



# Monitor player

Installation and user manual

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# 1 Options

The possibilities of the system are:

1. Show pictures, movies and texts in a sequence as you have chosen
2. You can specify which pictures you want at what time: in the morning coffee, at lunch some toast, in the afternoon a diner. In the weekend a different program as in the week.
3. Easy webinterface. No need for computer knowledge.
4. Can use a fixed internet connection or wifi.\*)
5. Secured with a password
6. If you open your router, you have access from anywhere via internet.

\*) the wifi occasionally can prevent the system to start. A wired (fixed) connection is to be preferred.

## 1.1 Never remove the SD card

NEVER remove the SD card while the system still has power. The software can be damaged and become unusable. First stop the power on the system, and then remove the SD card.

## 1.2 Accessing the system

The system has no screen of its own. You have to use a computer in your network. If you open your router such that it forwards requests to the system, you can reach the system from anywhere (port forwarding; this is not a part of this manual).

## 1.3 Parts

The system consists of:

- a computer and power supply
- a case
- an SD card with software
- optional: wifi dongel
- optional: RJ45 ethernet wire

## 1.4 Where you put your system?

Looking for a place for your system, remind:

- a. The best place is behind your monitor.
- b. The system needs internet, so there has to be internet near the system. Or a wifi network.
- c. There is no need to be able to look at the system. You can not see anything.
- d. The place has to be easily accessible for wires.

## 1.5 IP address of the system

During startup the system shows the IP address on the screen, for instance:



**Starting your computer. Your IP address: 192.168.178.73**

The number 192.168.178.73 will be different in your case. Write down the number. You can access the system using this number. Enter the number in your internet browser and add it to your favorites.

If the system doesn't show the IP address, it has no internet. Without internet the system can't start.

## 1.6 Starting the first time

Every time you start the system, it needs internet. If the system doesn't have internet (wired or wifi) it can't start.

The easiest is a wired connection: the system shows you the IP address on the monitor.

If you can't use a wired connection, probably you can make a wifi using your smartphone: "portable wifi". If you specify the portable wifi like this, you can access the system as well:

Network name: s91

Password: aaaaabbbbb

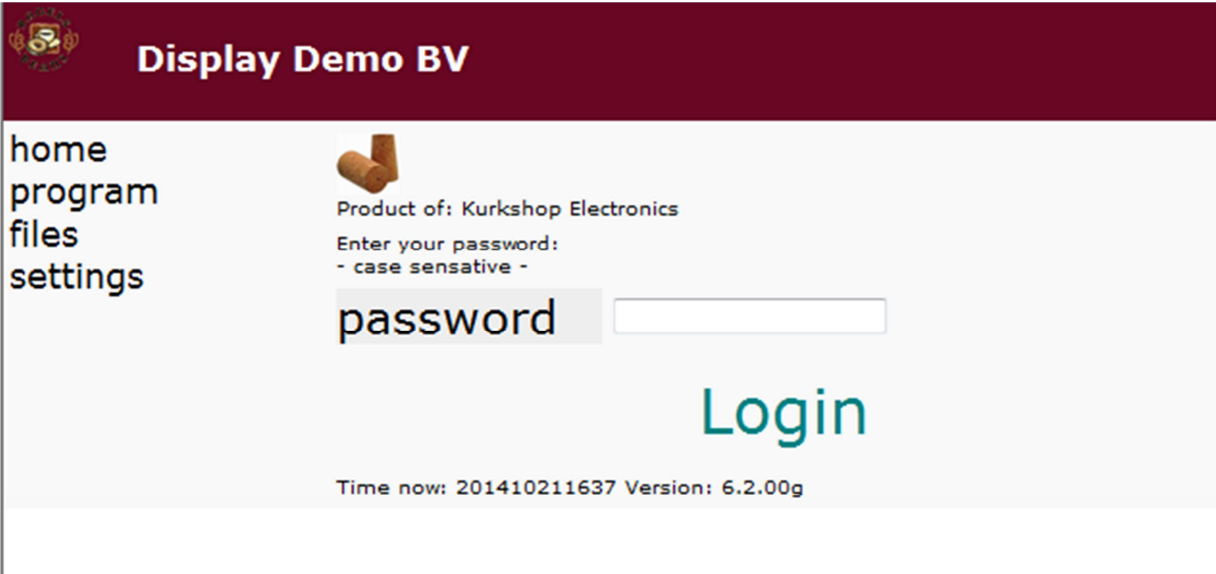
Turn on the portable wifi first, next turn on the system.

