User Manual

JDS Software

- Layout Designer
- Auto Media Update
- Daily Schedule
- Client Billing Log

USER MANUAL Revision 1.7

Revision History

Rev	Date	Note	Author
1.0	Oct 01, 2007	1. Initial draft	Nelson
1.1	Oct 12, 2007	1. Add RSS preview 2. Add GPS description 3. Add Trigger Event USB export 4. Add sample layout	Nelson
1.2	Nov 22, 2007	1. Add Bulletin	Nelson
1.3	Jan 9, 2008	1. Modify UI 2. Improve playlist saving speed 3. Add "Load 1st day of schedule" button in auto media update 4. Check client level when assigning a client to a group	Nelson
1.4	Feb 15, 2008	1. Add network setting via WAN 2. Add input mode support 3. Add RSS & HTML Bulletin limitation	Nelson
1.5	Mar 31,2008	1. Add Multi-Language support for Message and RSS	Rolf
1.6	Aug 18, 2008	1. Add video output source description	Nelson
1.7	Sep 09, 2008	1. Add clock daily deviation 2. Add default setting tutorial	Nelson

Index

Chapter 1 JDS Software Utility 4
1.1 Minimum System Requirement 5
1.2 JDS Software Installation* 5
1.3 Starting the JDS Software 9
1.4 Media Creation, Scheduling, Distribution Workflow 9
1.5 Client Management 12
1.5.1 Group Creation 13
1.5.2 Group Deletion 13
1.5.3 Client Creation 13
1.5.4 Client Deletion 14
1.5.5 Client Configuration 14
1.6 Media Management 17
1.7 Playback Management 21
1.7.1 Layout Template 21
1.7.2 Playlist 23
1.7.3 Schedule 29
1.7.4 Instant Message 33
1.7.5 HTML Bulletin 35
1.7.6 RSS Feed (Really Simple Syndication) 37
1.8 Advanced Control 40
1.8.1 Trigger Event 40
1.9 Report Management 50
1.10 Save 51
1.11 Transfer 52
1.12 Event Viewer 53
1.13 Configuration 54
1.14 User Management 57
Appendix A How to Get Codec Information 59
Appendix B Video Editing Tutorial 62
Appendix C How to Change Message and RSS Language 70

CHAPTER 1

JDS Software Utility

- ✓ Client/Group Management
- ✓ Media Collection
- ✓ Schedule Setting
- ✓ Play List Edition
- ✓ Program Configuration

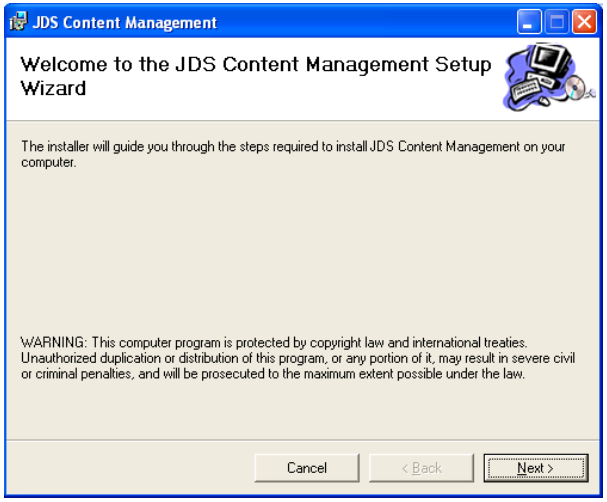
1.1 Minimum System Requirement

To install the JDS Software, the minimum requirements are:

- OS: Windows XP/2000
- System Requirement: Pentium III 1GHz or better, 128 MB RAM or better
- Window Media Player 9 or later

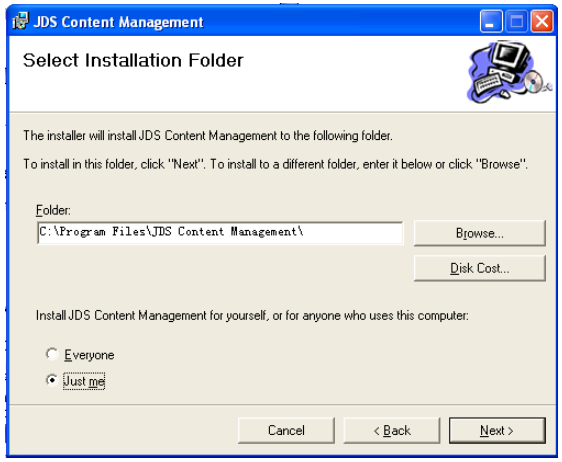
1.2 JDS Software Installation*[1]

1. Load the JDS Software Setup from CD-ROM into your computer.
2. If you have installed earlier version of JDS Software, please uninstall before you continue the following steps*[2].
3. Double click the "**JDS_Install.msi**" icon and the setup utility will start with the welcome screen, click "**Next**" button to continue.

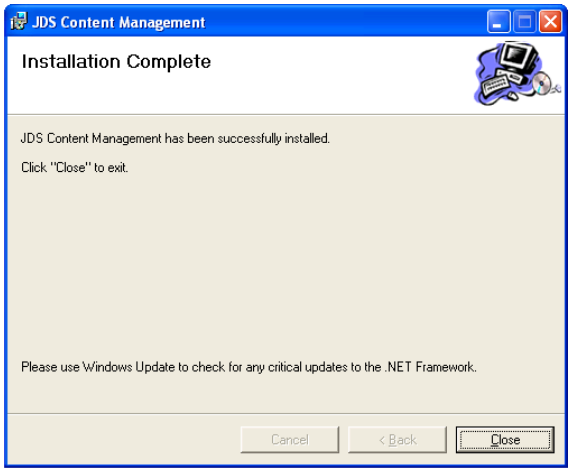


4. The setup utility will choose a default folder to install the JDS files. Click "**Browse**" to browse to the folder you would like to install JDS Software. Click "**Next**" to continue installation process.

[1] The default software language is English and no other language available in the moment.
[2] Please remove JDS Software from Control Panel if you cannot uninstall JDS Software successfully from Start menu.



5. The JDS Software utility is now installed. Click the **"Close"** button to complete the installation.



The factory setting for every Network Player is listed below.

Factory LAN Setting

IP mode	DHCP
IP port	8001,8002,8003*[3]
Server IP (the IP that NP connects to automatically)	192.168.0.188

[3] If your PC is behind a firewall, please make sure port 8001, 8002, 8003 are open or set firewall exceptions.

The default IP mode is DHCP and it will automatically switch to Fixed mode if no IP is assigned to Network Player unit.

IP mode	Fixed
LAN IP	192.168.0.128
LAN Subnet Mask	255.255.255.0
LAN Gateway	192.168.0.1

Factory Wireless LAN Setting

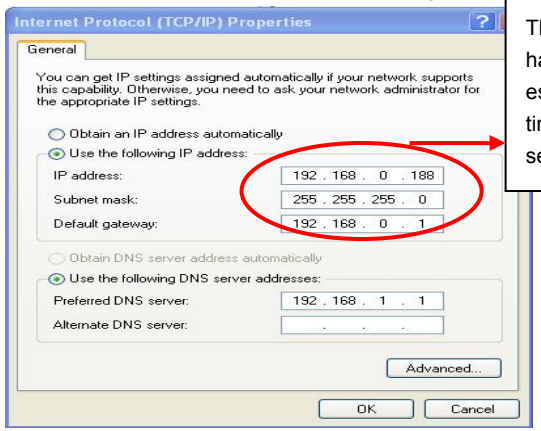
WLAN IP	192.168.252.249
WLAN Subnet Mask	255.255.0.0

Network Player connects to the server actively; therefore, you will need to either change the IP that NP connects to or configure the IP address of your PC to establish communication channel. We provide a utility to configure client settings in you PC and use USB flash drive to apply those configurations in Network Player unit. Please refer to1.13 Configuration for more detail.

If you choose to change the IP address of your PC, please make sure your desktop or laptop's IP address comply the following rules.

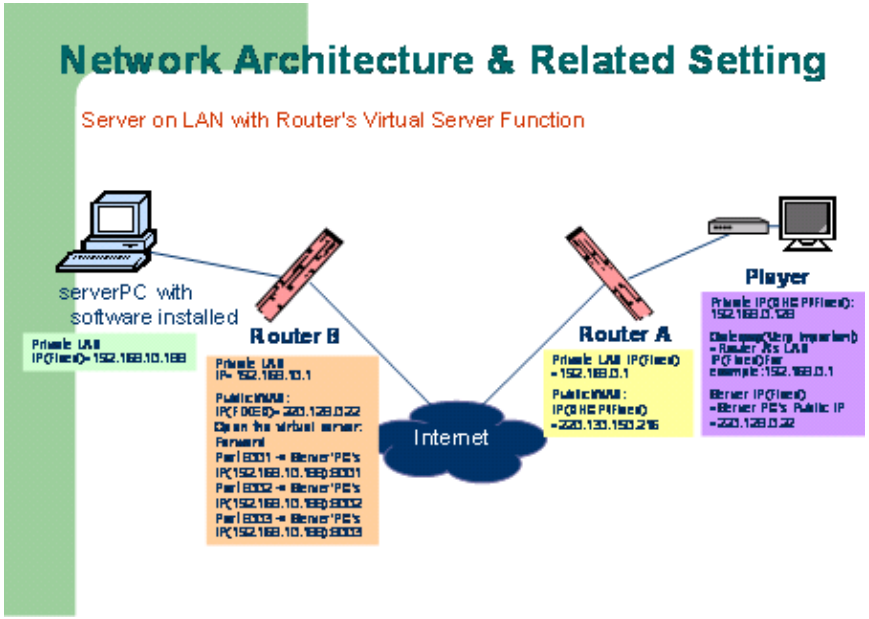
Path to call Internet Protocol(TCP/IP) Property:

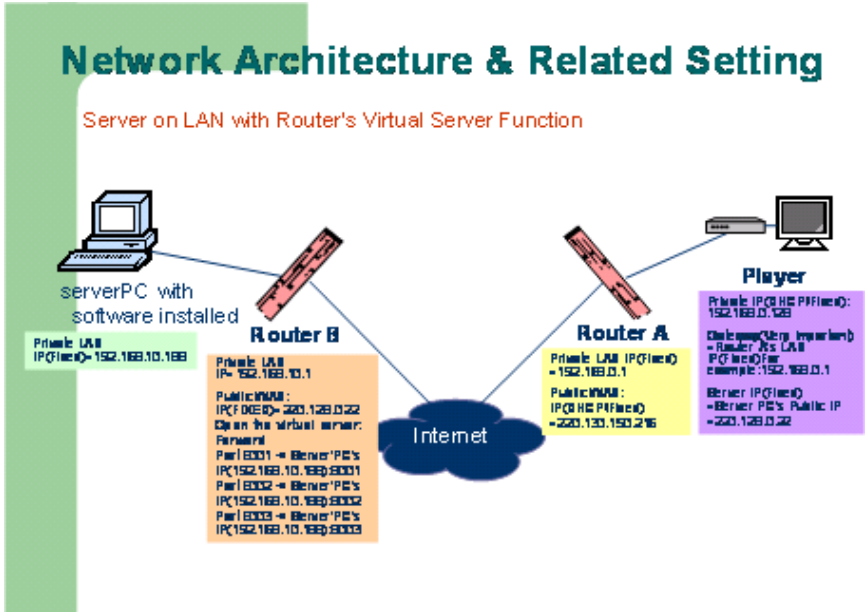
- Click Start→Control Panel→ Double-click on Network Connections.
- Right-click on Local Area Connection → select Properties.
- On General tab , double click Internet Protocol (TCP/IP)
- Setup client IP
- Click **OK** to confirm the setting



The IP address of your server PC has to be 192.168.0.188 in order to establish connection in the first time. Then you are free to set the server IP address.

Please refer to the following figures for more complex settings via routers.



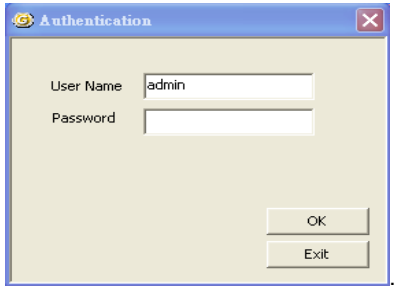


After the configuration of server IP, you can use a crossover cable or a hub to connect client and server.

1.3 Starting the JDS Software

1. Click JDS Software icon on your desktop.

2. If this is the first time you start the JDS Software, a pop-up window will guide you to set up your own password.*[4]
3. Enter your password in the Password column.
4. Click the "**OK**" button to start JDS Software.



> ◆ *Tips: you can press F1 to show user manual in PDF format.*

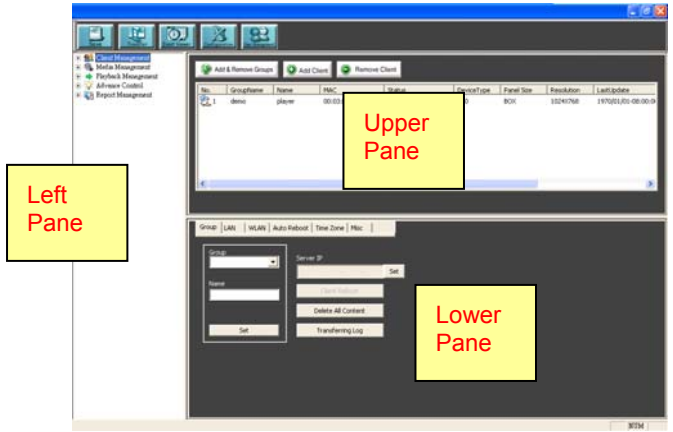
1.4 Media Creation, Scheduling, Distribution Workflow

Before you start operating JDS Software, you should know general naming convention that we use in this document.

General rule of naming convention:

1. No space between any object name, such as group, client, template, schedule…etc.
2. No special character allowed, such as ~!@#$%^&*()...etc.
3. Working area of JDS Software.

[4] The password should not contain special characters. We strongly suggest you select a password consisting of uppercase and lowercase letters, numbers, and special characters.

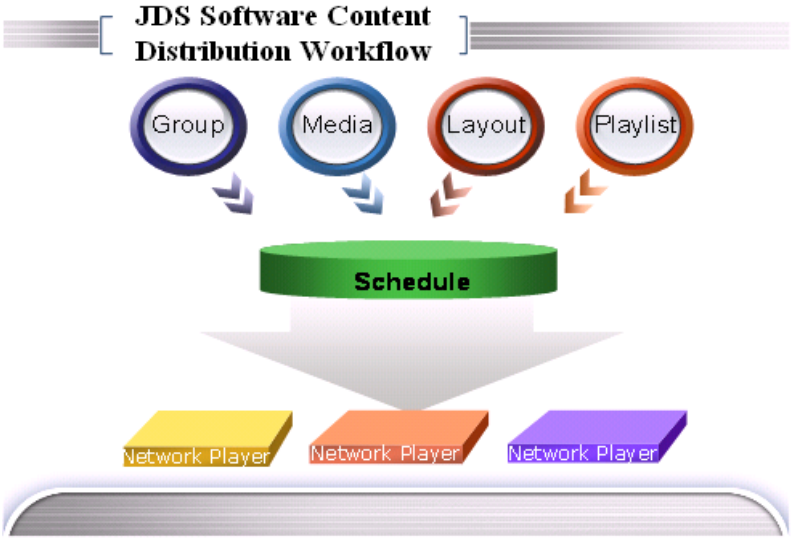


Workflow of JDS Software Content Distribution

There are 5 major sections in JDS Software:

- Client Management
- Media Management
- Playback Management
- Advanced Control
- Report Management

JDS Software remains great flexibility to allow users work on each task independently and also be able to share resources between different groups. Basically, schedule is a component that combines all tasks and transfers them to selected network players. The workflow of JDS Software is listed below.



