



CAYIN TECHNOLOGY

SIGNAGE MEDIA PLAYER: SMP-PRO SERIES

SMP-PRO3

Version 1.5

Version 2.0

User Manual

SMP-PRO3N

Version 1.5

Version 2.0

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About Cayin

Cayin Technology is established by a group of professionals specializing in development, researches, engineering, and sales/marketing. Cayin devotes itself to providing complete digital signage solutions in various applications, such as transportation, education, retail, hospitality, corporation, financial and public institutions. In order to best facilitate the deployment of Cayin products, we also provide tailored hardware and software services to satisfy customers' demands for almost limitless applications.

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1 **SMP-PRO Series Overview**

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SMP-PRO series, the dedicated digital signage media player, is a powerful division-type display engine for marketing and communication professionals to communicate with target audiences in designated locations by high-quality videos, audios, graphics, and texts. SMP-PRO series provides an easy-to-use platform where they can promote, inform, educate, and entertain specific audiences in a variety of commercial applications.

1-1 SMP-PRO3/SMP-PRO3N Hardware Specifications

Dimension	44 (H) x 290 (W) x 150 (D) mm
Material	Steel
Color	Black
Net Weight	2.5 Kg (with hard drive)
Network	10/100 Mbps Ethernet
Internal Storage	80G Byte, 2.5" IDE Hard-disk
Video Out	VGA D-Sub, Composite/S-Video (NTSC/PAL)
Audio Out	RCA Stereo
Video In (PRO3 only)	Composite (RCA)
Audio In (PRO3 only)	RCA Stereo
Power	100~240V AC
Others	RS-232 (COM), 4 x USB

Front View - SMP-PRO3/SMP-PRO3N



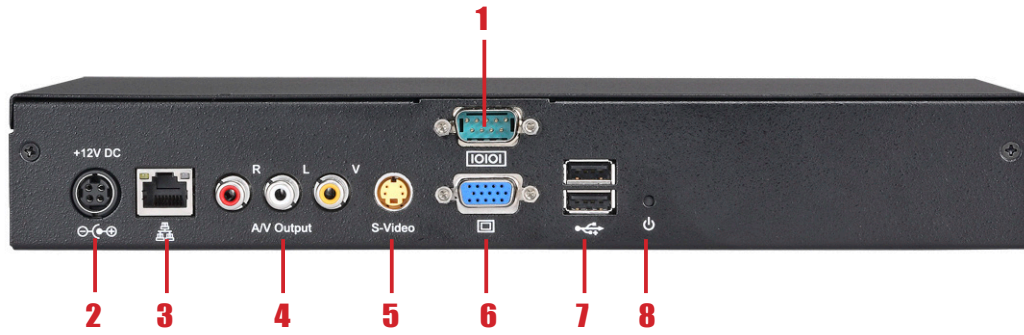
1. Power & HDD LED 2. Front USB connectors

Rear View - SMP-PRO3



1. AV-in 2. COM Port 3. Power Connector 4. Ethernet 5. AV-Out
6. S-Video Out 7. VGA Connector (Output) 8. USB Connectors 9. Power Switch

Rear View - SMP-PRO3N



- 1.** COM Port **2.** Power Connector **3.** Ethernet **4.** AV-Out
5. S-Video Out **6.** VGA Connector (Output) **7.** USB Connectors **8.** Power Switch

1-2 System Specifications

	SMP-PRO3/SMP-PRO3N
Image files: JPEG/GIF(1)	<ul style="list-style-type: none"> Support up to 2 million pixels image resolution
Video Files	<ul style="list-style-type: none"> MPEG/MPG/VOB/MP3/MP4 WMV/WMA, AVI
CODEC	<ul style="list-style-type: none"> MPEG-1/MPEG-2 PS/MPEG-2 TS/MPEG-4 ISO MP3 (MPEG AUDIO LAYER 3) WMV 7/8/9, WMA 7/8, RAW DV
Network Streaming	<ul style="list-style-type: none"> Cayin RTB (MPEG-2 TS 1~5 Mbps) RTP HTTP/MMS
Video Resolutions (2)	<ul style="list-style-type: none"> Support video and streaming up to 480p (720x480) Support video bit-rate up to 5 Mbps (codec dependent)
Ticker	<ul style="list-style-type: none"> Enter text directly in Web Manager Text files encoded by ANSI or UTF-8 RSS feed (ANSI or UTF-8)
Skin	<ul style="list-style-type: none"> Upload up to 30 skins (including 15 default skins)
Storage Device	<ul style="list-style-type: none"> Internal 2.5" hard drive
Connector	<ul style="list-style-type: none"> VGA connector (VGA D-sub) Screen resolutions (3): 640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720(720p), 1280x768, 1600x900, 1360x768, 1366x768 RCA Audio (Stereo) RS-232 (COM port), for tailor-made projects USB Connector x 4 Audio/Video Input Connector (SMP-PRO3 only)
Network Interface	<ul style="list-style-type: none"> 10/100Mbps Ethernet 802.11b/g wireless LAN adaptor (optional)
Network Protocols	<ul style="list-style-type: none"> Support static IP and dynamic IP (DHCP) Support TCP/IP, HTTP, SMB, ICMP

NOTE

1. .SMP series does not support animation GIF.
2. The maximum bit-rate and resolution might be different based on your file encoding methods. Please test the video on SMP players. Cayin does not guarantee all video files can be played on SMP players properly.
3. The applicable resolution is also related to the resolutions of your display. Please check the specifications of the display and choose a suitable one for you.



1-3 Install SMP-PRO Series

1-3-1 Install Hardware

1. Open SMP package.
2. Connect the power adapter to a socket.
3. Connect the Ethernet to LAN port. (By default, SMP will get an IP address from a DHCP server.)
4. Connect the VGA cable to your screen. (The default screen resolution is 1024x768.)
5. If you need to configure system settings directly on the player, please connect a keyboard and a mouse to any of the USB connectors.
6. Press the power button to turn on the system. Once you see the LOGIN page on the screen, you already complete the installation.

1-3-2 Login on SMP-PRO Series

NOTE

At any time, you can switch between playback and Web Manager in a local screen. Plug a keyboard to SMP device; press Ctrl-F10 and switch to Web Manager Login page; press Ctrl-F1 and switch to playback mode.

NOTE

Except for the initial installation of SMP, we suggest you manage or change settings of SMP by remote PC, rather than directly on the player.

After installing SMP, please login and complete the initial settings based on your network environment.

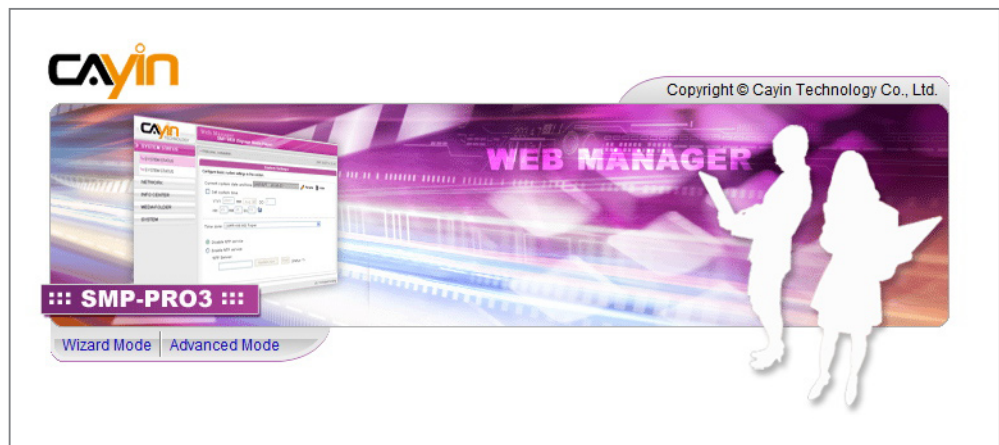
① DHCP (Auto IP)

If you are in the DHCP network, SMP will get an IP address automatically after installation. You can start to login the Web Manager page of the player directly after you connect a keyboard and a mouse to the SMP device.

1. Click **[Wizard Mode]** or **[Advanced Mode]** on the Web Manager, and enter a username and password.

Default Username: webadmin

Default Password: admin





Static IP

If you are in the static IP network, please follow below steps to login and complete network settings.

1. Connect a keyboard and a mouse to USB connectors on the SMP client and press the power button to turn on the system. Click **[Wizard Mode]** or **[Advanced Mode]** on the Web Manager, and enter a username and password.

Default Username: **webadmin**

Default Password: **admin**

2. After logging in Web Manager, click **[NETWORK SETTINGS]** or **[Network Wizard]** on the screen. Then, click “Static IP Address” in the Ethernet Settings area and set up all related network settings for this SMP.
3. After completing, click **[SAVE]** at the bottom and click **[APPLY]** or follow the wizard steps to finish the settings. Then, the SMP client will reboot.

Wizard Mode

The screenshot displays the 'Web Manager' interface for an 'SMP-PRO3 (Signage Media Player)'. The main window is titled 'Network Wizard: Ethernet Configuration'. On the left, a sidebar shows three steps: 'Step 1 Ethernet Configuration' (selected), 'Step 2 Wi-Fi Configuration', and 'Step 3 Ping Gateway'. Below the sidebar, there is a section for 'Ethernet Configuration' with a detailed instruction: 'Here you can configure the wired Ethernet network settings. The "group" name is used only when the SMP player is connected to a CMS server. The "hostname" is to identify each SMP player remotely. If a DHCP server is available in the network, using DHCP server to obtain an IP address for the SMP player is suggested. If not, you will have to configure the IP address, subnet mask, gateway, and DNS server. Gateway and DNS server settings are not obligatory, but consequently the SMP player can only connect to a CMS server in the same LAN (not across networks or on the Internet). If you are not sure about the Ethernet network settings, please contact your ISP or network administrator.' The main configuration area is divided into two sections: 'Common Settings' and 'Ethernet Settings'. 'Common Settings' includes 'Group' (SMP-PRO3) and 'Hostname' (SMP-PRO3). 'Ethernet Settings' includes a 'Network' section with two radio buttons: 'Obtain IP by DHCP' (selected) and 'Static IP address'. Below this, there are five input fields for 'IP address', 'Subnet mask', 'Gateway', 'DNS-1', and 'DNS-2'. At the bottom of the configuration area, there are 'Cancel' and 'Next' buttons. The footer of the page contains the copyright information: 'Copyright © Cayin Technology Co., Ltd. All rights reserved.' and 'US, TW Patent Pending'.

Advanced Mode

CAYIN

Web Manager
 SMP-PRO3 (Signage Media Player)

SYSTEM STATUS

PLAYBACK

SKIN MANAGER

MEDIA FOLDER

▶ NETWORK SETTINGS

↳ NETWORK SETTINGS

↳ WIRELESS

SYSTEM

LOG

APPLY

▶ NETWORK SETTINGS SAVE

Common Settings

Assign group and hostname to the device.

Group	<input type="text" value="SMP-PRO3"/>
Hostname	<input type="text" value="SMP-PRO3"/>

Ethernet Settings

Configure basic network settings.

Network:

Obtain IP by DHCP

Static IP address

IP address

Subnet mask

Gateway

DNS-1

DNS-2

Check network by pinging gateway

NOTE

If the IP address of SMP player shown in Cayin Device Seeker is 169.254.x.x, it means that SMP player cannot successfully get an IP address from the DHCP server. In this circumstance, you can login directly on the SMP player first (refer to 1-3-2 Login on SMP). Then, change the network setting to static IP or change the IP address of your PC to the same subnet (169.254.x.x). Finally, you can start to manage the player remotely on your PC.

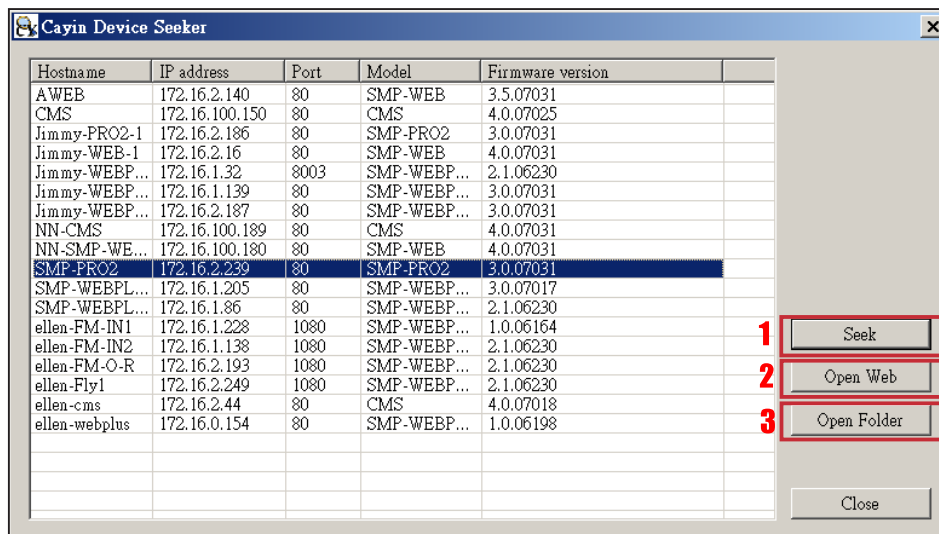
NOTE

If your PC and SMP player are not in the same LAN, you can open the browser and enter the IP address of the SMP. After you login successfully, you can start to manage SMP.

1-3-3 Remote PC Login

If you try to manage SMP remotely on your own PC, please follow below steps:

1. Insert the product CD into your CD-ROM, and run “Cayin Device Seeker” (Tool\Device Seeker\cysrch.exe). You can also copy this file to your PC for future management.
2. Click [Seek] and the seeker will search all available SMP clients or CMS servers in the same LAN. Select one player and double click the player’s name. Or, you can also click a player’s name, and click [Open Web].



3. You can also open the Media Folder of any player by "Cayin Device Seeker'. Select the player you want to connect, and click [Open Folder].

2. Configuration in Wizard Mode

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2-6-2 Step2: Multimedia	24
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2-1 Upload Files to SMP Player

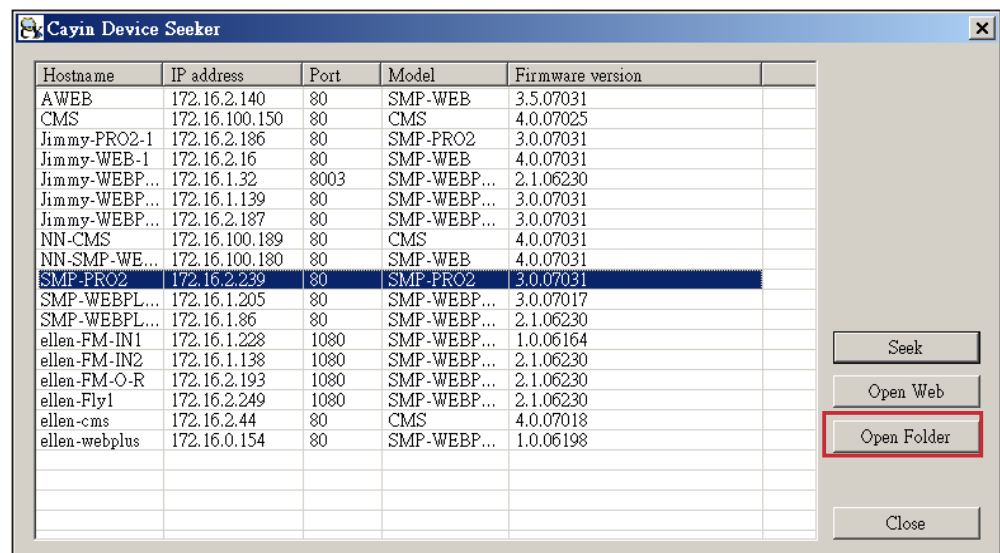
When you use SMP players without CMS server, you can choose one of the following methods to upload files to SMP-PRO series players.

Method 1:

1. Insert the product CD into your CD-ROM, and run [Cayin Device Seeker] (\Tool\Device Seeker\cysrch.exe). You can also copy this file to your PC for future management.
2. Click [Seek] and the seeker will search all available SMP clients or CMS servers in the same LAN. When the devices are found, select the one you want to connect, and click [Open Folder].

NOTE

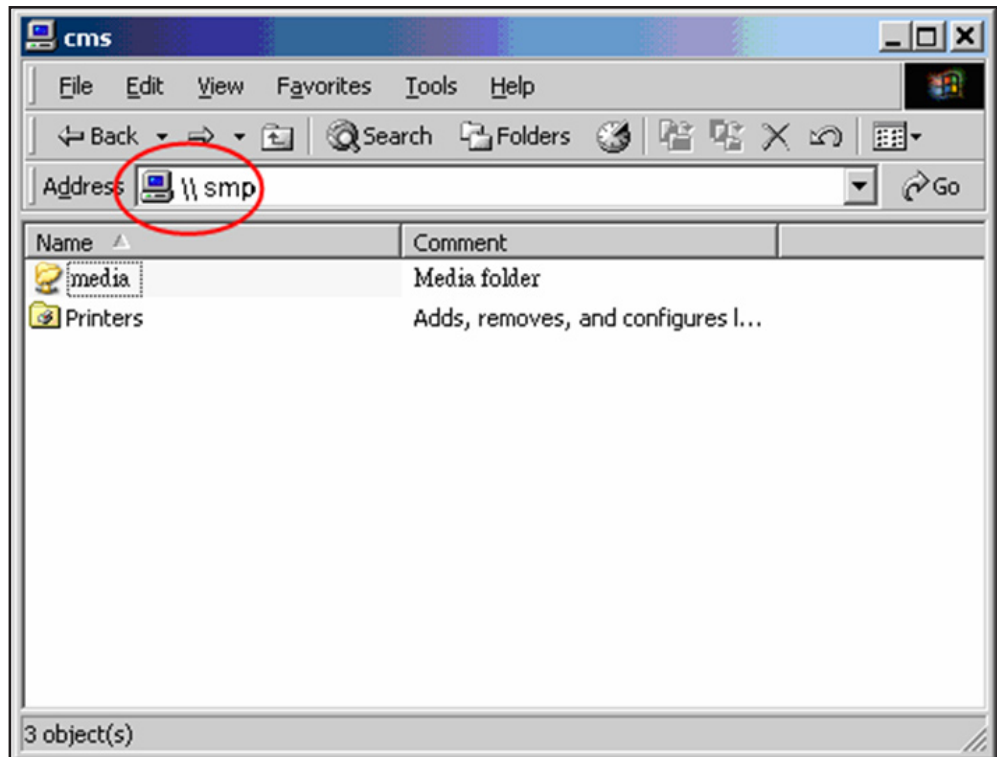
Your PC and the SMP player have to be in the same LAN, so that you can use Cayin Device Seeker to open the Media Folder of that SMP player.



3. Your PC will open File Explorer and you can see files or folders in your selected player.
4. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.