Connect another computer to the portable wifi and enter the IP address from the monitor. The initial password is a single 'a': we will change that later.

At settings/ wifi you can enter your own networkname and password. Take care: case sensitive.

## 1.7 Login

The initial password is a single 'a'. Please change the password, because we deliver all systems with the same password.



## 2 Program

### 2.1 Shifting daily

Every day at 00:02 the system checks if there is a program for today. It uses the following rules:

- A program for today will be untouched.
- If there is no program for today, the system will copy the yesterday program to today. The yesterday program will be used again today.
- If there is only a program in the past (possibly you didn't use the system for some time), the system copies the last program to today.
- Programs from the past will be remove.

## 2.2 Changing the program

You can add a line with the plus. The sequence you can change with 'edit'. If you skip some numbers you can add a picture later easily.

The following program should be understood like this:

- There are two program: The first one starting at 07:00 AM. It plays the pictures until 09:00 hours. At 9 o'clock the second program starts until 7 AM the next day.
- The 9 o'clock program contains 2 pictures and one text. First the system shows water1.jpg for 4 seconds. Next water4.jpg six seconds and water1.jpg four seconds. Finally text1 sever seconds.
- If you work on a master, there is a button "publish" to send the data (pictures, movies, texts and settings) to clients system. Once every hour the clients retrieves the data from the master.

A change in the program is not active immediately. The system checks the program every two minutes.

The screenshot shows the 'Display Demo BV' interface with a sidebar on the left containing 'home', 'program', 'files', and 'settings'. The main content area is titled 'change times' and contains the following text: 'The system will change the set of pictures at the following moments: Click on the day and time to see and edit the details. You remove a line here by removing all the pictures from the next screen.' Below this text is a table with two rows of data:

date and time		
2014 10 21 07:00	change	copy to another date-time change time
2014 10 21 09:00	change	copy to another date-time change time

At the bottom of the table is a green plus sign followed by the text 'add'.

The screenshot shows the 'Display Demo BV' interface with a sidebar on the left containing 'home', 'program', 'files', and 'settings'. The main content area is titled 'program' and contains a table with the following data:

date	starting	sequence	bestand	how long	action
2014 10 21 09:00		230	water1.jpg	4 sec	view edit verwijder
2014 10 21 09:00		240	water4.jpg	6 sec	view edit verwijder
2014 10 21 09:00		250	water1.jpg	4 sec	view edit verwijder
2014 10 21 09:00		260	text1.txt	7 sec	change edit verwijder

At the bottom of the table is a green plus sign followed by the text 'add'.

## 2.3 Adding a picture, text or mp4 to the program

Click at the plus in the previous screen. The system shows the data from the last line because these will probably be close to the data you want to add. You can change all data in this screen. It is possible to use a picture several times in one program. You can play pictures 1 2 1 3 1 and 4 in one program. You can use the same picture in different programs: maybe you want a picture all day in the program.

If you only want to show one picture, the showtime doesn't matter. The system doesn't use the showtime if there is only one picture or text in the program.

**Display Demo BV**

home  
program  
files  
settings

Add a picture.

day  yyyymmdd

time  hhmm

sequence

showtime

choose picture or text  upload

Remove

**Save**

The numbers dont have to follow eachother. Skip some numbers; it will be easier to add some later.  
For pictures and text. In seconds.

## 2.4 Texts

In these screens you can specify your texts. As soon as you add a text to a program or you change a tekst, the system will show it within 2 minutes.

A text screen shows also your logo (see files/ upload) and the name of your organisation (settings/ general). You can specify the colors (backgroundcolor and textcolor) at settings/ general.

If you have chosen a background and font color but the screens uses black and white anyway, please check whether you have specified the color correctly. It should be : number- comma-number-comma-number.

**Display Demo BV**

home  
program  
files  
- upload  
- inventory  
- text  
settings

Frontpage - general

text 1

Scholengemeenschap De Vlinder  
Graag verzamelen in zaal 3.  
Geen koffie mee de zaal in!!

text 2

tweede tekst xx53xx

**Save**

The logo appears always with the text. Specify the colors of the background and text in Settings//general.