Example 1: hierarchical structure in a shopping center

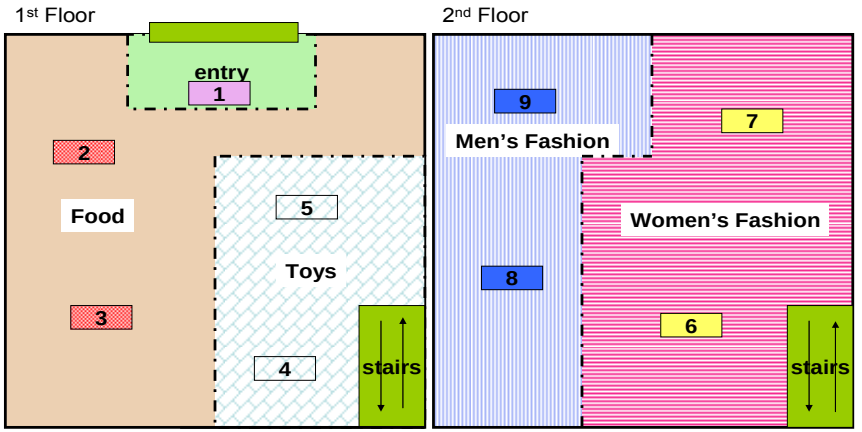
Layout of building:

- 1st Floor: Entry, Food & Toys
- 2nd Floor: Women's Fashion, Men's Fashion

Customer would like:

- Place a 32" Network Player in the Entry to welcome customers and inform them about news and events
- Play daily and seasonal promotions in the food court
- Play cartoon, new games and toys Ad in Toys department
- Play individual fashion shows in Men's and Women's department, with information about brand and style

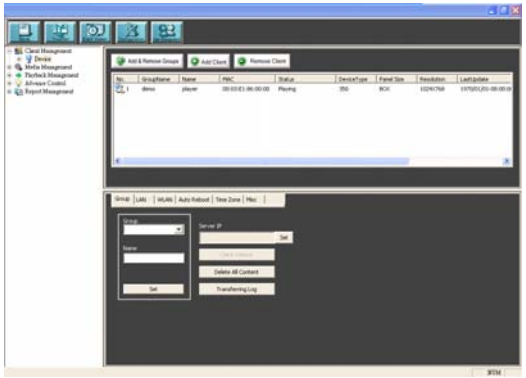
Layout of Shopping Center



In order to apply the hierarchical structure of a shopping center, you will need to create Groups under the Event: Entry, Food, Toys, Women and assign players to each group. You will also need to create different layout template for according to what you will display in Network Player. Depends on display zones of the layout, you can add different media files into the playlist. In the last step, you can define create a schedule and include each components and then transfer this schedule to your players.

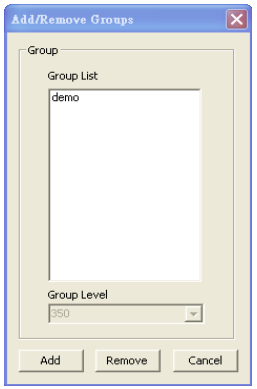
1.5 Client Management

In JDS Software, every client must belong to a group; therefore, you need to create a group for client assignment.



1.5.1 *Group Creation*

1. Click the "**Add & Remove Group**" button to bring up group adding window.
2. Click the "**Add**" button and enter group name.
3. Click the "**OK**" button to save the new group.
4. Choose the **Group Level** from the drop-down menu. Click the "**Exit**" button when you finish.

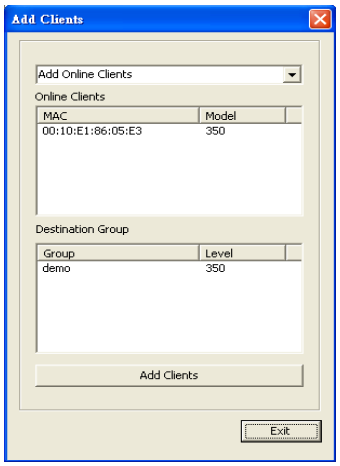


1.5.2 *Group Deletion*

1. Click the "**Add & Remove Group**" button to bring up group adding window.
2. Highlight the group you would like to delete and click the "**Remove**" button to confirm the deletion.

1.5.3 *Client Creation*

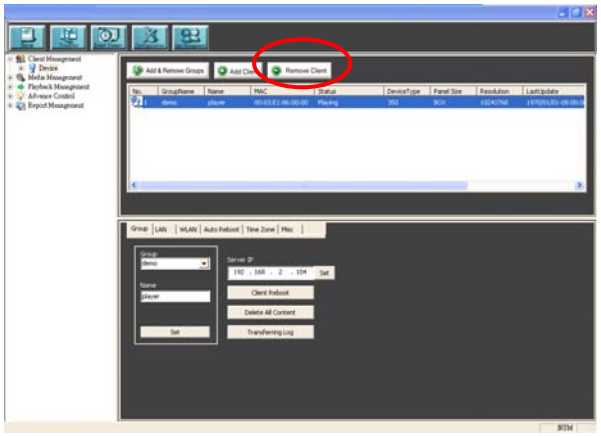
1. Click the "**Add Client**" from drop-down menu.
2. If there are clients already connect to server, you can highlight one Online Clients and choose a group in **Destination Group**, then click the "**Add Clients**" button to bring up "**Add a New Client**" window.
3. Enter client name then click the "**OK**" button to complete client addition.
4. If there are no clients connect to server at the moment, you can highlight the group you would like to add new client then choose the "**Add Offline Client**".



5. Enter client name and MAC address and then click the "**OK**" button to save settings.

1.5.4 *Client Deletion*

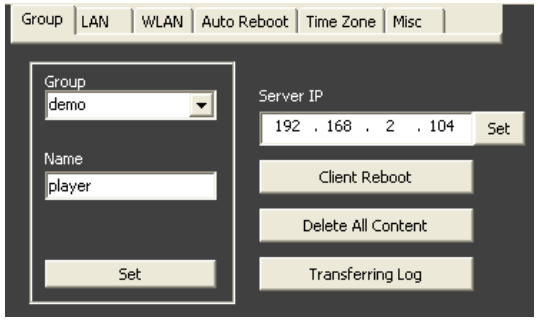
1. Highlight the client you would like to delete, and then click the "**Remove Client**" button to confirm deletion.



1.5.5 *Client Configuration*

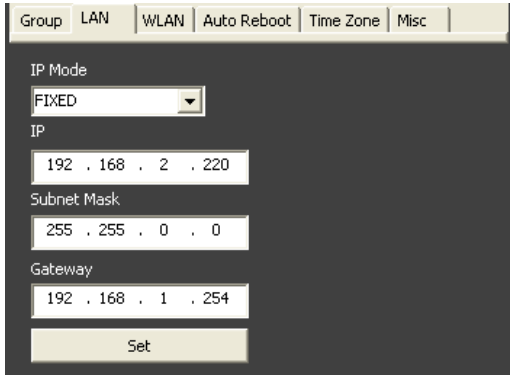
In Client Management section, you are able to view and change client settings, including Group, LAN, WLAN, Auto Reboot, Time Zone, and others.

Group



- You can choose a group from the drop-down menu and assign a client to the group, and then click the "**Set**" button to save settings.
- You can change the server IP (the IP that client will connect to automatically) and click the "**Set**" button to save settings.
- You can click the "**Client Reboot**" button to reboot the client immediately.
- You can click the "**Delete All Content**" button to send command to a client and delete all content in its internal storage.
- You can click the "**Transferring Log**" button to get client playing log report.

LAN

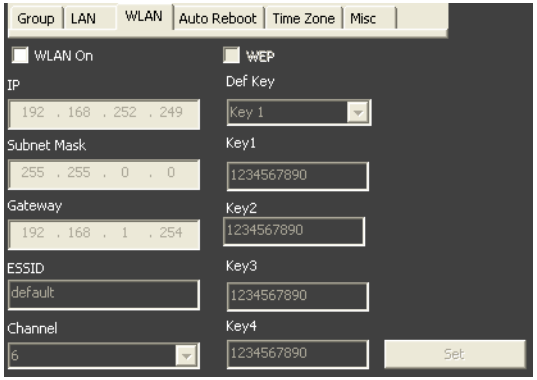


- You can change client IP Mode according to your network environment*[5], click the "**Set**" button to save settings.

WLAN*[6]

[5] The default IP mode is DHCP and it will automatically switch to Fixed mode if no IP is assigned to Network Player unit.

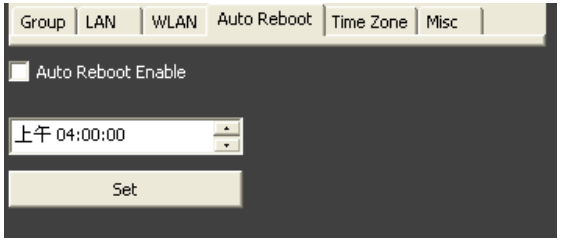
[6] LAN and WLAN ports are able to work simultaneously, however, they should be in different subnet. If LAN and WLAN are in the same subnet, the LAN's priority is higher than WLAN. In this case, WLAN is inactive. Contact your system administrator for setting information.



1. Enable the "**WLAN On**" checkbox and fill in IP, Subnet Mask, Gateway, ESSID and Channel.
2. Enable the "**WEP**"*[7] checkbox and fill in keys if your wireless AP has WEP key protect.
3. Click the "**Set**" button to save settings.

> ◆ *Tips: LAN and WLAN ports are able to work simultaneously, however, they should be in different subnet. If LAN and WLAN are in the same subnet, the WLAN's priority is higher than LAN. In this case, LAN will be disabled.*

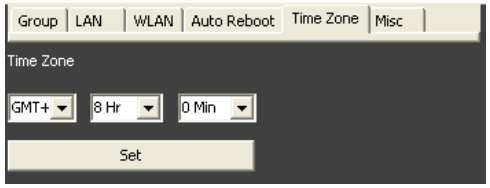
Auto Reboot



1. The network player will do system check when booting up, so you can setup auto reboot time for client to clean up unnecessary system file everyday.
2. Enable the "**Auto Reboot Enable**" checkbox and choose the reboot time.
3. Click the "**Set**" button to save settings.

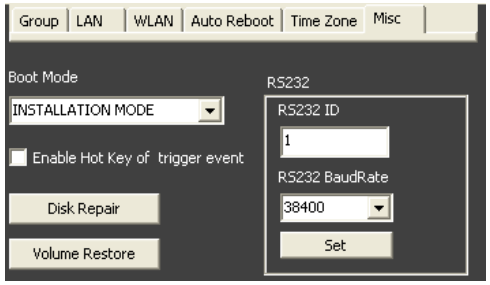
Time Zone

[7] The Network Player does not support Ad-hoc mode WLAN. You should always use a WLAN AP to connect the Network Player unit. The WEP key must be 10 or 26 hexadecimal digits.



1. Choose the time zone according to client's location and click the "**Set**" button to save settings.

Miscellaneous



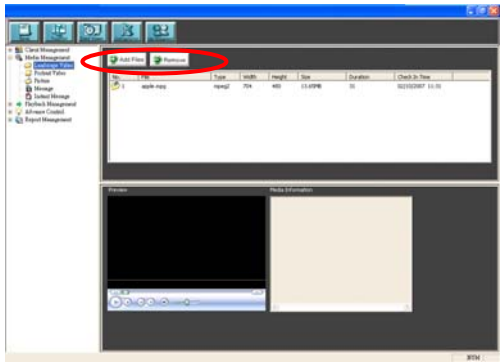
1. Choose Boot Mode from the drop-down menu. The default boot mode is **INSTALLATION** mode, which will display all client information such as IP, MAC address, subnet mask, server IP, storage, and firmware version in boot-up screen. The **NORMAL** mode will only show boot-up picture without displaying any sensitive client information.
2. Enable the "**Enable Hot Key of Trigger Event**" checkbox to activate Trigger Event function.
3. Click the "**Disk Repair**"*[8] button to repair internal storage.
4. If you ever use remote control to adjust volume of integrated Network Player LCD, volume adjustment via network will be disabled after since. You can click the "**Volume Restore**" button to restore default volume setting (50 out of 100 maximum) and gain the volume control back.
5. You can give each client a number as client ID for identification. The value is limited and has to be 0~254. Baud rate indicates the number of bits per second is transmitted. Normally five values can be chosen: 9600, 19200, 38400, 57600, and 115200. The default baud rate of Network Player is 38400. Click the "**Set**" button to save RS232 settings.

1.6 Media Management

Media Management is a place where you can manage all media files, including video, picture, and message.

Video

[8] The "**Disk Repair**" function allows the system to check disk and auto repair broken segments.



Video Addition*[9]

1. Click the "**Add Files**" button and browse to the video files you would like to add.
2. Click **OK** to confirm file addition.

> ◆ *Tips: JDS Software can only rotate pictures and messages. If you choose portrait mode layout, you might also need to use 3rd party software for video rotation. Please refer to Appendix B Video Editing Tutorial for more detail.*

> ◆ *Tips: All video file should contain audio track, otherwise JDS Software will not allow the file addition to the database.*

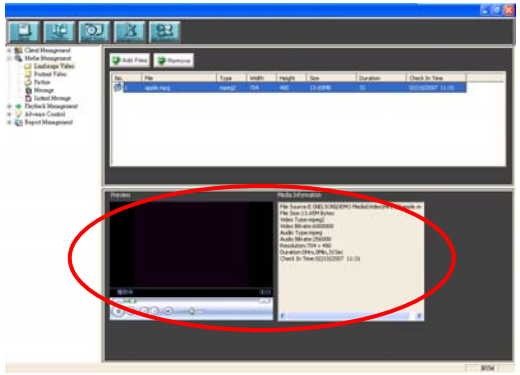
Video Deletion

1. Highlight the video you would like to delete, and then click the "**Remove**" button to confirm deletion.

Video Information

1. You can preview video or see video information in the bottom of window.

[9] The Landscape Video and Portrait Video areas are only for you to distinguish different mode of videos. Please refer to Appendix B for Portrait Video creation.



Picture

Picture Addition

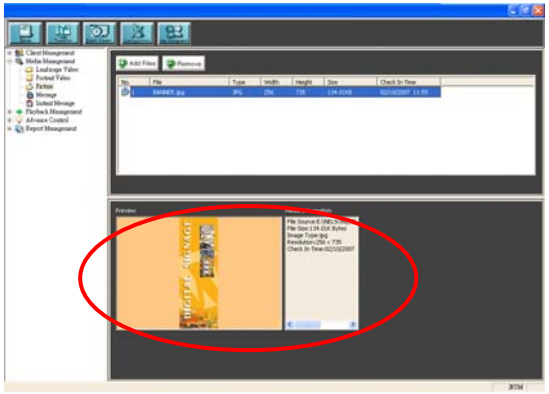
1. Click the "**Add Files**" button and browse to the picture files you would like to add.
2. Click **OK** to confirm file addition.

Picture Deletion

1. Highlight the picture you would like to delete, and then click the "**Remove**" button to confirm deletion.

Picture Information

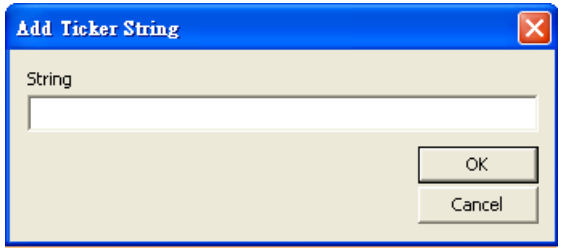
1. You can preview picture or see picture information in the bottom of window.



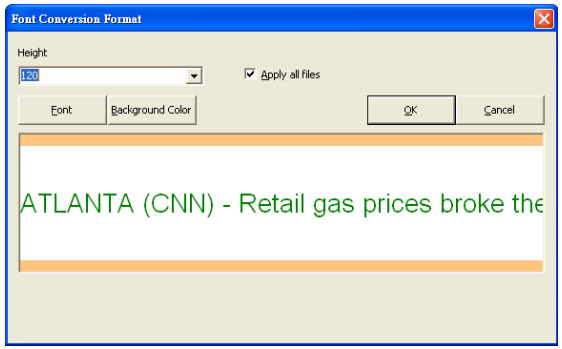
Message

Message Addition

1. You can use any text editor to create your own text message and save it as .txt file. Click the "**Add Files**" button and browse to the text file you would like to add.
2. You can also click the "**Add String**" button to type text message.



3. Choose message height from the drop-down menu, then and click the "**Font**" and the "**Background Color**" button to change related settings.
4. You can enable the "**Apply all files**" checkbox if there are more than one text files are selected and you would like to apply the same font and background color to them.
5. Click the "**OK**" button to confirm file addition.



Message Edit[10]*

1. Highlight the string you would like to edit, and then click the "**Edit String**" button to follow the editing procedure.

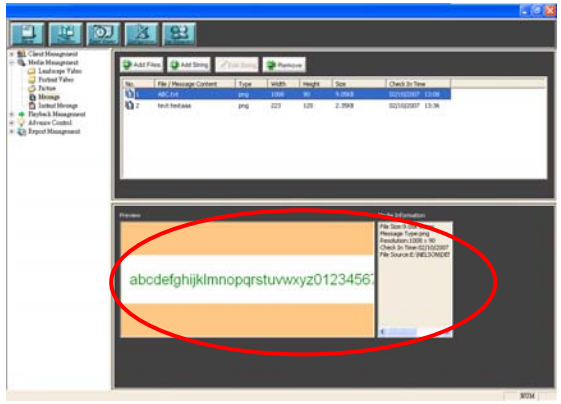
Message Deletion

1. Highlight the message you would like to delete, and then click the "**Remove**" button to confirm deletion.

Message Information

1. You can preview message or see picture information in the bottom of window.

[10] Text message from txt file is not editable.