Method 2:

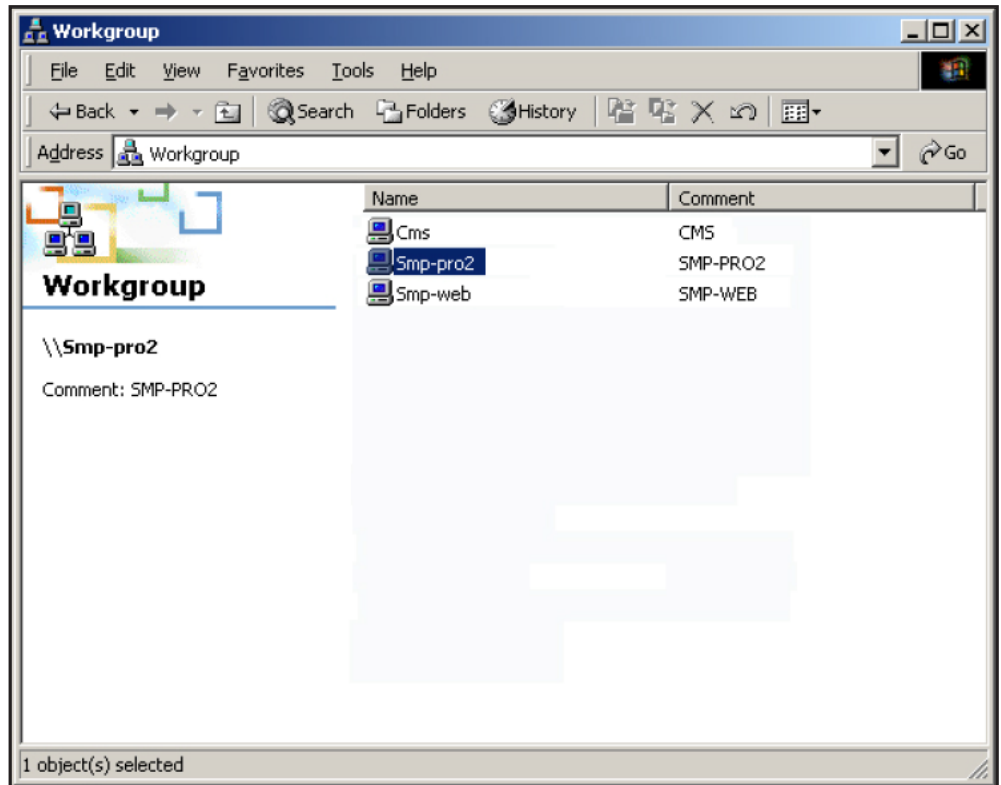
1. Open [File Explorer], and enter the **\\hostname** or “**\\IP address**”. For example, if your hostname is SMP-PRO3, please enter **\\SMP-PRO3** or **\\172.16.1.2**.



2. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.

Method 3:

- 1. Open "Network Neighborhood" of your PC. All PCs in "Workgroup" will be listed. You can see all SMP clients or CMS servers from your Windows Explorer, like the figure below:**



- 2. Copy multimedia files from your PC to the SMP player via Network Neighborhood and then you can start to play those files in the SMP player.**

2-2 Wizard Mode Introduction

When you open SMP Web Manager, you can choose to use Wizard Mode by clicking on the [**Wizard Mode**] button. After entering the Wizard mode, you will see four wizards: Network Wizard, System Wizard, Content Update Wizard, and Playback Wizard. You can complete the basic configuration step by step from Network Wizard to Playback Wizard.

If you need to configure more detailed settings, please switch to the Advanced Mode.



2-3 Network Wizard

In the Network Wizard, you can finish network-related settings, including Ethernet and Wi-Fi configurations.

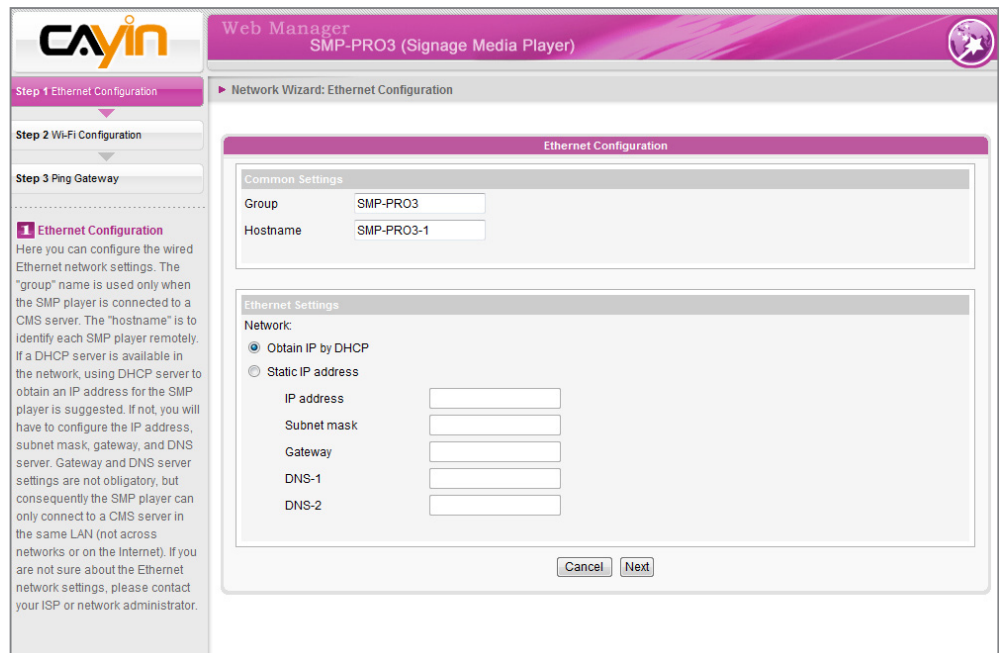
2-3-1 Step1: Ethernet Configuration

Here you can configure the wired Ethernet network settings.

Firstly, please enter the Group name and Hostname. The "group" name is used only when the SMP player is connected to a CMS server. The "hostname" is to identify each SMP player remotely.

Then, select either DHCP or static IP address, based on your own network environment. If a DHCP server is available in the network, using DHCP server to obtain an IP address for the SMP player is suggested. If not, you will have to configure the IP address, subnet mask, gateway, and DNS server. Gateway and DNS server settings are not obligatory, but consequently the SMP player can only connect to a CMS server in the same LAN (not across networks or on the Internet).

If you are not sure about the Ethernet network settings, please contact your ISP or network administrator.



The screenshot shows the 'Web Manager' interface for an 'SMP-PRO3 (Signage Media Player)'. The main window is titled 'Network Wizard: Ethernet Configuration'. On the left, there is a sidebar with three steps: 'Step 1 Ethernet Configuration' (selected), 'Step 2 Wi-Fi Configuration', and 'Step 3 Ping Gateway'. Below the sidebar, there is a detailed instruction for 'Ethernet Configuration'.

The main configuration area is titled 'Ethernet Configuration' and is divided into two sections:

- Common Settings:**
 - Group: SMP-PRO3
 - Hostname: SMP-PRO3-1
- Ethernet Settings:**
 - Network:**
 - Obtain IP by DHCP
 - Static IP address
 - IP address:
 - Subnet mask:
 - Gateway:
 - DNS-1:
 - DNS-2:

At the bottom right of the configuration area, there are 'Cancel' and 'Next' buttons.

2-3-2 Step2: Wifi Configuration (Optional)

NOTE

If you connect wired and wireless network to the player at the same time, the system will choose the wired one as the first priority, and will switch to the wireless one automatically when you unplug the wired Ethernet connection.

If you attach a compatible USB Wi-Fi adaptor to a SMP player, you will see the page “Wi-Fi Configuration” and can configure wireless network settings here.

The screenshot shows the 'Web Manager' interface for an 'SMP-PRO3 (Signage Media Player)'. The 'Network Wizard: Wi-Fi Configuration' section is active. It features a table of detected Wi-Fi networks:

Select	SSID	Signal	Channel	Encryption	Authentication
<input checked="" type="radio"/>	SMC	100%	6	Not Use	Open system

Below the table, the 'SSID' is set to 'SMC' and 'Authentication' is set to 'Open System'. The 'Encryption' options are 'None' (selected), 'WEP', 'TKIP', and 'AES'. A 'Key' field is labeled 'enter-wifi-key'. The 'Network' section offers 'Obtain IP by DHCP' (selected) and 'Static IP address' options, with fields for IP address, Subnet mask, Gateway, DNS-1, and DNS-2. Navigation buttons 'Cancel', 'Back', and 'Next' are at the bottom.

NOTE

If you use WEP, the key will be 5 or 13 characters, 10 or 26 hexadecimal. If you use TKIP or AES, the key will be 8~63 characters.

- 1. Choose a suitable wireless AP (Access Point). Please be aware that a low-signal AP may lead to an unstable connection and data loss. If you don't see any Wi-Fi AP listed, please check your Wi-Fi environment with your network administrator.**
- 2. Choose an appropriate authentication and encryption method. Normally, these settings can be detected automatically. Please enter the key if necessary.**
- 3. Please specify the DHCP or static IP address for the wireless connection of the SMP player.**

NOTE

We suggest you use static IP address for more stable Wireless connection.

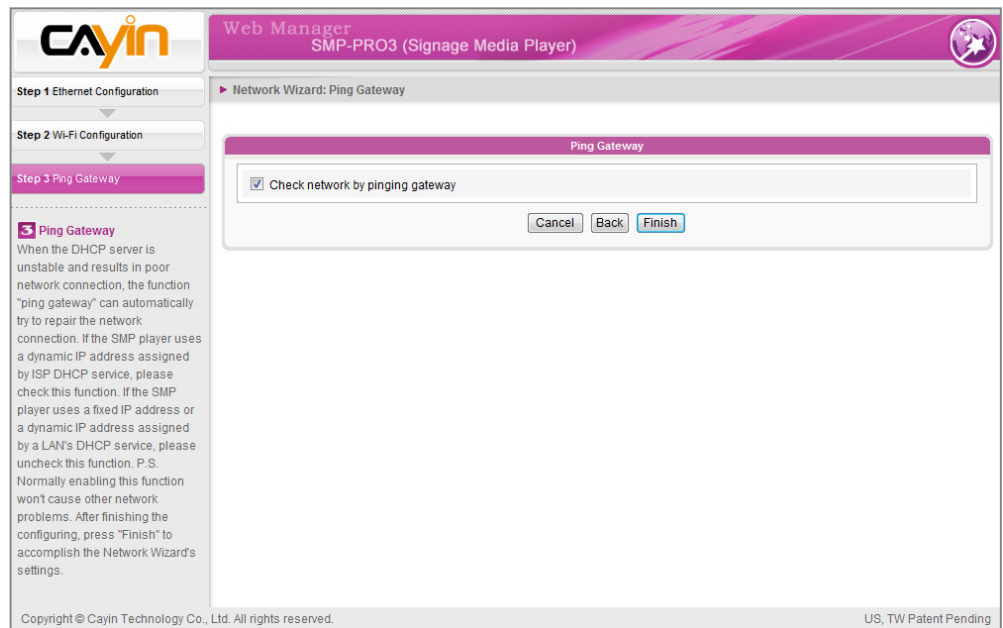
If you need a compatible Wi-Fi adaptor, please contact Cayin sales representative, or authorized resellers.

2-3-3 Step3: Ping Gateway

NOTE

Normally enabling this function won't cause other network problems.

When the DHCP server is unstable and results in poor network connection, the function "ping gateway" can automatically try to repair the network connection. If the SMP player uses a dynamic IP address assigned by ISP DHCP service, please check this function. If the SMP player uses a fixed IP address or a dynamic IP address assigned by a LAN's DHCP service, please uncheck this function.



After finishing the configuring, press [**Finish**] to accomplish the Network Wizard's settings.

System may need to reboot after you finish Network Wizard.

2-4 System Wizard

You can configure time, language, display, and security settings in this wizard.

2-4-1 Step1: Time & Language Settings

Here you can configure the settings of date, time, and Web Manager's language.

First, please select the right time zone of your location. If the SMP player is connected to the Internet, it is suggested to use an NTP server (e.g. time.nist.gov) to automatically synchronize the time. You can also manually configure the correct time, and select the language of Web Manager. Currently the Web Manager supports English, German, French, Italian, Spanish, Traditional Chinese, and Simplified Chinese.

1. Choose correct time zone.
2. You can decide to use NTP server or set correct system time by yourself.
3. Choose a preferred UI language
4. Click **[Next]** to proceed.

2-4-2 Step2: Display Settings

Here you can configure the settings relevant to the display device.

According to the actual screen connected to the SMP player, please configure its screen resolution and refresh rate. Most flat displays can support the refresh rate of 60Hz. The actual applicable resolutions require a correct compatibility of the SMP player and the screen. SMP player doesn't guarantee all resolutions can be applied to display correctly on the screen.

On some SMP models, you can select the video signal output. If you would like to cut off the VGA signal in specific time to let the screen switch to standby mode (applicable to most today's screens for power saving), you can configure the applied time and days.

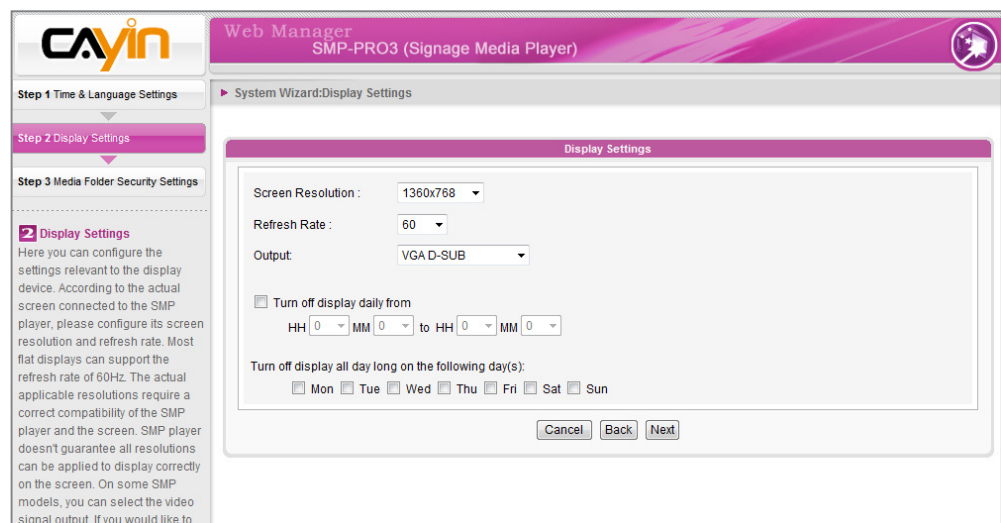
SMP-PRO3/SMP-PRO3N

NOTE

If you choose Composite/S-Video output, SMP only can operate on resolution 800x600.

NOTE

Most screens will enter the sleep mode when the VGA signal is cut down by the SMP player. However, some screens might respond unexpectedly, such as showing a blue screen. The outcome depends on the firmware of each screen, not SMP player.



1. Choose a proper screen resolution and output connector.
2. If you want to turn off the display (SMP will cut down the VGA output) automatically, you can set a specific time of a day or day of week to cut off the VGA signal.
3. Click [Next] to proceed.

2-4-3 Step3: Media Folder Security Settings

Here you can configure the security settings for the SMP Media Folder access.

If you select "share mode", which is the most convenient but also the least secured way, you won't be required a password while access the SMP Media Folder.

You can also configure to use "user mode" and assign a password. After finishing the configuring, press **[Finish]** to accomplish the System Wizard settings.

The screenshot displays the 'Web Manager' interface for the 'SMP-PRO3 (Signage Media Player)'. The main window is titled 'System Wizard:Media Folder Security Settings'. On the left sidebar, there are three steps: 'Step 1 Time & Language Settings', 'Step 2 Display Settings', and 'Step 3 Media Folder Security Settings'. The 'Step 3' section is expanded to show 'Media Folder Security Settings' with a brief instruction: 'Here you can configure the security settings for the SMP Media Folder access. If you select "share mode", which is the most convenient but also the least secured way, you won't be required a password while access the SMP Media Folder. You can also configure to use "user mode" and assign a password. After finishing the configuring, press "Finish" to accomplish the System Wizard settings.'

The main content area is titled 'Media Folder Security Settings' and contains the following options:

- Choose one of the following shared folder modes:
 - Share mode (no password required)
 - User mode (password required)
 - Change User mode password
 - Username:
 - Password:
 - Confirm password:

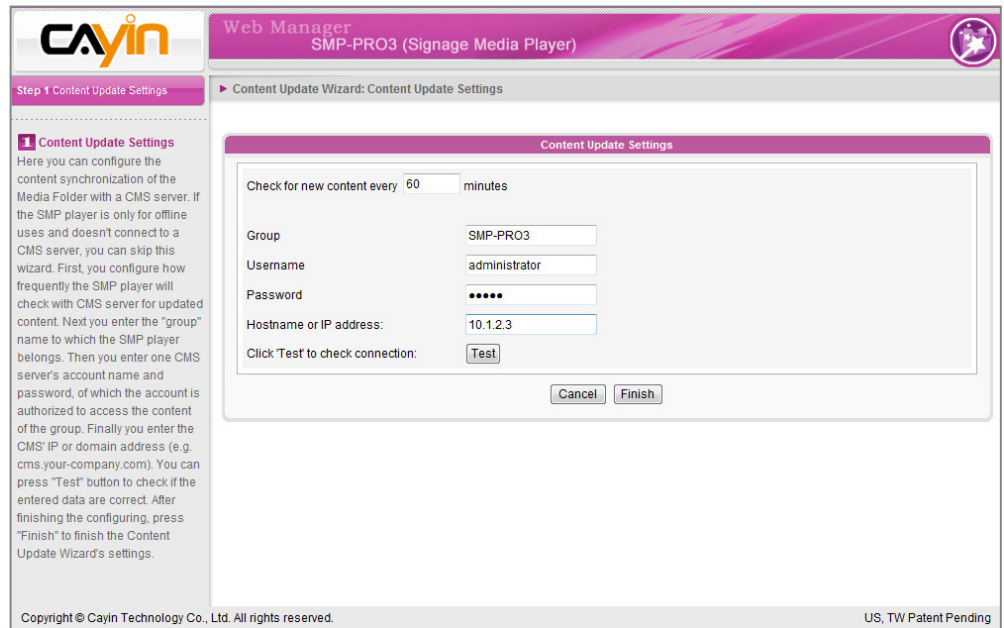
At the bottom of the form, there are three buttons: 'Cancel', 'Back', and 'Finish'.

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2-5 Content Update Wizard

2-5-1 Content Update Settings

Here you can configure the content synchronization of the Media Folder with a CMS server. If the SMP player is only for offline uses and doesn't connect to a CMS server, you can skip this wizard.



The screenshot shows the 'Content Update Settings' wizard in the 'Web Manager' interface for 'SMP-PRO3 (Signage Media Player)'. The wizard is titled 'Content Update Wizard: Content Update Settings'. On the left, there is a sidebar with the Cayin logo and a 'Step 1 Content Update Settings' section. The main content area contains the following fields and options:

- Check for new content every:** 60 minutes
- Group:** SMP-PRO3
- Username:** administrator
- Password:** [masked with dots]
- Hostname or IP address:** 10.1.2.3
- Click Test to check connection:** [Test] button
- Buttons:** [Cancel] and [Finish]

At the bottom of the wizard, there is a copyright notice: 'Copyright © Cayin Technology Co., Ltd. All rights reserved.' and 'US, TW Patent Pending'.

1. Configure how frequently the SMP player will check with CMS server for updated content.
2. Enter the "group" name to which the SMP player belongs.
3. Enter one CMS server's account name and password, of which the account is authorized to access the content of the group.
4. Enter the CMS' IP or domain address (e.g. cms.your-company.com). You can press **[Test]** button to check whether you enter the correct data.
5. After finishing the configuring, press **[Finish]** to finish the Content Update Wizard's settings.

2-6 Playback Wizard

2-6-1 Step1: Skin

Here you can configure the display skin (background layer). Select a skin (or no skin) first. If you don't have your proprietary skins, you can also select among the 15 default skins. You can also upload your self-designed skins (created by the tool Skin Editor) from the bottom of the page for uses.

