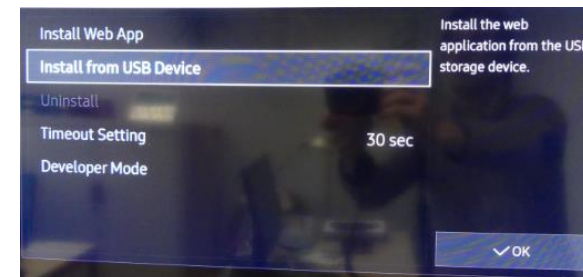
- **Manual install:** Delete the M4D\_config.xml from the USB key
- **Automatic install:** Fill in all the required information in the M4D\_config.xml
- **Semi-Auto installation:** If some settings are not provided in the M4D\_config.xml (These will be requested during the installation)

3 – Insert the USB key into one of the ports on the screen.

4 – Press the « HOME » button on the remote, then select « URL Launcher » and then URL Launcher settings »

5 – Choose « Install from USB device »  
(the PIN code may be requested)

The application will install and start automatically.





## Install via URL

- 1 – Place the content of the SSSP folder at the root of the Media4Display folder on your Media4Display server.
- 2 – Press the « HOME » button on the remote control, then « URL Launcher » and then URL Launcher settings »
- 3 – Select « Install Web App »
- 4 – Enter the URL of your Media4display server (the PIN code may be requested)

The application will install and start automatically.

## Uninstalling the Media4Display Application

Press the « HOME » button on the remote control, then « URL Launcher » and then URL Launcher settings » the select « Uninstall »



## Remote control buttons

Managing applications (installing, set up, uninstall...)

Launch actions in M4D player:

- Configuration
- Reinitialize
- Synchronization

Show player logs

Launch an instant call to the server

Stop the M4D application