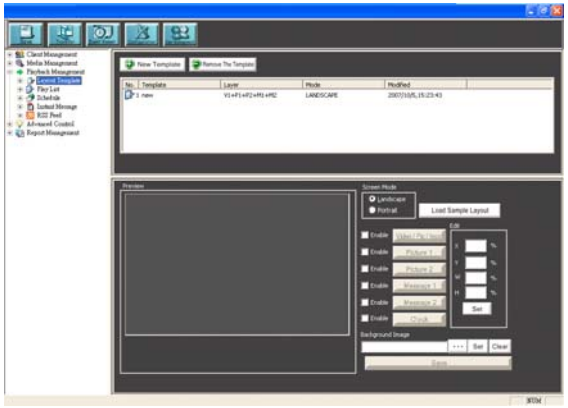
Instant Message

In Instant Message Mode, the message can be updated independently without system reboot. However, the message will run from right side to left side only once, and then it turns back to the original message. The addition, edit, deletion, and preview of instant message are totally the same as message. Please refer to the Message section above for more detail.

1.7 Playback Management

1.7.1 *Layout Template*

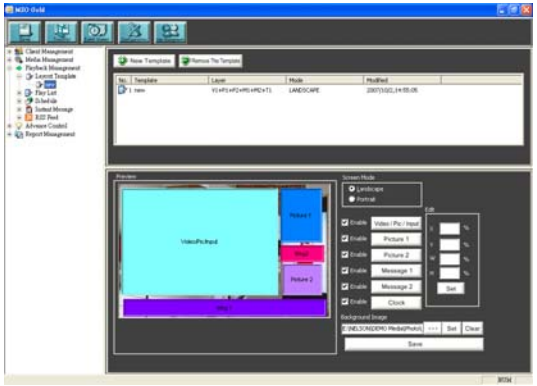
In JDS Software, users are able to create their own layout design for background, video, picture, message, and clock*[11]. The maximum numbers of display zone are 1 background picture, 1 Video/Picture/Input zone, 2 picture zones, 2 message zones, and 1 clock zone.



Layout Template Creation

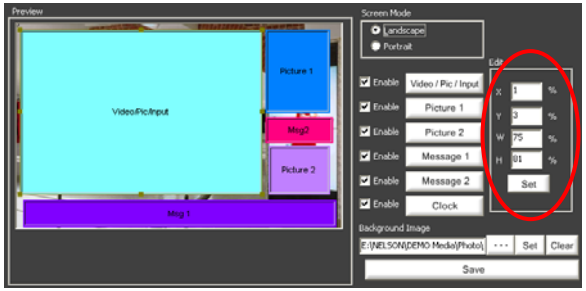
[11] The daily clock derivation is 2 seconds per day.

1. Click the "**New Template**" button and enter template name to create a new layout template.
2. Highlight the template you would like to define its display zones.
3. Click the "**Load Sample Layout**" button and select the layout you like or do step 4~5 to create your own layout template.
4. Select **Screen Mode** (Landscape / Portrait).
5. Enable the checkbox of a display zone that you would like to create. Click the button of this display zone and use mouse to drag the zone size in the preview window.
6. Repeat step 1~5 to create more display zones if you like.
7. Use the "**…**" button to browse the background picture if you would like to setup background for the layout template. Or you can type the path in the column and click the "**Set**" button to load the background picture.
8. Click the "**Save**" button to save all settings.



Layout Template Edit

1. Highlight the layout template you would like to edit.
2. Drag each display zone and change the zone size or display layout. You can also click on a display zone and use absolute percentage to change the X, Y position, Width and Height of that zone.
3. Click the "**Save**" button to save all settings.



Layout Template Deletion

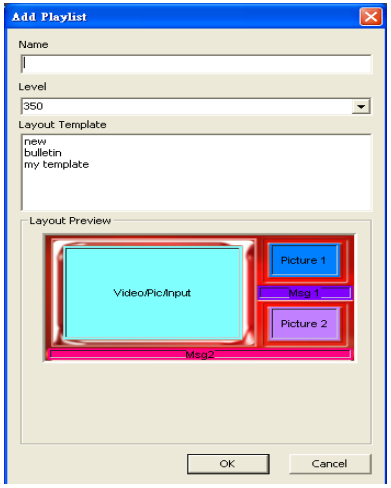
1. Highlight the layout template you would like to delete, and then click the "**Remove Template**" button to confirm deletion.

1.7.2 *Playlist*

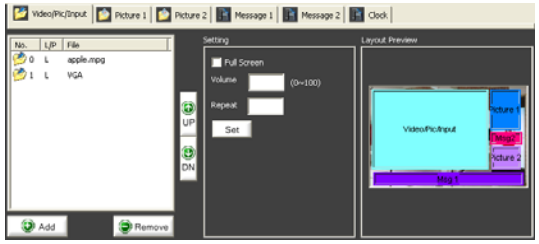
Playlist is a place where you can define media files playback, including video, picture, message, and clock.

Playlist Creation

1. Click the "**Add**" button to add a new playlist.
2. Enter playlist name then choose layout template and group level from the list.
3. Click the "**OK**" button to finish playlist creation.



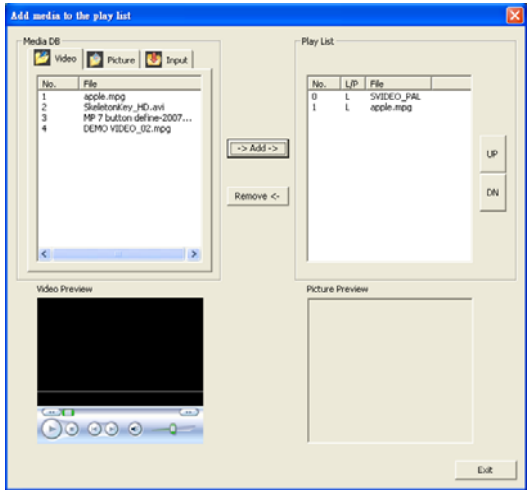
4. Highlight the layout template you would like to add media files. Depends on the layout you choose, you will see tabs for different display zone.



5. In each tab of display zone, use the "**Add**" and "**Remove**" button to add or delete media files.

Video/Pic/Input Zone

a. Select media files from Media DB and click the "**Add**" button to add it into playlist.

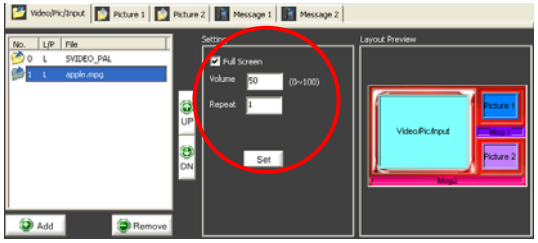


◆ *Tips: The high-definition video can only be congested by Group Level HD and HD+Liveinput series of Network Player. The Input signal is only available for Group Level HD+Liveinput of Network Player; please make sure your network player support this feature. Currently only SVIDEO_PAL, CVBS_PAL, COMPONENT_PAL, and* COMPONENT_480p59 are available.

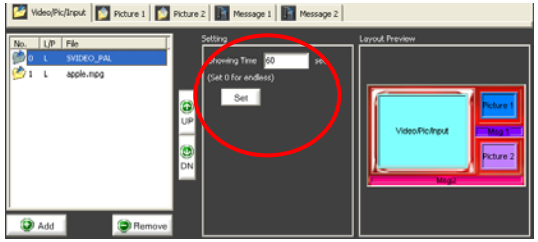
b. You can use the "**UP**" and the "**DN**" button to rearrange the playback order.

c. Click the "**Exit**" button to save settings.

d. The default display setting of video is full screen, volume level 50, and plays once then goes to the next media file. You can uncheck the full screen checkbox to remain original ratio, change volume and repeat time, and then click the "**Set**" button to save all settings.



e. The default playback duration of input signal is 60 seconds then change to the next media file. You can change the playback duration and click the "**Set**" button to save settings.



SD PLAYER Group Type can only play standard definition video clip (res. < = 720x576). HD Player and HD+Live input Group Type are capable of playing High-Definition video (res. >720x576~1280x720) in multiple-zone layout. High-Definition video (res. >1280x720~1920x1080) can only be played in single zone layout.

Single Zone

Video Format	480p(720x480)/10mbps		720p(1280x720)/8mbps	
Storage	80xCF		80xCF	
Output Resolution	Play	Media Playback While Transferring	Play	Media Playback While Transferring
1024x 768/60	✓	✓	✓	✓
1280x1024/60	✓	✓	✓	✓
1366x768/60	✓	✓	✓	✓
1600x1200/60	✓	✓	✓	✓
1920x1080/60*[12]	✓	✓	✓	✓

Video Format	1080p/8mbps		1080p1920x1080/10mbps	
Storage	80xCF		80xCF	
Output Resolution	Play	Media Playback While Transferring	Play	Media Playback While Transferring
1024x 768/60	✓	✓	✓	F1
1280x1024/60	✓	✓	✓	F1
1366x768/60	✓	✓	✓	F1
1600x1200/60	✓	✓	✓	F1
1920x1080/60	✓	✓	✓	F1

[12] For output resolution 1920x1080, you must use DVI-d cable connecting to monitor. Otherwise distorted picture and green screen might happen.

Multiple Zone

Video Format	480p(720x480)/10mbps	
Storage	80xCF	
Output Resolution	Play	Media Playback While Transferring
1024x 768/60	✓	✓
1280x1024/60	✓	✓
1366x768/60	✓	✓
1600x1200/60	✓	✓
1920x1080/60	✓	✓

Video Format	720p(1280x720)/8mbps	
Storage	80xCF	
Output Resolution	Play	Media Playback While Transferring
1024x 768/60	✓	✓
1280x1024/60	✓	✓
1366x768/60	✓	✓
1600x1200/60	F2	F2
1920x1080/60	F2	F2

Failed 1(F1): Video Playback is not smooth

Failed 2(F2): If output resolution is higher than this, noise may happen in the output image

For Single Zone Playback

- The max. video file resolution that player can ingest is 1920x 1080/10Mbps*[13]
- The max. player output resolution is 1920 x 1080/ 60Hz.

For Multiple Zone Playback (with Scrollable message or Picture playback)

- The max. video file resolution that player can ingest is 1280x 720/8Mbps (720p)
- The max. player output resolution is 1366x 768/ 60Hz. *14*15

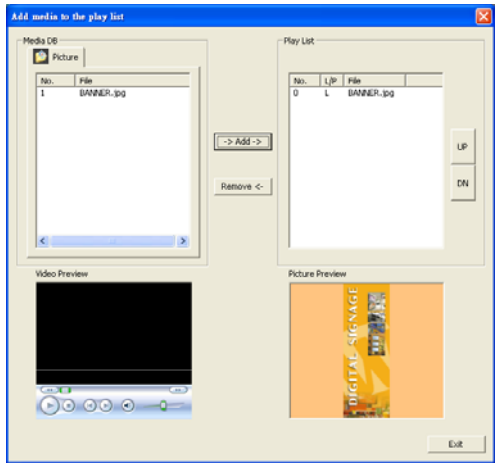
[13] If file is transferred while media playback, the video playback will not be smooth or loosing frame

[14] If output resolution is higher than this, noise may happen in the output image.

[15] If Hard Disk is used as storage device, the output display resolution may go up to

Picture Zone

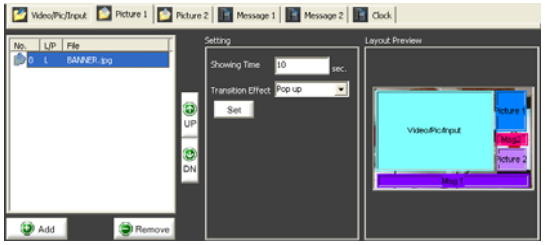
a. Select picture files from Media DB and click the "**Add**" button to add it into playlist.



b. You can use the "**UP**" and the "**DN**" button to rearrange the playback order.

c. Click the "**Exit**" button to save settings.

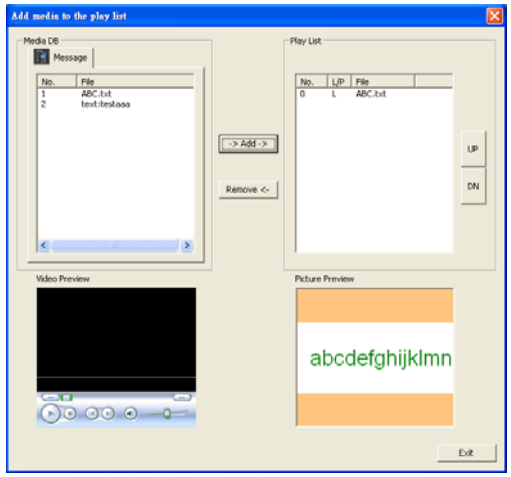
d. The default playback duration of picture is 10 seconds and then goes to the next media file. You can change the picture showing time and transition effect, and then click the "**Set**" button to save all settings.



Message Zone

a. Select picture files from Media DB and click the "**Add**" button to add it into playlist.

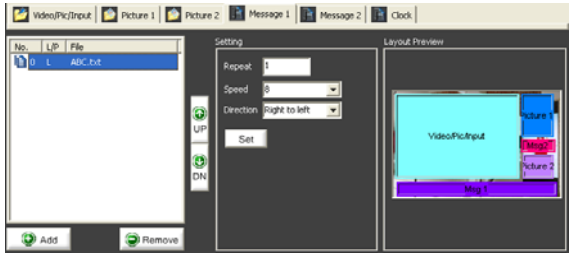
1920 x 1080/ 60Hz.



b. You can use the "**UP**" and the "**DN**" button to rearrange the playback order.

c. Click the "**Exit**" button to save settings.

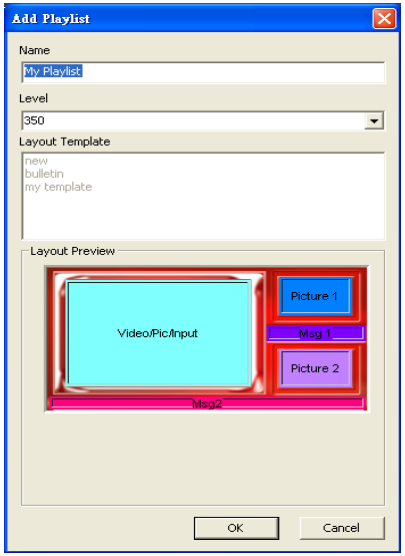
d. The default playback repeat time of message is one time, speed is 8 pixel*[16], and scrolling direction from right to left. You can change the repeat time, speed, direction, and then click the "**Set**" button to save all settings.



Playlist Edit

1. Highlight the playlist you would like to edit.
2. Click the "**Edit**" button to make related changes to the playlist.

[16] From 1-15, 1 indicates the slowest speed and 15 indicates the fastest speed.



Playlist Deletion

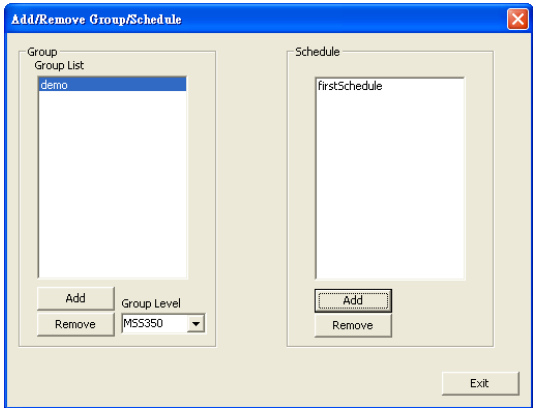
1. Highlight the playlist you would like to delete, and then click the "**Remove**" button to confirm deletion.

1.7.3 *Schedule*

Schedule is a place where you can define playback schedule for groups and also setup playlist for this schedule.

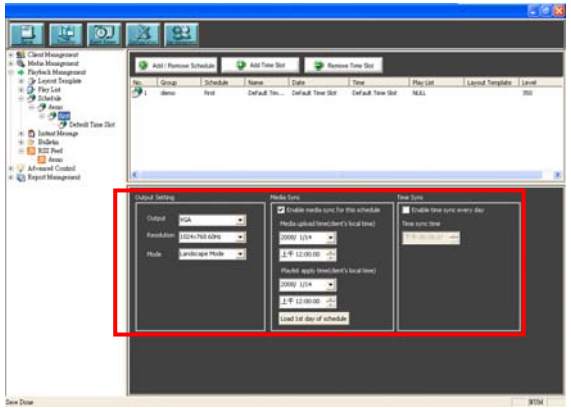
Schedule Creation/Deletion

1. Click the "**Add/Remove Schedule**" button to initiate schedule addition or deletion.
2. Choose a group which you would like to create schedule from the group list. Click the "**Add**" button to create a new group if at the moment the group does not exist.

