

Cloud Network Media Player - LAN & Wi-Fi (NON-ANDROID)

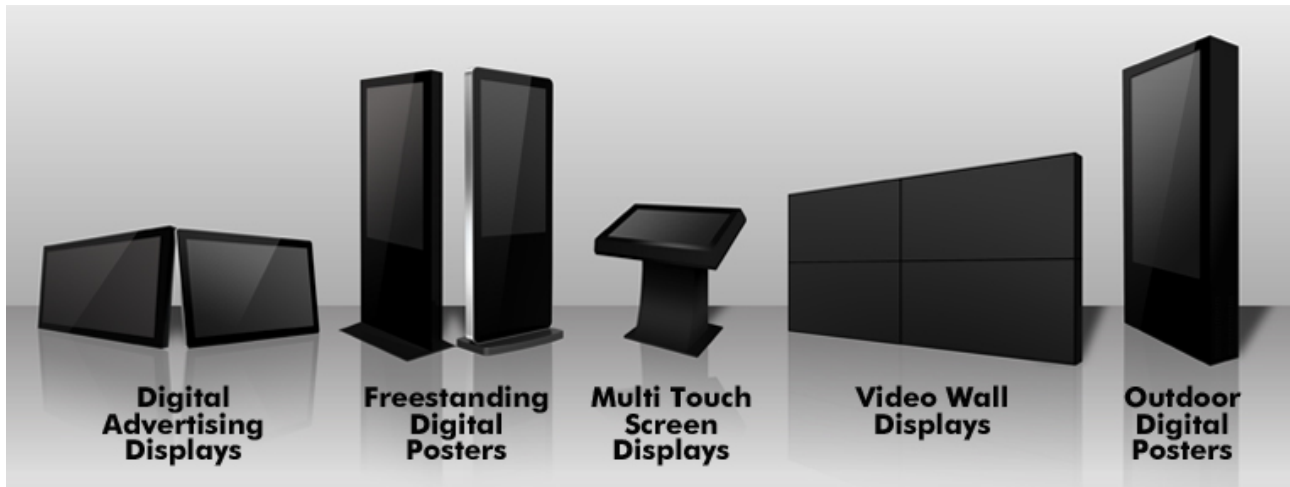
Hardware User Manual



Manual Version PPCNET1.1h (NON-ANDROID)



Our Full Product Range



Safety Instructions



- Please keep the unit away from any heat sources. Place the unit in a stable and well-ventilated place.
- The holes or openings on the unit are designed for ventilation. Do not cover or block the ventilation holes or openings with any objects.
- Do not attempt to repair this product yourself! Improperly disassembly of the product may invalidate the warranty and lead to possible danger
- If you have a problem that cannot be solved using the "Troubleshooting" guidelines, please contact your supplier.

Quick Setup Guide

This section of the guide is to allow rapid set up and use of the unit. Please refer to the main part of the User Guide for full information on use of the unit.

Please follow the steps detailed below:

- 1 of 8. Unpack unit and place in desired location, along with your display.
 - 2 of 8. Take out the Wi-Fi antenna from the accessories bag and screw in (for Wi-Fi connectivity).
- OR
- 3 of 8. Plug in the LAN cable that is connected to your router or your integral network (for LAN connectivity). Please see section 1.5.2 Network Settings for instructions on how to switch your player from “WiFi” mode to “LAN” mode.
 - 4 of 8. Take the power lead from the accessories bag, insert the lead into the unit and connect to mains outlet. Make sure that the “POWER” slider is pushed to the left; the unit will now power ON.
 - 5 of 8. Connect the unit to the display via the HDMI lead included and power ON the screen.
 - 6 of 8. You may need to change the screen input source to HDMI – please refer to you screen user manual for details of how to do this.
 - 7 of 8. You will now be greeted by some pre-loaded default content (for Wi-Fi connectivity please see section 1.5.2 Network Settings).
 - 8 of 8. You can now begin updating your player (for rapid first-time update, please see the Quick Start Guide).

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1. Introduction

Congratulations on your purchase of our product. Please read carefully and follow all instructions in the manual before first use.

The product should not be exposed to liquids dripping or splashing and no objects filled with liquids, such as vases, should be placed on the product.

For user convenience, a number of operations can be performed through the remote control.

Attention:

1. Do not change any default setting when it is unnecessary.
2. Keep the product far away from water during installation and use.

1.1 Box Contents

- 1 x Cloud Network Media Player.
- 1 x Power Cable.
- 1 x CD (User Manuals).
- 1 x Remote Control (with 2xAAA batteries).
- 1 x Wi-Fi Antenna

