



User Guide for Cisco Digital Media Player Device Manager 1.0

May 17, 2007

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Preface

Cisco Digital Media System is the collective name for a product family that consists of Cisco Digital Media Manager (DMM) appliances, Cisco Video Portal appliances, Cisco Digital Media Player (DMP) endpoints, Cisco Digital Media Encoder (DME) devices, and all associated software components.

This guide describes how to use Cisco Digital Media Player Device Manager 1.0 (DMPDM) software that is embedded on every Cisco Digital Media Player 4300G device.

The intended audience for this guide is systems or network administrators who install, configure, or troubleshoot DMP device hardware, and anyone who owns or uses fewer than three DMPs.



Tip

If you own more than three DMPs but do not understand why you should use DMM-DSM instead of DMPDM to manage a digital signage network, see [Understanding DMP Modes of Operation, page 5](#).

See [Cisco.com](#) for related DMS and DMM user documentation.

Document Conventions

This guide uses these text formatting conventions:

Item	Convention
Commands and keywords	boldface font
Variables for which you supply values	<i>italic font</i>
Displayed session and system information	<code>screen font</code>
Information you enter	boldface screen font
Variables you enter	<i>italic screen font</i>
Menu items and button names	boldface font
Selecting a menu item in paragraphs	Option > Network Preferences
Selecting a menu item in tables	Option > Network Preferences



Note

Means *reader take note*. Notes contain helpful suggestions or references to material not covered in the publication.

**Caution**

Means *reader be careful*. In this situation, you might do something that could result in equipment damage or loss of data.

**Tip**

Means *the following information will help you solve a problem*. The tips information might not be troubleshooting or even an action, but could be useful information, similar to a Timesaver.

Obtaining Documentation, Obtaining Support, and Security Guidelines

For information on obtaining documentation, obtaining support, providing documentation feedback, security guidelines, and also recommended aliases and general Cisco documents, see the monthly *What's New* in Cisco Product Documentation, which also lists all new and revised Cisco technical documentation, at:

<http://www.cisco.com/en/US/docs/general/whatsnew/whatsnew.html>



CHAPTER 1

Introduction

Revised Apr. 25, 2007

This guide describes how to use your **DMP** device and how to use the preinstalled **DMPDM** software. DMP devices can show networked digital video streams and multicast, high-quality MPEG video on any television receiver or monitor (NTSC, PAL, LCD, plasma, or VGA) that you attach.



Tip

To learn what other filetypes your DMP can render, see [Supported Filetypes in the Embedded Browser, page 1-5](#).

DMPDM helps you to deliver compelling digital media to one **DMP display** for many possible purposes:

- Marketing—Describe products and services directly to your in-store customers.
- Customer experience—Deliver entertainment and information to reduce perceived wait times.
- Messaging—Broadcast executive and internal communications in real time.
- Training—Deliver cost-effective, flexible training.
- Information—Deliver real-time schedules, news, and way-faring information where people need it.
- Advertising—Sell advertising time and space to third parties.
- Branding—Communicate about your brand consistently.

This guide assumes that you already completed the procedures in *Quick Start Guide for Cisco Digital Media Player 4300G* and therefore *all* of the following are true:

- Your DMP is connected to:
 - A network with a DHCP server.
 - A DMP display.
 - A 120V AC electrical socket.
- You already:
 - Checked the LEDs to confirm that your DMP has power and has obtained an IP address.
 - Learned what dynamic IP address the DHCP server assigned to your DMP.
 - Used your browser to log in to the DMPDM administrative account.
 - Used DMPDM to configure video output settings for the DMP display.
 - **(Optional)** Used DMPDM to identify the one trusted **DMM** appliance from which your DMP should accept centralized management instructions and file transfers.

If any of the preceding is not yet true for you, we recommend that you obtain *Quick Start Guide for Cisco Digital Media Player 4300G* and complete all of the procedures in it before you use this guide.

This introduction contains the following sections:

- [Environmental Tolerances and Safety Guidelines, page 1-2](#)
- [Understanding DMP Modes of Operation, page 1-5](#)
- [Limited Support for MPEG-4, page 1-5](#)
- [Supported Filetypes in the Embedded Browser, page 1-5](#)
- [Understanding the Difference Between ‘Apply’ and ‘Save’, page 1-6](#)
- [Preconfiguring Your DMP To Run Without a Local DHCP Server, page 1-6](#)
- [Basic DMS Concepts and Vocabulary, page 1-8](#)

Environmental Tolerances and Safety Guidelines



Caution

Your DMP might malfunction or be severely damaged if the temperature drops too low or climbs too high at the physical location where you deploy it, or if other environmental tolerances are exceeded.

Table 1-1 describes environmental tolerance ranges for a DMP 4300G.

Table 1-1 DMP 4300G Environmental Tolerance Ranges

Environmental Characteristics	Tolerance Ranges and Levels			
	US Customary Unit		Modern Metric Unit	
Temperature, ambient	Minimum	Maximum	Minimum	Maximum
Operating, long-term or short-term	41°F	104°F	5°C	40°C
Nonoperating or storage	-4°F	140°F	-20°C	60°C
Humidity, relative (noncondensing; ambient)	Minimum		Maximum	
Operating, nonoperating, and storage	20 percent		85 percent	
Altitude (above sea level)	US Customary Unit		Modern Metric Unit	
	Minimum	Maximum	Minimum	Maximum
Operating, nonoperating, and storage	0 feet	13,780 feet	0 meters	4,200 meters

**Warning**

The device is designed to work with TN power systems.

The power supply must be placed indoors.

Do not work on the system or connect or disconnect cables during periods of lightning activity.

Read the installation instructions before connecting the system to the power source.

This product relies on the building's installation for short-circuit (overcurrent) protection. Ensure that the protective device is rated not greater than: 120 VAC, 15A U.S. (240 VAC, 10A international)

The plug-socket combination must be accessible at all times, because it serves as the main disconnecting device.

To avoid electric shock, do not connect safety extra-low voltage (SELV) circuits to telephone-network voltage (TNV) circuits. LAN ports contain SELV circuits, and WAN ports contain TNV circuits. Some LAN and WAN ports both use RJ-45 connectors. Use caution when connecting cables.

Installation of the equipment must comply with local and national electrical codes.

This equipment is intended to be grounded. Ensure that the host is connected to an earth ground during normal use.

When installing the unit, always make the ground connection first and disconnect it last.

Ultimate disposal of this product should be handled according to all national laws and regulations.

To reduce the risk of bodily injury, electrical shock, fire, and damage to the equipment, observe the following precautions.

- [General Precautions, page 1-3](#)
- [Protecting Against Electrostatic Discharge, page 1-4](#)

General Precautions

Observe the following general precautions for using and working with your system:

- Observe and follow service markings. Do not service any Cisco product except as explained in your system documentation. Opening or removing covers that are marked with the triangular symbol with a lightning bolt may expose you to electrical shock. Components inside these compartments should be serviced only by an authorized service technician.
- If any of the following conditions occur, unplug the product from the electrical outlet and replace the part or contact your authorized service provider:
 - The power cable, extension cord, or plug is damaged.
 - An object has fallen into the product.
 - The product has been exposed to water.
 - The product has been dropped or damaged.
 - The product does not operate correctly when you follow the operating instructions.