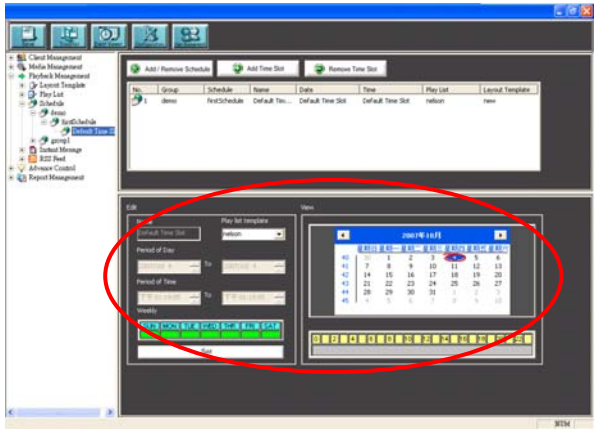


3. Click the "**Add**" button from the Schedule area, and then enter schedule name. Click the "**OK**" button to complete schedule addition.
4. Repeat step 3 if you would like to add more schedule. Click the "**Exit**" button when you are finished.
5. In schedule management window, you will see the schedule is created with default timeslot.
6. Highlight a schedule from the left pane and choose **output type***[17], **resolution**, and **orientation** from the lower pane.
7. You can check the "**Enable media sync for this schedule**" checkbox to enable auto media synchronization. If this is enabled, you should also specify media upload time and playlist apply time*[18]. You can also check the "**Enable Time Sync Everyday***[19]" checkbox to enable auto time sync.

[17] If you choose DVI output but still connect S-Video signal to another display, you will see green or blue screen and vice versa.
[18] Media Upload Time indicates the time that the network player will download media files and playlist. Playlist Apply Time indicates the time that the network player starts playing.
[19] Every time when JDS Plus synchronizes with player, it will send the standard Greenwich Mean Time to player. Then the player will calculate the time according to its time zone. But the player does not know the "daylight saving". To make the correct player time, you need to adjust the time zone of player. For instance, change to GMT-4 instead of GMT-5.



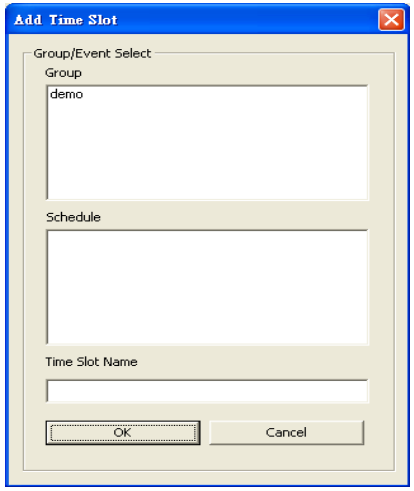
8. Highlight the timeslot and choose a Playlist Template from the drop-down menu. You can select or unselect bars under weekly days to make schedule on or off. **Green bar means schedule on and red bar means schedule off**.



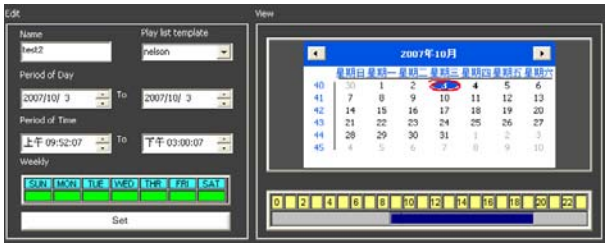
Timeslot Creation

Except the default timeslot in a schedule, you can also create other timeslots for special events such as playing only during weekdays from 8AM to 5PM, special sales event for Oct 3 to Oct 5 from 11AM to 9PM. The priority of user-defined timeslot is higher than default timeslot. The schedule of default timeslot will be running if there are no other user-defined timeslots.

1. Click the "**Add Time Slot**" button to initiate timeslot creation.
2. Select the group and schedule you would like to add timeslot, and then enter timeslot name.
3. Click the "**OK**" button to complete timeslot creation.



4. Highlight the timeslot you just created and choose a Playlist Template from the drop-down menu, and then setup the playback date and time*[20]. You can select or unselect bars under weekly days to make schedule on or off. **Green bar means schedule on and red bar means schedule off.**



◆ *Tips: Depends on the orientation (landscape/portrait) of a schedule, only suitable Playlist will appear in the drop-down menu.*

Timeslot Deletion

1. Highlight the timeslot you would like to delete, and then click the "**Remove Timeslot**" button to confirm deletion.

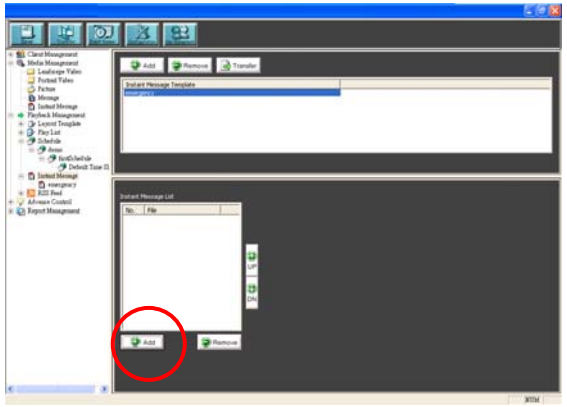
[20] The time of timeslots can not be overlapped if there are more than one timeslots in a date.

1.7.4 *Instant Message*

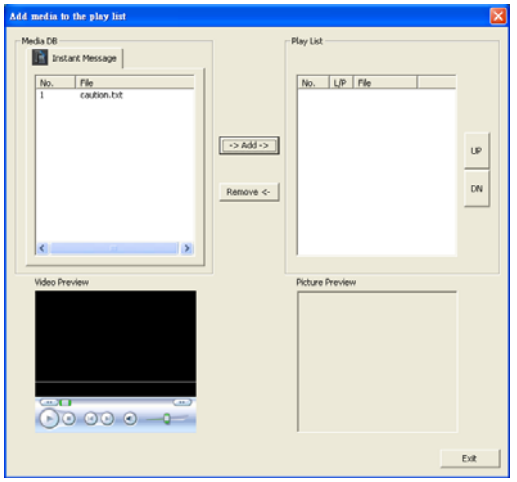
You can edit instant message template in case if any emergency or broadcast that needs to be sent immediately. Note that instant message can be updated independently without system reboot. However, the message will run from right side to left side only once, and then it turns back to the original message.

Instant Message Template Addition

1. Click the "**Add**" button and enter instant message template name, and then click the "**OK**" button to complete instant message template creation.
2. Highlight the instant message template you just created from the instant message template list.
3. Click the "**Add**" button in the bottom of Instant Message window to add text files.

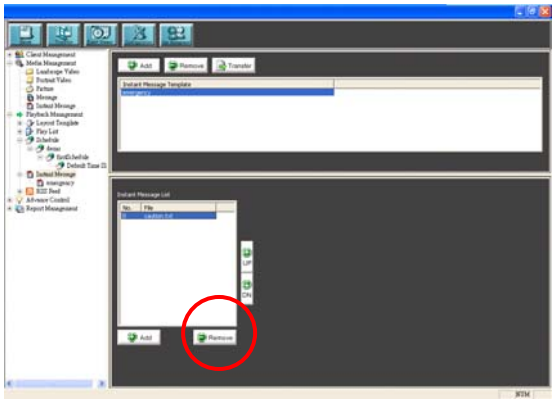


4. Select text files from Media DB and click the "Add" button to add it into playlist. You can use the "**UP**" and the "**DN**" button to rearrange the playback order.
5. Click the "**Exit**" button to save settings.



Instant Message Template Deletion

1. Highlight the template you would like to delete, and then click the "**Remove**" button to confirm deletion.
2. You can highlight instant messages from the Instant Message List and click the "**Remove**" button to remove them from the Instant Message List.

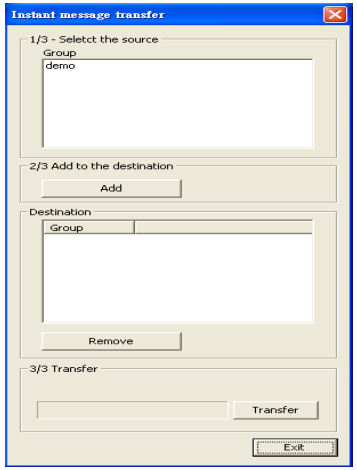


Instant Message Transfer

When you are done with the Instant Message Template creation, you can select one template and transfer it to one or more groups.

1. Highlight the template you would like to transfer and then click the "**Transfer**" button to initiate transfer process.
2. Highlight a group you would like to transfer and click the "**Add**" button to add it to destination.
3. Repeat step 2 if you would like to add more groups. You can highlight a group from destination area and click the "**Remove**" button to remove it from destination list.

4. Click the "**Transfer**" button to start instant message transfer.

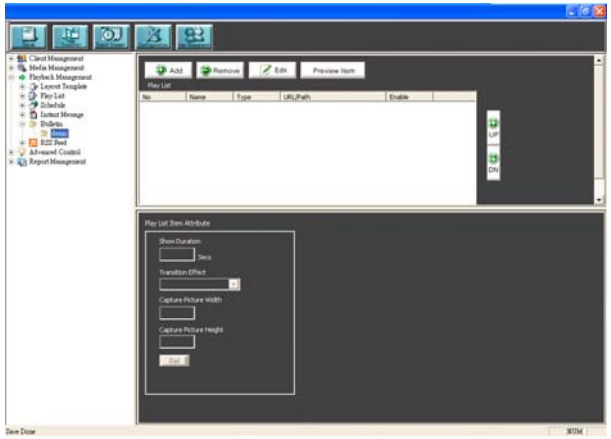


1.7.5 *HTML Bulletin*

HTML, an initialism of Hypertext Markup Language, is the predominant markup language for web pages. It provides a means to describe the structure of text-based information in a document. The HTML file can embed links to database and show real-time information such as bus schedule, currency exchange rate, airline schedule, class schedule, and so on. Applications including bus stations, banks, airports, schools, clinics, and much more.

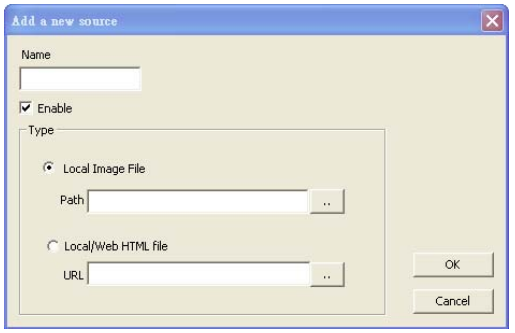
HTML Bulletin Creation

1. Select a group under Bulletin icon in the left pane.

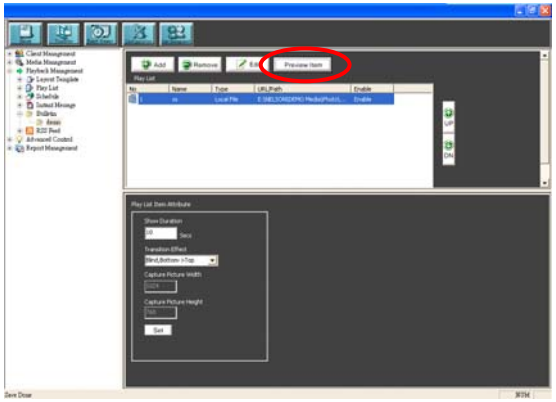


2. Click the "**Add**" button to add HTML source.

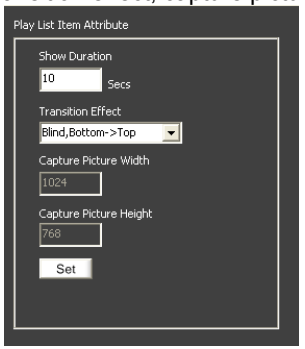
3. Enter HTML name and type. You can choose to read from local text file or HTML URL as Bulletin source. Click the "**Enable**" checkbox if you would like to activate this source in Bulletin list.



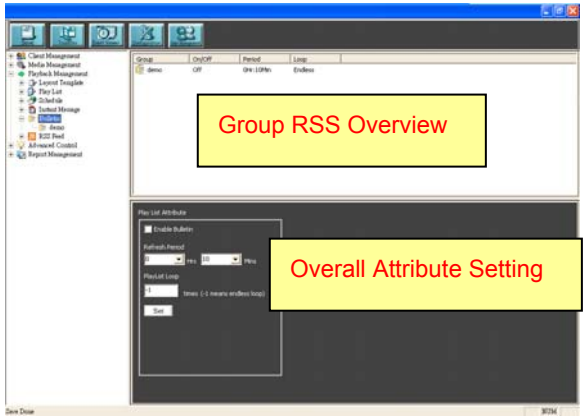
4. Click the "**OK**" button to complete Bulletin source creation.
5. Repeat step 2~4 if you would like to add more Bulletin source.
6. Highlight a Bulletin source and click the "**Preview Item**" button to preview individual Bulletin source.



7. In the lower pane, you can setup Bulletin refresh period, playlist loop, showing duration, transition effect, capture picture width and height.



8. When you are done with all settings, click the **Bulletin** icon in the left pane. You will have a good overview in the upper pane and you can change **Refresh Period** and **Playlist Loop** in the lower pane. You can enable the "**Enable Bulletin**" checkbox to start real-time Bulletin. Note that the Bulletin will be running continuously until you uncheck the "**Enable Bulletin**" checkbox or when the connection to server is lost.



◆ *Tips: The HTML Bulletin picture will replace the Picture Zone 1, so make sure the group layout you choose contains Picture Zone 1. You also need to drag at least one picture file in playlist in order to show HTML Bulletin picture successfully.*

Bulletin Source Deletion

1. Highlight the bulletin source you would like to delete, and then click the "**Remove**" button to confirm deletion.

Bulletin Source Edit

1. Highlight the bulletin source you would like to edit.
2. Click the "**Edit**" button to make related changes to the bulletin source.

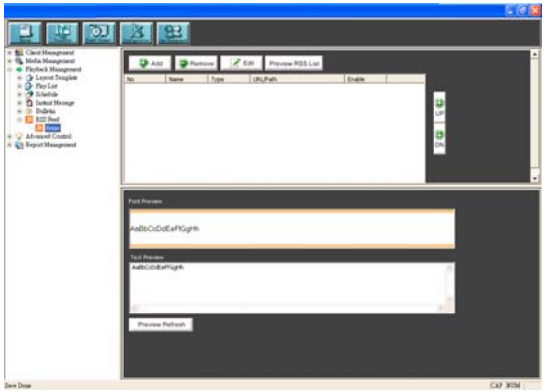
1.7.6 *RSS Feed (Really Simple Syndication)*

RSS is a family of web feed formats used to publish frequently updated content such as blog entries, news headlines or podcasts.

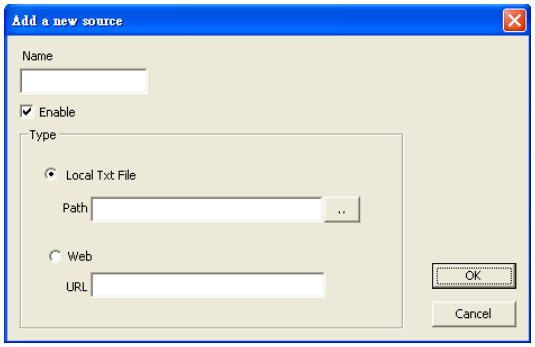
Web browser Internet Explorer (IE) is necessary for the successful use of RSS. Internet Explorer 7 (IE7) supports re-directing URL. If you use web browser version earlier than IE7, the URL must be a real URL without any re-direction.

RSS Message Addition

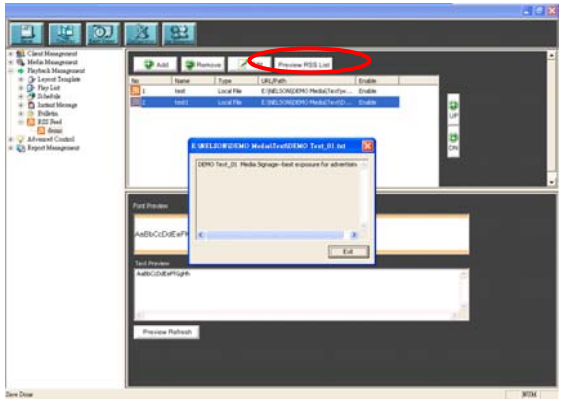
1. Select a group under RSS icon in the left pane.



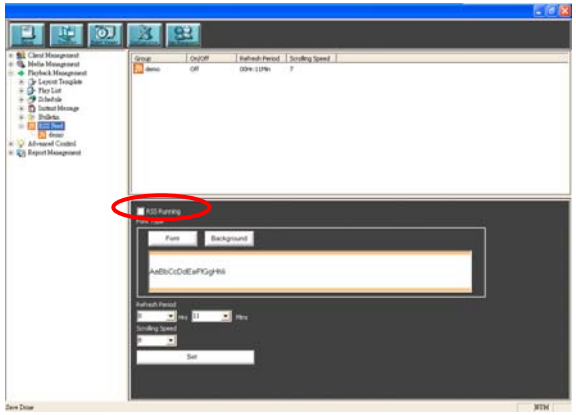
2. Click the "**Add**" button to add RSS source.
3. Enter RSS name and type. You can choose to read from local text file or RSS URL as RSS source. All RSS sources are enabled by default.