The logo appears always with the text. Specify the colors of the background and text in Settings//general.

## 2.5 More systems

If you have two or more systems, and you want the same content : this is possible. You choose one system as master, preferably the one you can see while you are working on your laptop. The other system is the client: it follows the master.

For every system you have to specify on that system whether it is a client or master. At the clients you have to specify the IP address of the master.

At the master you change your contents. The changes are not active immediately. As soon as you are happy with the new pictures, movies, texts and settings, you click the button publish:



De knop publiceren is er alleen op de hoofdmonitor. Zodra u op publiceren klikt, zet de hoofdmonitor de inhoud klaar voor de volgende monitoren. Deze controleren de inhoud iedere minuut.

The button publish is only available at the master. As soon as you click publish, the master makes the content available for the clients. The clients check every minute for new contents.

## 3 Files

### 3.1 Uploading files and movies

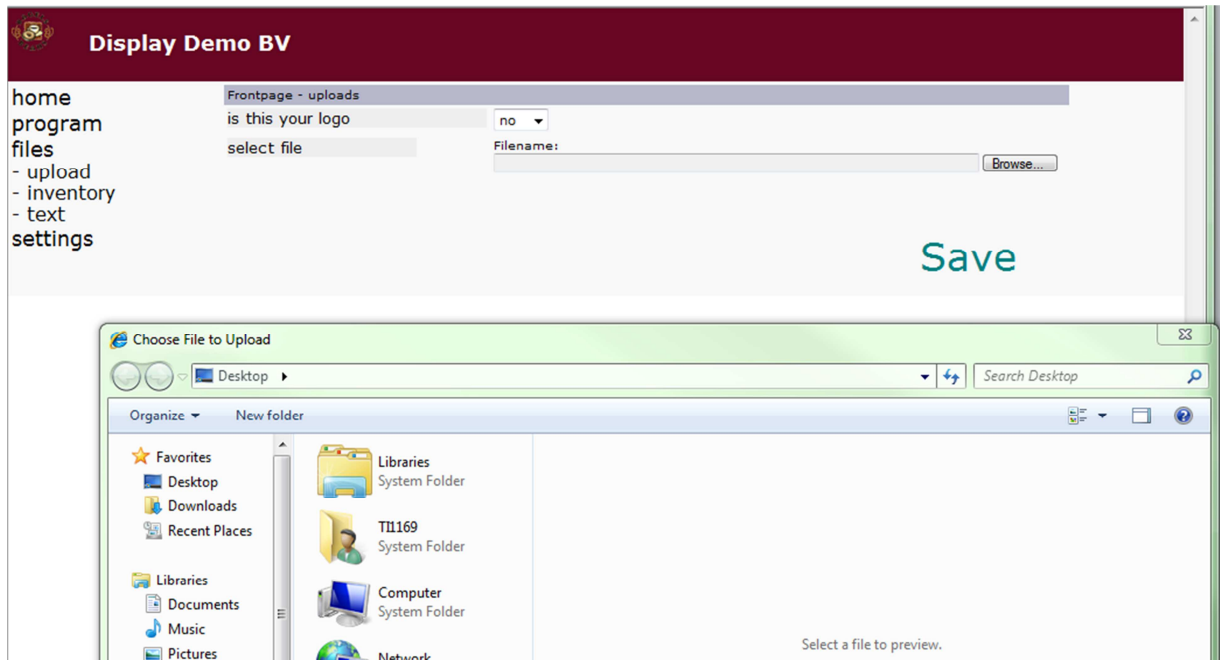
Before you can use a picture or movie, you have to upload it first. The system makes every picture fit using the width. If the height is not enough, you will have a black line at the bottom of the screen. If your picture is too high, the bottom of the picture will not be in the monitor. The best size for pictures is 1920 x 1080 pixels. Small pictures will show blocks.

The system makes the movies fit to the screen anyway.

Upload your files here. Click browse, choose the file and click save.