- Keep your system components away from radiators and heat sources. Also, do not block cooling vents.
- Do not spill food or liquids on your system components, and never operate the product in a wet environment.
- Do not push any objects into the openings of your system components. Doing so can cause fire or electric shock by shorting out interior components.
- Use the product only with other Cisco-approved equipment.
- Allow the product to cool before removing covers or touching internal components.
- Use the correct external power source. Operate the product only from the type of power source indicated on the electrical ratings label. If you are not sure of the type of power source required, consult your service representative or local power company.
- Use only approved power cables. If you have not been provided with a power cable for your DMP or for any AC-powered option intended for your DMP, purchase a power cable that is approved for use in your country. The power cable must be rated for the product and for the voltage and current marked on the product's electrical ratings label. The voltage and current rating of the cable should be greater than the ratings marked on the product.
- To help prevent electric shock, plug the system components and peripheral power cables into properly grounded electrical outlets. These cables are equipped with three-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cord, use a three-wire cord with properly grounded plugs.
- Observe extension cord and power strip ratings. Make sure that the total ampere rating of all products plugged into the extension cord or power strip does not exceed 80 percent of the extension cord or power strip ampere ratings limit.
- Do not use appliance or voltage converters or kits sold for appliances with your product.
- To help protect your system components from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or uninterruptible power supply (UPS).
- Position cables and power cords carefully; route cables and the power cord and plug so that they cannot be stepped on or tripped over. Be sure that nothing rests on your system components' cables or power cord.
- Do not modify power cables or plugs. Consult a licensed electrician or your power company for site modifications. Always follow your local or national wiring rules.

Protecting Against Electrostatic Discharge

Static electricity can harm delicate components inside a DMP. To prevent static damage, discharge static electricity from your body before you touch any electronic components. You can do so by touching an unpainted metal surface on the chassis.

You can also take the following steps to prevent damage from electrostatic discharge (ESD):

- When unpacking a static-sensitive component from its shipping carton, do not remove the component from the antistatic packing material until you are ready to install the component in your system. Just before unwrapping the antistatic packaging, be sure to discharge static electricity from your body.
- When transporting a sensitive component, first place it in an antistatic container or packaging.
- Handle all sensitive components in a static-safe area. If possible, use antistatic floor pads and workbench pads.

- Handle all sensitive components in a static-safe area. If possible, use antistatic floor pads and workbench pads.
- Handle the device carefully, holding it by its edges or its frame.
- Do not touch solder joints, pins, or exposed printed circuitry.
- Do not leave the device where others can handle and possibly damage the device.
- Take additional care when handling devices during cold weather, because heating reduces indoor humidity and increases static electricity.

Understanding DMP Modes of Operation

You can use any DMP device in isolation, so that it operates independently of every other DMP, or you can combine multiple DMPs in a [digital signage](#) network. If you purchased more than three DMP devices, we recommend that you deploy them as endpoints in a digital signage network that you can manage centrally.

- If you deploy any DMP in isolation, you use DMPDM to configure the DMP and control every aspect of its daily operation.
- If you deploy your DMPs in a digital signage network, you use [DMM-DSM](#) to configure the DMPs and control most aspects of their daily operation. The centralized management features in DMM-DSM support many more options than DMPDM supports and can help you to reduce your administrative overhead if you manage multiple DMPs.

Limited Support for MPEG-4

DMP support for the MPEG-4 suite of standards does not extend to every possible aspect, entity, or variant of MPEG-4. We require explicitly that:

- You use the MPEG-4 Part 2 codec.
- Audio and video in your MPEG-4 files are multiplexed in an MPEG-2 transport stream.

Supported Filetypes in the Embedded Browser

A version of the Mozilla browser is preinstalled on each DMP 4300G device. The DMP browser is based on Mozilla version 1.7.13 and supports JavaScript version 1.5.

The DMP browser can work with files of these types, but not with files of any other type:

- HTML
- TXT
- GIF
- JPEG
- PNG
- SWF

You cannot install browser plug-ins or any other software on your DMP, whether to support additional filetypes or for any other purpose. No Java Runtime Environment (JRE) is installed.

Understanding the Difference Between 'Apply' and 'Save'

The graphical user interface for DMPDM contains elements that help you to activate any change that you make, and it is important that you understand the difference between activating a change temporarily or doing so permanently.

- To confirm that you are satisfied with changes that you made to the values for a condition or setting, click **Apply**. After you click Apply, the changes take effect. However, the changes are temporary and the previously defined values for the pertinent condition or setting will return as soon as the next time that your DMP restarts.
- To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration**. When the Save Configuration page appears, you must click **Save**.

Understanding Content Substitution (Failover)

If an HTTP status code of 404 or 500 prevents your DMP from obtaining the content that you scheduled it to show, your DMP has two stages for failover. In stage-one failover, your DMP shows Zoning Application content files that you uploaded to the SD memory card, assuming that the cumulative filesize is no greater than 900 MB. See the “Working with Screen Zones” topic in Chapter 3 of *User Guide for Cisco Digital Media Manager 4.0* on Cisco.com.

If your DMP is not able to play the Zoning Application content files that you saved to the SD card, or if no such content files are on the SD card, your DMP enters stage-two failover and starts to play content that is stored in ROM. The content in ROM is video that shows a butterfly, and your DMP plays the video repeatedly in a loop that persists until one of the following occurs:

- Your DMP obtains the content that it is scheduled to play.
- You use the “Stop All Applications” feature in DMM-DSM. See the “Using Other DMM-DSM Applications” topic in Chapter 3 of *User Guide for Cisco Digital Media Manager 4.0*.
- You restart or shut down your DMP.

The video clip in ROM has no other purpose than stage-two failover. You cannot change the stage-two failover content and you cannot delete it.

Preconfiguring Your DMP To Run Without a Local DHCP Server

The factory default for every DMP is to obtain and use a dynamic IP address from a DHCP server at the deployment site. However, your DMP must have an assigned IP address even if you will use it at a site where there is no local DHCP server. In that case, you must preconfigure your DMP to use a static IP address before you can deploy it.

Step 1 Use a composite video cable (yellow, red, white) to connect your DMP to a display.

Step 2 Turn on the display, then do one of the following:

- Use a standard, category 5 (10/100) Ethernet cable to connect your DMP to a network segment that includes a DHCP server.
- Use an Ethernet crossover cable to connect your DMP directly to a DHCP server (and, if the DHCP server process is not running, start it now).

Step 3 Connect the Cisco-provided power supply to your DMP.

You should see two lights through the front panel on your DMP chassis. The solid green light indicates that a power source is available. The solid red light indicates that your DMP is trying to obtain a DHCP address from the DHCP server. After your DMP obtains an IP address, the red light stops shining.

Step 4 Make a note of the IP address that you see on the DMP display.

Step 5 Point your browser to the IP address.

**Caution**

We recommend that you change the default username and password as soon as possible. If you do not change them, an unauthorized user can log in to your DMP and reconfigure it without your knowledge. In no event shall Cisco or its suppliers be liable for any indirect, special, consequential, or incidental damages arising out of your use of a weak password.

Step 6 When prompted to log in, use **admin** as your username and **default** as your password. Digital Media Player Device Manager (DMPDM) loads in your browser.

**Caution**

You must be careful to enter nothing except one dot between any two octets in the static, IPv4 *dot decimal* (sometimes called *dotted quad*) IP address. If you mistakenly enter anything other than one dot between any two octets, then apply and save what you mistakenly entered, your DMP might become unreachable.

Step 7 To configure your DMP with the settings that it should use when it runs at the deployment site, do the following:

- a. From the DHCP list, select Disabled.
- b. In the IP Address field, enter the static IP address to use at the deployment site.

