

## **Enterprise Edition**

# Quick Start Guide

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### Contents

Notices	3
Software installation	6
How to register players	8
Content editing	10
Content publish	12
Network environment	14

### Notices

#### **Requirements for Digital Signage(or DS) Server side software**

- Windows Server 2003 Service Pack 2 (32-bit); or
- Windows Server 2008 R2 32-bit, 64-bit; or
- Windows 7 Enterprise 32-bit/64-bit.

#### **Browser s**

IE7 or IE8; Google Chrome.

#### Office

Office 2007, or Office 2010(PPT, WORD, Excel).

#### **Firewall settings in intranet**

Open "**Start**" — "**Control panel**" — "Windows firewall" — "on or off windows firewall" — "choose off" — click "OK"

The IP address of the DS Server PC must be fixed.

#### Add port for the firework (if the firewall is off, skip this step)

1. Please click "Start"→ "Control panel"→ "Windows firewall"→ "Advanced settings→ "Inbound rules"→ "New inbound rule"-"Port"

File Action View Help								
🗢 🔿 💈 🖬 🖬								
P Windows Firewall with Advanced S	Inbound Rules					Ac	tions	
Inbound Rules	Name	Group +	Profile	Enabled	Action 🔺	In	bound Rules	
Connection Security Rules	🔮 360安全卫士实时保护		Public	Yes	Allow		New Rule	
E 🚺 Monitoring	❷360安全卫士实时保护		Public	Yes	Allow		·	_
- 12	🔮 DS Server		Public	Yes	Allow	ľΥ	Filter by Profile	,
	🔮 LiveUpdate360		Public	Yes	Allow	7	Filter by State	►
	ViveUpdate360		Public	Yes	Allow	→	Filter by Group	
	Microsoft Office Outlook		Public	Yes	Allow	II.	Titel by Gloep	_
	Why Server		Public	Tes	Allow		View	►
	🔮 WebEdit		Public	Yes	Allow	6	Refresh	
	BranchCache Content Retrieval (HTTP-In)	BranchCache - Content Retrie	Al	No	Allow			
	BranchCache Hosted Cache Server (HTTP-In)	BranchCache - Hosted Cache	Al	No	Allow	E	) Export List	
	BranchCache Peer Discovery (WSD-In)	BranchCache - Peer Discovery	Al	No	Allow —	2	Нер	
	COM+ Network Access (DCOM-In)	COM+ Network Access	Al	No	Allow	17		
	COM+ Remote Administration (DCOM-In)	COM+ Remote Administration	All	No	Allow			
	Core Networking - Destination Unreachable (	Core Networking	All	Yes	Allow			
	Core Networking - Destination Unreachable	Core Networking	All	Yes	Allow			
	Core Networking - Dynamic Host Configurati	Core Networking	Al	Yes	Allow			
	Core Networking - Dynamic Host Configurati	Core Networking	All	Yes	Allow			
	Core Networking - Internet Group Managem	Core Networking	Al	Yes	Allow			
	Core Networking - IPHTTPS (TCP-In)	Core Networking	All	Yes	Allow			
I I	💟 Core Networking - IPv6 (IPv6-In)	Core Networking	All	Yes	Allow			

2. Choose TCP and set the specific local ports to 80, 5222 (80 for web port, 5222 for communication service port), click "Next".

💣 New Inbound Rule Wizard	×
Rule Type	
Select the type of firewall	l rule to create.
Steps:	
🥔 Rule Type	What type of rule would you like to create?
Protocol and Ports	
Action	Program Rule that controls connections for a program.
Profile	· Port
🥌 Name	Rule that controls connections for a TCP or UDP port.
	C Predefined:
	BranchCache = Content Retrieval (Uses HTTP)
	Rule that controls connections for a Windows experience.
	C Custom
	Learn more about rule types
	<u> Seck</u> <u>Mext</u> Cancel