The screenshot displays the 'Web Manager SMP-PRO3 (Signage Media Player)' interface. The top navigation bar includes the 'CAYIN' logo and the title 'Web Manager SMP-PRO3 (Signage Media Player)'. A sidebar on the left contains a 'Playback Wizard' menu with five steps: 'Step 1 Skin', 'Step 2 Multimedia', 'Step 3 Image Slide Show', 'Step 4 Ticker Text', and 'Step 5 Finish'. The 'Skin' step is currently active, and its instructions are shown in the sidebar: 'Here you can configure the display skin (background layer). Select a skin (or no skin) first. If you don't have your proprietary skins, you can also select among the 15 default skins. You can also upload your self-designed skins (created by the tool Skin Editor) from the bottom of the page for uses.'

The main content area is titled 'Skin' and contains the following options:

- No Skin (play multimedia in full screen)
- Central Scheduling (skin centrally scheduled by CMS)
- Use local skin

Below these options, there are 15 default skins displayed in a grid. Each skin is represented by a small thumbnail image and a text label. The skins are:

- Name: Default, Skin Resolution: 640x480 ...
- Name: Basic-1, Skin Resolution: 640x480 ...
- Name: Basic-2, Skin Resolution: 640x480 ...
- Name: Basic-3, Skin Resolution: 640x480 ...
- Name: Basic-4, Skin Resolution: 640x480 ...
- Name: Basic-5, Skin Resolution: 640x480 ...
- Name: Basic-6, Skin Resolution: 640x480 ...
- Name: Business, Skin Resolution: 640x480 ...

Each skin thumbnail includes a 'Preview' button and a 'Delete' button. The 'Basic-6' skin is currently selected, indicated by a radio button and a grey background behind its thumbnail.

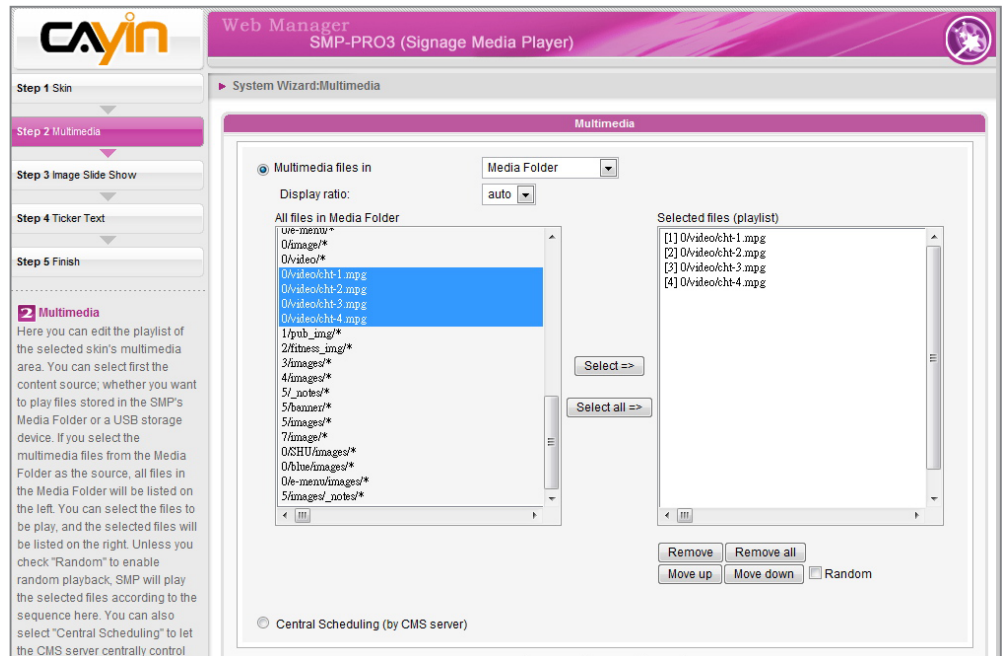
2-6-2 Step2: Multimedia

Here you can edit the playlist of the selected skin's multimedia area.

First, you can select the content source; whether you want to play files stored in the SMP's Media Folder or a USB storage device.

If you select the multimedia files from the Media Folder as the source, all files in the Media Folder will be listed on the left. You can select the files to be played, and the selected files will be listed on the right. Unless you check "Random" to enable random playback, SMP will play the selected files according to the sequence here.

You can also select "Central Scheduling" to let the CMS server centrally control the playlist.



2-6-3 Step3: Image Slideshow

NOTE

SMP player does not support image files whose resolutions are higher than 2 million pixels.

Here you can configure the settings of image slide show areas.

According to the selected skin, you can select and configure 1 or 2 image slide shows. You can select to playback all image files (JPEG or GIF) in the Media Folder, only image files in a specific subfolder, or images files centrally scheduled by CMS server.

You can also configure the slide show playback duration, sequence, whether including subfolders, and whether scaling to fit the area automatically.

CAYIN Web Manager
SMP-PRO3 (Signage Media Player)

System Wizard: Image Slide Show

Image Slide Show

Image Slide Show Area 1

Playing:

- Play all image files in Media Folder
- Play image files in subfolder
- Central scheduling (by CMS server)

Duration: 3 seconds

Sequence: Forward

- Include subfolders
- Scale to fit area

Cancel Back Next

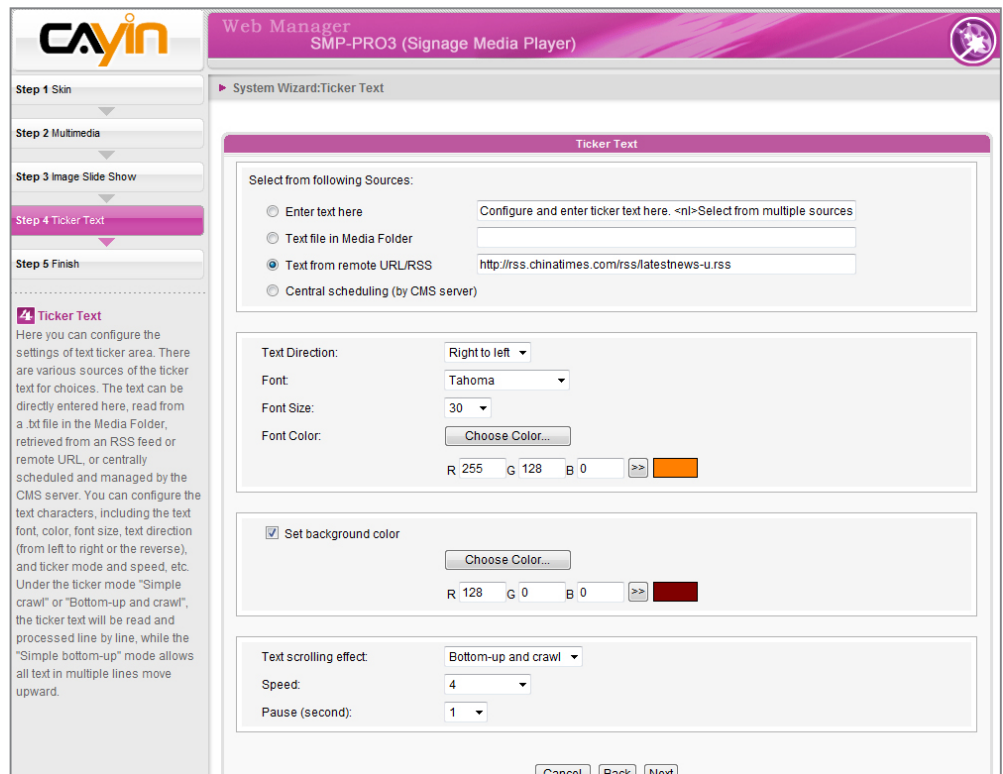
3 Image Slide Show
Here you can configure the settings of image slide show areas. According to the selected skin, you can select and configure 1 or 2 image slide shows. You can select to playback all image files (JPEG or GIF) in the Media Folder, only image files in a specific subfolder, or images files centrally scheduled by CMS server. You can also configure the slide show playback duration, sequence, whether including subfolders, and whether scaling to fit the area automatically. Attention: SMP player does not support image files whose resolutions are higher than 2 million pixels.

2-6-4 Step4: Ticker

Here you can configure the settings of text ticker area.

There are various sources of the ticker text for choices. The text can be directly entered here, read from a .txt file in the Media Folder, retrieved from an RSS feed or remote URL, or centrally scheduled and managed by the CMS server. You can configure the text characters, including the text font, color, font size, text direction (from left to right or the reverse), and ticker mode and speed, etc.

Under the ticker mode "Simple crawl" or "Bottom-up and crawl", the ticker text will be read and processed line by line, while the "Simple bottom-up" mode allows all text to move upward in multiple lines.



The screenshot shows the 'Web Manager' interface for 'SMP-PRO3 (Signage Media Player)'. The left sidebar contains a 'System Wizard' with five steps: Step 1 Skin, Step 2 Multimedia, Step 3 Image Slide Show, Step 4 Ticker Text (highlighted), and Step 5 Finish. Below the sidebar, the '4 Ticker Text' section provides instructions on configuring the ticker area, including text sources, font settings, background color, and scrolling effects.

The main configuration area is titled 'System Wizard: Ticker Text' and contains the following settings:

- Select from following Sources:**
 - Enter text here: Configure and enter ticker text here. <nl>Select from multiple sources
 - Text file in Media Folder
 - Text from remote URL/RSS:
 - Central scheduling (by CMS server)
- Text Direction:** Right to left
- Font:** Tahoma
- Font Size:** 30
- Font Color:** Choose Color... (R: 255, G: 128, B: 0)
- Set background color:** Choose Color... (R: 128, G: 0, B: 0)
- Text scrolling effect:** Bottom-up and crawl
- Speed:** 4
- Pause (second):** 1

Buttons for 'Cancel', 'Back', and 'Next' are located at the bottom right of the configuration area.

3. Multimedia Contents Playback and Management

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SMP-PRO series supports the playback of a variety of multimedia files. Users can upload all contents to SMP, and edit playlist. Then, SMP player will play files based on your pre-scheduled playlist. Users can also choose to manage playlist and the content update from CMS server.

3-1 Upload Multimedia Contents

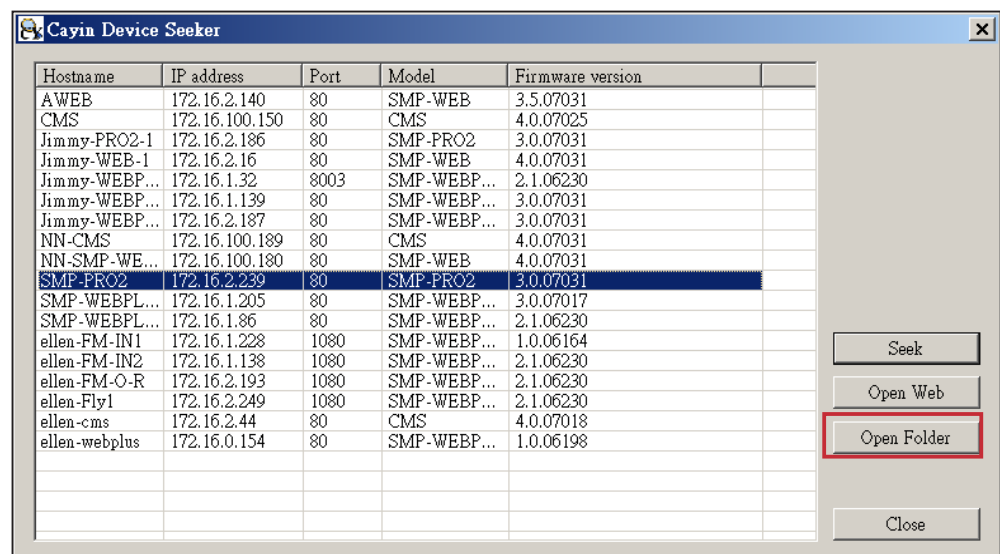
When you choose to play files from the Media Folder, you can choose one of the following methods to upload files into SMP player.

Method 1:

1. Insert the product CD into your CD-ROM, and run [Cayin Device Seeker] (\Tool\Device Seeker\cysrch.exe). You can also copy this file to your PC for future management.
2. Click [Seek] and the seeker will search all available SMP clients or CMS servers in the same LAN. When the devices are found, select the one you want to connect, and click [Open Folder].

NOTE

Your PC and the SMP player have to be in the same LAN, so that you can use Cayin Device Seeker to open the Media Folder of that SMP player.

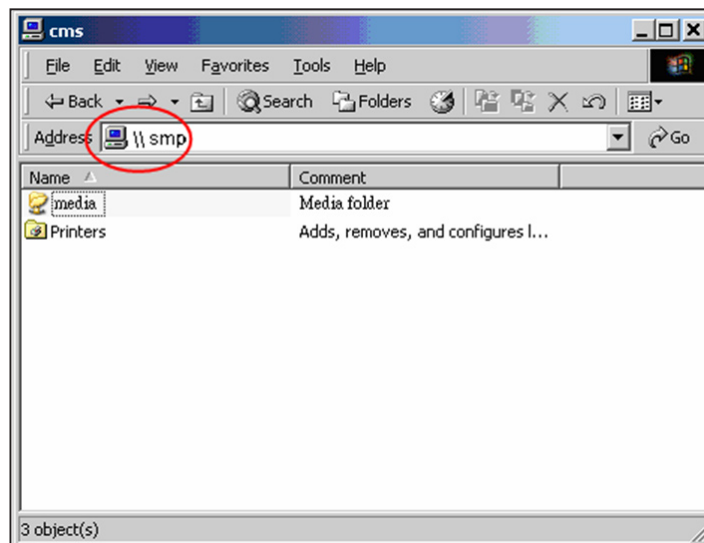


3. Your PC will open File Explorer and you can see files or folders in your selected player.
4. Copy multimedia files from your PC to the SMP player via Network Neighborhood. Then you can start to play those files in the SMP.

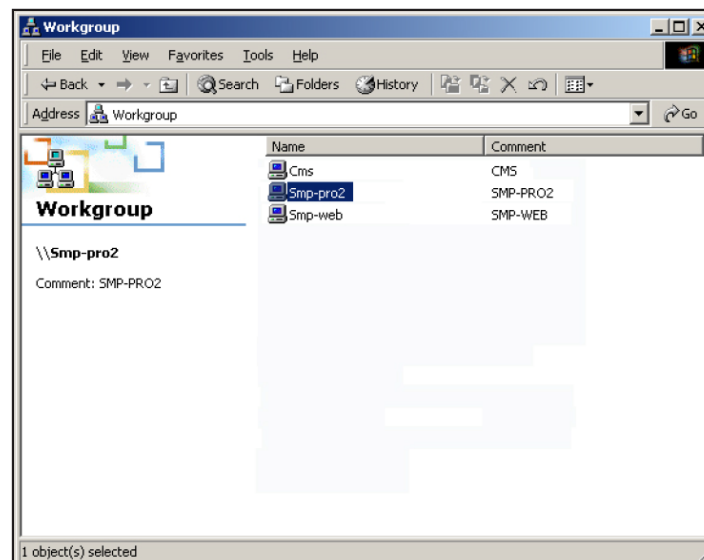
Method 2:

Within the same subnet, user of a Windows PC has two methods to connect to SMP player or CMS server:

1. Open **[File Explorer]**, and enter the **\\hostname** or "**\\IP address**". For example, if your hostname is **SMP-PRO3**, please enter **\\SMP-PRO3** or **\\172.16.1.2**. Copy multimedia files from your PC to the SMP player via **Network Neighborhood** and then you can start to play those files in the SMP player.



2. Open "Network Neighborhood" of your PC. All PCs in "Workgroup" will be listed. You can see all SMP clients or CMS servers from your Windows Explorer, like the figure below:

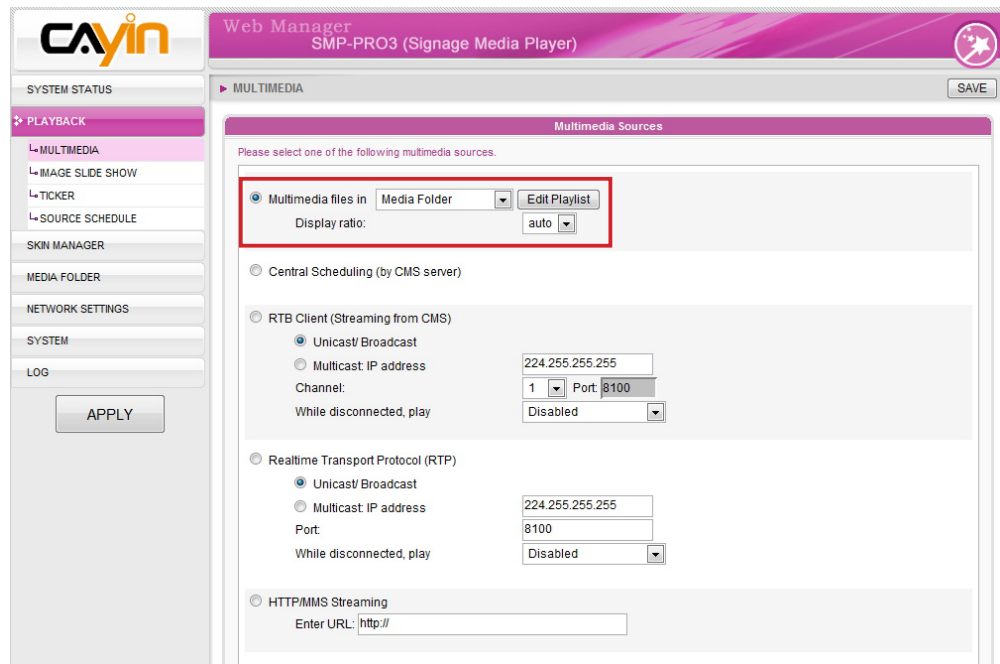


3-2 Choose Media Source and Set Playlist

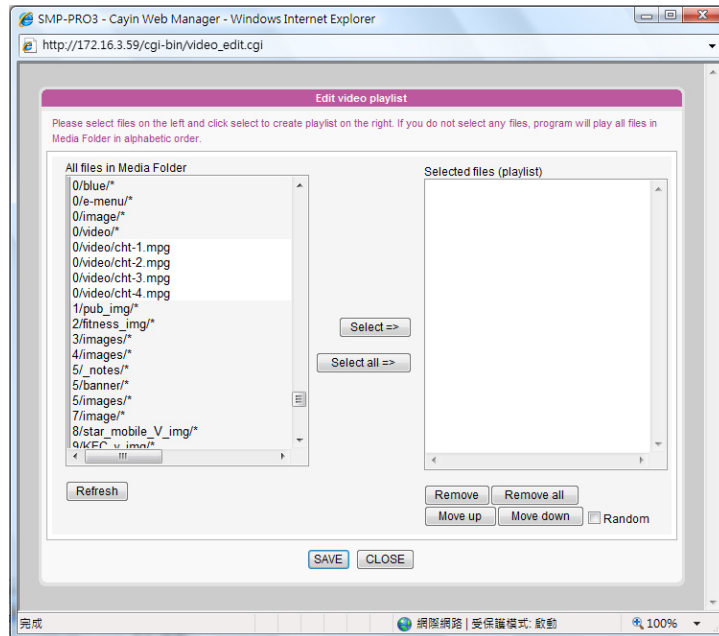
3-2-1 Play Files in Media Folder

After uploading all files to the Media Folder, you can follow the following steps to edit playlist.