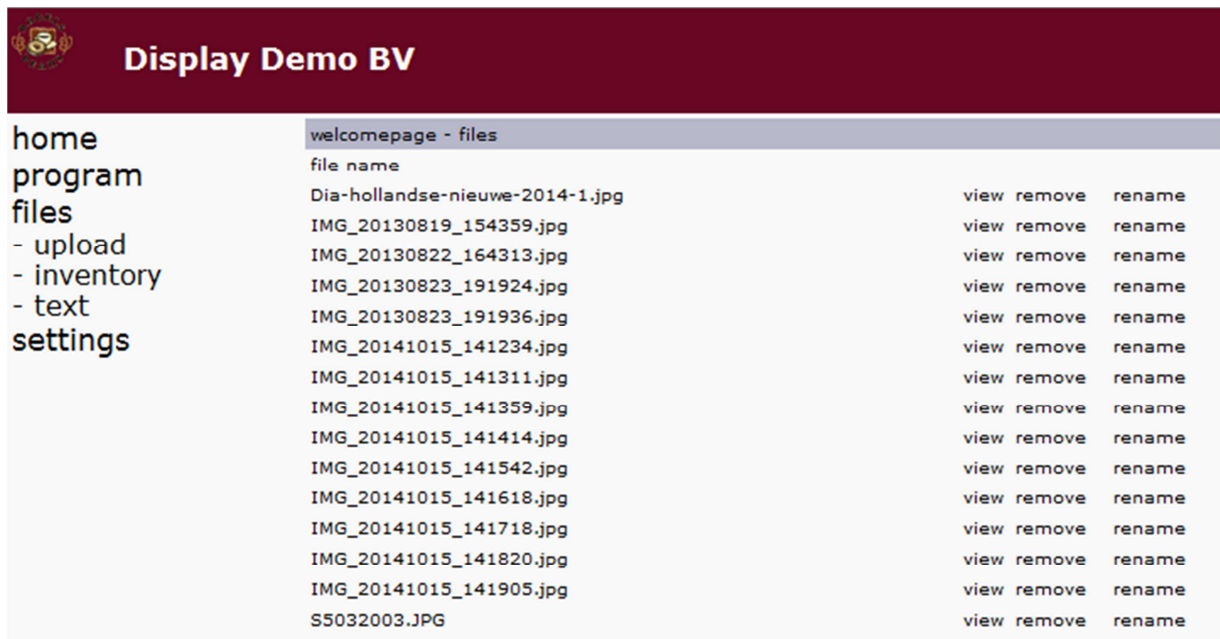
You can upload your logo here: change to "is this your logo" = yes and proceed as normal. The system will use the logo in the text screen.





### 3.2 List of available files

The system shows the available pictures and movies. Pictures and movies which you don't use temporarily, you can leave them here. If you don't use them for a longer time, you better remove the to give the system enough diskspace.



## 4 Settings

### 4.1 General

The first field is the **company name**. This will be on the text screens.

You can specify whether you use the system for **landscape or portrait**.

The field **black edges** has to do with several monitor types. If the pictures don't fit exactly on the monitor, you can try another number. Make a program with only the picture 'testcircles.jpg' and check whether the circles fit on the monitor.

The **background color and font color** are used in the text screens. It should be number-comma-number-comma-number. If you make a mistake, the system will display a message: "Colors wrong. Backgr: xxxxxx font: xxxxxx" in which xxxxxx will be the input from the colors you have entered.

**Display Demo BV**

home  
program  
files  
settings  
- general  
- password admin  
- only 1 monitor  
- wifi  
- log  
- update software  
- reboot

Settings - general

company Name	<input type="text" value="Display_Demo_BV"/>	This name appears on the frontpage in the screen.
your email	<input type="text"/>	email address of your company
telephone nr	<input type="text" value="3333"/>	telephone number of your company
turn the picture	<input type="text" value="landscape - dont turn"/>	
black edges	<input type="text" value="2"/>	
update picture	<input type="text" value="3 smoothly long"/>	
backgroundcolor header	<input type="text" value="255,255,255"/>	look here for color numbers: RGB. look here for color numbers, for instance: black: 0,0,0 or red: 255,0,0
textcolor header	<input type="text" value="0,0,200"/>	look here for color numbers: RGB. look here for color numbers, for instance: white: 255,255,255 or blue: 0,0,200
language	<input type="text" value="english"/>	

Save

## 4.2 Password administrator

Please change the password because we deliver all system with the same password. The initial password is a single "a".