Protocol and Ports         Specify the protocols and ports to which this rule applies.         Steps:       Does this rule apply to TCP or UDP?         • Rule Type       Does this rule apply to TCP or UDP?         • Protocol and Ports       • TCP         • Action       • UDP         • Profile       Does this rule apply to all local ports or specific local ports?         • All local ports       • Specific local ports:         • Specific local ports:       • 80, 5222]         Example: 80, 443, 5000-5010
Specify the protocols and ports to which this rule applies.          Steps:       Does this rule apply to TCP or UDP?         • Rule Type       Does this rule apply to TCP or UDP?         • Protocol and Ports       • TCP         • Action       • UDP         • Profile       Does this rule apply to all local ports or specific local ports?         • All local ports       • Specific local ports:         • Specific local ports:       • 80, 5222          • Example: 80, 443, 5000-5010
Steps:       Does this rule apply to TCP or UDP?         • Rule Type       © TCP         • Protocol and Ports       © UDP         • Action       © UDP         • Profile          • Name       Does this rule apply to all local ports or specific local ports?         © All local ports       @ Specific local ports:         @ Specific local ports:       @ 0, 5222          Example: 80, 443, 5000-5010
<ul> <li>Rule Type</li> <li>Does this rule apply to TCP or UDP?</li> <li>Protocol and Ports</li> <li>Action</li> <li>UDP</li> <li>Profile</li> <li>Name</li> <li>Does this rule apply to all local ports or specific local ports?</li> <li>All local ports</li> <li>Specific local ports: 80, 5222  Example: 80, 443, 5000-5010</li> </ul>
<ul> <li>Protocol and Ports</li> <li>Action</li> <li>Profile</li> <li>Name</li> <li>Does this rule apply to all local ports or specific local ports?</li> <li>All local ports</li> <li>Specific local ports: 80, 5222</li> <li>Example: 80, 443, 5000-5010</li> </ul>
<ul> <li>Action</li> <li>Profile</li> <li>Name</li> <li>Does this rule apply to all local ports or specific local ports?</li> <li>All local ports         <ul> <li>Specific local ports: 80, 5222]</li> <li>Example: 80, 443, 5000-5010</li> </ul> </li> </ul>
<ul> <li>Profile</li> <li>Name Does this rule apply to all local ports or specific local ports?</li> <li>All local ports         <ul> <li>Specific local ports: 80, 5222</li> <li>Example: 80, 443, 5000-5010</li> </ul> </li> </ul>
<ul> <li>Name</li> <li>Does this rule apply to all local ports or specific local ports?</li> <li>All local ports</li> <li>Specific local ports: [80, 5222] Example: 80, 443, 5000-5010</li> </ul>
Image: Specific local ports:       80,5222         Image: Example:       80, 443, 5000-5010
<ul> <li>Specific local ports: [80, 5222]</li> <li>Example: 80, 443, 5000-5010</li> </ul>
<sup>'</sup> Example: 80, 443, 5000-5010
Learn more about protocol and ports
<u> </u>

3. Name the new inbound rule, such as DS, then click "Finish".

💣 New Inbound Rule Wizard		×
Name		
Specify the name and descrip	otion of this rule.	
Steps:		
a Rule Type		
Protocol and Ports		
Action		
Profile	<u>N</u> ame:	
🥔 Name	<u> </u>	
	Description (optional):	
	<u>Sack</u> <u>Finish</u> Cancel	

4. Now, the new port is added successfully.

### Software installation

[Note] Close the antivirus software before installing DS software

1. Open the **setup.exe** in the Signagelink Enterprise file package.

퉲			Folder		
퉬 DotNetFX			Folder	2014/12/10 13:27	
🕞 E-Server En V3.9	133,264,896	130,207,262	Windows Installer P	2014/12/10 13:13	05E15827
🔜 setup.exe	482,304	169,273	Application	2014/12/10 13:10	A78D70B2

2. Choose the Disc to install DS software and click next.

🙀 Digital Signage Server		
Select Installation Folde	)r	
The installer will install Digital Signage Se	erver to the following folder.	
To install in this folder, click "Next". To in	nstall to a different folder, enter it be	elow or click "Browse".
<u>F</u> older:		
dt/DS/		Browse
		Disk Cost
	Cancel < <u>B</u> ack	<u>N</u> ext >

3. In the pop-up "Port configuration" window, please set a site access port, of which the **default** is 80. If 80 is disabled or occupied, please change it to other port, then click "OK".

🙀 Digital Signage Server		
Installing Digital S	Signage Server	
Digital Signage Server is bein	g installed.	
Please wait Creating WebSite	Set Port Site Port 80 ok	
	Cancel	Back Next >

- 4. Accept the agreement and click "Continue".
- 5. After done, double click "EManage"
- 6. When the message window pop-up, plug the USB key to the server and click import the license file and choose the right license file to import. After done, you could login successfully.



7. After the success of license, you may log into the DS Server software. **Default User ID is <u>Sa</u> and password is <u>123456</u>** 

Digital	Signag	je				Remainding licenser () <u>Impr</u> Server State: Online Welcome: <u>Administrato</u>	1110
Home	Content	Player	Admin	Event Log	Resource		
				-		Basic Info	
	New Contr	ent (	and a	> Public		> Players: 1; > Contents: 1;	
	Now Conte			S - F Goldan		New Content	
				1		> NewContent-1412312002	
•	Player Info	rmation		• Player		To Be Reviewed	
0	User	0	le source	Operation Lo	ng 📀 Play Schema		
_							

### How to register players

1. Open <u>DS Player</u> and click "<u>Settings</u>" at the bottom of the screen.



2. Select the Enterprise Edition. Enter the DS Server IP address and the player name.

cloud login	Enterprise login
IP	
Name	
19(	jister

- (1) IP address: Server address (IP or Domain Name).
- (2) Player Name: In order to manage all the players conveniently, please give them different names that can be easily recognized.(Player's name can be changed at the management end.)
- 3. Click "Register", if it shows "connection successfully", the player name will shows in <u>player info</u>. of the DS Server software

[Note]

If the player needs to connect to another server, please click the mouse wheel to open settings menu and fill in the new IP and name.