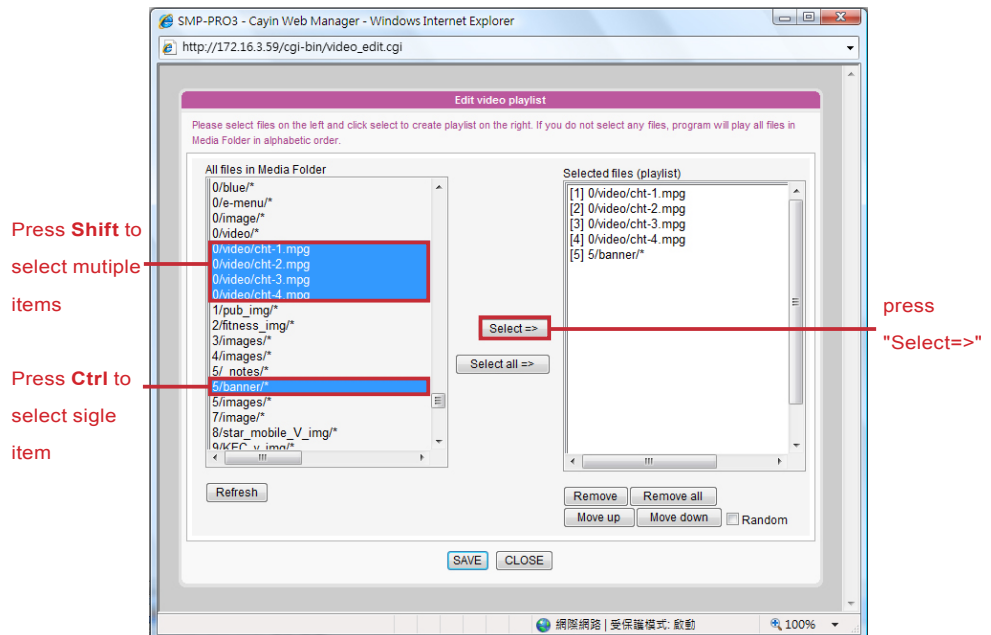
1. Login SMP player and enter Web Manager
2. Click **[PLAYBACK]** and select **[MULTIMEDIA]** page
3. Click “**Multimedia files in**” and select “**Media Folder**”. Then, you can start to edit the playlist of files in the Media Folder.



4. Click **[Edit Playlist]**, and you will see a pop-up window. All video files in the Media Folder will be listed in the left column. If the left column is empty, that means there is no file in the Media Folder. Please add video files to Media Folder first.



5. Select the files you want to play. You can select multiple files at one time by holding the Shift or Ctrl key, or just select files one by one. In the left column, the item with “*” sign represents a folder’s name. If you choose this item, it means you will select all files in this folder.





6. Click [**Select=>**], and all selected files in the left column will be duplicated to the right column. SMP will only play those files in the right column.
7. If you want to play all files in the media folder, you can simply click the [**Select all=>**] button. Then, all files in the left column will be duplicated to the right column.
8. Now, you can arrange the order of those selected files. In the right column, each file will be added a serial number. SMP will play media files in the sequence, 1, 2, 3 ... N. Please refer to the following table for more functions. You can change the sequence of the playlist by using [**Move up**] and [**Move down**], or delete items in the playlist by using [**Remove**] and [**Remove all**].

Move up	Select one item in the right column. Click [Move up], and this item will be moved forward in the playlist.
Move down	Select one item in the right column. Click [Move down], and this item will be move backward in the playlist.
Remove	If you want to remove files from the “Selected Files” in the right column, please select files and click [Remove]. Then, those files will be removed from the right column, but will not be deleted from the Media Folder.
Remove all	Click [Remove all], and all items will be removed from the right column, but all files will still be kept in the Media Folder.
Random	If you select “Random”, all files in the right column will be played randomly, without following the sequence.

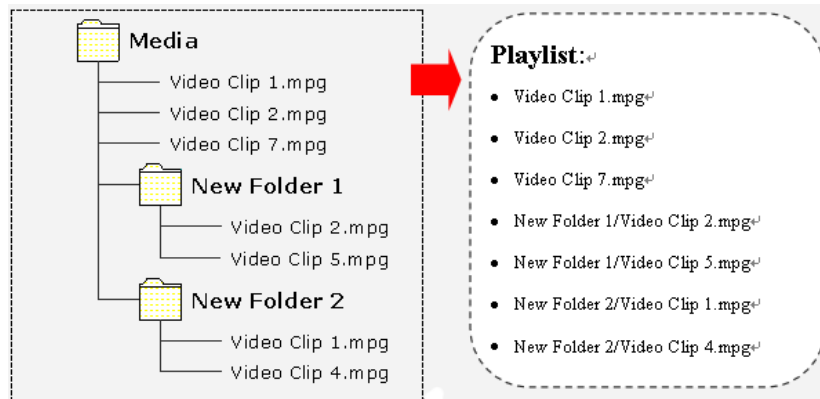
NOTE

The playlist is the order how all multimedia files in the folder “media” are played. If you do not edit your own playlist, SMP will play all files in the Media Folder in the alphabetical order.

If you create sub-folders under the folder “media”, all media files in these sub-folders will also be added together to the play list according to the following sorting rules: (the former rules have higher priority than the later ones)

- 1. Multimedia files in the folder “media” will be played prior to any files located in sub-folders.**
- 2. Multimedia files in the folder “media” will be sorted and played following alphabetical order.**
- 3. Sub-folders will be sorted by alphabetical order.**
- 4. Multimedia files in the sub-folders will be sorted and played following alphabetical order.**

For example:



3-2-2 Play Files in USB Storage Device

NOTE

SMP-PRO series only supports USB Storage Device with FAT32 file system type.

Click “Multimedia files in” and select “USB storage device”; then you can play files stored in a USB storage device. However, you will not be able to edit your playlist here. SMP will play all files in the device alphabetically.

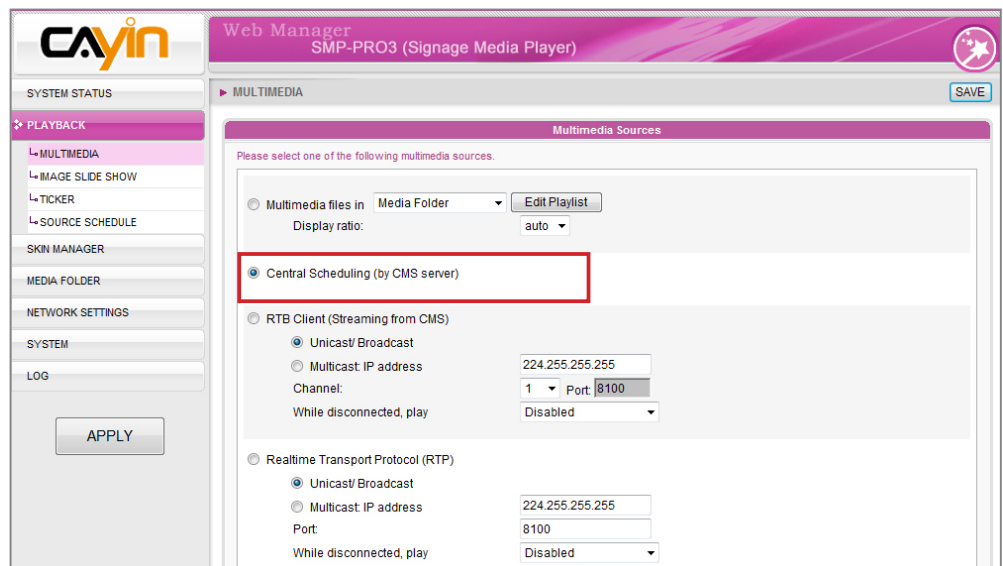
3-2-3 Central Scheduling (by CMS Server)

NOTE

Central Scheduling only works with CMS’s Central Scheduling function. You can configure the scheduling function on CMS’s Web Manager.

The playlist of media files can be centrally scheduled and controlled by CMS server when you purchase one. Please follow the following steps:

1. Login SMP player and enter Web Manager
2. Click [PLAYBACK] and select [MULTIMEDIA] page
3. Click “Central Scheduling (by CMS Server)”. Then, the playlist of media files will be centrally managed by CMS server. You can play selected media files once or weekly at certain time or periods. Please refer to the section “CENTRAL SCHEDULING” in CMS server for further settings.



3-2-4 RTB Streaming

NOTE

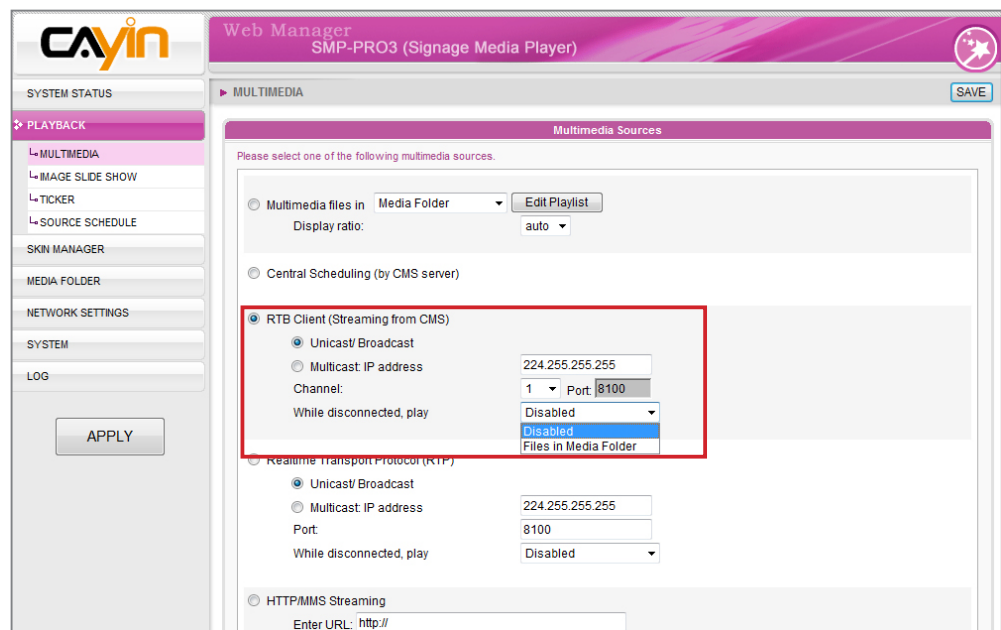
RTB and RTP are different protocols.

. RTB Client only works with CMS's RTB Server function.

. You can use RTP compliant software sending RTP streaming to SMP, e.g. VideoLAN client/server (<http://www.videolan.org>).

. While disconnected, play: To ensure non-stop video, you can configure this function. The player will switch to play files in Media Folder, when there is no valid packet received from network. After the streaming packet resumes, the player will switch back to streaming mode (RTB or RTP).

SMP, incorporating with a CMS server, can play streaming video. To play streaming video as RTB (Real-Time Broadcast) client, select the channel corresponding to the client's server, i.e. CMS server. To play Real-time Transport Protocol (RTP) streaming, enter the port number of the relevant RTP server. Select the broadcast mode for the source. You can select to play files in Media Folder when there is no video packet delivered from the streaming.



3-2-5 HTTP/MMS Streaming

To play video file via HTTP or MMS streaming, e.g. video file on a web server or MMS server, enter the URL of the file in this option.

HTTP/MMS Streaming
Enter URL:

3-2-6 Video Input (SMP-PRO3 Only)

To play AV-IN signal on the multimedia area, please select this item, and refer to section 6.5 for detailed video input configurations.

Video Input (only applied to some models)
Display ratio:

3-2-7 Image Slide Show

To play photo slide show (JPEG/GIF pictures only) from Media Folder, or USB device, please select this option. You can enter the duration in seconds for playing each picture. You can select to play files in forward or reverse order, or randomly. When there are subfolders in Media Folder, you can select to play those files in subfolders by enabling the option Play image files in subfolder. To play pictures in screen size, check the box Scale to Screen Size.

NOTE

We suggest the image files of slide show do not exceed dimension 1024x768. You can have the best presentation when the image size is the same as the one of the display area.

NOTE

To apply the settings changed in Playback section, click [**Save**] on the bottom and click [**Apply**] on the left.

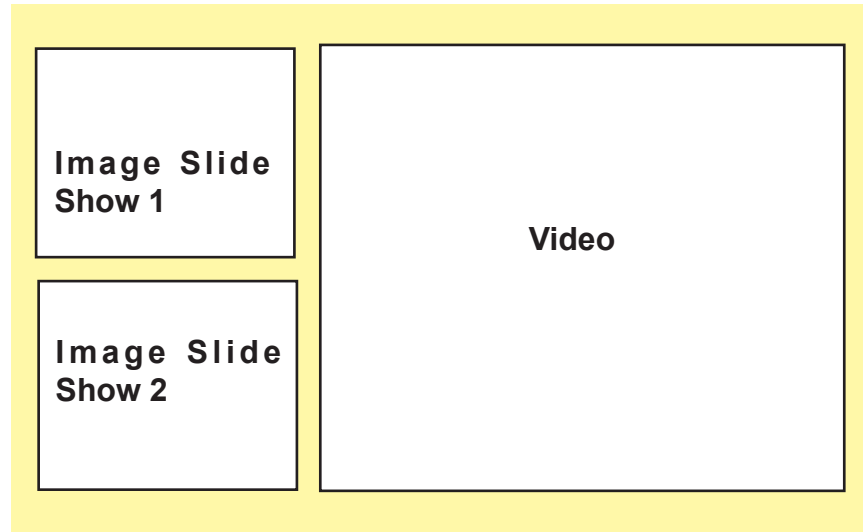
Image Slide Show
Play from:
Duration: seconds
Sequence:
 Play image files in subfolder
 Scale to fit area

3-3 Image Slide Show Settings

NOTE

Please remember to go to the “SKIN MANAGER” page and select a skin with at least one pre-edited image slide show area.

SMP-PRO series supports two image slide show areas. You can configure it separately to display different image files on the screen.



Please remember to create subfolders for your image files and also upload files into corresponding subfolders before use this function. After that, you can assign a created subfolder for one area via Web Manager and play all image files in that selected subfolder.

1. Login SMP and enter Web Manager
2. Click [PLAYBACK] and select [IMAGE SLIDE SHOW] page
3. Start with “Image Slide Show Area 1” to assign the content source and configure related settings.

Image Slide Show Area 1

Playing:

Play all image files in Media Folder

Play image files in subfolder

0 ▾

Central scheduling (by CMS server)

Duration: seconds

Sequence: ▾

Include subfolders

Scale to fit area

Please refer the following table for detail descriptions:

Play all image files in Media Folder	Play all files in the media folder, including the top-level directory and subfolders (depend on your configuration.)
Play image files in subfolder	Create a subfolder in Media Folder first; then put image files in the subfolder. You can choose one of the subfolders here.
Central Scheduling (by CMS Server)	Select this option let you control the slideshow playlist from CMS server. See CMS manual for detail configurations.

- 4. Set the “Duration” in seconds for playing each picture.**
- 5. Set the “Sequence”. You can select to play files in forward or reverse order, or randomly.**
- 6. When you create more sub-folders under the selected sub-folder which you assign as the image source, you can enable “Include subfolders” to play all files in all sub-folders under the main folder.**
- 7. If you enable the function, “Scale to fit area”, the system will automatically adjust the size of each image to fit the display area of image slide show which you define in the skin.**

3-4 Ticker

NOTE

Please remember to go to the “SKIN MANAGER” page and select a skin with a pre-edited ticker area.

Configure ticker text and option here. Select from multiple sources for the ticker text, and set up the font and the color of ticker area. Please follow the following steps:

- 1. Login SMP player and enter Web Manager**
- 2. Click [PLAYBACK] and select [TICKER] page**
- 3. You can refer the following table to configure the source and content of the ticker.**

Enter Text here	You can enter a text message, such as “This is a testing message!”. Save the settings and the text will be displayed on the screen.
Text file in Media Folder	You can type your message in a text file and save the file in Media Folder. When you enable this option, enter the filename, e.g. scroller.txt, and save the settings. The message in the text file will be displayed. SMP-PRO series now supports UTF-8 character encoding. If the content is not written in English, please choose encoding type “UTF-8” when you save the text file.
Text from remote URL/RSS	To show a text message available on a URL, enter the URL address in the option, e.g. http://your_server/message.txt. If you use the server side script to generate the dynamic text, we suggest you only send the text result (mime type txt/plain) back to the SMP player. You can also retrieve live RSS messages. Enter the URL address in the option, e.g. http://rss.cnn.com/rss/cnn_us.rss. The format of non-English RSS link should be in the UTF-8 character encoding.
Central Scheduling (by CMS Server)	Control ticker text from CMS server. For detail configuration, please see the user’s manual of CMS server.

NOTE

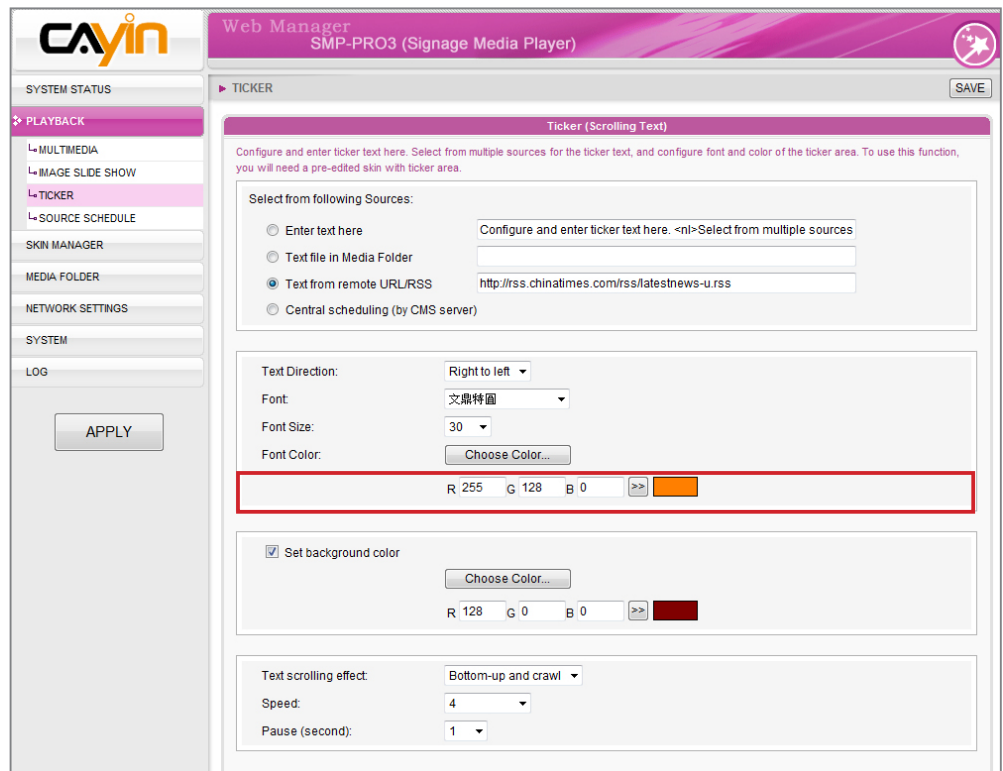
The format of non-English RSS link should be in the UTF-8 character encoding.

3-4-1 Define Font Format

In this section, you can change the font type, size, and color of the ticker. You can also change the direction of the text from “left to right” or “right to left” to suit your own language

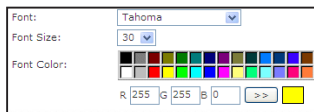
We provide two methods for you to change the font color. You can enter the number of R, G, B.