**Tip**

If your DMP uses a private IP address by way of NAT, enter its corresponding 1-to-1 public address, which is configured on the local router.

- c. In the Subnet Mask field, enter the netmask to use at the deployment site.
- d. In the Default Gateway field, enter the gateway to use at the deployment site.
- e. In the DNS Server IP Address field, enter the IP address of the DNS server to use at the deployment site.

Step 8 Click **Apply**.

Step 9 To save the configuration changes and use them at the deployment site, do the following:

- a. In the Administration list, click **Save Configuration**.
- b. When the Save Configuration page appears, click **Save**.

Step 10 Ship or deliver the DMP to its deployment site, then attach it to its display, its local network segment, and its power source.

Basic DMS Concepts and Vocabulary

DMS helps organizations of any size to create, manage and deliver video content (whether live or on-demand) and digital signage content over an IP network to any general or targeted audience. With DMS, you can:

- Communicate with targeted customers, investors, press, and analysts.
- Deliver live and on-demand events to audiences in any location.
- Deliver critical information and training to employees, suppliers, and partners.
- Deliver educational content to students.

Table 1-1 lists and defines some of the most commonly used DMS terms, abbreviations, and initialisms.

Table 1-2 *Concepts and Vocabulary*

Term	Definition
AAI	<i>Appliance Administration Interface</i> . Text user interface and command shell on every DMS appliance . System administrators use AAI when they set up, configure, or maintain a DMS appliance. (Text user interfaces use ANSI-style escape sequences to control the presentation of text and other shapes on a screen; they differ from command-line interfaces and graphical user interfaces.)
ACNS	<i>Cisco Application and Content Networking System</i> . ACNS software runs on the WAE platform for content distribution and interoperates with DMM to greatly reduce redundant digital media traffic over satellite and terrestrial networks. The streaming media features of ACNS deliver high-quality and long-playing digital videos live and simultaneously to thousands of users and DMPs , or on demand at a later time.
appliance	In the DMS family of products, an appliance is an MCS on which either DMM or Video Portal software is preinstalled. To administer the appliance chassis and configure its low-level behaviors, you use AAI .
application	In DMM-DSM , an application is a named tool that you can use to perform an administrative task, such as sending a particular command (or a particular sequence of commands) to one DMP or to all the DMPs in a DMP group.
bpp	<i>bits per pixel</i> , also known as color depth. Indicates both the number of bits that are required to represent the color of one pixel on a display and the total number of distinct colors that the display is configured to represent. When you use DMPDM , every pixel on the DMP display is 32 bpp and the display can represent a total of 16.7 million distinct colors.
codec	<i>encoder-decoder</i> . Any specific, named method to encode, decode, or transcode digital video files or digital audio files. The quality of an encoded file is determined in part by whether its codec is <i>lossy</i> or <i>lossless</i> , meaning whether it deletes potentially important data to reduce filesize.
container	The <i>container</i> for a video content offering is the “wrapper” that combines metadata, synchronization data, and video data to which a codec has been applied.
digital signage	<i>Digital signage</i> consists of any combination of messages or other kinds of information that people can see or hear, and that a DMP delivers to people. The content might pertain to commerce, popular entertainment, staff training, emergency awareness, combinations of these things, or nearly anything. The people who manage a DMP (or who manage multiple DMPs in a digital signage network) decide what to show or say, and when, and to whom.

Table 1-2 Concepts and Vocabulary

Term	Definition
DMM	<p><i>Cisco Digital Media Manager</i> is the collective name to describe the Web-based graphical user interfaces that are preinstalled on DMM appliances:</p> <ul style="list-style-type: none"> • DMM-Admin—<i>Digital Media Manager – Administration Module</i>. Any DMS operator can use DMM-Admin to install or upgrade the software licenses to activate DMM-DSM or DMM-VPM. • DMM-DSM—<i>Digital Media Manager – Digital Signage Module</i>. Digital signage content managers use DMM-DSM to centrally manage a network of DMP devices, organize and bind together the elements for signage, and deliver content to any number of DMP displays. • DMM-VPM—<i>Digital Media Manager – Desktop Video Module</i>. Video content authors use DMM-VPM to add, organize, manage, publish, and archive content on Video Portal appliances or other end devices; assign metadata and keywords; schedule immediate and future deployments to Video Portal appliances or other end devices; preview content; manage approval workflow and configure interoperation with ACNS; create and manage playlists, tickers, messages, and interstitials; and customize the Video Portal “look and feel.”
DMP	<i>Cisco Digital Media Player 4300G</i> . Compact “set-top box” device hardware that delivers digital signage content to the one DMP display that is directly attached. DMPDM is preinstalled on every DMP.
DMP display	Any television screen or other kind of monitor that is attached directly to a DMP and that shows digital signage content to an audience.
DMP group	In DMM-DSM, a DMP group is an organizational and administrative convenience that helps you to manage any number of DMP devices as quickly and easily as you would manage one DMP. No physical, logical, or topological relationship among the DMPs in a group is assumed unless you organize your DMPs consistently. By registering your DMPs in DMM-DSM and organizing them into groups (by location, display type, or on any other basis), you can act quickly to activate new settings for, or deliver updated content to, multiple devices simultaneously.
DMPDM	<i>Digital Media Player Device Manager</i> . Web-based graphical user interface, served from a DMP, that you use to configure the DMP device during its initial setup or to manage the DMP device in isolation, as an alternative to using the centralized management features in DMM-DSM.
DMS	<i>Cisco Digital Media System</i> is the name of the product family that consists of DMM appliances, Video Portal appliances, DMPs, and all of their associated software components.
encoder	<i>Cisco Digital Media Encoder 1000 or 2000</i> .
MCS	<i>Cisco Media Convergence Server 7825-H2 or 7835-H1</i> chassis on which DMS software is preinstalled.
metadata	<i>Metadata</i> is a formalized, hierarchical, and logical grammar to describe particular attributes of information, such as its context or purpose. In DMS, you can enter metadata attributes for the video and digital signage content offerings that you create. For example, you might use metadata to track when and where you recorded a particular video stream, who speaks in the video, and to what topics it pertains. When you use metadata, your information becomes searchable and retrievable in new ways.
planes	When you use DMPDM, the attached DMP display represents video content and HTML content on two separate, virtual planes, each of which has a potential on-screen size of up to 4096 x 4096 pixels. The video content plane is always opaque and behind the HTML content plane, for which you can change amount of transparency. The two planes can overlap and you will see the video content plane through the HTML content pane if both of the following are true: <ul style="list-style-type: none"> • You show video content and HTML content simultaneously. • The HTML content plane touches any of the same x-axis and y-axis coordinates that the video content plane touches.