### **Content editing**

1. Resource → Upload → Video, Image, Text, Music, Flash, App from the local disc.

Digita	l Signaç	je lo					Re Sener State: Online	mainding license D Welcome: <u>Admini</u>	Import Licen strator 1
Home	Content	Player	Admin Ev	ent Log	Resource				
Resource > Resource >	urce	Search:	Classification Video	V Res	ource name	_	Upload Time	2015-01-09	Search
lassification		Total: 0						Upicad	Delete
Video Image Text Music Flash App			Reso	utte tame		Classification	File Sca	Upread	Tme 🕴

2. After resources uploaded, you may go to content editing studio.



- (1) To create content, please click "New Content", the system will take you to Content Design Studio. Add all the resources to the content frame. You can divide the content into different parts.
- (2) After done, click "Save".

#### **Example Content:**





## **Content publish**

1. Click "publish" to go to "publishing settings", choose the player and set up content expiration time and playing plan.

Home	Content	Pla	ayer /	Admin	Event	Log Re	esource							
New Content	Publ	ishing	) Settings	>	Approval	$\rightarrow$	Publish Su	iccessful	$\rangle$		_	_		
All Group	-	Pla	er Info - Sele	ected Players	> Player. 1					1	Maximize	-Minimize	đR	estore
U Default	Groep		Player ID	Name	Status	Player IP	Screen	Oisk Free	Version	Organizat	Create Time	Online Time 🛉	Total	Rem
		1	95078206	56iq	Off-line	192 168 1 64	1280*720		393	Headqu.	1/9/2015 4:06	d 1Hour(s)16Min	0	
												2		
		1										1	10 1	10 5
		Cor	tent List: 560	Q(1024*768)								1	10 J	0 5 Cante
		Cor Expir	dent List. 560 ation Time: 2	Q(1024*7768) 2015-02-09	00 • :	00 🕶 Loopin	g → 2	Publish 1m	<b>e</b> :				10 J Select	0 ( Cont

2. Click "OK" to "approval" and click approve to finish the publish.

Digita	al Signa	ge	Server State: Onlini	Remainding license: D <u>Import License</u> Server State: Online Welcome <u>Administration</u>						
Home	Content	Player	Admin	Event Log	Resource					
New Conter	t Publ	ishing Settings		pproval	Publish Successful					
P800000001	e li		Contant.		Content Type	Pages	Play Time			
Preview.			56IQ		General	1	31 S			
Play Mode Looping	Exclusive No	Publish Time 2015-01-09 18:12		Put Apply Time 2015-01-09 1	kish kiformation Expiration Time 8.12 2015-02-09 00:00	Proposer Administrator	Remark			
Schedule Players Groups				The	content will be continuously played	i.				
				P	ease review					
V Pass O R	ajad Remar	x					Completed Cancel			

3. You can see the download progress of your content.

Digital	Signa	ge	Remainding license: 0 <u>Import Licenc</u> Server State: Online Welcome: <u>Administrator</u>							
Home	Content	Player	Admin	Event Log	Resource					1
Content > Downloa	d Detail		Search: P	layer Name		Content		Status Please Select	. <b>.</b>	Search
PID : P8000000	)1 Downi	oad Time : 2015	-01-09 18:12					Resent		Back
Player Name		Content		Progress(%)		Status	Started	Completed		Edit
56iq		5610		3 - 10000.00 KB/s		Downloading	2015-01-09 18:13	i l		Cancel Resent
1								50 10	0	Every Page

4. The player will download the content, and display it.

### **Network environment**

Make sure that DS Server is always running. The default communication port of the DS Server is port 5222.

- 1. DS Server on Internet
- **DS Server with a public fixed IP Address**: The server is hosted in the Internet with a fixed public IP address and domain name resolution. The players are distributed across cities, and countries. Managers may login the DS Server end and publish contents to players
- **DS Server within an office Intranet:** contact your intranet administrator to setup port mapping or a virtual server to map the Web port and port 5222 to the outside Internet.

Settings: Check if there's any server firewall, add related inbound rules if necessary.

#### 2.LAN(Local Area Network)

The DS server and players are in the same LAN.

**Settings**: Make sure that the firewall of DS Server is shutdown; or the port 5222 and the Web port are open.

#### **Tech Support**

Please visit signagelink.com/Support.aspx, or contact us.