4. Click the "**OK**" button to complete RSS source creation.
5. Repeat step 2~4 if you would like to add more RSS source.
6. Highlight a RSS source and click the "**Preview RSS List**" button to preview individual RSS source.



7. You can click the "**Preview Refresh**" button to preview the whole RSS message from the Text Preview window before you send it. Note that disabled RSS source will not appear in the preview window.
8. When you are done with all RSS source creation, click the **RSS Feed** icon in the left pane. In the lower pane, you can setup RSS font, background color, refresh period, and scrolling speed for all RSS source. Enable the "**RSS running**" checkbox in the lower pane to start RSS message. Note that the RSS message will be running continuously until you uncheck the "**RSS running**" checkbox or when the connection to server is lost.



◆ *Tips: The RSS message will replace the Message Zone 1, so make sure the group layout you choose contains Message Zone 1. You also need to drag at least one message in playlist in order to show RSS message successfully.*

RSS Message Deletion

2. Highlight the RSS message you would like to delete, and then click the "**Remove**" button to confirm deletion.

RSS Message Edit

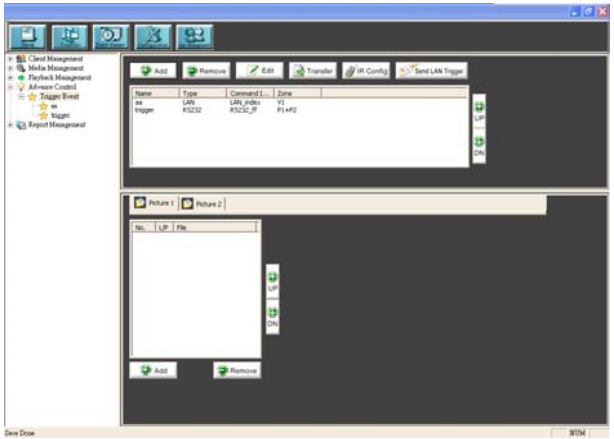
3. Highlight the RSS message you would like to edit.
4. Click the "**Edit**" button to make related changes to the RSS message.

1.8 Advanced Control

1.8.1 *Trigger Event*

In JDS Software, users can define their own command to trigger a playlist, command interface including RS232, keypad, IR, LAN, motion detect, and GPS. You can click the "**Help**" button in each type of trigger event to view detailed description. **Note that Advanced Control is not standard feature in JDS Software; each feature is only available upon project request.**

Trigger Event Addition



1. Click the "**Add**" button to create different interface of trigger.

RS232

Description:

Edit a RS232 command which can trigger a play list.

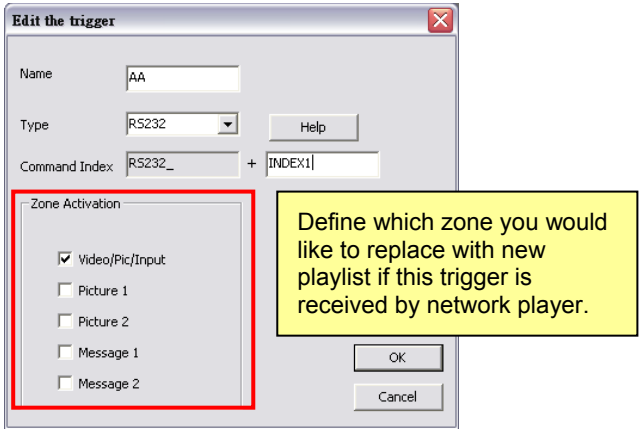
Command Index:

Command Index is used to combine lead string and command string.

The lead string is a fixed string "RS232_"; the command string is defined by user.

For example, the command string is "INDEX1".

User could send a command which re-pack for "INDEX1" to trigger the play list.



How to trigger?

Send the string command to network player via RS232. The command format is described below:

CP(command package)**=header+package type +slaveID+command length+command+checksum+tailer**.

Bytes = 1 + 1 + 2 + 4 + n + 2 + 1

Name	Length	Description
header	1	A constant text “T”
Package Type	1	“C”:for command package “A” for Ack package
Slave ID	2	Hex in “00”~”FF” “00” is reserved “FF” is for broadcast mode Otherwise is a specified ID
Command length	4	Command length in Hex “0000”~”FFFF”
Command	N	A user defined command string
Checksum	2	Checksum of command in hex “00”~”FF”
Tailer	1	A Constant text ”\n”

For Example a command string :TC010006INDEX1A9’\n’

Keypad

Description:

Indicate keypad to trigger a pre-defined playlist..

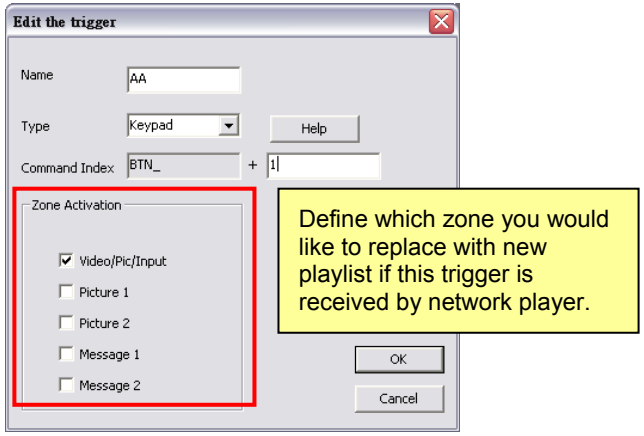
Command Index:

Command Index is used to combine lead string and command string.

The lead string is a fixed string “BTN_”, command string could be selected only “1”,”2”

Button 1 indicates the **Volume Up** button in the OSD keypad, Button 2 indicates the **Volume Down** button in the OSD keypad.

For example, the command string is “1”

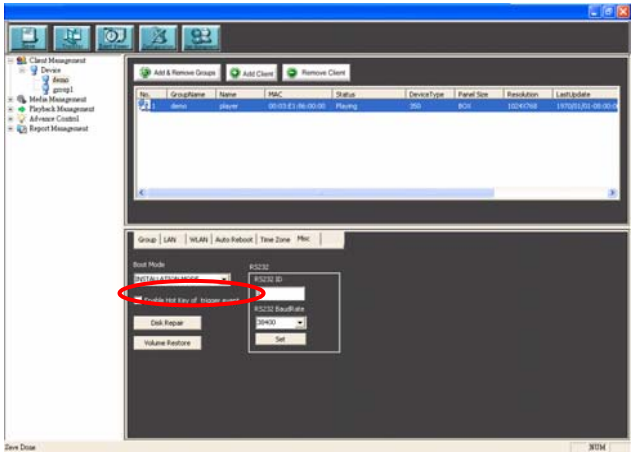


Note: Button 3 is used for “Next Playlist Trigger”, which indicates the **Brightness Increase** button in the OSD keypad.

Note: Button 4 is used for “Previous Playlist Trigger”, which indicates the **Brightness Decrease** button in the OSD keypad.

Client Configuration:

After this keypad trigger event is done, user has to enable the hotkey function in **ClientManagement/Device/Group/Client** and enable the hotkey of trigger event. **Note that when hotkey trigger event is enabled, the original OSD keypad function will be disabled.**



How to trigger?

Trigger play list:

Click the button1 or button 2 to trigger the playlist

Trigger play list:

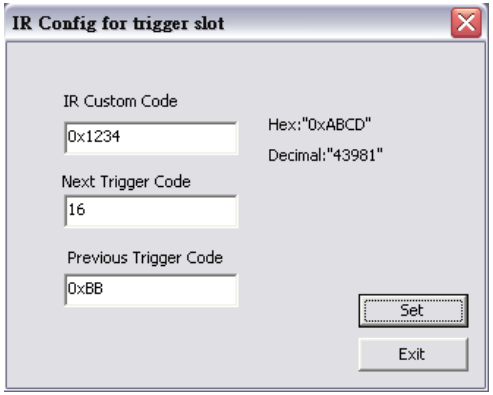
Click the specified next/previous key on the keypad to trigger next/previous play list.

IR

Description:

Edit an IR code which can trigger a play list.

IR Custom code setting:



User can set the custom code and define the next and previous trigger code.

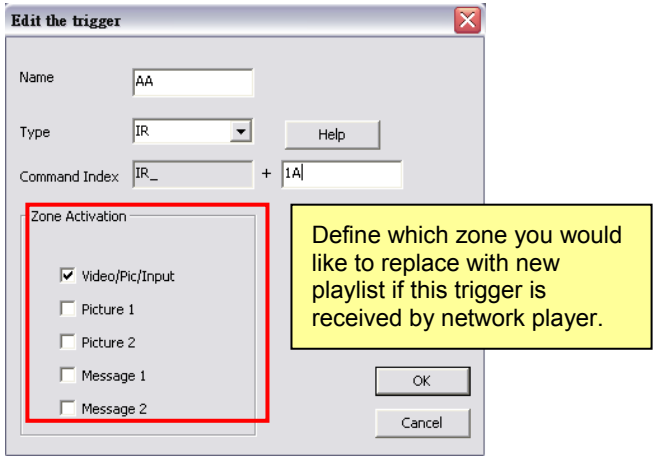
Once the user press the next/previous trigger key on the IR remote, network player will play the next/previous trigger play list.

Command Index:

Command Index is used to combine lead string and command string.

The lead string is a fixed string “IR_”, command string is a two digit hex string.

For example, the command string is “1A”



How to trigger?

Trigger play list:

Click the specified key on the IR remote will trigger the play list

Trigger play list:

Click the specified next/previous key on the IR remote to trigger next/previous play list.

LAN

Description:

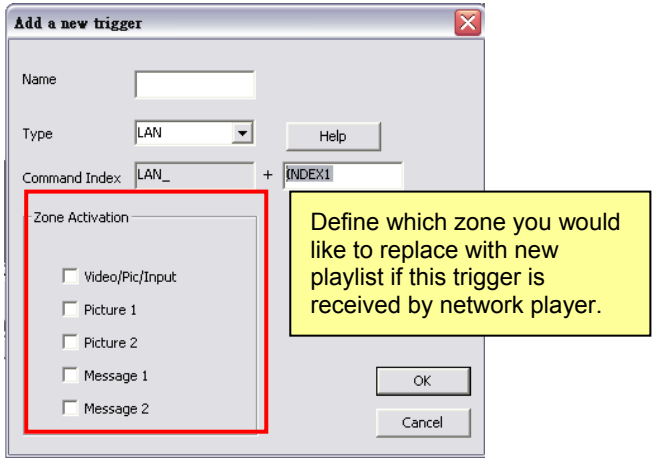
Edit an LAN command which can trigger a play list.

Command Index:

Command Index is used to combine lead string and command string.

The lead string is a fixed string “LAN_”,command string could be a string which string length is limited under 32.

For example, the command string is “INDEX1”



How to trigger?

1. Click the "**Send LAN Trigger**" button to initiate LAN trigger process.
2. Select groups you would like to send LAN trigger and click the "**Add**" button to add those groups into destination list.
3. Type LAN command in LAN Trigger Command column and click the "**Transfer**" button to start transferring.

Motion Detect

Description:

Edit a playlist for motion sensor's active stage.

Command Index:

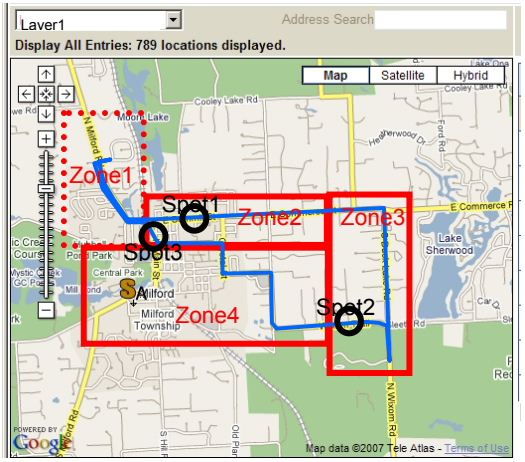
No Need.

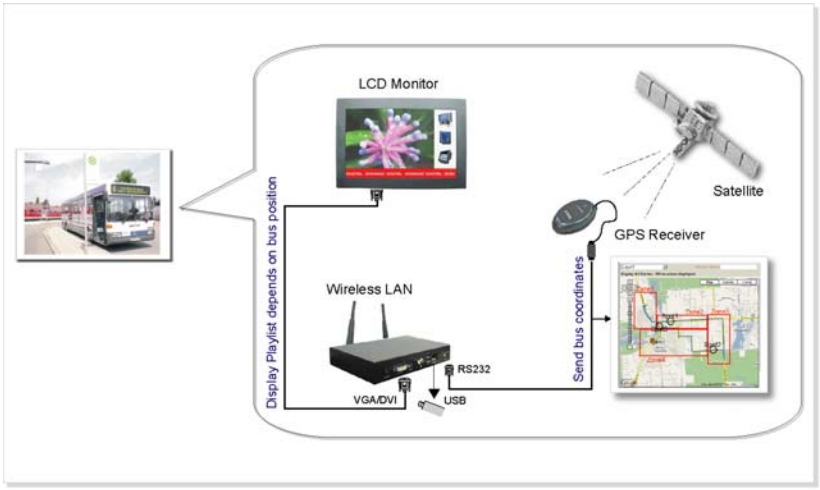
How to trigger?

The play list would be applied when motion sensor detect an object movement.

GPS

In JDS Software, user will be able to define a play list for an area. The GPS module continuously feeding the coordinates to Network Player via RS232 port, so Network Player can display different play list depends on its geographic position.





Description:

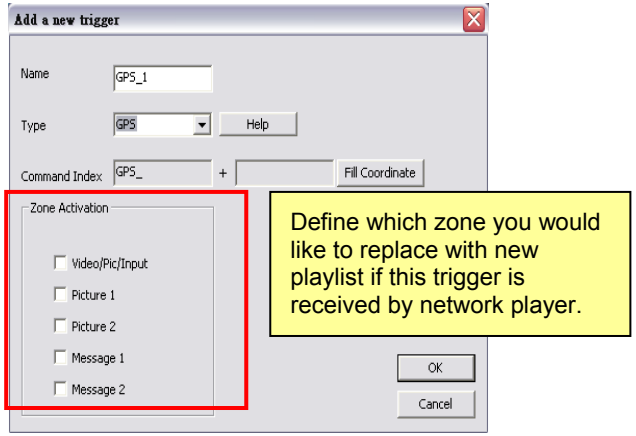
Edit the coordination of an area to trigger the specified play list

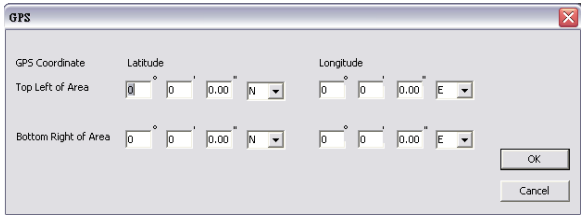
Command Index:

Command Index is used to combine lead string and command string.

The lead string is a fixed string "GPS_".

Fill in the coordinates*[21] of the Top-left and the Bottom-Right of an area and then select the display zones you'd like to use in the play list.

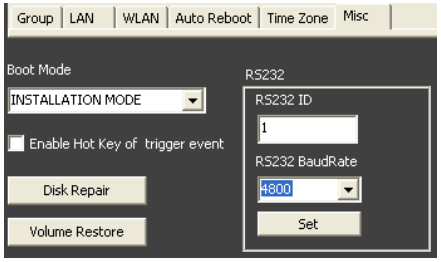




How to trigger?

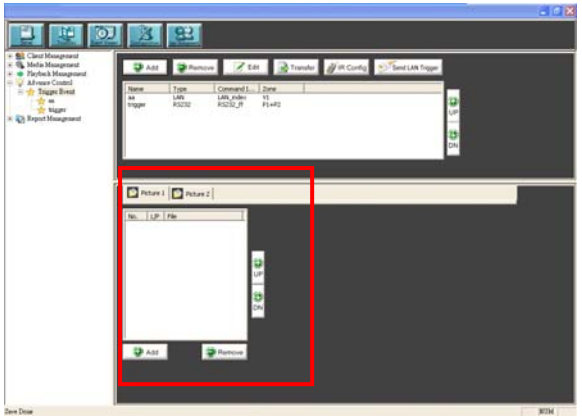
1. Connect the GPS module to the player's RS232 port.
2. The player will parse the GPS module's output and play the specified play list according to the coordinate.

Note that you MUST set player's RS232 baud rate to be 4800 and reboot the player in order receive coordinates from G-mouse successfully.