1. Enter Web Manager. Click [**PLAYBACK**] and select [**TICKER**] page
2. Enter the R, G, B code directly, and click [**>>**] to see the accurate color.
3. Click [**SAVE**] and [**APPLY**].



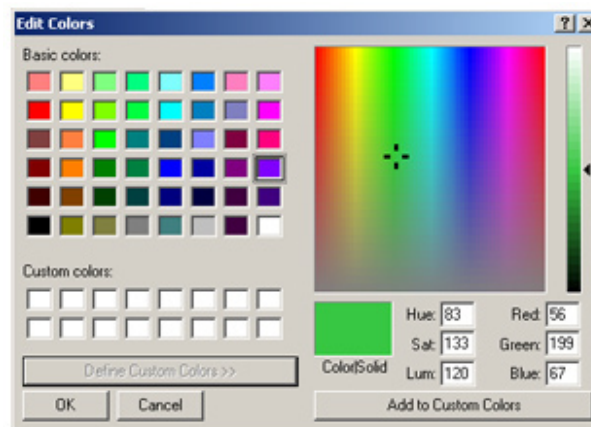
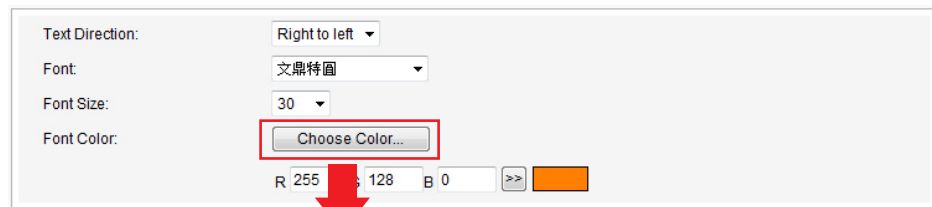
NOTE

Only when you use Internet Explorer 5.5 or above can you see the function, Choose Color. If you use other browser, you can choose color in the following way.



You can also choose a color by color picker.

1. Enter Web Manager. Click **[PLAYBACK]** and select **[TICKER]** page
2. Click **[Choose Color]** and the “Edit Colors dialog-box” will pop up. Pick a color and click **[OK]**.
3. Click **[SAVE]** and **[APPLY]** to apply the ticker color.

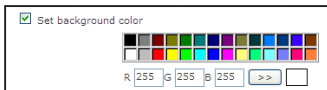


NOTE

If you choose “Simple bottom-up” in option “Text scrolling effect”, you should enable single background to avoid insufficient performance issue.

NOTE

Only when you use Internet Explore 5.5 or above can you see the function, Choose Color. If you use other browser, you can choose color in the following way.



3-4-2 Set Background Color

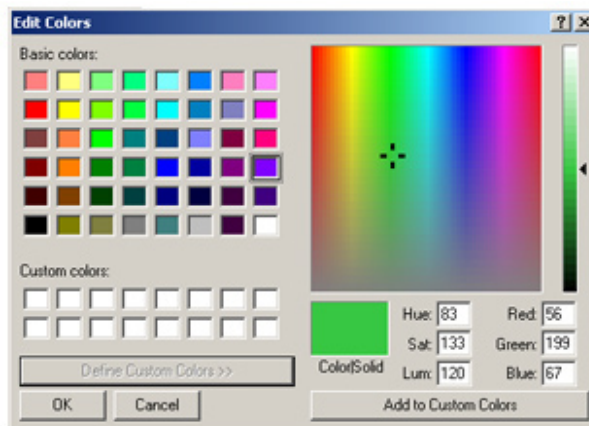
You can enable single color background and choose a suitable color for the background of your ticker. Otherwise, the background of ticker area will be transparent to Skin background.

We provide two methods for you to change the background color. You can enter the number of R, G, B.

1. Enter Web Manager. Click **[PLAYBACK]** and select **[TICKER]** page
2. Click “Set background color” and enter the R, G, B code directly. Then, click **[>>]** to see the accurate color.
3. Click **[SAVE]** and **[APPLY]**.

Or, you can also choose a color by color picker.

1. Enter Web Manager. Click **[PLAYBACK]** and select **[TICKER]** page.
2. Select “Set background color”, click **[Choose Color]**, and the “Edit Colors dialog-box” will pop up. Pick a color and click **[OK]**.
3. Click **[SAVE]** and **[APPLY]** to apply the background color of the ticker.



NOTE

The moving speed of the ticker will be different based on different screen resolutions. Please pick a suitable one according to your own facility.

3-4-3 Scrolling Effect

You can change the speed of the scrolling text here. Please follow the following steps:

- 1. Enter Web Manager. Click [PLAYBACK] and select [TICKER] page.**
- 2. Choose one of options from “No scrolling effect”, “Simple crawl”, “Simple bottom-up”, and “Bottom-up and crawl”. Set a suitable speed. “1” represents the slowest speed, and “6” represents the fastest one.**

Text scrolling effect:	Bottom-up and crawl ▾
Speed:	4 ▾
Pause (second):	1 ▾

No scrolling effect	The text is static without moving
Simple crawl	Text moving either from left to right or right to left. The next line will follow the previous line.
Simple bottom-up	Text moving from bottom to top. If your sentences are too long, the system will break them automatically into the next lines.
Bottom-up and crawl	First, the text is moving from bottom to top and pause; then it is moving from left to right to finish a line.

- 3. Set duration of “Pause” when you choose “Simple bottom-up” or “Bottom-up and crawl”. This option will let text pause specific seconds when finish a line.**
- 4. Click [SAVE] and [APPLY] to complete the configuration.**

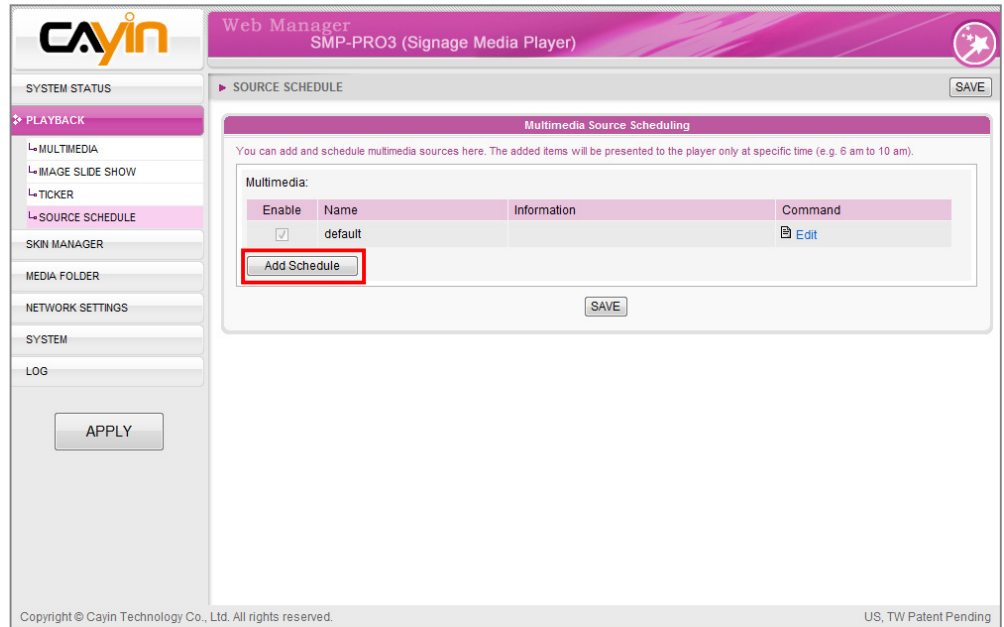
3-5 Multimedia Source Schedule

NOTE

You can click [**Edit**] of the default item to modify the settings in the MULTIMEDIA page.

In this section, you can schedule playlists of files from the Media Folder. You can also change to play different media sources at specified time. All the settings here are only for the multimedia area.

For the time not in any other scheduling task, SMP will play the default schedule. This default schedule is the same as the one you set in 3-2.



NOTE

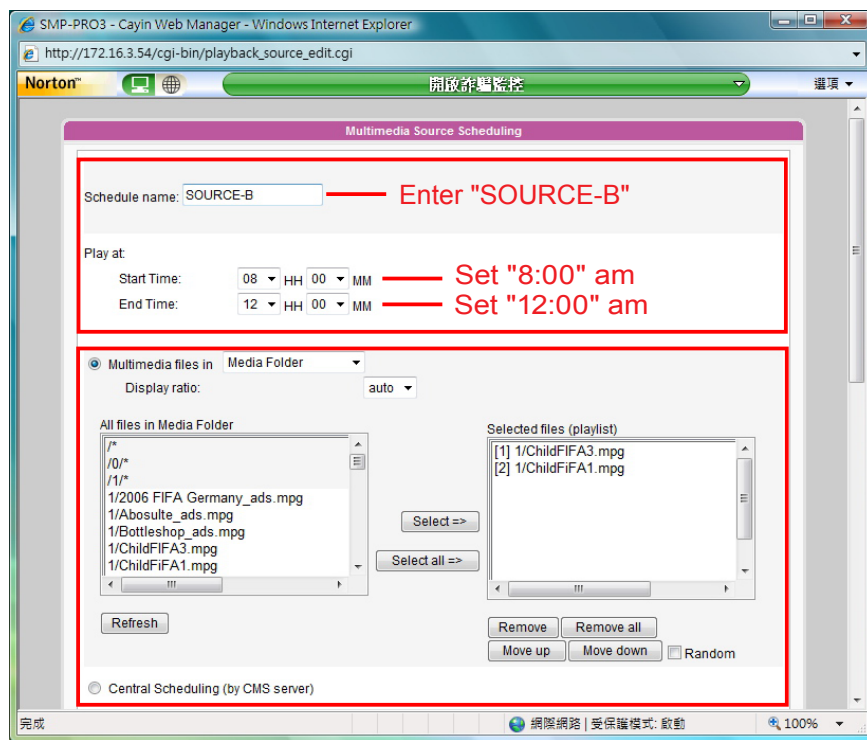
You can add up to 99 scheduling tasks.

3-5-1 Add Schedule

When you click [**Add Schedule**], the saved playback option will be applied only to the specified period of time (e.g. 6 am to 10 am). SMP will play files according to the settings in the default schedule during the rest of the time.

For example, you can follow the following steps to add a new schedule: play selected files in Media Folder from 8:00 to 12:00.

1. Enter Web Manager. Click [**PLAYBACK**] and select [**SOURCE SCHEDULE**] page.
2. Click [**Add Schedule**] and you can start to add a new schedule.



3. Enter the “Name” of the schedule, e.g. “SOURCE-B”. Here, we enter “Announcement”. Then, set the “Begin Time” as 8 am, and the “End Time” is 12 am.
4. Please select a multimedia source and follow the configuration options in this page to finish the Multimedia source scheduling. Please refer to “3-2 Choose Media Source and Set Playlist” for detailed descriptions of each option.



5. After completing configuration, click **[SAVE]**.
6. You can see a new schedule on the list now. You can click this item and press **[SAVE]** and **[APPLY]**.

4. Skin Management

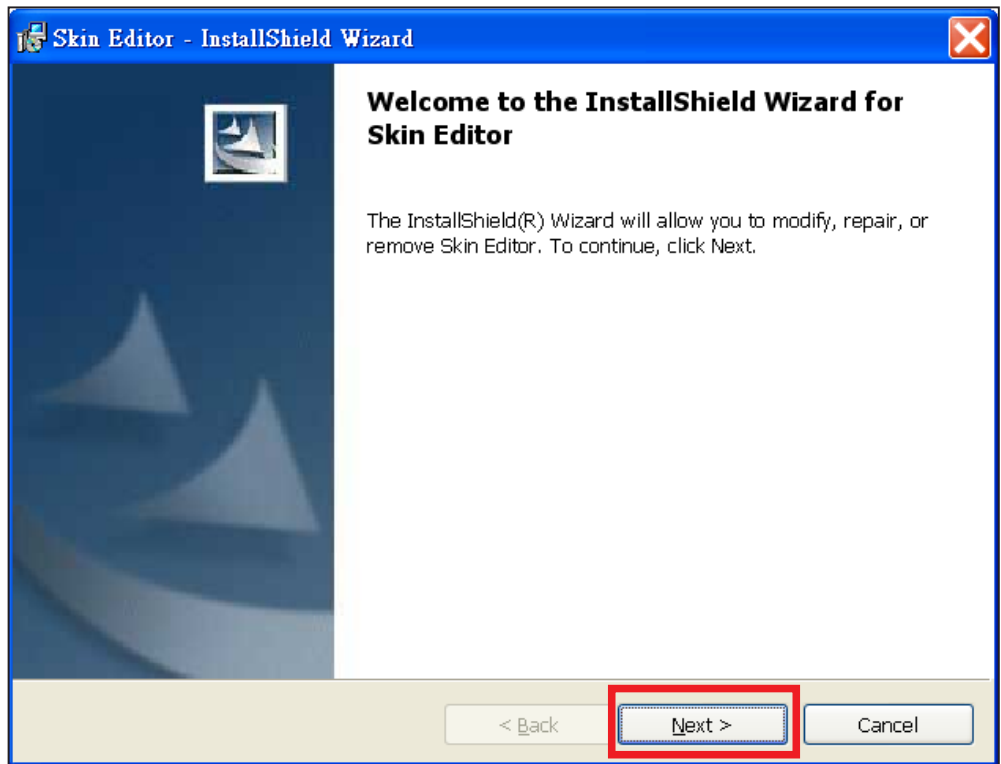
4-1 Produce Skin	48
4-1-1 Install Skin Editor	48
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In this section, you can manage your own skin displayed as a background, on which video, image, and ticker are playing.

4-1 Produce Skin

4-1-1 Install Skin Editor

You can find the editing tool, Cayin Skin Editor, in the product CD (in folder \Tool\Skin Editor). Click **setup.exe** to start the installation. Please follow the instructions prompted on the screen to finish the installation.



After installing the Skin Editor, you can find the “cyskin.exe” program shortcut on Desktop or Program menu.



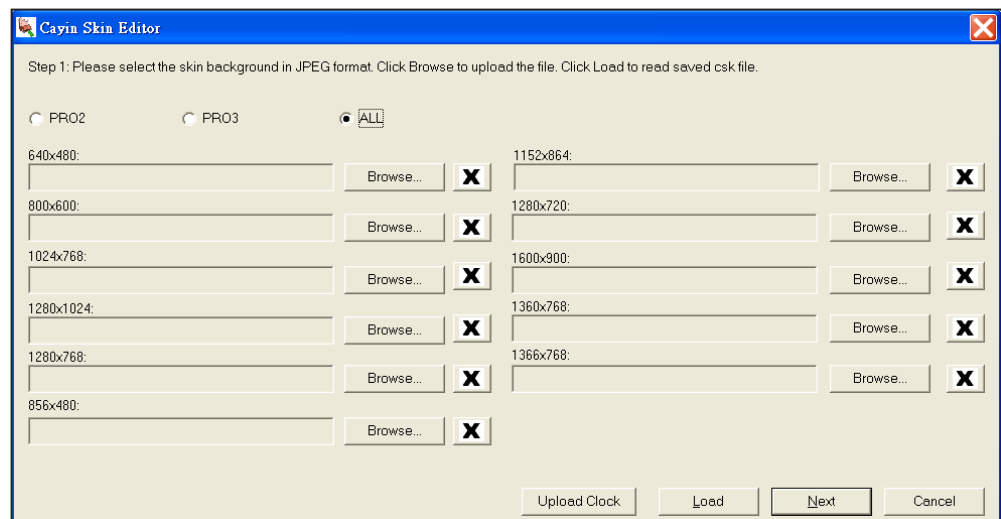
4-1-2 Create a new skin file (.csk)

By using the Cayin Skin Editor program (cyskin.exe), you can make your own skin for SMP-PRO series. Please follow the steps below, and build your own skin.

1. Execute the program cyskin.exe in Start menu or on your desktop.
2. Please prepare at least one JPEG image file.
3. Please choose a product model. If you click on **[ALL]**, you can create a skin file for all resolutions supported on SMP-PRO series. If you click on **[PRO2]** or **[PRO3]** respectively, you can create skins for those resolutions which are only supported by the specific model.

NOTE

The skin only applies to those resolutions which you pre-edit by Cayin Skin Editor. So, we suggest you upload all possible resolutions, in case you need to use the skin in different situations.

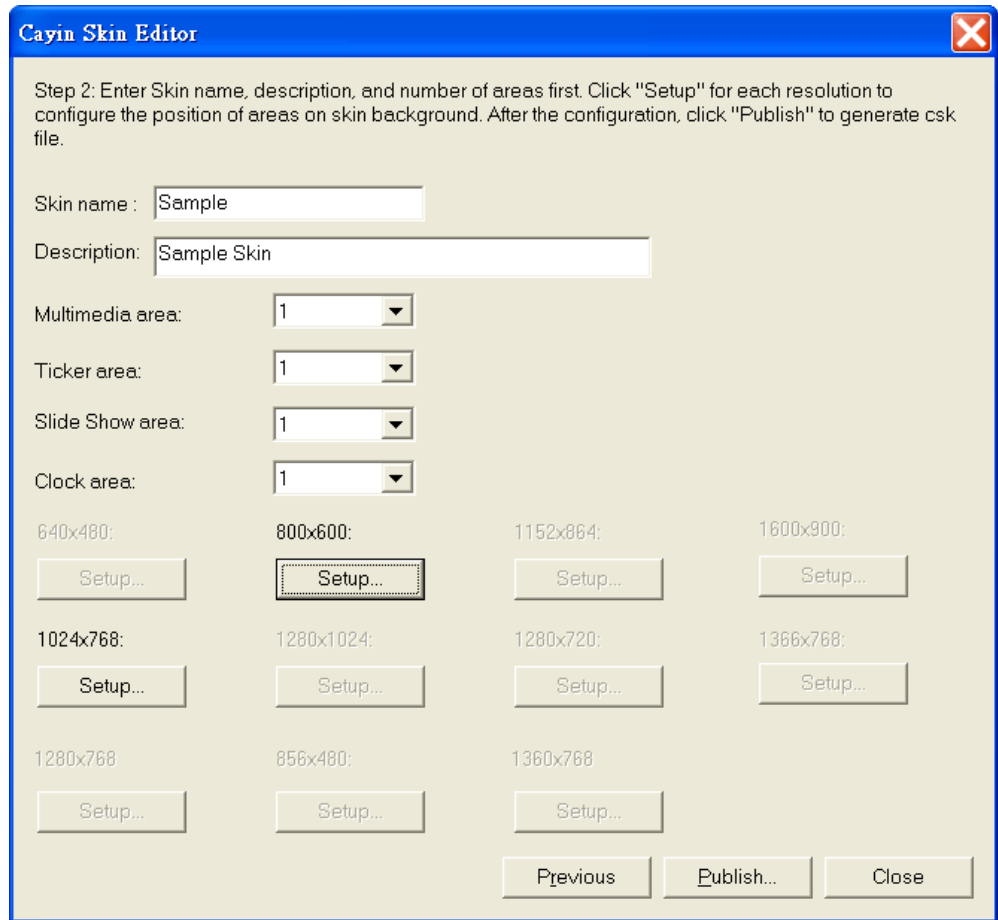


4. After selecting the product model, you can start to choose a background image for each resolution. For example, when you click **[Browse...]** for resolution 1024x768, choose bank_1024x768.jpg, and click **[Open]**. Then, you will see the path of this image file on the text box for resolution 1024x768.
5. You can choose to follow the same steps to add images for other resolutions, or only add one image. At least one resolution should be completed. After you select all your image files, click **[Next]**, and move on to the next step.