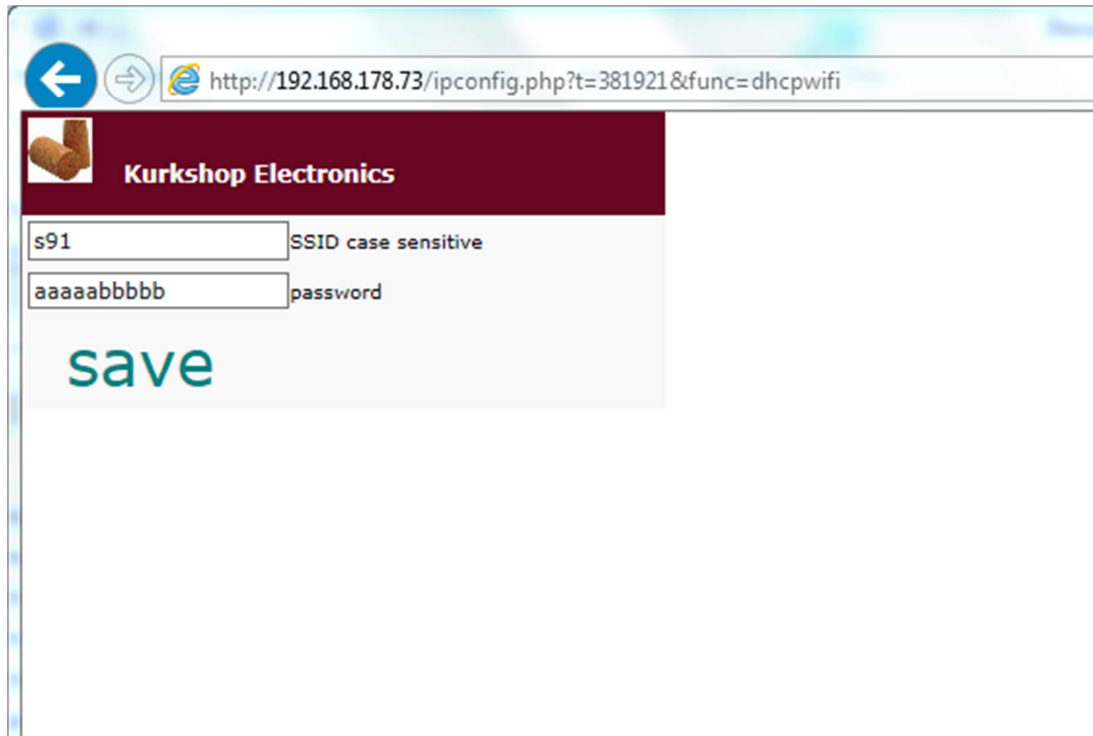
## 4.3 Only one monitor, master or client

Here you specify how you use the system:

Only one monitor	Your system has only one monitor.
Client	This monitor depends on an other system for the program and files. This system will copy pictures, texts and movies from another system: the master. You have to specify the IP address of the master. A client checks every hour whether something has changed on the master. If you access the client and change something, it will be overwritten within one hour from the master.
Master	This monitor is the source for the clients. You specify your program here and the program, pictures, texts and movies will be copied to the clients.

## 4.4 Wifi

Remind that the SSID and password are case sensitive.



The screenshot shows a web browser window with the address bar containing the URL `http://192.168.178.73/ipconfig.php?t=381921&func=dhcpwifi`. The page header features a logo of a bread roll and the text "Kurkshop Electronics". Below the header, there are two input fields: the first is labeled "SSID case sensitive" and contains the text "s91"; the second is labeled "password" and contains the text "aaaaabbbb". A large green button labeled "save" is positioned below the input fields.

## 4.5 Retrieve new software

The system will check for new software. Check the log for the result.



The screenshot shows a web browser window with the address bar containing the URL `http://192.168.178.73/ipconfig.php?t=381921&func=dhcpwifi`. The page header features a logo of a bread roll and the text "Display Demo BV". Below the header, there is a navigation menu on the left with the following items: "home", "program", "files", "settings", "- general", "- password admin", "- only 1 monitor", "- wifi", "- log", "- update software", and "- reboot". The main content area displays the text "Settings - reboot" and "The software version is:" followed by a large, bold, black text "6.2.00g". At the bottom of the main content area, there is a link labeled "request new software".