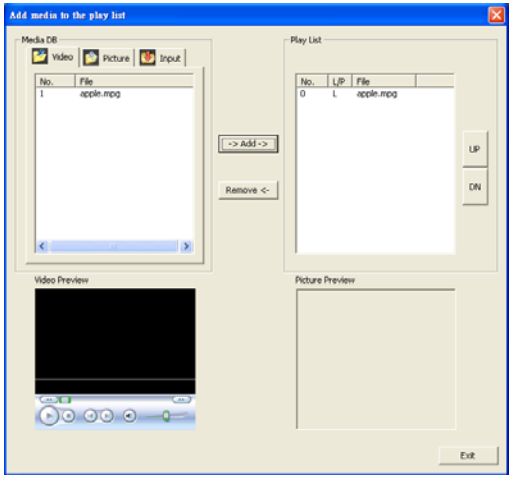


[21] You can use any navigation software to acquire coordinates of an area.

When you are done with the creation of triggers, you can highlight each trigger and choose media files for this trigger.

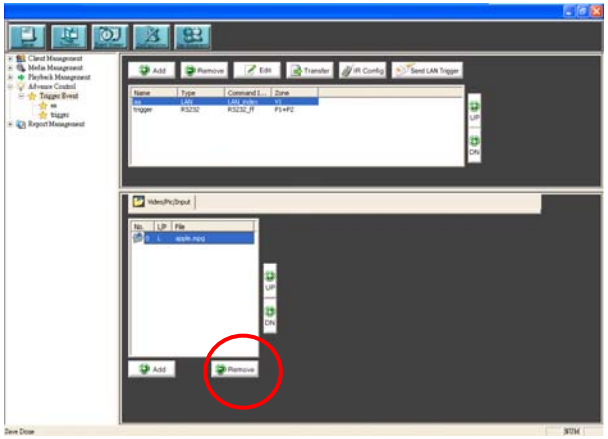


1. Highlight a trigger from the trigger management window. Depends on what display zone you have defined for this trigger, you will see different tabs in the lower pane.
2. Click the "**Add**" button to add media files from media DB. Click the "**Exit**" button to save all settings when you are done.



Trigger Event Deletion

1. Highlight the trigger event you would like to delete, and then click the "**Remove**" button to confirm deletion.
2. You can highlight media file from the Media List and click the "**Remove**" button to remove them.



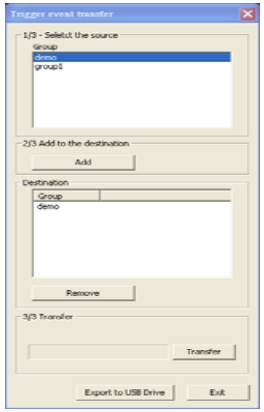
Trigger Event Edit

1. Highlight the trigger event you would like to edit.
2. Click the "**Edit**" button to make related changes to the trigger event.

Trigger Event Transfer

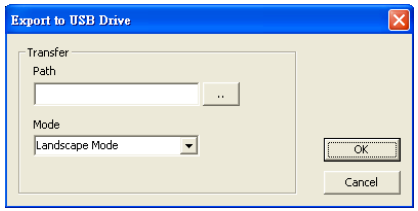
When you are done with the Trigger Event creation, you can select one or more trigger event and transfer them to one or more groups.

1. Highlight the trigger event(s) you would like to transfer and then click the "**Transfer**" button to initiate transfer process.
2. Highlight a group you would like to transfer and click the "**Add**" button to add it to destination.
3. Repeat step 2 if you would like to add more groups. You can highlight a group from destination area and click the "**Remove**" button to remove it from destination list.
4. Click the "**Transfer**" button to start trigger event transfer.



5. Click the "**Export to USB Drive**" button if you would like to transfer Trigger Event via USB drive. Browse to the USB drive path and choose

correct layout mode. Click the "**OK**" button to finish USB drive exporting process. You should then plug the USB drive to Network Player, reboot the device to start exporting. Unplug the USB drive and reboot the Network Player when the exporting is complete.



IR Config

Please refer to ***1.8.1 Trigger Event*** for detailed description of IR trigger event.

Send LAN Trigger

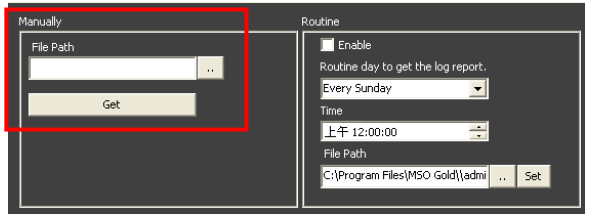
After you transfer LAN trigger to network player, you can use **Send LAN Trigger** function to send commands through RJ45 cable and trigger related playlist.

1. Click the "**Send LAN Trigger**" button to initiate LAN trigger process.
2. Select groups you would like to send LAN trigger and click the "**Add**" button to add those groups into destination list.
3. Type LAN command in LAN Trigger Command column and click the "**Transfer**" button to start sending command.

1.9 Report Management

The Report Management is ideal for retrieving playing logs from clients in a group. JDS Software generates three files for your convenience to view the client log. Due to the numerous playing activities written to the network player, the network player will only remain playing log for 7 days.

1. In the Report Management, select the group you would like to get playing log.
2. Browse to the file saving path and click the "**Get**" button to start downloading playing log from client. Playing log of the past 7 days will be generated.



3. You can check the "**Enable**" checkbox to enable auto playing log download routine. You should specify routine download day, time, and file saving path and click the "Set" button to setup auto download.

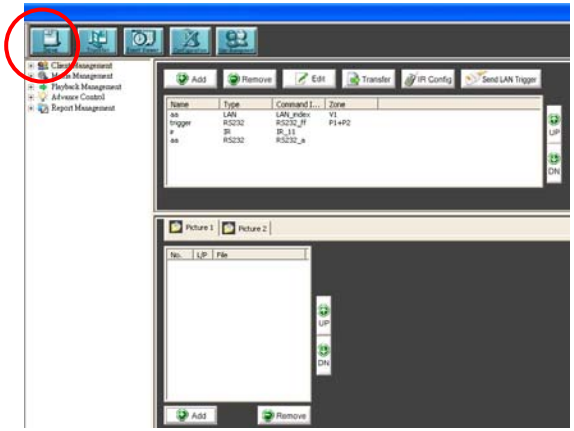
4. The system will create 3 CSV files for your convenience to view the client log.

PlayingLog	Contains all detailed playing activities of all players in a group.
ClientBasePlayingLog	Contains file name and total playback time based on each client.
FileBasePlayingLog	Contains client name and total playback time based on each file.

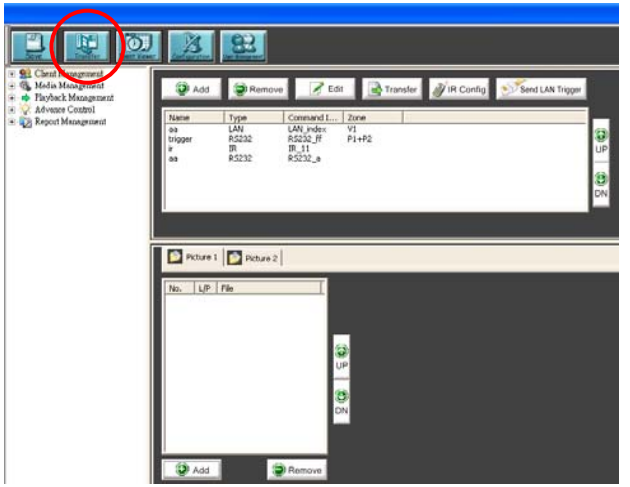
◆ *Tips: In order to play media file with unacceptable filename by Linux system, JDS Software creates numeric filename for each file in the media database and creates a mapping table to show original filename in log report. Therefore, if you retrieve log report from the PC other than the original server PC with mapping table, you might not able to see the original media filename in the log report.*

1.10 Save

You should save all changes when you are done with all creation, deletion, modification, and other activities. Due to the numerous activities you might have done, the saving process may take a while (up to 30 seconds).

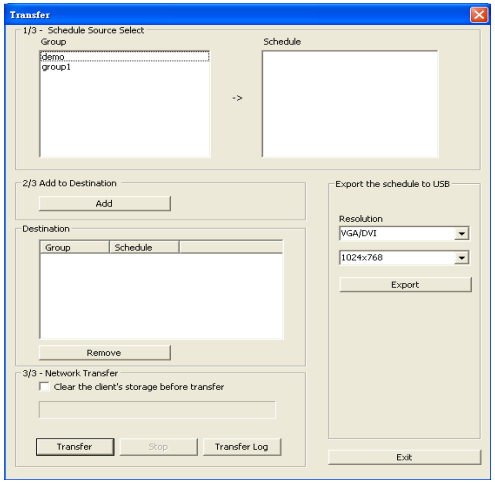


1.11 Transfer



You should transfer schedule to groups in order to apply playlists.

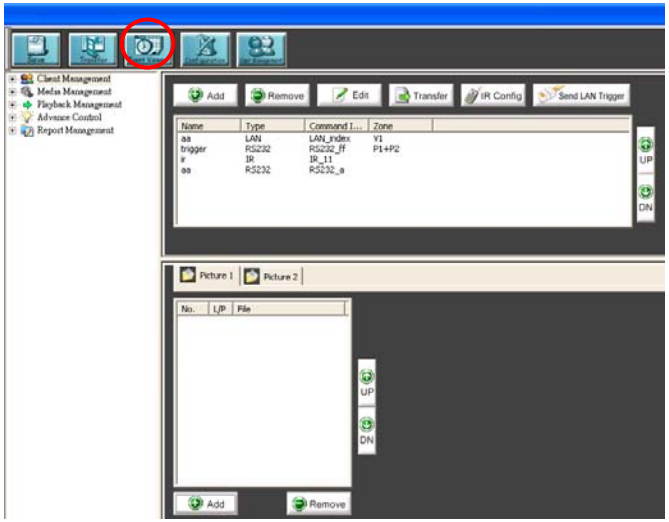
1. Click the "**Transfer**" button to initiate transfer process.
2. Select a group and then select a schedule. Click the "**Add**" button to add this schedule into destination list.
3. Repeat step 2 if you would like to add more schedules. You can highlight a schedule from destination area and click the "**Remove**" button to remove it from destination list.
4. Check the "**Clear the client's storage before transfer**" checkbox if you would like to clear out the client's internal storage. Click the "**Transfer**" button to start schedule transfer.
5. You can click the "**Transfer Log**" button to view the transfer history.
6. If you would like to transfer selected schedules to USB drive, you should choose output type and resolution and then click the "**Export**" button to start schedule transfer. You should then plug the USB drive to Network Player, reboot the device to start exporting. Unplug the USB drive and reboot the Network Player when the exporting is complete.

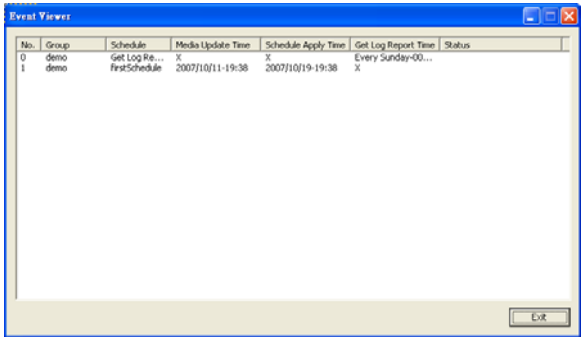


1.12 Event Viewer

Event Viewer is a place where you can view all media update time, schedule apply time, playing log download time and status of those activities.

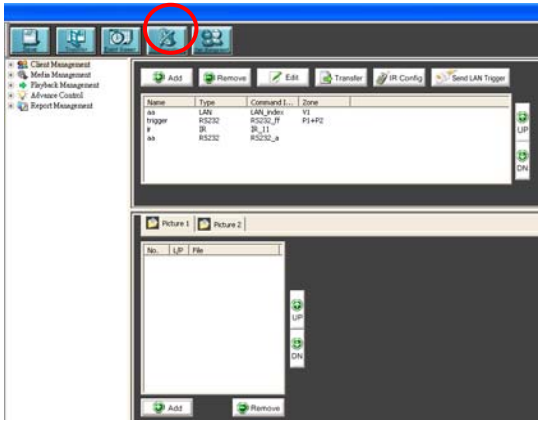
1. Click the Event Viewer to view all pre-defined activites.





1.13 Configuration

The Configuration contains functions such as Update Firmware, Update Logo, and USB Configuration Export.



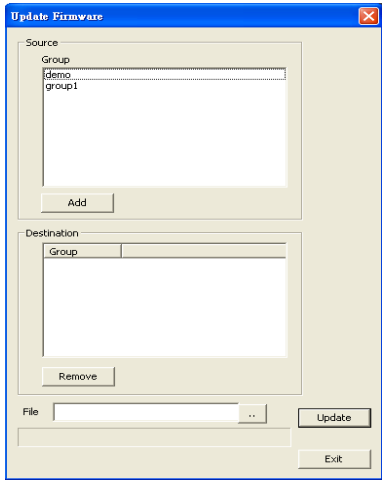
Update Firmware

Ever since a while, we add new features in JDS to meet customer's requirement. You can fully utilize those features by updating the latest firmware. **Note that all media contents will be deleted if update firmware via USB. Choose LAN as the update option if you would like to keep media contents.**

Check Firmware Version

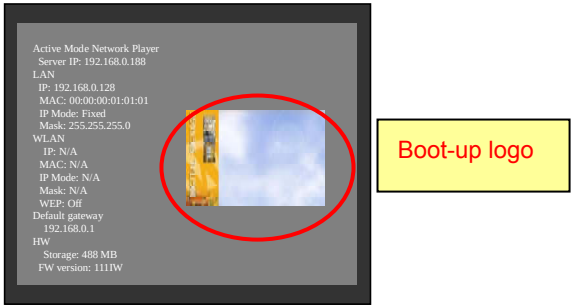
Depends on the display size and the existent version of firmware in your Network Player Unit, you can choose the most convenient way to upgrade firmware. You will be able to check the firmware version of Network Player in the beginning of system boot up.

1. Click the "**Update Firmware**" button from the Configuration window.
2. Highlight a group you would like to transfer and click the "**Add**" button to add it to destination.
3. Repeat step 2 if you would like to add more groups. You can highlight a group from destination area and click the "**Remove**" button to remove it from destination list.
4. Browse to the firmware file and click the "**Update**" button to start firmware update process.



Update Logo

User can define his own boot-up logo easily in JDS Software. Acceptable picture type: jpeg. Resolution is limited no bigger than 720 x 480.

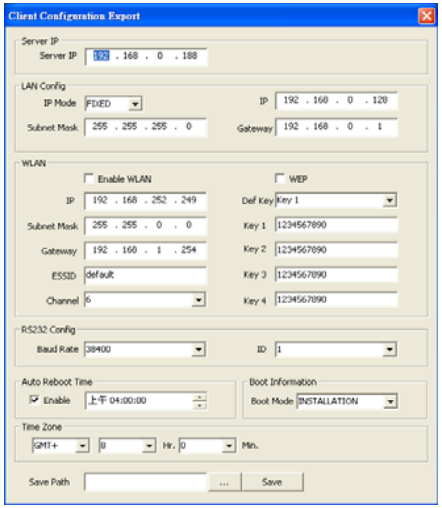


1. Click the "**Update Logo**" button from the Configuration window.
2. Highlight a group you would like to update logo and click the "**Add**" button to add it to destination.
3. Repeat step 2 if you would like to add more groups. You can highlight a group from destination area and click the "Remove" button to remove it from destination list.
4. Browse to the logo file and click the "**Update**" button to start logo update process.

USB Configuration Export (Factory Default Setting)

This function is really convenient for you to configure client settings without using a crossover cable or a hub. Configurations you can make with this function including the Server IP that the client should connect to, client LAN settings, client WLAN settings, and client time zone. When you open this Config window, you will see all factory default settings. So you can just export those settings to USB drive, plug the USB drive to the player and reboot to reset factory settings.

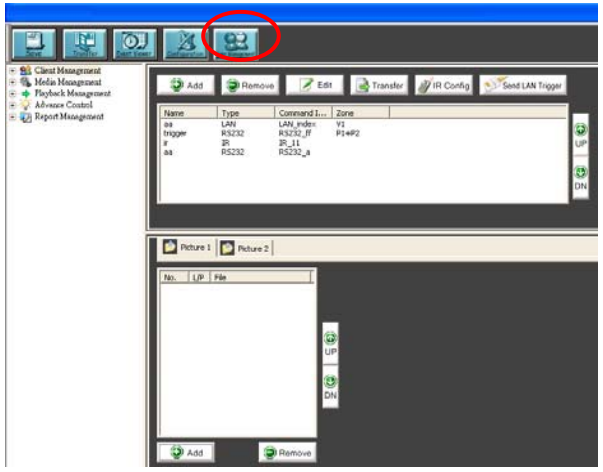
1. Click the "**USB Configuration Export**" button from the Configuration window.
2. Make setting changes.
3. Browse to the location (USB flash drive) you would like to save the files.
4. Click the "**Save**" button.
5. Click the "**Exit**" button.