NOTE

You can only set up those resolutions for which you upload skin background images in Step 4. For example, if you only upload the image for resolution 1024x768 in Step 4, you can only click the **[Setup]** button of the corresponding resolution.

- Please enter the skin name and the description of the skin and choose a suitable combination of multimedia contents for this skin design. You can define four areas at maximum: one “Multimedia”, two “Image Slide Show”, one “Ticker”, and one “Clock”. The “Clock” area only applies to SMP-PRO3/SMP-PRO3N.**



For example, if you only need to display video and ticker, you can select “1” in both multimedia and ticker areas. If you select “0” in all areas, the system will display only the skin background.

NOTE

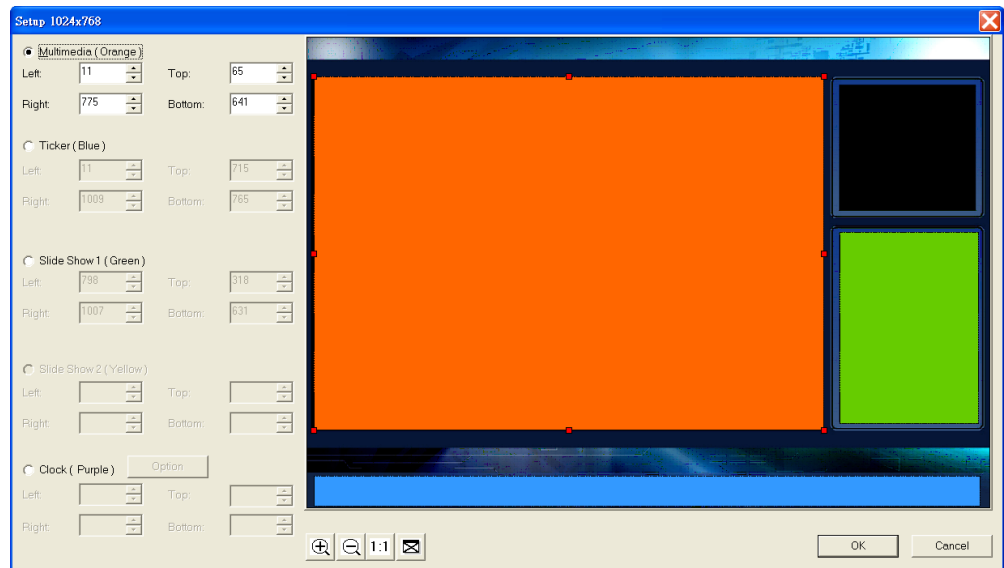
You may discover in some zoom ratio, the quality of background image seems not good. The image preview window is for reference only. It will not affect the final quality of published skin file.

NOTE

Please note that the performance of the skin tool is not so good in computers using SIS chipset, when you drag and drop in preview windows. We suggest you avoid using this tool in computers with SIS graphic chip.

7. After clicking **[Setup]**, you can enter the Setup dialog box and easily use the drag-and-drop tool to define the display size and location for each area.

Click **[Multimedia (Orange)]** at the left side, and drag the area that you want put on the skin. You can drag the handles to make minor adjustment and use **Zoom** button to make fine tune. You can also define or adjust each area by entering the exact coordinates of it.



1 2 3 4

1. Zoom in
2. Zoom out
3. Display the exact size of the image
4. Fit to window size

8. Define all areas one by one and click **[OK]** to leave this dialog box.

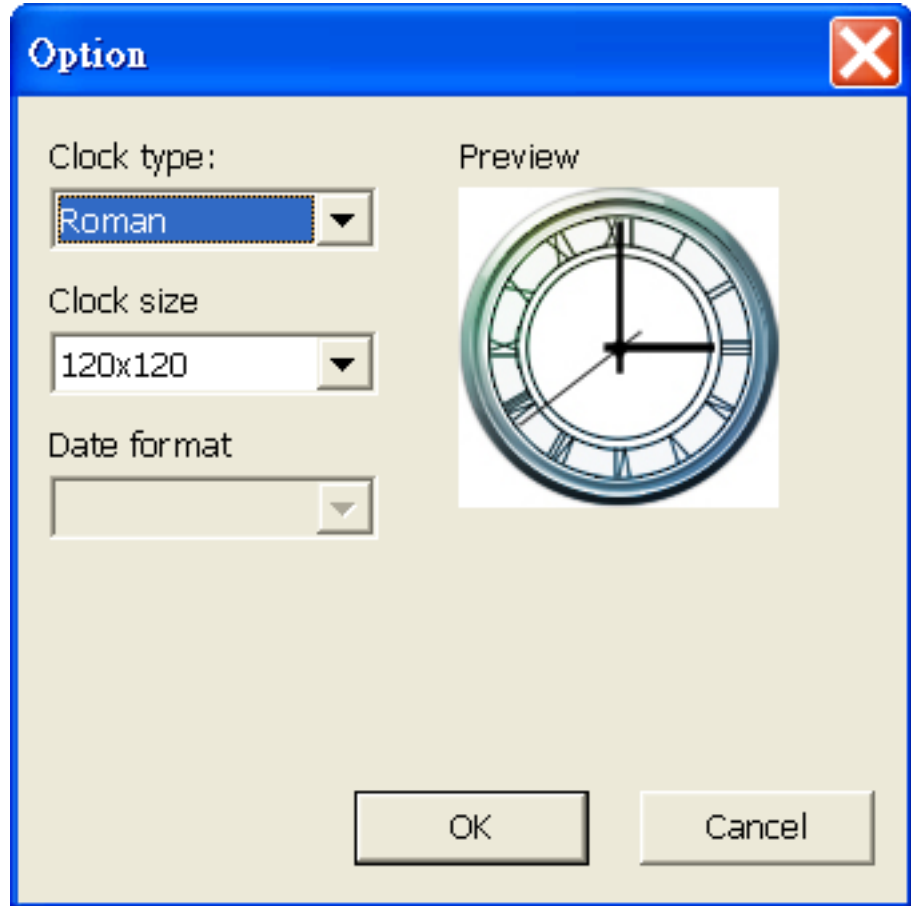
NOTE

Only SMP-PRO3/SMP-PRO3N supports the clock function.

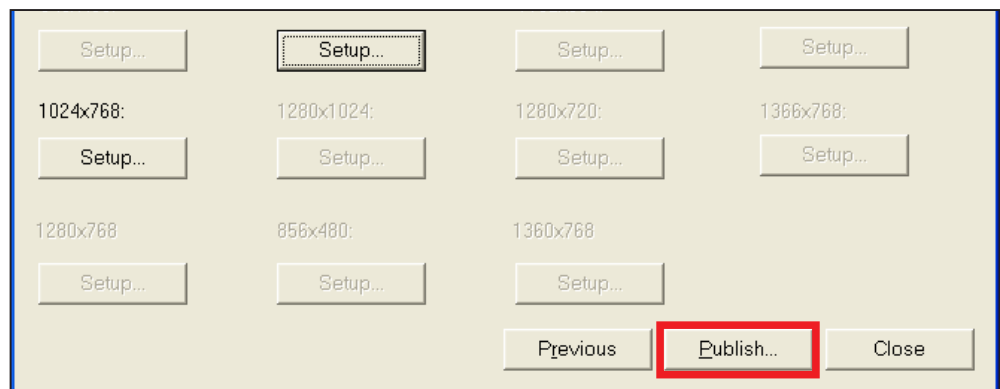
If you apply a skin with the clock area to SMP-PRO2, the clock area will just be empty, and other areas will still be displayed normally.

To run digital clock and calendar, you need SMP-PRO3 or SMP-PRO3N Version 1.5 or later.

- (Optional)** If you want to configure the clock area, click [**Option**] to choose a suitable clock type and size. You can only adjust the size of the clock area by selecting a pre-defined size, and place it in any position you want.



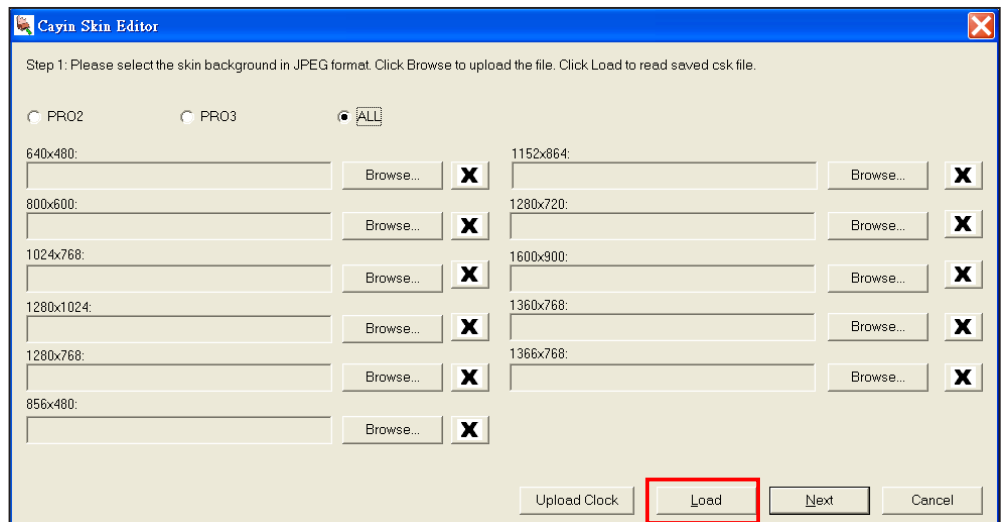
- Finally, when you set up the layout, click [**Publish...**] to save the Cayin Skin File (.csk). You can upload the .csk file into SMP-PRO series players or CMS by Web Manager.



4-1-3 Re-adjust a skin file (.csk)

You can reload a skin file and retrieve all the settings of that skin and make adjustments.

1. Open the Cayin Skin Tool
2. Click **[Load]**, and open a skin file (.csk).

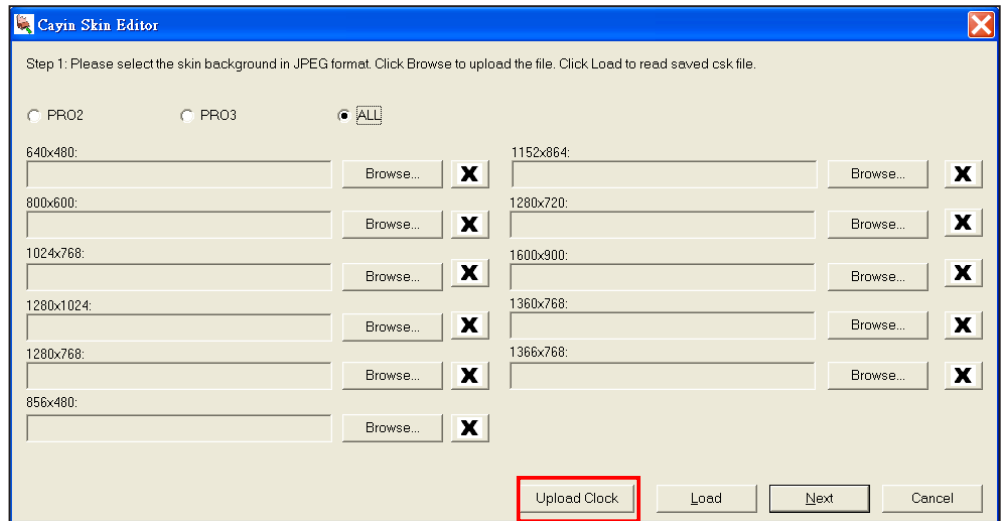


3. You can click **[Browse...]** to change image files, or click **[Next]** to change configures of the skin. Please refer to the above sections for details.

4-1-4 Upload Clock (.clk)

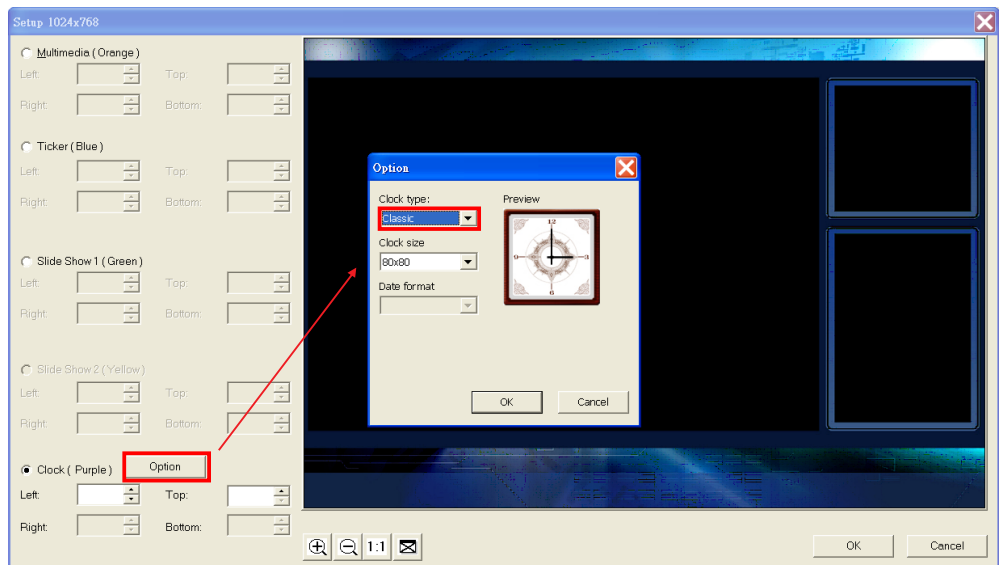
You can periodically download new Clock templates (.clk extension) from Cayin's partner website. After downloading the .clk file, you can easily upload a new clock by clicking [**Upload Clock**]

1. Download a ".clk" file from Cayin's partner website to your PC.
2. Open the Cayin Skin Tool



3. Click [**Upload Clock**], and open a clock file (.clk).

4. After uploading a clock successfully, you can choose to use it on the clock option page.

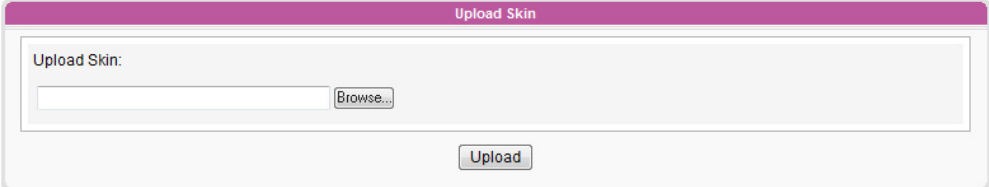


4-2 Upload the Cayin Skin File into SMP

After preparing a skin, you have to upload the file into SMP-PRO series player or CMS server.

1. Enter Web Manager. Click **[SKIN MANAGER]**.
2. In the “Upload Skin” area, click **[Browse]**, find your file, and upload it.

SMP-PRO3/SMP-PRO3N: You can only keep up to 30 skin files in



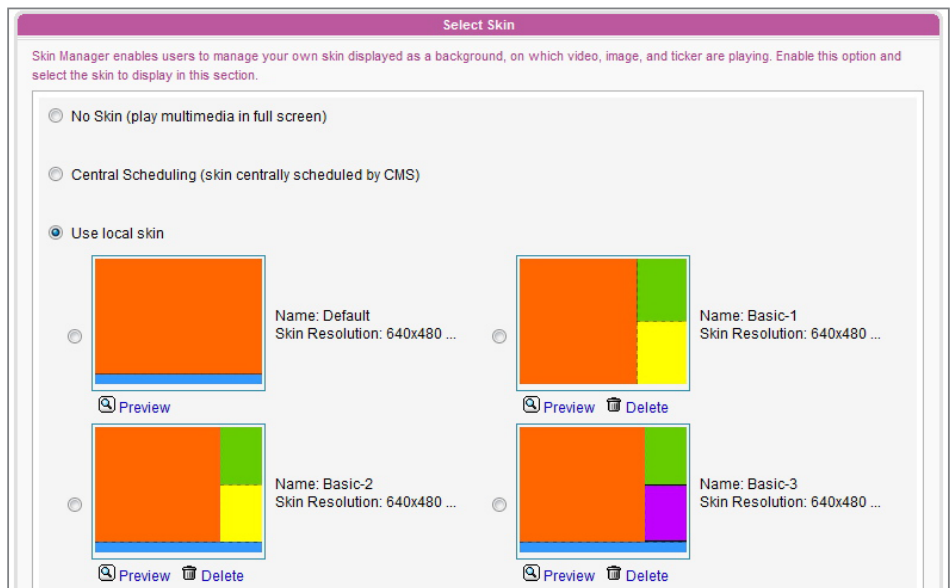
one player, including 15 default ones.

4-3 Apply Skin

After the skin is uploaded into system, use select skin to choose your favorite skin background. You can manage and apply skins in the “SKIN MANAGER”.

1. Login Web Manager.

2. Click **[SKIN MANAGER]** page. Please refer to the following table for more functions.



No Skin	Choose this option if you want to play Multimedia Content in full screen mode.
Central Scheduling (skin centrally scheduled by CMS)	Control and schedule the skin from CMS server. For detail configurations, please check the user's manual of CMS server.
Use local skin	Use skin which stores in the system disk of this SMP player. We provide 15 skins for your choices. Select a skin and you will see related descriptions of it. You can also click [Preview] to see the layout of the skin.

3. Click **[SAVE]** and **[APPLY]** after selecting a skin.

5 **Content Update and Media Folder Management**

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NOTE

If you have files copied in the player and then enable content update from the CMS server folder, your files will be wiped out on the player side as the content of the folder on the server will synchronize with the hard drive of the player. Therefore, if you want to edit SMP client's media folder manually, please DO NOT enable "Media Folder content synchronization".

NOTE

To prevent some media files from deleting by CMS server while you update content of SMP automatically from CMS, you can create a folder named "protected" and keep your files in that folder.

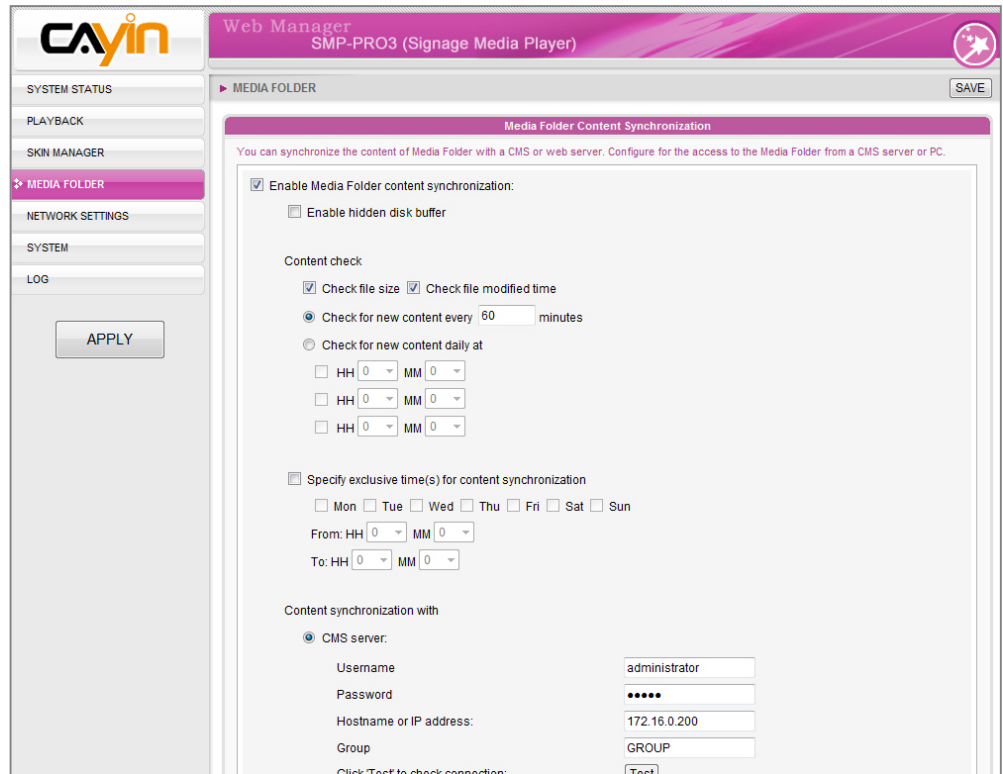
In this section, you can enable automatic content update function of Media Folder with CMS server. You can also configure the settings of access authorization of Media Folder.

