



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.

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- 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.

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- 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.

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- 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 on your DMP, 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 on your DMP display, 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.

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- 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 x-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 y-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/ftpboot/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/ftpboot/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	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&*()
Vera Sans Mono Bold	VeraMoBd.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&*()
Vera Sans Mono Bold Oblique	VeraMoBI.ttf	<i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&*()</i>
Vera Sans Mono Oblique	VeraMoIt.ttf	<i>ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$%^&*()</i>
Vera Serif	VeraSe.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890!@#\$
Vera Serif Bold	VeraSeBd.ttf	ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890

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.