6. Take the USB flash drive and plug it into Network Player unit.
7. Reboot the Network Player unit to apply settings.

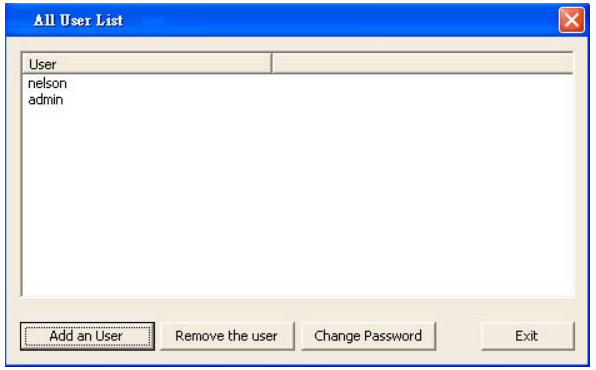
1.14 User Management

In JDS Software, the administrator can create user accounts for other users working on the same PC. Each user account will have its own database and settings. Note that only administrator has the privilege to see User Management and create user accounts.



1. Click the "**Add an User**" button and enter username and password for the new user account.

2. You can highlight a user and click the "**Remove the user**" button to delete the user account.
3. You can highlight a user and click the "**Change Password**" button to change the password of a user account.



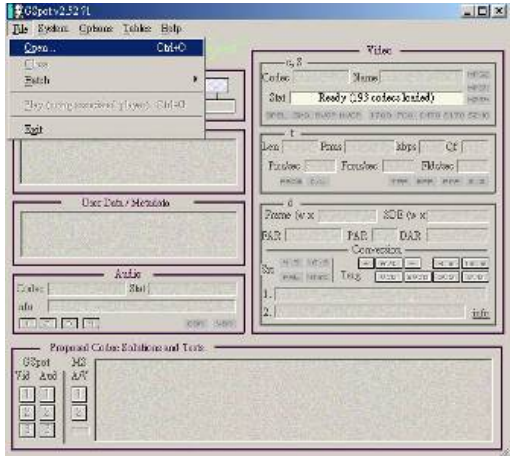
APENDIX A

How to Get Codec Information

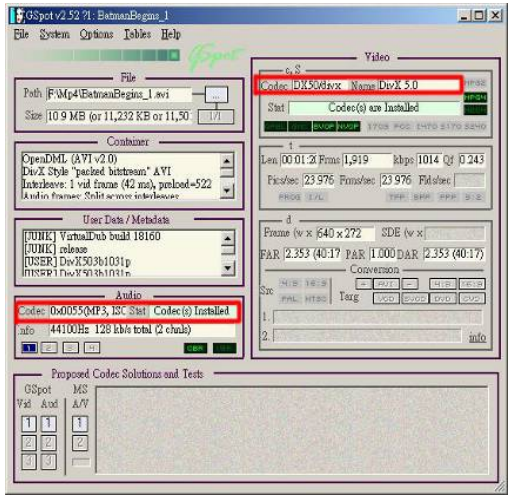
1. We suggest you download and install the “K-Lite code pack 2.50 Full” from http://www.free-codecs.com/download/K_Lite_Codec_Pack.htm to your PC if you would like to see the CODEC information of your media file.

2. After successfully install “K-Lite code pack 2.50 Full” application. Please open the “GSpot Codec Information” application from ***Starts->Programs->K-Lite Codec Pack->Tools->GSpot Codec Information***

The GSpot dialog will appear. Open the media file that you want to get codec information from ***File->Open***



The “GSpot” application will display the detail information about the media file. You can get the audio and video codec information from “Audio” and “Video” sections.



JDS Software User Manual V1.7

APENDIX **B**

Video Editing Tutorial

1. Goals and Objectives

Video cut by some utilities doesn't have very good compatibility with Network Player series. In this document, we will introduce the utility that has been tested and works well in Network Player series. The methods of splitter, rotate and encode will be introduced step by step in the following sections.

2. Utility

Before we start, please download the convert utilities "VirtualDub-Mpeg2", "VirtualDub" and necessary codec pack: "K-Lite code pack".

2.1 What is virtualDub?

VirtualDub is a video capture/processing utility for 32-bit Windows platforms (95/98/ME/NT4/2000/XP), licensed under the GNU General Public License (GPL). It lacks the editing power of a general-purpose editor such as Adobe Premiere, but is streamlined for fast linear operations over video. It has batch-processing capabilities for processing large numbers of files and can be extended with third-party video filters. VirtualDub is mainly geared toward processing AVI files, although it can read (not write) MPEG-1 and also handle sets of BMP images(From http://www.virtualdub.org/index)

Download utilities

VirtualDub

http://virtualdub.sourceforge.net/

VirtualDub-Mpeg2:

VirtualDub mod with MPEG2 (SVCD, DVD, VOB) import support.

http://www.free-codecs.com/download/VirtualDub-MPEG2.htm

2.2 What is K-Lite code pack?

K-Lite Codec Pack is a collection of codecs and related tools. Codecs are required to encode and/or decode (play) audio and video. The K-Lite Codec Pack is designed as a user-friendly solution for playing all your movie files. With the K-Lite Codec Pack you should be able to play 99% of all the movies that you download from the interne

Download site : http://www.free-codecs.com/download/K_Lite_Codec_Pack.htm

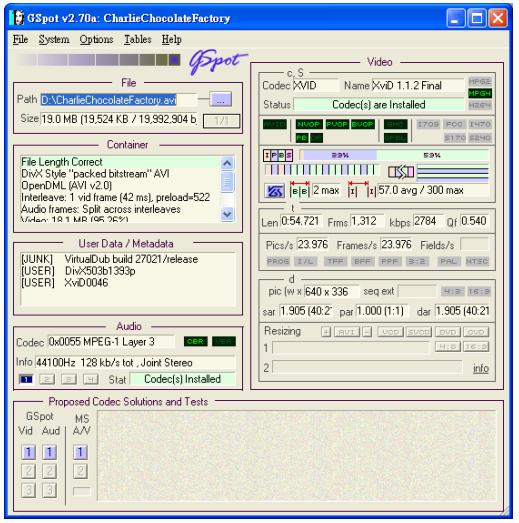
3. Video Editing

In this section, the split, rotate, and compression will be introduced. Video splitter can help you split large file into smaller video clips, and you also could get the part you want. The rotate function could let video rotate 90 degree to right or left, or rotate around by 180 degree. To let the size of video become smaller and keep its quality, the Mpeg4(xvid) will be used.

3.1 Codec Information

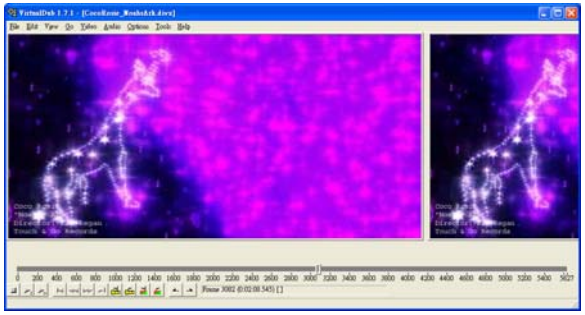
To understand what the codec the media is, you could use the "**Gspot codec information**" utility. From "**Start->Program->K-Lite codec Pack->Tools->Gspot codec information**."

1. Click "File->Open" to open the video file.
2. Then you could get the codec information about the video file.



3.2 Split and Cut Video

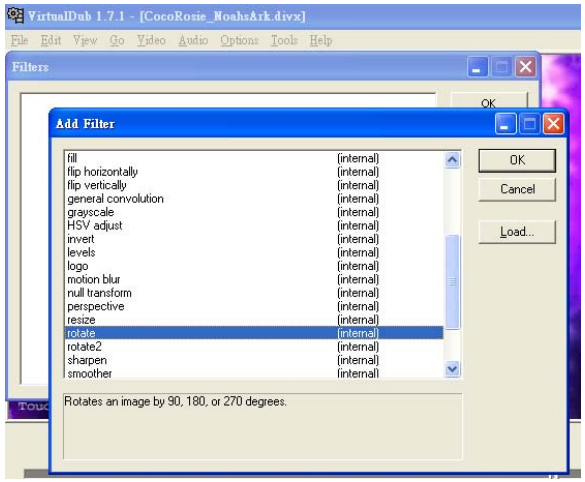
1. Execute the VirtualDub or VirtualDub Mpeg2 according to you video type.
2. Then select "***File-> Open video file"*** to open the video file.
3. Drag the slider below the panes to change the current position within the video.
4. Drag the slider to start position, then press the to mark start.
5. Drag the slider to end position, then press the to mark end.



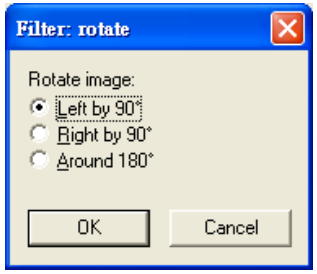
<Pic 1>

3.3 Rotate the Video

1. Select "***Video->Filters***", and click "***Add***" button on the **Filters** dialog.
2. In "**Add Filter**" dialog (Pic2), please select "**rotate**".
3. After click "**OK**" in the "**Add Filter**" dialog, the "**Filter: rotate**" dialog will appear. (Pic3)
4. According to your need to select the rotate degree.



<Pic 2>

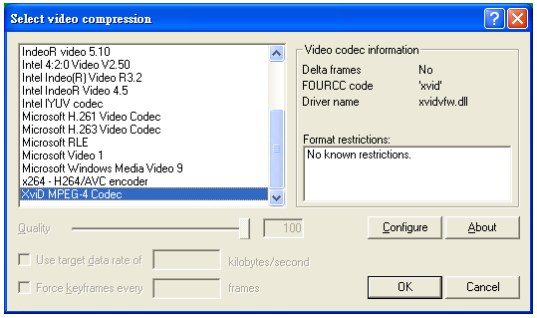


<Pic 3>

3.4 Compress Video

Video Setting

1. Please select "Video-> Compression", and then the "Select video compression" dialog will appear (Pic4).



<Pic 4>

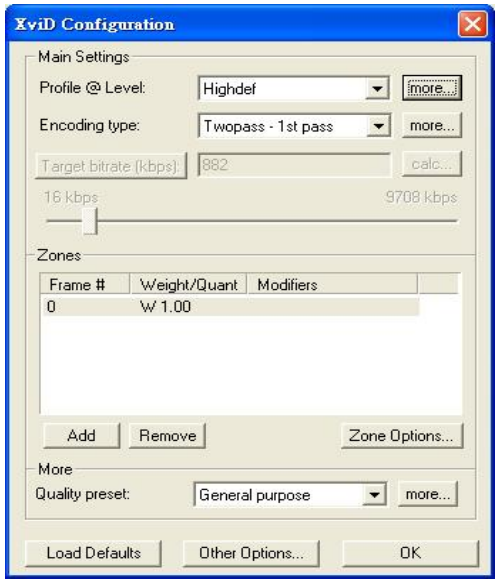
2. In the list on "Select video compression" dialog, please select "Xvid MPEG-4 Codec".
3. After click Configure button. The "Xvid Configuration" dialog appears (pic5).
4. In the Encoding type, there are three types in the selection. We suggest user select single pass or twopass.

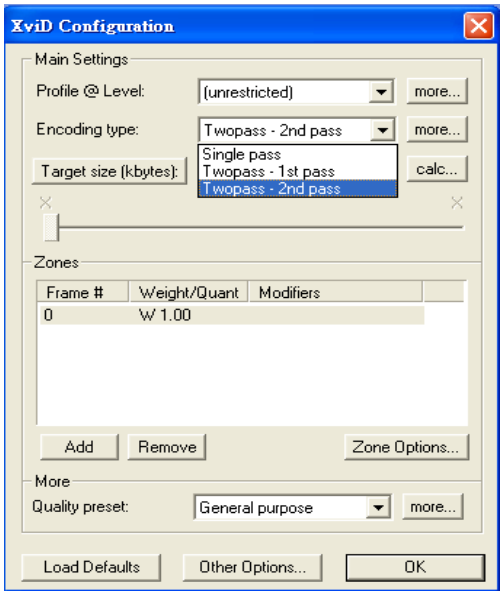
Pass	**Size**	**Compress time**	**quality**
Single pass	Small	Shot	General
Twopass	big	long	good

5. When select Twopass, it needs to compress the video two times; Two pass -1st pass and then Two pass 2nd pass.

6. Set Profile @ Level to Highdef, and Encoding type: to Twopass – 1st pass.

7. Then please follow the next section to set audio and save the file.
8. When 1st pass procedure has done, please do 2nd pass by setting the Encoding type to 2nd pass, then save to avi again.

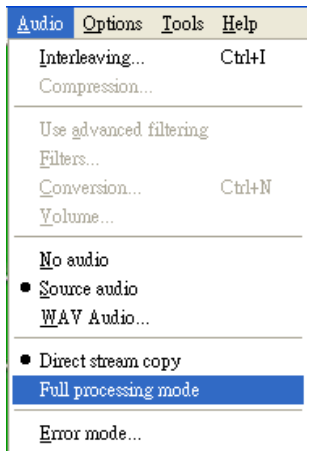


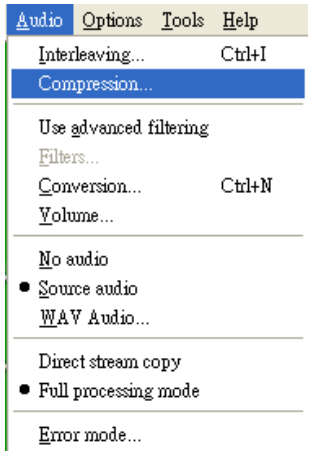


Pic 5

Audio Setting

1. Please select " Audio->Full procession mode" (Pic6) .
2. Then select " Audio -> Compression" (Pic7).

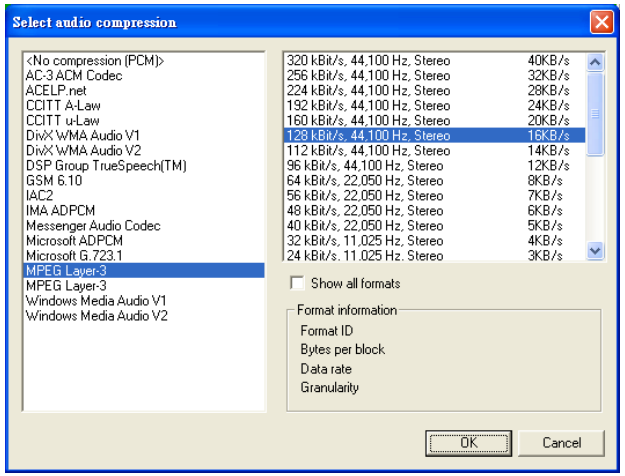




<Pic6> <Pic7>

3. After that, the "Select audio compression" dialog will appear.
4. We want use mp3 to our audio codec, so please select MPEG Layer-3 in the left list.
5. In the right list, please select "128 kBit/s, 44,100Hz, Stereo 16KB/s".
6. Then click "OK" to accept the setting and exit the configuration dialog

.

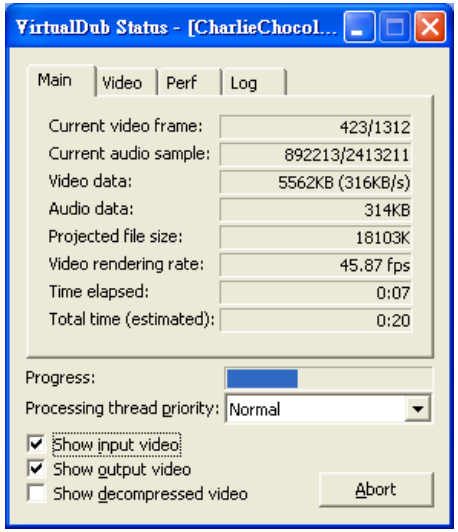


<Pic8>

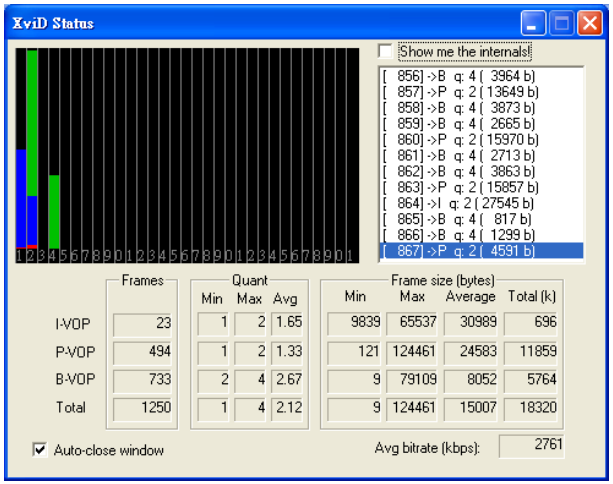
3.5 Create Target File

Finally, we are going to create the target file.