5-1 Update Media Folder

In addition to Network Neighborhood, you can update the content of Media Folder automatically with CMS server or a web server.

Please specify the duplicate frequency and source of media files by completing the following settings of CMS server or entering the URL of a web server.

1. Login Web Manager; then click **[MEDIA FOLDER]** .



2. Enable the “Media Folder content synchronization” function and SMP player will periodically download new or updated files from CMS’s Content Update Server. It also removes those files that no longer exist in CMS server.
3. Enable “Use hidden disk buffer”, if you would like to download files to a hidden disk space first. After downloading process completes, the system will copy all files to Media Folder at one time.

The advantage of this function is to make sure that SMP will not play incomplete contents. SMP will not play contents until all files are completely downloaded. We suggest you enable this option.

Enable Media Folder content synchronization:
 Enable hidden disk buffer

4. During the synchronization, SMP will check and only download new contents. You can choose to compare the “file size” or the “file modified time” of the server and player. You are obliged to choose at least one method. We suggest you check both of them.

5. Please set the frequency of content checking.

Check for new content every [...] minutes	Set the time interval of checking with server
Check for new content at HH [...] MM [...]	Set the exact time when you wish to check with server. You can set up to 3 different time arrangements.

6. Specify exclusive time(s) for content synchronization: When you enable this function, the SMP player will synchronize contents with CMS server at the selected date (s) and time. For the rest of the time, the player will stop synchronizing contents, so that you can control the usage of network bandwidth.

Specify exclusive time(s) for content synchronization
 Mon Tue Wed Thu Fri Sat Sun
 From: HH MM
 To: HH MM

NOTE

The maximum time interval is 10080 minutes.

NOTE

If the SMP player is downloading files while it pasts the assigned time, the procedure will only stop until the downloading file is completely downloaded. For the rest of files, SMP player will keep downloading them during the next configured time of content synchronization.

NOTE

For the Hostname of the CMS server, you must enter FQDN (full qualified domain name) here (eg. www.cayintech.com).

NOTE

Central Scheduling of all contents (Multimedia, Image Slide Show, Ticker, and Skin) for a SMP player applies only one server configuration assigned here. Please remember to complete the server settings here before you start to use the function (Central Scheduling).

- When you purchase a CMS server, you can create an account in the CMS server and authorize the account to manage the group which this SMP player belongs to. If you choose to update content by CMS, please enter the “Group” name, “Username”, and “Password” of the account, and the “Hostname or IP address” of the CMS server.

Group	Assign the group name which this SMP player belong to.
Username	The username is the account you create in CMS server, and this account should be authorized to manage this group.
Password	User’s password.
Hostname or IP address	Hostname or IP address of CMS server

Content synchronization with

CMS server:

Username: administrator

Password: ●●●●

Hostname or IP address: 172.16.0.200

Group: GROUP

Click 'Test' to check connection: Test

Web server: _____

- After completing all settings , please click [Test] to check the validity of the account and IP address. Please note that the [Test] button can only be used to test the validity of the "Username", "Password", "Group", and "IP address".

- You can also synchronize contents from your own web server, if you don't have a CMS server. Please enable "Web server" and enter the playlist's URL here.

Hostname or IP address: 172.16.0.200

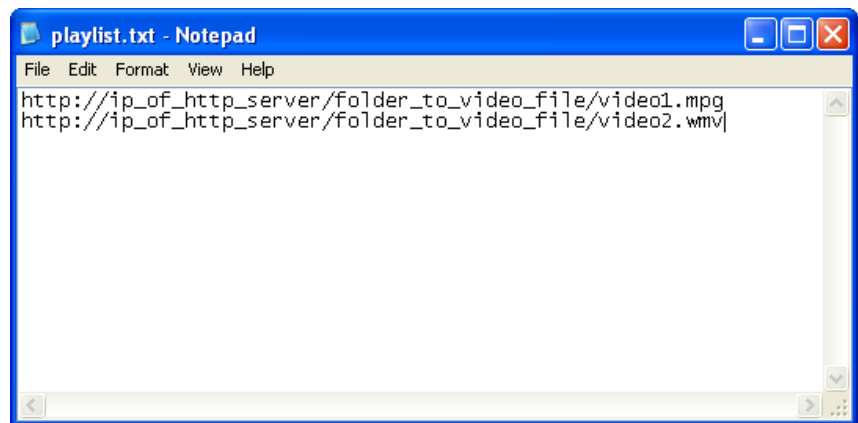
Group: GROUP

Click 'Test' to check connection: Test

Web server: _____

SMP player will send the HTTP request to the URL (e.g. `http://210.179.61.252/myvedio/playlist.txt`) and get the playlist (e.g. `playlist.txt`) from the server. Each line (e.g. `http://210.179.61.252/myvedio/video1.mpeg`) in the playlist file will be treated as one individual URL. SMP player will download new or updated URL(s) in the playlist, and remove the local files which do not exist in the playlist.

You may type a text file like below and enter the URL of this text file in this field:



By changing the text file, you can update the SMP player's playlist in media folder.

5-2 Manage Media Folder

In this section, you can set share mode of Media Folder (on network neighborhood) for users.

Media Folder Management

Configure share mode for accessing Media Folder (on Network Neighborhood).

Choose one of the following shared folder modes:

Do not share Media folder

Share mode (no password required)

User mode (password required)

Enable FTP service

Change User mode password

Username

Password

Confirm password

The access is only allowed from IP address:

Do not share Media folder	The folder will not be shared.
Share mode	Select "Share mode" if you allow open access of all users. In this mode, users can access the folder without username and password.
User mode	<p>In "User mode", users need to enter username and password to access the folder. If you only want to allow access from a particular user, enable this function and change its username and password.</p> <p>Default Username: smbuser</p> <p>Default Password: smbuser</p> <p>Enable FTP service: Enable this feature, and you can also access media folder through FTP protocol. You can use any FTP client of your choice; however, for the non-ANSI file name, you must use UTF-8 enabled FTP client software.</p>
The access is only allowed from IP Address	To allow access from particular IP address or subnet, enter the IP address or partial IP address, e.g. type " 172.16.0.1 " to allow access only from this IP address, or type " 172.16.0. " to allow access from all computers in this subnet.

6 System Status and Settings

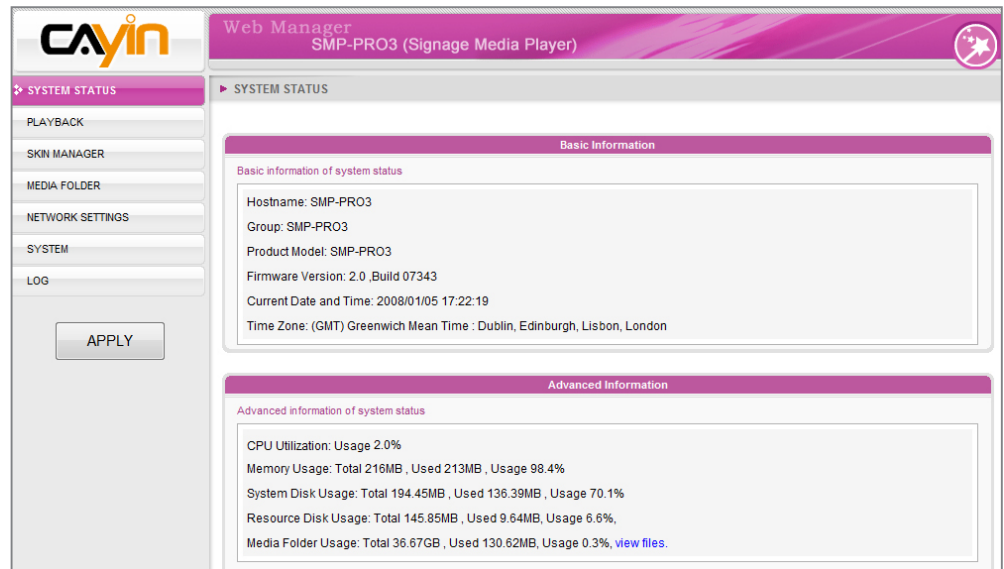
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In this chapter you can access comprehensive system information about a SMP-PRO series player. You can also configure system settings.

6-1 System Status

Login Web Manager of SMP; then you will see the "SYSTEM STATUS" page.



6-1-1 Basic Information

You can check the Hostname, Product Model, Firmware Version, and Date/Time of a SMP-PRO series player in this section. You can specify the hostname in “7-1 Ethernet” section, and change the date/time/time-zone in “6-2-1 Set System Time” section.



6-1-2 Advanced Information

In this section, you can check all detailed information about this SMP player in the following table.

Advanced Information

Advanced information of system status

CPU Utilization: Usage 4.0%

Memory Usage: Total 216MB , Used 213MB , Usage 98.4%

System Disk Usage: Total 194.45MB , Used 136.39MB , Usage 70.1%

Resource Disk Usage: Total 145.85MB , Used 9.64MB , Usage 6.6%,

Media Folder Usage: Total 36.67GB , Used 130.62MB , Usage 0.3%, [view files](#).

Ethernet

IP Address: 172.16.3.96 Subnet Mask: 255.255.0.0

Gateway: 172.16.0.1

MAC Address: 00:06:93:F0:72:D5

DNS1: 168.95.1.1 DNS2: 139.175.55.244

Screen Resolution: 1024x768 (Real: 1024x768)

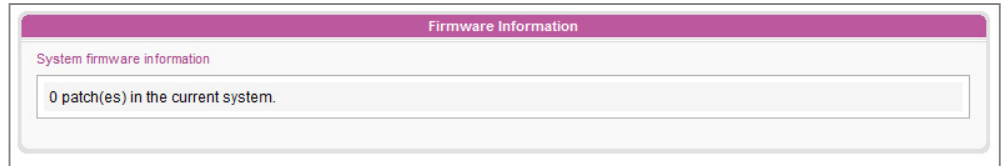
Refresh Rate: 60 Hz (Real: 60 Hz)

CPU Utilization	Usage of CPU
Memory Usage	Usage of system DRAM
System Disk Usage	Disk usage of system firmware disk. If the usage exceeds 90%, we strongly suggest that you do not upload more patches for preventing from disk overloaded.
Media Folder Usage	Disk usage of Media Folder. If you run out of disk space, you will not be able to add more media files in Media Folder.
Resource Disk Usage	SMP-PRO3/PRO3N only. It's the reserved space for future use.
Network information	You can check IP address and other related network information here. For a wireless connection, you can also check the access point (SSID) and security settings.
Display Information	You can check both the real and selected screen resolutions and refresh rates of the connected display.



6-1-3 Firmware Information

You can check all updated patches information here.



6-2 System Settings

In this section, you can configure basic system settings and maintain the system with firmware update, system restart, and system shutdown.

6-2-1 Set System Time

You can set the system date and time manually for the SMP player.

1. **Login SMP Web Manager. Click [SYSTEM] and switch to “SYSTEM” page.**
2. **Enable “Set system time” and enter the year, month, date (YYYY/MM/DD), hour, minute, and second (HH/MM/SS). Then, click [SAVE] and [APPLY].**

Current date and time 2007/12/5 13:00:05

Set system date and time

YYYY MM DD
 HH MM SS

Time zone:

Disable NTP service
 Enable NTP service

NTP Server:

6-2-2 NTP Service

You can choose NTP function to synchronize the clocks of media players from an NTP server automatically (e.g. time.nist.gov).

SMP will update the system time from NTP server every 7 days or when the system restarts.

1. Login SMP Web Manager. Click **[SYSTEM]** and switch to “SYSTEM” page.
2. Click “Enable NTP service”, and enter the address of the NTP server.
3. Click **[Update now]** to update the time immediately. You can also click **[Test]** to verify the availability of the NTP server.
4. Click **[SAVE]** and **[APPLY]**.

The screenshot shows a configuration panel for NTP service. It contains two radio buttons: "Disable NTP service" (selected) and "Enable NTP service". Below them is a label "NTP Server:" followed by a text input field containing "time.nist.gov". To the right of the input field are two buttons: "Update Now" and "Test".

6-2-3 Change Web Administrator’s Password

NOTE

If the administrator forget the password, you can re-set the password on the SMP Console. Please refer to Ch.9 for more information.

To change administrator’s password of SMP, check the box and enter the password.

The screenshot shows a form for changing the web administrator's password. A red box highlights the "Change web administrator's password:" section, which includes a checked checkbox, a "Username" field with "webadmin", and "Password" and "Confirm password" fields with masked characters. Below this is another section "Change service port of Web Manager:" with a checked checkbox and a "Port number" field containing "80".

6-2-4 Change Service Port of Web Manager

You can change to a suitable port number to fit your network environment. The default port number of Web Manager is 80. We suggest that you use the port number larger than 1024, so that the new port number will not be in conflict with other services.

After changing the port number, you have to add the port number to the URL to connect to Web Manager. (e.g. <http://172.16.0.100:8080>)

The screenshot shows a configuration form with two sections. The first section, 'Change web administrator's password:', includes fields for Username (webadmin), Password, and Confirm password. The second section, 'Change service port of Web Manager:', is highlighted with a red box and contains a 'Port number' field with the value 80.

6-2-5 Choose Web Manager Language

SMP-PRO series supports seven build-in languages, which are English, French, German, Italian, Spanish, Traditional Chinese, and Simplified Chinese. Select here for changing the whole Web Manager's language setting.

The screenshot shows the 'Web Manager Language' dropdown menu open, displaying a list of languages: English (selected), Deutsch, Español, Français, Italiano, 简体中文, and 繁體中文. Below the language selection, there is a 'Set system reboot at' section with a table for scheduling reboots.

Enable	Restart mode	Day	Time
<input type="checkbox"/>	Quick restart	<input type="checkbox"/> Mon <input type="checkbox"/> Tu <input type="checkbox"/> Wed <input type="checkbox"/> Thu <input type="checkbox"/> Fri <input type="checkbox"/> Sat <input type="checkbox"/> Sun	HH 0

6-2-6 Set System Reboot

You can assign up to three particular day and time sections within a day that SMP player will restart automatically.

Enable “Set system reboot at” function, and choose “Restart mode” and specific date/time. Then, click [**SAVE**] and [**APPLY**].

Quick restart	Only re-start GUI system. It will be quicker.
Complete restart	Reboot the machine. This option is especially for customers who want to clear memory leak and reset operating system after long-time operation.

Set system reboot at

Enable	Restart mode	Day	Time
<input checked="" type="checkbox"/>	Quick restart	<input checked="" type="checkbox"/> Mon <input type="checkbox"/> Tue <input checked="" type="checkbox"/> Wed <input type="checkbox"/> Thu <input checked="" type="checkbox"/> Fri <input type="checkbox"/> Sat <input checked="" type="checkbox"/> Sun	HH 0
<input type="checkbox"/>	Quick restart	<input type="checkbox"/> Mon <input type="checkbox"/> Tue <input type="checkbox"/> Wed <input type="checkbox"/> Thu <input type="checkbox"/> Fri <input type="checkbox"/> Sat <input type="checkbox"/> Sun	HH 0
<input type="checkbox"/>	Quick restart	<input type="checkbox"/> Mon <input type="checkbox"/> Tue <input type="checkbox"/> Wed <input type="checkbox"/> Thu <input type="checkbox"/> Fri <input type="checkbox"/> Sat <input type="checkbox"/> Sun	HH 0

6-2-7 Adjust System Volume

Adjust system volume from quieter to louder.

Volume: 8

6-3 System Maintenance

You can update new firmware of SMP in the “System Maintenance” page. We suggest you update the firmware when your PC and the player are in the same LAN.

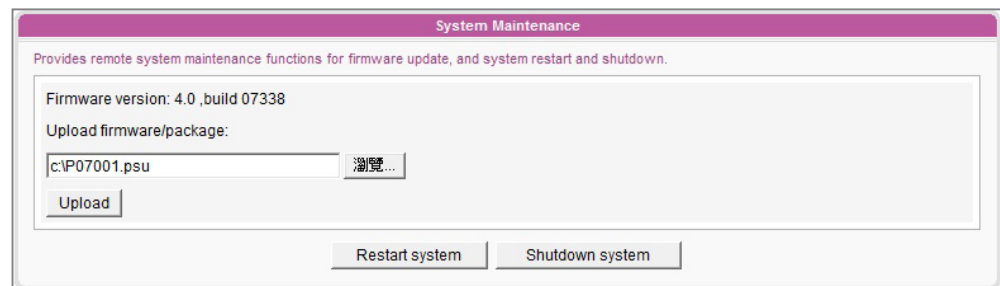
You can restart or shut down the system by clicking the corresponding button at the end of the page.

6-3-1 Upload Firmware

NOTE

Please only upload firmware provided by Cayin. Do not upload unknown firmware and damage the system.

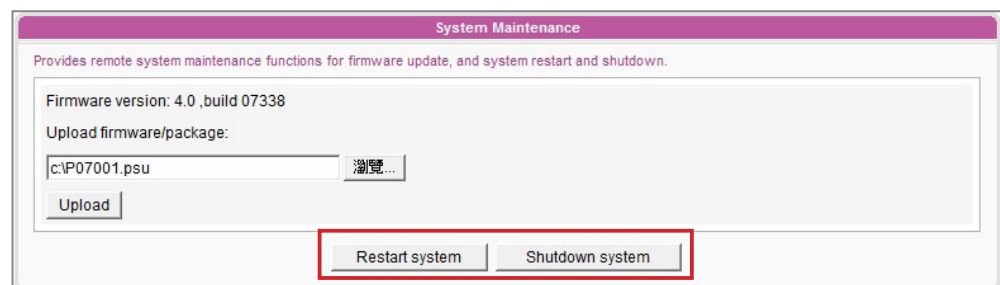
1. Login SMP Web Manager. Click **[SYSTEM]** and switch to “MAINTENANCE” page.
2. Click **[Browse]** and select a file; then click **[Upload]**. The extension of a firmware file is “.psu” or “.fsu”.



3. After successfully uploading, the system will re-start. The system will inform you the uploading status after uploading. If you fail to upload the firmware, please make sure that the firmware is used for this model of media player.

6-3-2 Restart/Shutdown System

You can restart or shut down the system by clicking the corresponding button here.



6-3-3 Export/Import/Restore System Settings

NOTE

You can only upload this file to a SMP player with the identical model and firmware version.

You can export system settings to a local file and import it later to the same machine or different machines.