Table 1-2 Concepts and Vocabulary

Term	Definition
playlist	<p>In DMM-DSM, a playlist is an ordered sequence of files that you deliver to all the DMPs in a DMP group or that you show throughout your digital signage network. The workflow that you follow varies according to your requirements.</p> <ol style="list-style-type: none"> 1. To create a playlist: <ol style="list-style-type: none"> a. Under the Content Manager tab, add files as content items, then associate them with content categories in your media library. b. Under the Applications tab, use the Playlists feature to select which content items to include, how long each item should play, and the sequence for playback. 2. To deploy a playlist, click the Publisher tab and choose whether you prefer an immediate or a scheduled deployment. Based on your preference, do one of the following: <ul style="list-style-type: none"> • Click Immediate, select a DMP group, select particular DMPs in that group, select the playlist to deploy, then click Go. • Click Scheduler, select the playlist to deploy, select a DMP group, specify the interval between repeated showings, select the date and time to start and stop the playback, click Save, then click Publish.
program	In DMM-VPM , a <i>program</i> is a virtual container for one or more videos . For example, a program that you name “Sales Commissions” might contain videos that you name “Know Your Customers” and “Know Your Products.”
screen zone	<i>See zone.</i>
video	<ul style="list-style-type: none"> • In DMM-VPM, a <i>video</i> is a virtual container for one or more video parts and is one component in a program. For example, a video might contain parts One, Two, and Three, and be contained in a program that you named “Annual Shareholders Meeting.” • In a generic sense, a <i>video</i> is any DMS content offering that includes video content, audio content, or both.
video part	In DMM-VPM , a <i>video part</i> is one component file in a video .
Video Portal	<p><i>Cisco Video Portal</i>—Web-based graphical user interface that audiences use to browse, search, and view video content, whether live or on-demand. Video Portal fits easily into your existing IT infrastructure and supports established video formats including Windows Media, Real Player, and Flash. Video Portal features include:</p> <ul style="list-style-type: none"> • Program guide and keyword search—Find content by category, title, or keyword. • Customizable playlists—Create or make selections from dynamic list of videos programmed by content publishers or bookmarked by individual users. • Supplemental content—View supplemental information with each video, such as tickers, further reading, related videos, Web sites, and downloadable materials. • Advanced player controls and full screen—Optimize the viewing experience with enhanced control of video playback. • Simultaneous playback and thumbnail preview—Preview other videos during main video playback.
Video Portal Reports	<i>Cisco Video Portal Reports</i> —Web-based graphical user interface that video content developers use to capture, view, and export Video Portal activity reports.

Table 1-2 **Concepts and Vocabulary**

Term	Definition
Video Portal template	<p>A Video Portal template uses a particular codec (such as <i>Sorenson</i>) to encode a video stream, then saves the output in a particular kind of container file (such as a Real Player file). There are four Video Portal templates:</p> <ul style="list-style-type: none"> • Flash Only—Uses the Sorenson codec to encode video for audiences who have the Flash browser plugin. • Flash/Windows Media—Uses the Windows Media codec to encode video content for audiences who have browser plugins for <i>both</i> Flash and Windows Media. • Flash/Real—Uses the Real Player codec to encode video for audiences who have browser plugins for <i>both</i> Flash and Real Player. • Flash/QuickTime—Uses the MPEG4 codec to encode video for audiences who have browser plugins for both Flash and QuickTime.
WAE	<i>Cisco Wide Area Application Engine</i> . The hardware platform from which ACNS software provides application and content services.
zone	A zone in digital signage is a rectangular area on a DMP display where you show any kind of content. For example, a ticker, a banner, an advertisement, and a video might simultaneously occupy four zones on one DMP display. You configure zones in DMM-DSM ; DMPDM does not have any features for zone management.
zone template	A zone template is a “skin” that your organization creates and designs to control how different zones look on a DMP display. Cisco provides two zone templates in DMM-DSM , but you can create as many other zone templates as you want.



CHAPTER 2

Using DMPDM

Revised May 17, 2007

This chapter explains how to use DMPDM to configure and manage one DMP device in isolation and describes elements that you see in the DMPDM graphical user interface (GUI). Topics are organized in these sections:

- [Using One-Click Options for a DMP Display, page 2-1](#)
- [Configuring Settings, page 2-2](#)
- [Selecting the Content to Show, page 2-10](#)
- [Using Administrative Options, page 2-17](#)
- [Common Scenarios for Using DMPDM, page 2-20](#)
- [Viewing the DMPDM ‘About Box’, page 2-21](#)
- [Viewing the DMP Device License Number, page 2-21](#)

Using One-Click Options for a DMP Display

The following topics tell you how and why to use the Show IP, Video, and Browser buttons in the DMPDM “DMP Mode” area:

- [Viewing the Assigned DMP IP Address, page 2-1](#)
- [Viewing Video Content in Full-Screen Mode, page 2-2](#)
- [Viewing HTML Content in Full-Screen Mode, page 2-2](#)

Viewing the Assigned DMP IP Address

To see on your DMP display the specific IP address that your DMP received from the DHCP server, click [Show IP](#). If you have not yet obtained an IP address for your DMP, see *Quick Start Guide for Cisco Digital Media Player 4300G* to learn how to connect and set up your DMP.



Note

If your DHCP server changes the IP address assignment for a centrally managed DMP while the DMP is running, instead of waiting for the DMP to restart, you must restart the DMP. Otherwise, you cannot use DMM-DSM to centrally manage that DMP.

Viewing Video Content in Full-Screen Mode

To fill the screen on your DMP display with *only* the video content [plane](#), click [Video](#).

**Note**

You can show video content from any of three possible sources. See:

- [Showing or Stopping Video Content from a UDP Multicast Stream, page 2-10.](#)
- [Showing or Stopping Video Content from an HTTP URL, page 2-11.](#)
- [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-11.](#)

The HTML content plane is not shown.

Viewing HTML Content in Full-Screen Mode

To fill the screen on your DMP display with *only* the HTML content [plane](#) (and show HTML or other browser-friendly content), click [Browser](#). See [Specifying the URL to Show on the HTML Content Plane, page 2-13.](#)

The video content plane is not shown.

**Note**

To stop the full-screen presentation of browser content, click **Video**.

Configuring Settings

DMPDM options in the “Settings” area are described in these topics:

- [Adjusting Basic Network Settings, page 2-2](#)
- [Adjusting Embedded Browser Settings, page 2-4](#)
- [Adjusting DMP Display Settings, page 2-5](#)
- [Enabling or Disabling Centralized Management, page 2-7](#)
- [Adjusting the Placement and Proportions of Content on a DMP Display, page 2-8](#)
- [Enabling or Disabling Types of Access to Your DMP, page 2-9](#)

Adjusting Basic Network Settings

You can change simple network settings for your DMP.

-
- Step 1** In the Settings list, click **Basic**.
- Step 2** Enter or edit the required values, as described in [Table 2-1](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.

After you click Apply, the entries or changes take effect. However, the previously defined values will return as soon as the next time that your DMP restarts.

- Step 4 (Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- Step 5** Restart your DMP. See [Restarting Your DMP, page 2-19](#).