1. Please select “File-> Save as AVI…”, and select the path where the destination file will be put.
2. The VirtualDub will start to compress the video file according to above setting.
3. You also could see the Status window when VirtualDub compress the video (Pic9, Pic10)..



<Pic9>



<Pic10>

APPENDIX C

How to Change Message and RSS Language

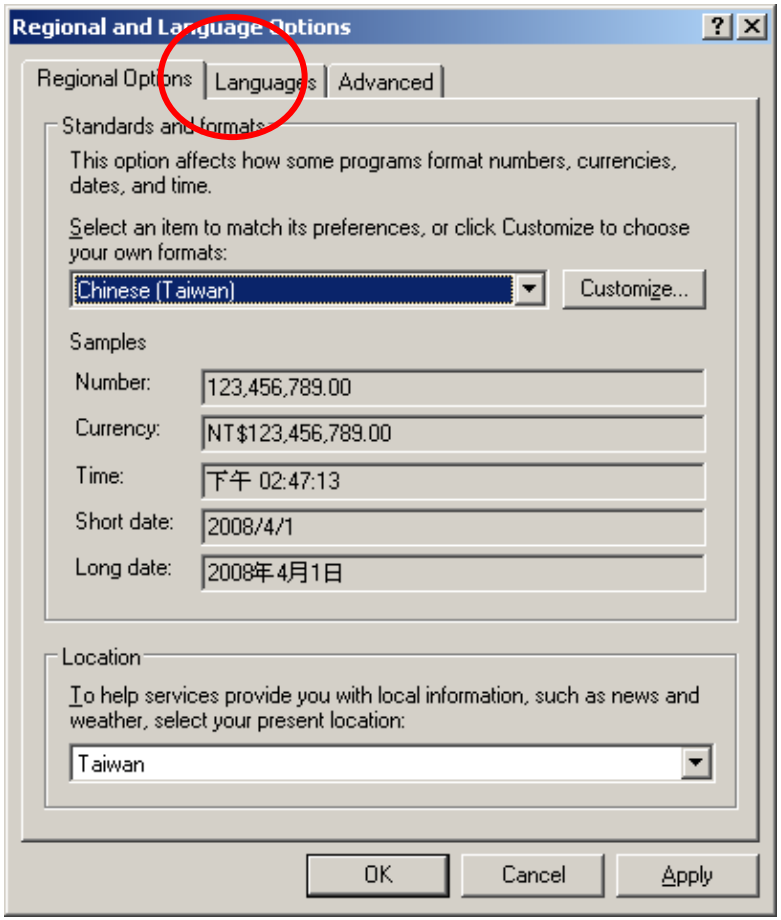
Since Version 1.50 of JDS Software, it is not only all ANSI based languages, but also UTF-8 and various other formats.

C-1 Settings of Windows

How to change the support in JDS Software please follow these steps and set all to the **same** Language! Example is with Chinese (UTF-8)

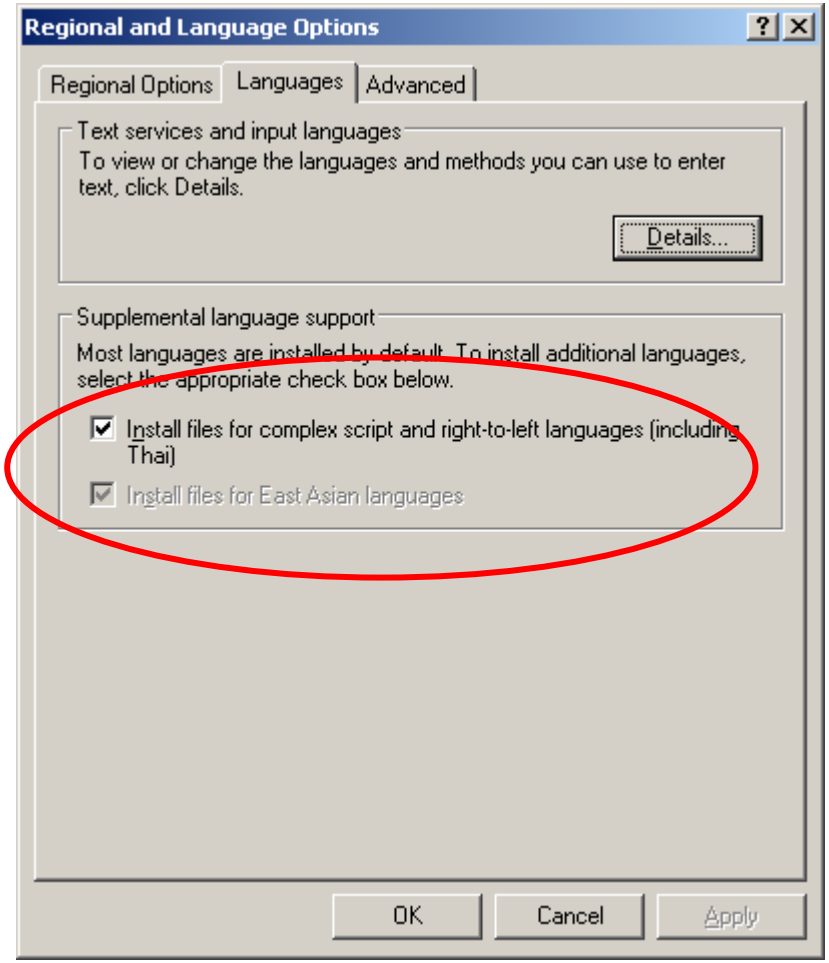
Step 1: Open The Control Panel with Start→ Settings → Control Panel

Step 2: Open Regional and Language Options and select Languages Tab



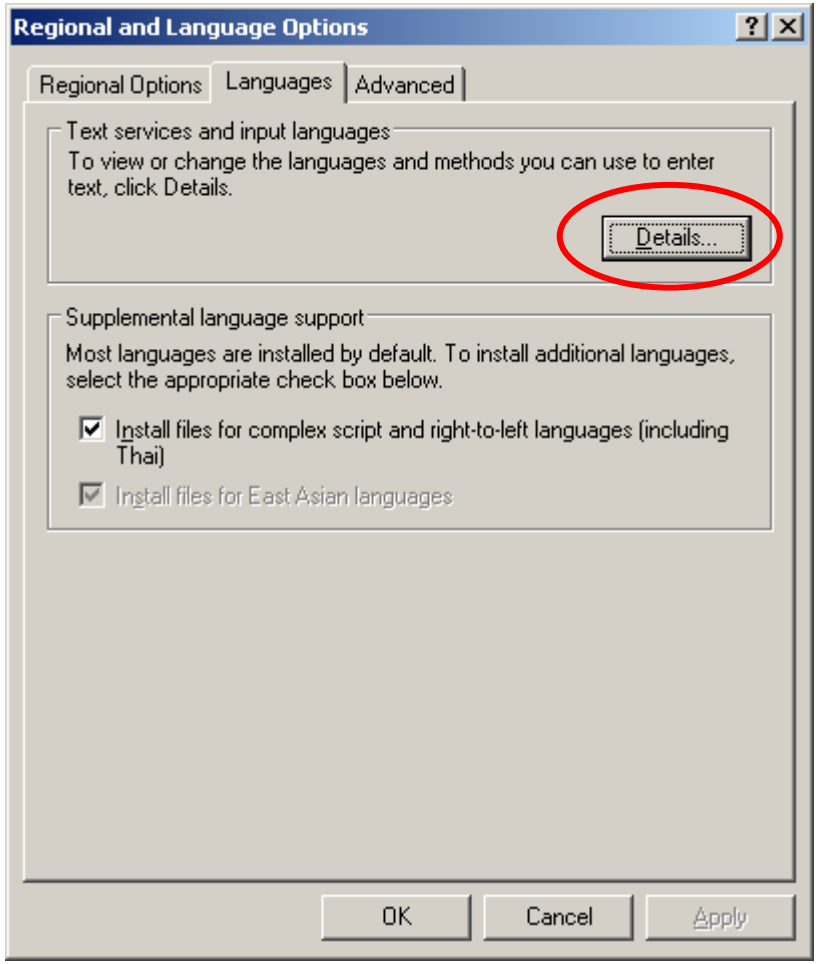
Step 3: Check if your Language is a Complex Script or Right-to-Left Language, like East-Asia, Thai, aso

NOTE: Some languages need to be installed by Windows first, YOU WILL NEED THE Windows Installation CD (/I386-folder)

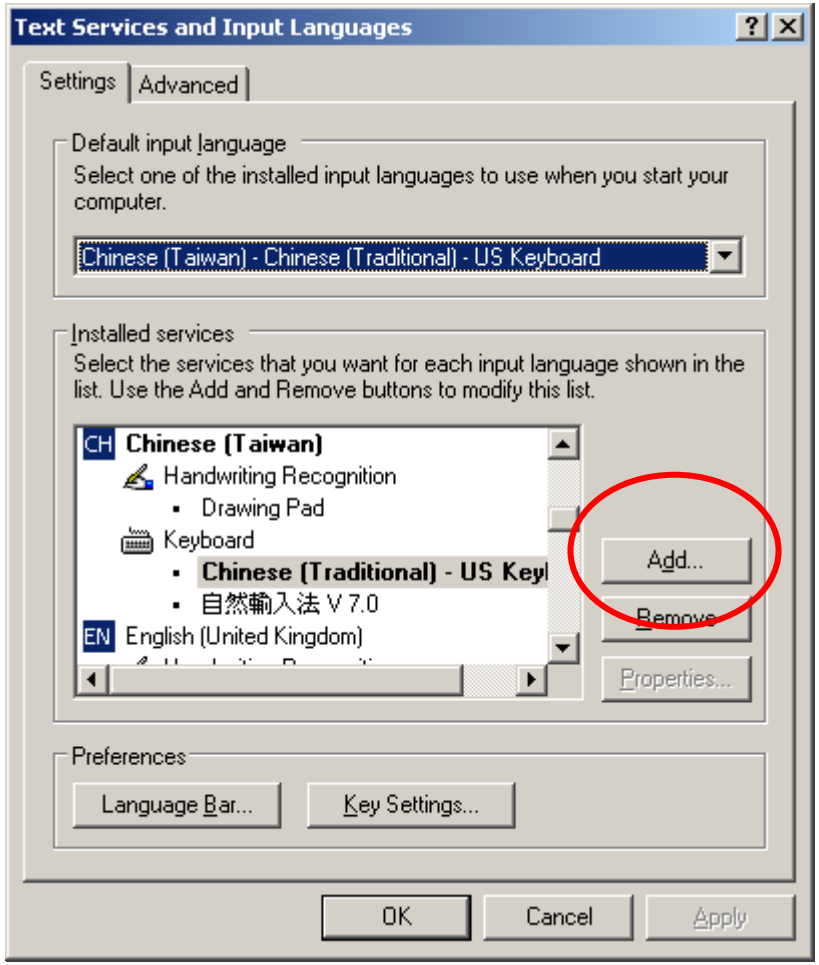


Follow the steps of the installer.

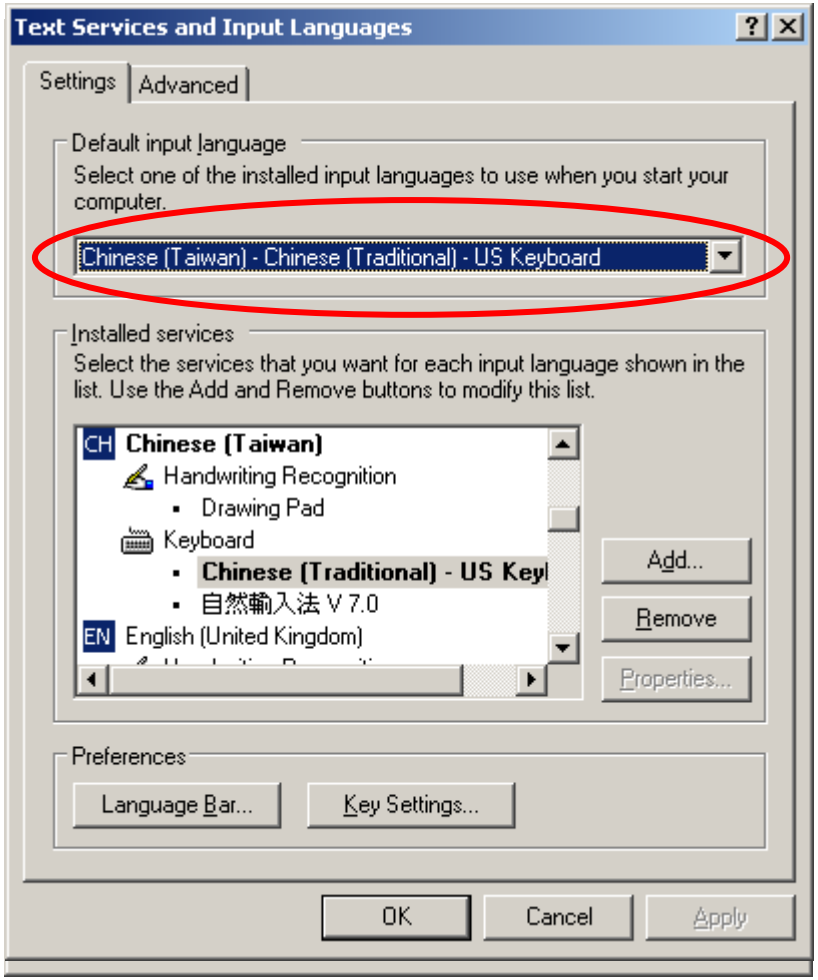
Step 4: Select Details



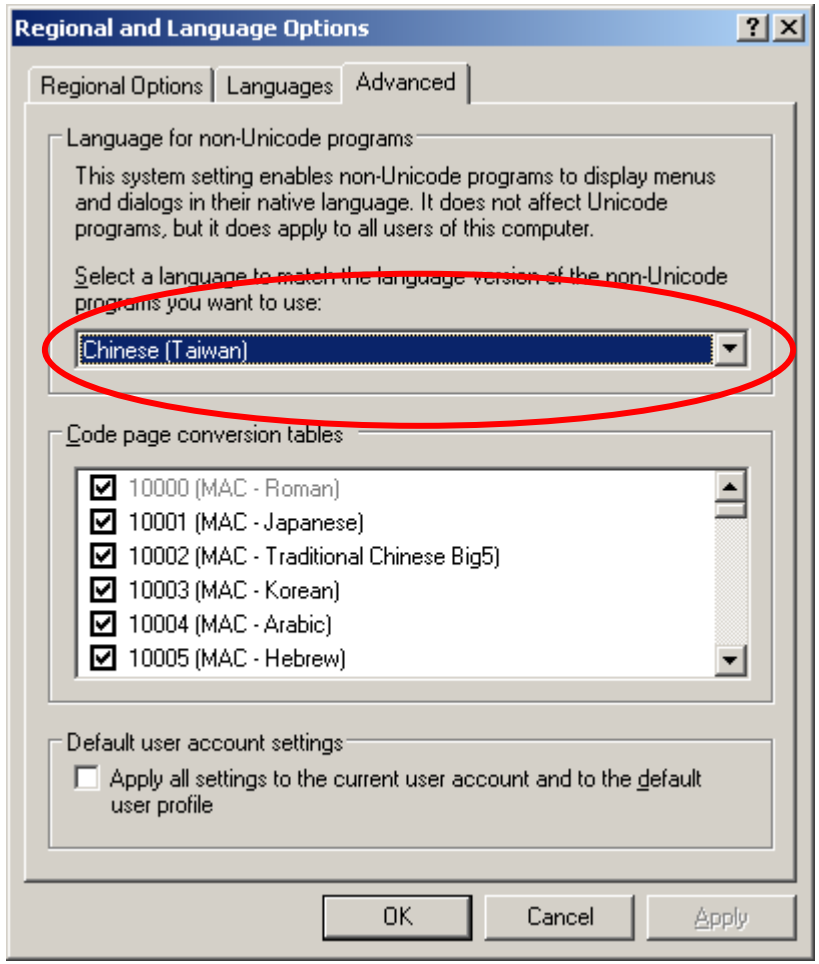
Step 5: Add a input Language and select Keyboard you want to use



Step 6: Choose Default input Language



Step 7: Select Advanced Tab and choose the Language you want to use for RSS and Message



Note: This is the Windows assignment to support all non-Unicode codepages and Languages.

After this, the PC has to be rebooted, otherwise the settings will have no effect.

Step 8: Reboot the PC, to let the settings be effective

Now follow the normal way to create message or RSS by choosing the Input language.

> Note: Make sure your Language also choose the right Font for this Language. All Language settings have to be the same.