The screenshot shows a web interface titled "Import, export, and restore configurations." It contains three main sections:

- Export:** A section with the heading "Export system settings to a file" and an "Export" button.
- Import:** A section with the heading "Import system settings from a file". It includes a text input field, a "浏览..." (Browse...) button, and an "Import" button.
- Restore:** A section with the heading "Restore default settings" and a "Restore" button.

6-4 Display Settings

In this section, you can configure those settings related to the display. Please follow the following steps:

6-4-1 Configure Display Properties

1. Login SMP Web Manager

2. Click **[SYSTEM]** and switch to “DISPLAY” page.

3. Please refer to the following table and select a suitable setting for you. After completing settings, click **[SAVE]** and **[APPLY]** so that those settings will come into effect.

SMP-PRO3/SMP-PRO3N

Screen Resolution	640x480, 800x600, 1024x768, 1152x864, 1280x1024, 1280x720(720p), 1280x768, 1600x900, 1360x768, 1366x768
Output	Display output to VGA D-SUB or Composite/S-Video Composite and S-Video only support NTSC/PAL in 800x600 screen resolution. (NTSC/PAL must be configured through the jumper)

NOTE

The display command feature only works with display plugged to SMP via VGA and with displays supporting the feature to switch to stand by mode.

NOTE

Most screens will enter the sleep mode when the VGA signal is cut down by the SMP player. However, some screens might respond unexpectedly, such as showing a blue screen. The outcome depends on the firmware of each screen, not SMP player.

NOTE

If you choose the display output from Composite/S-Video on SMP-PRO3/PRO3N, you will not be able to turn on/off the display remotely.

6-4-2 Turn On / Off Display

You can also use "Display Command" to turn on or turn off the screen remotely (by cutting down the VGA signal). You can also schedule the time period during which you hope to turn off the screen to save energy. Please follow the following steps:

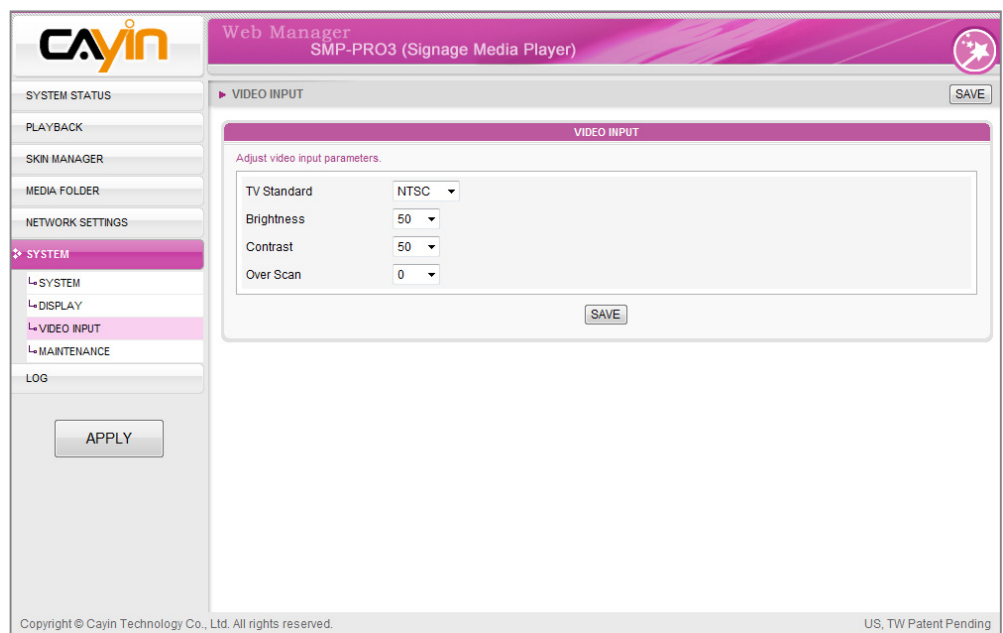


1. Login SMP Web Manager
2. Click **[SYSTEM]** and switch to “DISPLAY” page.
3. Please refer to the following table for more functions.

Display comand	Press [Off] to turn off the display; press [On] to turn on the display
Turn off display daily from	Set a time period during which you hope to turn off the screen everyday
Turn off display all day long on the following day(s):	Set a specific day in weekly basis to turn off the screen. The screen will be turned off on the day you pick here.

6-5 Video Input Settings (SMP-PRO3 only)

1. Login SMP Web Manager
2. Click [SYSTEM] and switch to “VIDEO INPUT” page.
3. Please refer to the following table for all functions.



TV Standard	Set video input type. The input type can be NTSC, PAL and SECAM.
Brightness	To adjust the brightness from 0 to 100 by every 5 degrees.
Contrast	To adjust the contrast from 0 to 100 by every 5 degrees.
Over scan	To adjust the over scan from 0 to 100 by every 5 degrees. This option is for you to zoom in and out of video input signals.



7. Network Settings

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In this section, you can assign a group name and hostname for a SMP player and define the network connection mode. SMP players with the same Group name will be managed altogether for content update and central scheduling.

7-1 Ethernet

You can assign a group name and a hostname to a SMP player and configure the Ethernet network.

NOTE

Check network by pinging gateway:

This function helps users to adjust IP configurations automatically whenever the DHCP network changes. Enable this function and SMP player will send out a ping packet every 3 minutes to check the gateway. If the gateway doesn't response, SMP player will try to repair the network connection automatically.

1. Login SMP Web Manager. Click **[NETWORK SETTINGS]** and switch to “ETHERNET” page.
2. Enter a “Group” name and a “Hostname” of SMP.
3. Select “DHCP Client” if the network supports DHCP protocol for obtaining the IP address automatically. To use static IP address, enter the relevant information in “Static IP Address” settings.
4. After completing settings, click **[SAVE]** and **[APPLY]** so that those settings will come into effect.

Ethernet Settings

Configure basic network settings.

Network:

Obtain IP by DHCP

Static IP address

IP address: 192.168.1.100

Subnet mask: 255.255.255.0

Gateway: 192.168.1.1

DNS-1: 10.1.1.2

DNS-2:

Check network by pinging gateway

7-2 Wireless Network

NOTE

If you connect wired and wireless network to the player at the same time, the system will choose the wired one as the first priority, and will switch to the wireless one automatically when you unplug the wired Ethernet connection.

NOTE

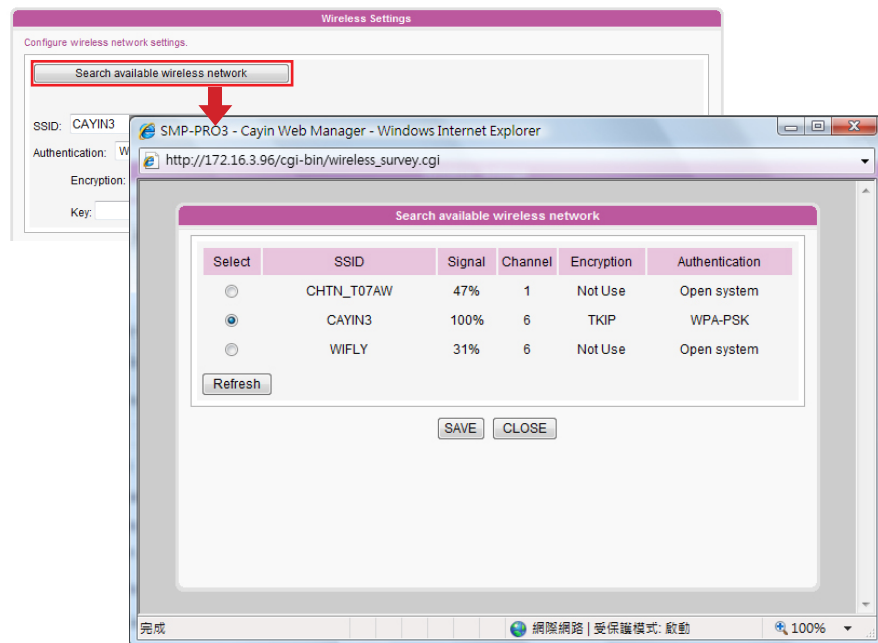
If you use WEP, the key will be 5 or 13 characters, 10 or 26 hexadecimal. If you use TKIP or AES, the key will be 8~63 characters.

NOTE

We suggest you use static IP address for more stable Wireless connection.

If you attached a compatible USB Wi-Fi adaptor to a SMP player, you will see the page “Wireless Settings” and can configure all wireless network settings here.

1. Click “Search available wireless network” and choose a suitable wireless AP (Access Point). Please be aware that a low-signal AP may lead to an unstable connection and data loss.
2. Choose an appropriate authentication and encryption method. Normally, these settings can be detected automatically. Please enter the key if necessary.



3. Please specify the DHCP or static IP address for the wireless connection of the SMP player.

Please contact Cayin to purchase compatible USB Wi-Fi adaptors.

8 ■ Log Management

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In this section, you can make related settings of log files. Log function helps you to create or read log records. Syslog function allows separate log software to retrieve and further analyze.

8-1 Enable Syslog

NOTE

We suggest you purchase Cayin's log management tool, Super Reporter, to collect and management all log records of players or servers.

You can enable syslog and send all log files to your designated server, so that you can monitor all activities of this player centrally.

1. Login SMP Web Manager, and go to the [LOG] page.
2. Click “Enable Syslog” and enter the IP address of your designated server.

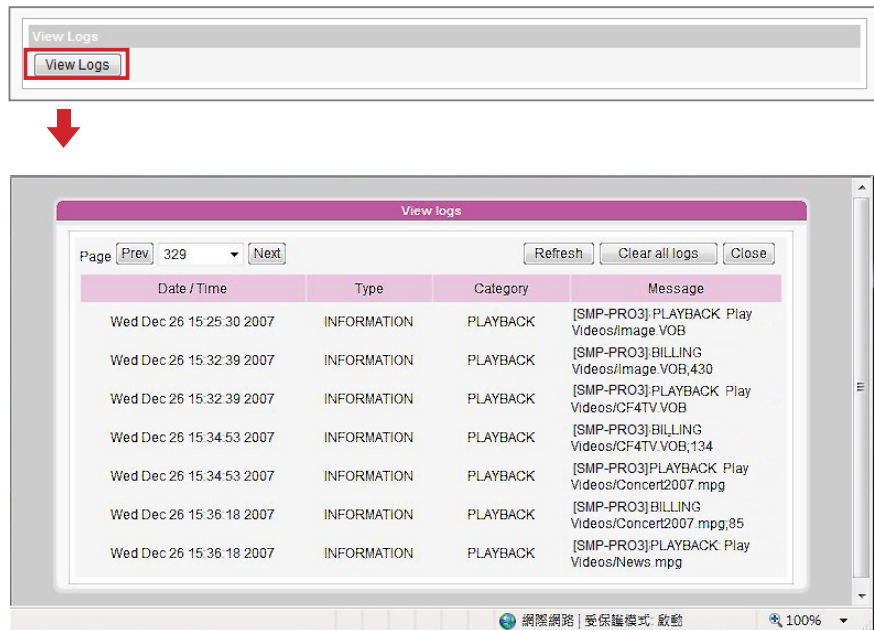
3. You can select log categories to define those log records you would like to keep in the player or server.

System	system status change or system error
Network	network status or configuration change
Media Player	status of media player
Playback	file name, duration, and status of playback
Miscellaneous	other log files

8-2 View Logs

You can check the log records in the SMP player.

1. Login SMP Web Manager, and go to the **[LOG]** page.
2. Click **[View Logs]**; then the log dialog-box will pop up. You can check all log files in your selected categories.



8-3 Export Log File

NOTE

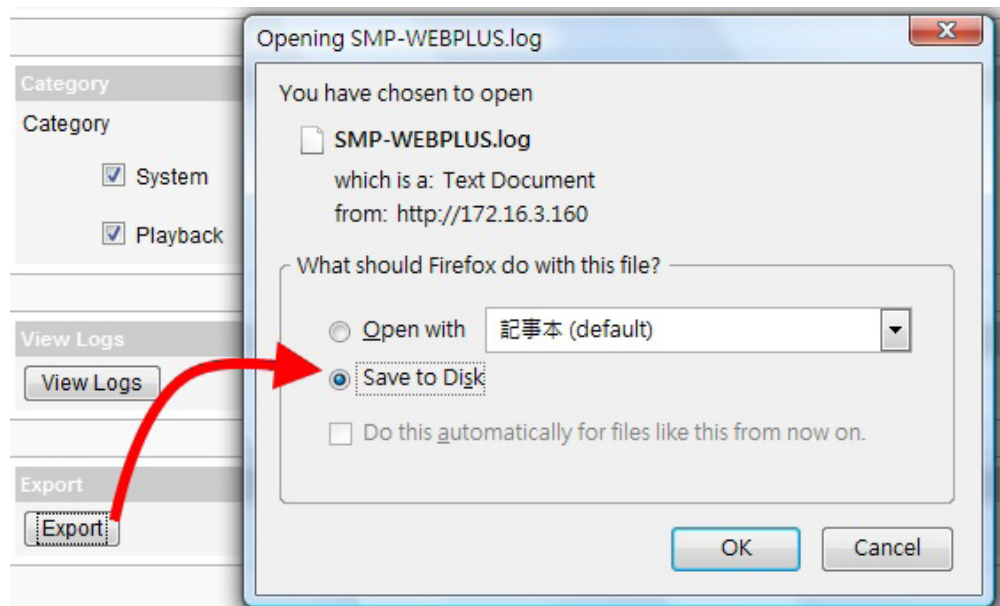
The export procedures will vary from browser to browser. Please follow the instructions of your browser.

NOTE

If you configure the “Pop-up Blocker” in your browser, the Export function will not be able to function properly. Please turn off your Pop-up Block or add SMP web manager in the “Allow Web sites list”.

You can export the log records; then, edit or analyze with your favorite text editor software, such as Notepad, Excel, etc.

1. Login SMP Web Manager, and go to the **[LOG]** page.
2. Click **[Export]**; then, you can export and save the log files as “abc.log”.



9. SMP Console



By pressing CTRL-ALT-Backspace, you can exit GUI mode into text console to make some low-level management. After you configure here, those changes take effect after the system restarts.

Viewing System Information

View firmware, CPU, memory, and disk information.

Network Management

Configure Ethernet network.

System Update

Upload system update file or patch (.fsu or .psu) file from a USB storage device. Contact your vendor for these files, store them in a USB flash disk (FAT32) and insert the USB device into SMP player's USB socket. You can upload files here or from the Web Manager.

Manage Storage (Expert Only)

Manage (formatting) storage, Hard-Disk or USB storage device. Please consult your system administrator for using these functions.

Format Internal Hard-disk

This function is especially for those system maintainers who need to format the internal slim hard-disk. Please note that this function will format your hard-disk and you will lose all data in the disk. Follow the questions in the procedure.

USB storage device

Partitioning and formatting USB storage devices (e.g. flash disk). This function is applied when the format of some USB storage devices is not compatible with SMP.

Reset Password

Reset the Web Administration's password to admin.

Restart

Restart the system.

Shutdown

Shutdown (turn-off) the system.

10. System Recovery

NOTE

You can try to recover the system firmware first, and type “N” for the configuration recovery. If it works for you, all configurations will be kept after system is restored. If it doesn’t work, you can enter system recovery function again, and type “Y” in the configuration option.

If you encounter any unrecoverable problem (e.g. unable to boot up) while using SMP client, you can choose this function, System Recovery, to restore your system firmware to factory default. Follow the steps below to recover the system:

- 1. Start or Restart the SMP system with keyboard connected to the box.**
- 2. Keep press the TAB key while power on until the boot loader menu appear (cayinos & recovery).**
- 3. Enter “recovery”, and press “enter”. If you want to recover the system without answering questions, you can enter “recovery automatic”. The program will skip step 5 & 6.**
- 4. While the recovery system boots up, follow the instructions.**
- 5. When the instruction “The system will recover to factory default.” is shown, please type “Y”. Then the system firmware will be restored to the original one, i.e. you have to upload all patches again after the system recovery.**
- 6. When the instruction “The configuration will recover to factory default.” is shown, you can choose to type “Y” and SMP will restore the configuration to the original one. You will lose all configurations which you made on this box, and you will be prompt to enter a new key for this box when you restart the system again. The key label is stuck behind the SMP device.**

Appendix:

Use “log_rcv” to collect syslog from clients

NOTE

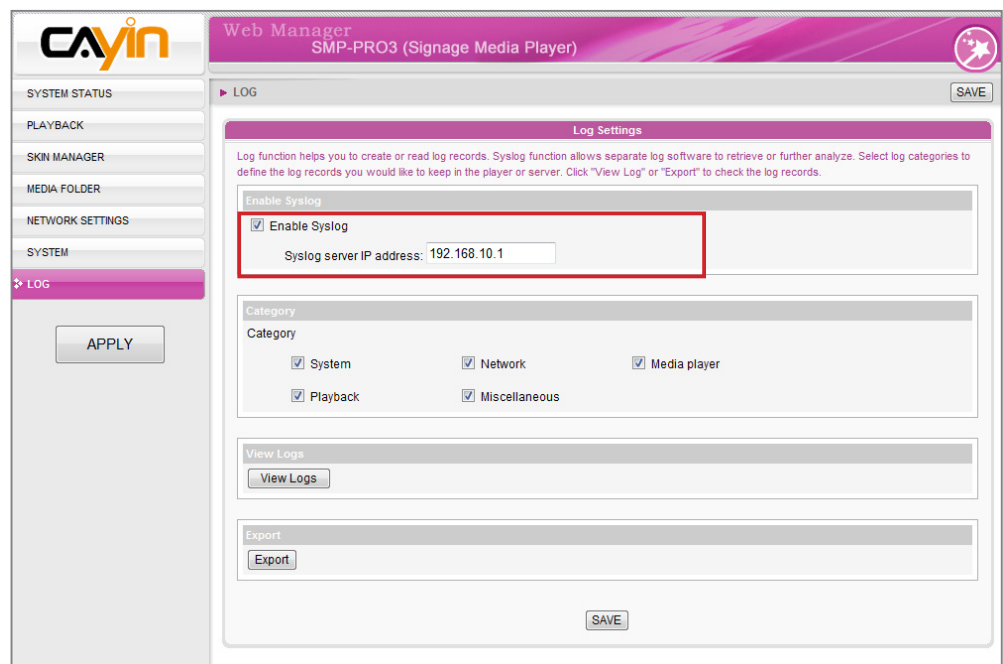
Don't run the program “log_rcv.exe” directly in the CD.

NOTE

If you install Super Reporter, the system will install log-rcv.exe automatically.

“log_rcv.exe” is a simple tool helping you to collect syslogs from SMP clients. You can find this program in product CD (\Tool\log receiver).

1. Copy this file to your hard-drive, and double click it.
2. Please set the SMP client's “syslog server IP address” as your PC's IP address (Chapter 8-1 Enable Syslog).



3. Log_rcv.exe will start to receive the log messages from SMP clients and display the results on your PC's screen.



4. After log records are collected, **Log_rcv.exe** will generate 3 folders automatically, which are “log”, “billing”, and “content_update”. Each day, all collected log files from every client in that day will be saved in a subfolder which is named for the date.

log	All the log records are stored in daily basis and each host has its own files.
billing	All playback log records are stored here for billing information. Each host has its own billing log file. SUMMARY.TXT [COUNT] section: Let you know for how many times those files have are played. [SUMMARY] section: Let you know how long (seconds) each file has been played.
content_update	Store all logs recording the name and the size of all files updated from a CMS server. The unit of the file size is “bytes”. Each host has its own log file. SUMMARY.TXT [SUMMARY] section indicates the size of all files which are downloaded from a CMS server.