Table 2-1 GUI Elements on the Basic Page

Element	Description
Startup URLs	
Video	<p>The URL or local path that points to an encoded digital video file—or playlist—that your DMP should load automatically and show immediately after every restart. (The video file must be encoded in a way that your DMP supports; see Limited Support for MPEG-4, page 1-5.) The URL or pathname cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding. The value that you enter is case-sensitive.</p> <p>Supported transport protocols and URL types are as follows:</p> <ul style="list-style-type: none"> • http:<i>//<ip_address>/<path_and_filename></i> • udp:<i><ip_address_of_multicast_server>/<port_number></i> • file:<i>///tmp/ftproot/usb_1/<path_and_filename></i> (Files on the internal SD memory card) • file:<i>///tmp/ftproot/usb_2/<path_and_filename></i> (Files on a mounted USB flash drive) <p>Note To simulate an audio-only file (given that we do not support their use directly), create an MPEG-2 file that contains all of the audio data that you want to play and contains just one frame of video data.</p>
Browser	<p>The HTTP URL of any document that the embedded browser should load automatically and show immediately after each restart. For example, the URL that you enter might point to an HTML page with an embedded Flash file that animates the logo for your organization. The URL cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding.</p> <p>Tip We recommend that you do not point to any document or site that requires human interaction to be useful, interesting, or entertaining, because there is no keyboard or mouse that you can use to interact with what you show on your DMP display.</p>
Network Configuration	
MAC Address	An uneditable representation of the MAC address that is associated with the NIC in your DMP.
DHCP	<p>Indicates whether your DMP uses a static IP address or a dynamic IP address. Options in the list are as follows:</p> <ul style="list-style-type: none"> • Enabled—Your DMP uses a dynamic IP address that it obtained from a DHCP server. • Disabled—Your DMP uses a static IP address.
IP Address	<p>The IP address that is assigned to your DMP.</p> <p>Note If your DHCP server changes the IP address assignment for a centrally managed DMP while the DMP is running, instead of waiting for the DMP to restart, you must restart the DMP. Otherwise, you cannot use DMM-DSM to centrally manage that DMP.</p>
Subnet Mask	The IPv4 netmask that the DMP-local network segment uses.

Table 2-1 GUI Elements on the Basic Page (continued)

Element	Description
Default Gateway	The IP address that is assigned to whatever router provides outside network access to and from devices on the DMP-local network segment.
DNS Server IP Address	The IP address or routable DNS name that is assigned to the DNS server for the DMP-local network segment. We recommend that you enter the IP address, not the routable DNS name.
NAT IP Address	The globally routable IP address that DMM-DS should use to manage your DMP if both of the following are true: <ul style="list-style-type: none"> Your DMP participates in a digital signage network that you manage centrally in DMM-DS. Your DMP has a private IP address because its deployment site uses a one-to-one implementation of network address translation (NAT).
HTTP Proxy	
HTTP Proxy	Indicates whether your DMP uses a proxy server. Select an option from the list: <ul style="list-style-type: none"> Enabled—Your DMP sends and receives HTTP traffic through the specified proxy. Disabled—Your DMP does not use a proxy.
IP Address	The proxy server IP address or routable DNS name. DMPDM ignores any address that you enter unless you selected Enabled from the HTTP Proxy list.
Port	The logical TCP port number through which the proxy server provides HTTP proxy services. DMPDM ignores any port that you enter unless you selected Enabled from the HTTP Proxy list.

Adjusting Embedded Browser Settings

You can change how the embedded browser in your DMP operates in certain situations.

-
- Step 1** In the Settings list, click **Browser**.
- Step 2** Enter or edit the required values, as described in [Table 2-2](#), then click **Apply**.
- Step 3** Select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- Step 4** Restart your DMP. See [Restarting Your DMP, page 2-19](#).
-

Table 2-2 GUI Elements on the Browser Page

Element	Description
Browser	
Adobe Flash Acceleration	Indicates whether Flash acceleration is enabled or disabled. <ul style="list-style-type: none"> Enabled—DMP uses hardware acceleration when you show Flash content on the HTML content plane. Flash content is more likely to run at full speed, but might be mispositioned on screen. Disabled—DMP <i>does not</i> use hardware acceleration when you show Flash content on the HTML content plane. Flash content is more likely to be positioned correctly on screen, but might run slowly.

Table 2-2 GUI Elements on the Browser Page (continued)

Element	Description
Adobe Flash Transparency Source	<p>Indicates which method determines the amount of transparency that DMP applies to Flash content that you show on the HTML content plane.</p> <ul style="list-style-type: none"> • Browser—Your selections while you were Adjusting the Transparency of the HTML Content Plane, page 2-12, determine the amount of transparency for Flash content. • SWF—The author of any given Flash file determines the amount of transparency for that content element. <p>Note We recommend that you do not change the factory default for this setting.</p>
Screen Rotation Angle (Clockwise)	<p>Indicates whether you have rotated the HTML content plane and shows the amount of rotation. You might choose to rotate the HTML content plane if you have rotated your DMP display.</p> <p>Note The rotation feature applies only to content that plays on the HTML content plane. To play video vertically, you must first encode it vertically.</p>
Browser Transparency (0-255)	<p>Note Although this setting might look identical to a setting described in the “Adjusting the Transparency of the HTML Content Plane” section on page 2-12, they are different. You use <i>this</i> setting to configure transparency for the browser.</p> <p>The amount of transparency that you configure for all content that your DMP shows in the embedded browser. Values can range from 0 to 255, where:</p> <ul style="list-style-type: none"> • 0—Content in the browser is completely transparent. • 255—Content in the browser is completely opaque.
Splash Screen Display Time (milliseconds)	<p>Indicates in milliseconds how long the splash screen persists on your DMP display when you start or restart your DMP.</p>
Screen Height (pixels)	<p>Indicates the HTML content pane height in pixels. You might change the browser height, for example, to show a small ticker at the same time that you show a video.</p>
Screen Width (pixels)	<p>Indicates the HTML content pane width in pixels.</p>

Adjusting DMP Display Settings

You can configure DMP to optimize content for transmission to your particular DMP display.

-
- Step 1** In the Settings list, click **Display**.
- Step 2** Enter or edit the required values, as described in [Table 2-3](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.
- After you click Apply, the entries or changes take effect. However, the previously defined values will return as soon as the next time that your DMP restarts.
- Step 4** **(Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
-

Example Settings

If you use a composite/S-Video cable to connect your DMP to an ordinary television:

- Display Standard—NTSC_M
- Display Output Interface—Composite/S-Video
- Color Space—None
- Color Component Order—RGB

If you use an HDMI cable to connect your DMP to a 1920 x1200 LCD television:

- Display Standard—VESA_1920x1200x60RB
- Display Output Interface—HDMI
- Color Space—RGB_16_235
- Color Component Order—RGB

If you use a component cable to connect your DMP to a 1080i LCD television:

- Display Standard—1080i60
- Display Output Interface—Component
- Color Space—YUV_709
- Color Component Order—RGB

Table 2-3 GUI Elements on the Display Page

Element	Description
Display	
Display Standard	The name of the standard that your DMP display uses. Generally, this attribute names the manufacturer and the type of display (such as plasma or LCD), in combination with other information. To learn which option is the correct one for you to select, see the manual that came with your DMP display.
Display Output Interface	The type of video cable that connects your DMP to your DMP display. The options are: <ul style="list-style-type: none"> • Composite/S-Video • HDMI • Component <p>Note You must use a composite/RCA cable for the left and right audio channels, even if you choose to use a different cable type—such as HDMI—for the video signal. There are no audible sounds if you use any other cable type than composite/RCA for audio.</p>
Color Space	The absolute color space that your DMP display uses. To learn which option is the correct one for you to select, see the manual that came with your DMP display. The options are: <ul style="list-style-type: none"> • None • RGB_16_235 • RGB_0_255 • YUV_601 • YUV_709

Table 2-3 GUI Elements on the Display Page (continued)

Element	Description
Color Component Order	<p>The order in which to store red, green, and blue data if you selected RGB as the color space. The color component order is sometimes also known as a left-to-right additive color model. Most modern displays use RGB. To learn which option is the correct one for you to select, see the manual that came with your DMP display. The options are:</p> <ul style="list-style-type: none"> • RGB • RBG • GRB • GBR • BRG • BGR
Brightness	The setting that compensates for any deficiencies in the on-screen brightness of your DMP display. Brightness compensation values can range from -128 to 127.
Contrast	The setting that compensates for any deficiencies in the on-screen contrast of your DMP display. Contrast compensation values can range from 0 to 255.
Saturation	The setting that compensates for any deficiencies in the on-screen color saturation of your DMP display. Saturation compensation values can range from 0 to 255.
Left Audio Channel Volume	<p>The setting to control how loudly or softly your DMP delivers (to its attached DMP display) the sound from the relevant audio channel. Volume can range from 0 to 100, where 0 is silent. This is separate from the volume setting for the DMP display, which you might adjust with a remote control.</p> <ul style="list-style-type: none"> • If you set the volume to 0 <i>on your DMP</i>, you cannot compensate for the silence by adjusting the volume setting on your DMP display. Instead, you must set an audible volume on the DMP. • If you set the volume to 0 <i>on your DMP display</i>, you cannot compensate for the silence by adjusting the volume setting on your DMP. Instead, you must set an audible volume on the DMP display.
Right Channel Audio Volume	

Enabling or Disabling Centralized Management

You can enable a remote DMM appliance to manage your DMP as part of a digital signage network.

-
- Step 1** In the Settings list, click **DMM**.
- Step 2** Enter or edit the required values, as described in [Table 2-4](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.
- After you click Apply, the entries or changes take effect. However, the previously defined values will return as soon as the next time that your DMP restarts.
- Step 4** **(Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
-

Table 2-4 GUI Elements on the DMM Page

Element	Description
DMM	
Timeout (seconds)	The maximum number of seconds that your DMP will wait for a response from the DMM appliance that you identify in the DMM Host text box.
DMM Host	The IP address or routable DNS name of the one DMM appliance that your DMP trusts.

Adjusting the Placement and Proportions of Content on a DMP Display

You can adjust the proportions, horizontal position, and vertical position of content that you show on a DMP display.

-
- Step 1** In the Settings list, click **Advanced Video**.
- Step 2** Enter or edit the required values, as described in [Table 2-5](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.

After you click Apply, the entries or changes take effect. However, the previously defined values will return as soon as the next time that your DMP restarts.

- Step 4 (Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
-

Table 2-5 GUI Elements on the Advanced Video Page

Element	Description
Advanced Video	
X of Destination Window (Relative Coordinates)	The absolute center point of your DMP display, as measured from left to right (on the <i>x</i> -axis), in pixels. <ul style="list-style-type: none"> Reduce the value to move displayed content closer to the left edge. Increase the value to move displayed content closer to the right edge.
Y of Destination Window (Relative Coordinates)	The absolute center point of your DMP display, as measured from top to bottom (on the <i>y</i> -axis), in pixels. <ul style="list-style-type: none"> Reduce the value to move displayed content closer to the top edge. Increase the value to move content closer to the bottom edge.
Width of Destination Window (Relative Coordinates)	The total width in pixels of your DMP display. The maximum value is 4096 pixels. <ul style="list-style-type: none"> Reduce the value to reduce the width of displayed content. Increase the value to increase the width of displayed content.
Height of Destination Window (Relative Coordinates)	The total height in pixels of your DMP display. The maximum value is 4096 pixels. <ul style="list-style-type: none"> Reduce the value to reduce the height of displayed content. Increase the value to increase the height of displayed content.

Enabling or Disabling Types of Access to Your DMP

You can enable or disable various kinds of administrative access to your DMP.

-
- Step 1** In the Settings list, click **Services**.
- Step 2** Enter or edit the required values, as described in [Table 2-6](#), then click **Apply**.
- Step 3** Select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- Step 4** Restart your DMP. See [Restarting Your DMP, page 2-19](#).
-



Note

If you use the FTP service to save a file to `/tmp/ftproot/`, the file will be deleted automatically the next time your DMP restarts. If you want the file to persist, upload it to `/tmp/ftproot/usb_1/`, instead.

Table 2-6 GUI Elements on the Services Page

Element	Description
Services	
DMP Shell	<p>Indicates whether you enabled or disabled DMP login access for Cisco technical support staff.</p> <ul style="list-style-type: none"> Enabled—Your DMP allows Cisco technical support staff to log in. Disabled—Your DMP <i>does not</i> allow Cisco technical support staff to log in. <p>Note We do not support the use of this feature by anyone except a Cisco employee.</p>
MIB Event Notification	<p>Indicates whether you enabled or disabled the feature to send event notification messages to one, trusted DMM appliance that you can choose.</p> <ul style="list-style-type: none"> Enabled—Your DMP sends notification messages. Disabled—Your DMP <i>does not</i> send notification messages. <p>For more information about centralized management, see Enabling or Disabling Centralized Management, page 2-7.</p>
FTP Server	<p>Indicates whether you enabled or disabled the feature to run an FTP server from your DMP. You might enable the FTP service temporarily, for example, when you want to create a local copy on your DMP of a content file that you stored at a remote site.</p> <p>Note We recommend that you disable the FTP service when you do not plan to use it.</p>

Selecting the Content to Show


Note

If you enter URLs for both video content and browser content, the actual result depends on a combination of these factors:

- Whether you click **Video** or **Browser** (to show only that one kind of content). See [Using One-Click Options for a DMP Display, page 2-1](#).
- What height and width values you enter for the embedded browser. See [Adjusting Embedded Browser Settings, page 2-4](#).
- What amount of transparency you assign to the HTML plane. See [Adjusting the Transparency of the HTML Content Plane, page 2-12](#)

URLs cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding.

Topics in this section explain how you can select the video or web-based content to show on your DMP display and how you can show both kinds of content simultaneously.

- [Showing or Stopping Video Content from a UDP Multicast Stream, page 2-10](#)
- [Showing or Stopping Video Content from an HTTP URL, page 2-11](#)
- [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-11](#)
- [Adjusting the Transparency of the HTML Content Plane, page 2-12](#)
- [Specifying the URL to Show on the HTML Content Plane, page 2-13](#)
- [Supported Fonts, page 2-14](#)

Showing or Stopping Video Content from a UDP Multicast Stream

To show on your DMP display the video content from a UDP multicast stream, or to stop showing that video content, do the following:

-
- Step 1** In the Display Actions list, click **Video Multicast**.
- Step 2** Enter or edit the required values, as described in [Table 2-7](#).
- Step 3** Do one of the following:
- To start showing the video content immediately, click **Start**.
 - To stop showing the video content immediately, click **Stop**.
-

Table 2-7 GUI Elements on the Video Multicast Page

Element	Description
Video Multicast	
Multicast Address	The IP address or routable DNS name of the server that transmits the UDP multicast stream.
Multicast Port	The logical port on your DMP that receives the stream.

Showing or Stopping Video Content from an HTTP URL

To show on your DMP display the video content from an HTTP URL, or to stop showing that video content, do the following:

-
- Step 1** In the Display Actions list, click **Video URL**.
- Step 2** Enter or edit the required values, as described in [Table 2-8](#).
- Step 3** Do one of the following:
- To start showing the video content immediately, click **Start**.
 - To stop showing the video content immediately, click **Stop**.

There might be a delay of as long as 3 seconds.

Table 2-8 GUI Elements on the Video URL Page

Element	Description
Video URL	
URL	The HTTP URL. You can enter either an IP address or a routable DNS name for the server and must also enter the full pathname that points exactly to the video file on that server. The URL cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding. If the HTTP service runs on a nonstandard logical port, use the typical method (:80, for example) to include a port number in the URL.

Showing or Stopping Video Content from a File Stored on Your DMP

To show on your DMP display the video content from a file that you stored locally on your DMP—whether it is stored on the internal SD card or on an external USB flash drive or USB hard drive that you mounted—or to stop showing that video content, do the following:

-
- Step 1** In the Display Actions list, click **Local Storage Playback**.
- Step 2** Enter or edit the required values, as described in [Table 2-9](#).
- Step 3** Do one of the following:
- To start showing the video content immediately, click **Start**.
 - To stop showing the video content immediately, click **Stop**.
- Step 4** (**Optional**) To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
-

Table 2-9 GUI Elements on the Local Storage Playback Page

Element	Description
Local Storage Playback	
Local Storage Path	<p>The local path to the video file:</p> <ul style="list-style-type: none"> For a file that is stored on the Secure Digital (SD) flash memory card inside your DMP, the pathname starts with: <code>/tmp/ftp/root/usb_1/</code>. For a file that is stored on an external USB flash drive that you attached to your DMP, the pathname starts with: <code>/tmp/ftp/root/usb_2/</code>. <p>Note Cisco has completed tests with 2 GB USB flash drives for this purpose and they work as described. However, we have not tested any flash drives that have a storage capacity any greater than 2 GB. In addition, we have not tested any other USB storage medium. We recommend that you do not use any USB flash drive that has a storage capacity any greater than 2 GB and we recommend that you do not use any other USB storage medium.</p>

Adjusting the Transparency of the HTML Content Plane

You can make the HTML content plane more or less transparent in relation to the always-opaque video content plane under it.

Step 1 In the Display Actions list, click **Transparency**.

Step 2 Enter or edit the required values, as described in [Table 2-10](#).

Step 3 To confirm that you are satisfied with the entry or change that you made and to record it in volatile memory, click **Apply**.

After you click Apply, the entry or change takes effect. However, the previously defined value will return as soon as the next time that your DMP restarts.

Step 4 (Optional) To put all values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.

Table 2-10 GUI Elements on the Transparency Page

Element	Description
Transparency	
Browser Transparency (0-255)	<p>Note Although this setting might look identical to a setting described in the “Adjusting Embedded Browser Settings” section on page 2-4, they are different. You use <i>this</i> setting to configure transparency for the HTML content plane.</p> <p>The amount of transparency that you configure for all content that your DMP shows on the HTML plane. The HTML plane and the video plane can overlap and you will see the video content plane <i>through</i> the HTML content pane if both of the following are true:</p> <ul style="list-style-type: none"> You show video content and HTML content simultaneously. The HTML content plane touches any of the same x-axis and y-axis coordinates that the video content plane touches. <p>Values can range from 0 to 255, where:</p> <ul style="list-style-type: none"> 0—The HTML content plane is completely hidden and only the video content plane is visible. 128—The HTML plane overlays the video plane and content is equally visible on both planes. 255—The video content plane is completely hidden and only the HTML content plane is visible. <p>Note If the HTML content plane contains a graphic that is already partially transparent in its own right (so that, for example, its rounded edges look smooth against the background color), that kind of transparency pertains only to interaction between that graphic and other objects on the same plane. If you then change the Browser Transparency value to 255, for example, that does not mean you will be able to see the video plane through the partially transparent graphic on the HTML content plane; in that case, the video plane is still completely hidden, as expected.</p>

Specifying the URL to Show on the HTML Content Plane

You can load a web page or other content on the HTML content plane.

-
- Step 1** In the Display Actions list, click **URL to be Displayed**.
- Step 2** Enter or edit the HTTP URL, as described in [Table 2-11](#), then click **Go**.
- Step 3** (**Optional**) To stop showing the specified content, do one of the following:
- Click .
 - Enter an HTTP URL that points to different content, then click **Go**.
-

The HTTP URL that you enter persists until you use this procedure again to enter a different URL or until the next time that you restart your DMP. You cannot save the URL entry so that it persists after a restart.

Table 2-11 GUI Elements on the URL to be Displayed Page

Element	Description
URL To Be Displayed	
URL	The HTTP URL that loads a web page (or other content) on the HTML content plane. The URL cannot contain any more than 254 characters, cannot contain any spaces, and must use ISO/IEC-8859 (Latin-1) character encoding.

Supported Fonts

The browser that is preinstalled on DMPs supports some bitmap fonts and some TrueType fonts. The browser will substitute an installed font for any unsupported font.



Note

Other typographic representations that you might show on a DMP display, such as the opening titles for a theatrical film, do not require that any font be installed. Similarly, when a font is embedded within a Flash file that you show, the Flash file will load correctly even if the corresponding font is not installed on your DMP.

- [Supported X11 Bitmap Fonts, page 2-15](#)
- [Supported TrueType Fonts, page 2-16](#)

Supported X11 Bitmap Fonts

These X11 bitmap fonts are preinstalled as part of this release:

Foundry	Family Name	Weight Name	Slant	Setwidth Name	Add Style Name	Pixel Size	Point Size	Resolution X	Resolution Y	Spacing	Average Width	Charset Registry	Charset Encoding
adobe-	helvetica-	bold-	r-	normal-	-	0-	0-	75-	75-	p-	0-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	12-	120-	75-	75-	p-	70-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	14-	140-	75-	75-	p-	82-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	18-	180-	75-	75-	p-	103-	iso8859-	1
adobe-	helvetica-	bold-	r-	normal-	-	24-	240-	75-	75-	p-	138-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	0-	0-	75-	75-	p-	0-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	12-	120-	75-	75-	p-	79-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	14-	140-	75-	75-	p-	92-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	18-	180-	75-	75-	p-	120-	iso8859-	1
b&h-	lucida-	bold-	l-	normal-	sans-	24-	240-	75-	75-	p-	152-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	7-	50-	100-	100-	c-	50-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	7-	70-	75-	75-	c-	50-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	8-	60-	100-	100-	c-	50-	iso8859-	1
misc-	fixed-	medium-	r-	normal-	-	8-	80-	75-	75-	c-	50-	iso646.1991-	irv
misc-	fixed-	medium-	r-	normal-	-	8-	80-	75-	75-	c-	50-	iso8859-	1

- 5x7
- 5x8
- 6x13
- cursor
- fixed

Supported TrueType Fonts

These TrueType fonts are preinstalled as part of this release:

Name	Filename	Typographic Sample
Vera Sans	Vera.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&
Vera Sans Bold	VeraBd.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890
Vera Sans Bold Oblique	VeraBI.ttf	<i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890</i>
Vera Sans Oblique	VeraIt.ttf	<i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&</i>
Vera Sans Mono	VeraMono.ttf	ABCDEFGHIJKLMN OPQRSTUVWXYZabcdefghijklmnopq rstuvwxyz1234567890!@#\$%^&* ()
Vera Sans Mono Bold	VeraMoBd.ttf	ABCDEFGHIJKLMN OPQRSTUVWXYZabcdefghijklmnopq rstuvwxyz1234567890!@#\$%^&* ()
Vera Sans Mono Bold Oblique	VeraMoBI.ttf	<i>ABCDEFGHIJKLMN OPQRSTUVWXYZabcdefghijklmnopq rstuvwxyz1234567890!@#\$%^&* ()</i>
Vera Sans Mono Oblique	VeraMoIt.ttf	<i>ABCDEFGHIJKLMN OPQRSTUVWXYZabcdefghijklmnopq rstuvwxyz1234567890!@#\$%^&* ()</i>
Vera Serif	VeraSe.ttf	ABCDEFGHIJKLMN OPQRSTUVWXYZabcd efghijklmnopqrstuvwxyz1234567890!@#\$
Vera Serif Bold	VeraSeBd.ttf	ABCDEFGHIJKLMN OPQRSTUVWXYZabcd efghijklmnopqrstuvwxyz1234567890

Using Administrative Options

Topics in this section explain administrative tasks in DMPDM:

- [Editing the DMPDM User Account, page 2-17](#)
- [Editing the FTP User Account, page 2-17](#)
- [Saving Settings That You Configured, page 2-18](#)
- [Restoring Factory Default Settings, page 2-18](#)
- [Restarting Your DMP, page 2-19](#)
- [Upgrading the DMP Firmware, page 2-19](#)

Editing the DMPDM User Account

You can change the username, the password, or both, that you use when you log in to DMPDM.

-
- Step 1** In the Administration list, click **DMP Web Account**.
- Step 2** Enter or edit the required values, as described in [Table 2-12](#).
- Step 3** To confirm that you are satisfied with the entries or changes that you made and to record them in volatile memory, click **Apply**.
- After you click Apply, the entries or changes take effect. However, the previously defined values will return as soon as the next time that your DMP restarts.
- Step 4** **(Optional)** To put all changed values into effect permanently, so that they persist even after your DMP restarts, select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
-

Table 2-12 GUI Elements on the DMP Web Account Page

Element	Description
DMP Web Account	
User Name	The login name for DMPDM.
Password	The password that is associated with the DMPDM username. You must enter the password two times on the DMP Web Account page to confirm that you typed it correctly.
Repeat Password	

Editing the FTP User Account

If you configured your DMP to run the FTP service, you can create a user account with FTP login privileges. For information about enabling the FTP service, see [Enabling or Disabling Types of Access to Your DMP, page 2-9](#).

-
- Step 1** In the Administration list, click **FTP Server Account**.
- Step 2** Enter or edit the required values, as described in [Table 2-13](#), then click **Apply**.

- Step 3** Select **Administration > Save Configuration** and, when the Save Configuration page appears, click **Save**.
- Step 4** Restart your DMP. See [Restarting Your DMP, page 2-19](#).

Table 2-13 GUI Elements on the FTP Server Account Page

Element	Description
FTP Server Account	
User Name	The login name for the FTP user account.
Password	The password that is associated with the FTP account username. You must enter the password two times on the FTP Server Account page to confirm that you typed it correctly.
Repeat Password	

Saving Settings That You Configured

You can save every change that you made to the values for every option in DMPDM since the last time that you clicked Save or the last time that you restarted the DMP.

- Step 1** In the Administration list, click **Save Configuration**.
- Step 2** When the Save Configuration page appears, click **Save**.
- The saved configuration persists even after your DMP restarts.



Note

Changes to some DMP configuration settings do not take effect until after the DMP restarts. Check the instructions for a procedure to see if you must restart your DMP after you change a setting.

Restoring Factory Default Settings

You can restore factory settings to your DMP.



Caution

When you restore the factory settings to your DMP, you delete every setting that you have configured. If you delete your settings accidentally, you must reenter every value manually.

- Step 1** In the Administration list, click **Default Settings**.
- Step 2** When the Restore Default Settings page appears, click **Restore**.
- Your DMP restarts automatically and its factory settings are restored.
- Step 3** **(Optional)** If you will deploy your DMP at a site where there is no local DHCP server, complete the [“Preconfiguring Your DMP To Run Without a Local DHCP Server” procedure on page 1-6](#).

- Step 4** Log in with the factory default username **admin** and the factory default password **default**.
- Step 5** Reconfigure your DMP. See *Quick Start Guide for Cisco Digital Media Player 4300G*.

Restarting Your DMP

You can restart your DMP.

- Step 1** In the Administration list, click **Reboot DMP**.
- Step 2** When the Reboot DMP page appears, click **Reboot**.

Upgrading the DMP Firmware

You can install an update to the firmware for your DMP.

- Step 1** In the Administration list, click **Upgrade Firmware**.
- Step 2** When the Upgrade Firmware page appears, click **Browse**, navigate to the binary file that contains the firmware update, then select that binary file.
- Step 3** Click **Start Upgrade**.



Note Until messages in DMPDM tell you that your DMP has loaded the firmware image and started to burn it, do not click any link or button to move away from this page. If you move to any other page before your DMP tells you that it has started to burn the upgraded firmware image, the upgrade does not occur.

Table 2-14 GUI Elements on the Upgrade Firmware Page

Field	Description
Upgrade Firmware	
Image File	The full pathname to the binary file. If you do not know the full pathname, click Browse .
Upgrade Status	
{ Current Last } Upgrade Status	Indicates whether a firmware upgrade is in progress or shows information about the most recent upgrade. <ul style="list-style-type: none"> FW upgrade not active—There is no upgrade in progress. Upgrade succeeded—The upgrade finished and there were no errors.
Progress	Indicates what percentage of the update is complete, or shows that no update is in progress.
Last Upgrade Status	Tells you when you most recently updated the firmware for your DMP.

Common Scenarios for Using DMPDM

This section describes common scenarios for using DMPDM:

- [Showing Content Files That Are Stored on the SD Card, page 2-20](#)
- [Showing Content Files That Are Stored on a USB Flash Drive, page 2-20](#)

Showing Content Files That Are Stored on the SD Card

You can upload supported media files to the SD card in your DMP, then show them on the attached DMP display.

-
- Step 1** Enable FTP access. See [Enabling or Disabling Types of Access to Your DMP, page 2-9](#).
- Step 2** Configure login credentials for the FTP user account, then use an FTP client to log in to your DMP. See [Editing the FTP User Account, page 2-17](#).
- Step 3** Upload the media files to a subdirectory on your DMP:
- If your DMP should delete the files automatically the next time that it restarts, use: `/tmp/ftproot`.
 - If the files should persist until you delete them manually, use: `/tmp/ftproot/usb_1`.



-
- Note**
- The total amount of available space for local file storage on the SD memory card is 1 GB.
 - If you will use [DMM-DSM](#) to show a file in a [zone](#), the filesize limit is 1.9 GB.
 - For purposes of [stage-one failover](#), the combined size of all files cannot exceed 900 MB.
-

- Step 4** Show the media files on the attached DMP display. See [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-11](#).
-

Showing Content Files That Are Stored on a USB Flash Drive

You can save supported media files to a USB flash drive, attach that drive to your DMP, then show the files on the attached DMP display.



-
- Note**
- Cisco has completed tests with 2 GB USB flash drives for this purpose and they work as described. However, we have not tested any flash drives that have a storage capacity any greater than 2 GB. In addition, we have not tested any other USB storage medium. We recommend that you do not use any USB flash drive that has a storage capacity any greater than 2 GB and we recommend that you do not use any other USB storage medium.
-

- Step 1** Move copies of the relevant media files from their source device to the root level of the USB flash drive that you will use.
- Step 2** Unmount the USB flash drive from the source device, then attach it to your DMP.

- Step 3** Show the media files on the attached DMP display. See [Showing or Stopping Video Content from a File Stored on Your DMP, page 2-11](#).
-

Viewing the DMPDM 'About Box'

To see information about your copy of DMPDM, click **About**. You cannot change the information.

Viewing the DMP Device License Number

To see the license number for your DMP, click **User Unique Device Identifier**. You cannot change the information.