1.2 Product Overview

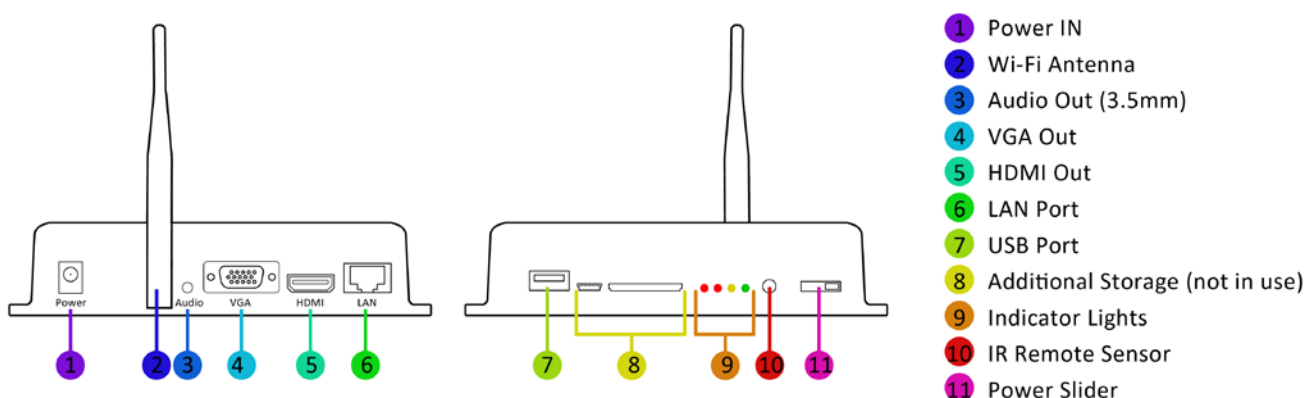


Figure 1 Product Overview

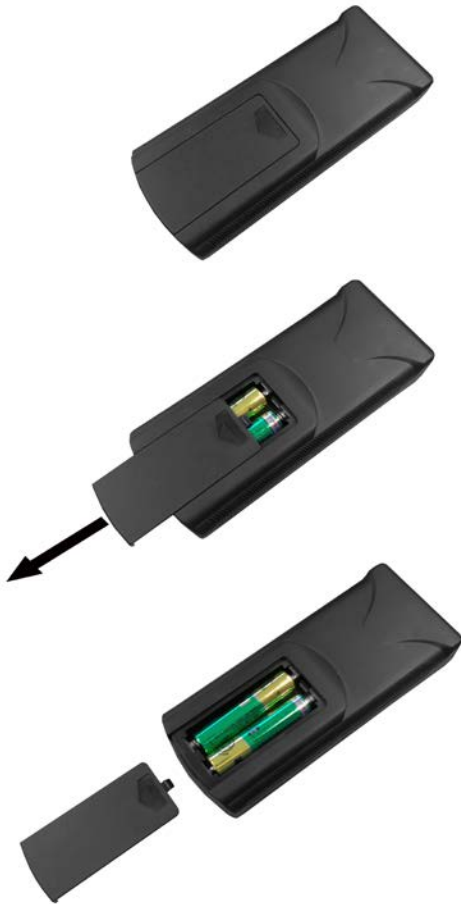
1.3 Remote Control



Button	Function
POWER/	Power on or off
MENU	Display settings
SETUP	Menu settings
SOURCE/	Input source
	Up (navigation)
	Left (navigation)
	Right (navigation)
	Down (navigation)
	Play media
	Stop media
	Previous
	Next
	Display settings
	Raise volume
	Lower volume

1.4 Replacing the Remote Control Battery

1. Slide the battery cover off, as shown below.
2. Remove the used batteries.
4. Insert the two new AAA batteries with their terminals corresponding to the indicators.
5. Put the cover back on.



1.5 System Menu Operation

In order to access the Setup Menu you must first press “STOP” button to go back to the home screen (pictured below). You can then bring up the Main Menu by pressing “SETUP”.



Figure 2 Home Screen

Main Menu includes following sub-menus: System Settings, Network Setting, Date & Time, ON/OFF Timer, Screen Mode, File Management and Exit.

Press ↑ & ↓ to select the right item, press “PLAY” to confirm selection. Choose Exit to exit the Main Menu.



1.5.1 System Settings

The sub-menus within this section are OSD Language, Clock Display, Scrolling Text, USB Port as well as Restore to Factory Settings and Return to Main Menu options.

OSD Language

The On Screen Display supports four languages – Chinese, English, French and Japanese. As with all menu operation press ↑ & ↓ to select the right item, press “PLAY” to confirm selection.

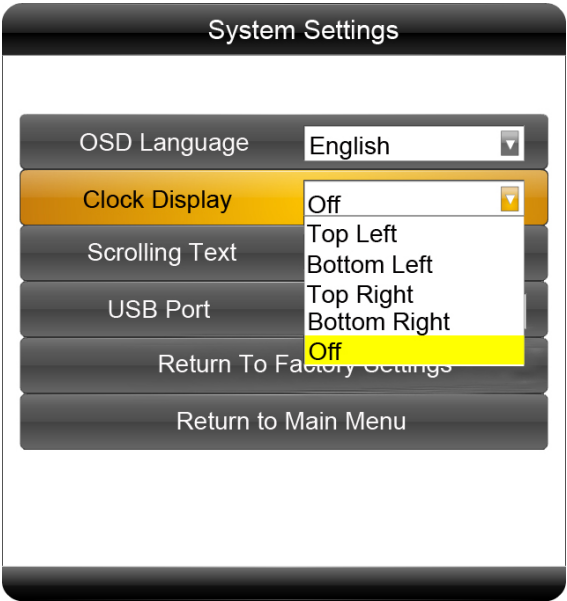


Clock Display

There are 5 options as pictured below:

- Top Left: The time will be displayed on top left of the screen.
- Bottom Left: The time will be displayed on bottom left of the screen.
- Top Right: The time will be displayed on top right of the screen.
- Bottom Right: The time will be displayed on bottom right of the screen.
- Off: The screen doesn't display time.

Note: You should set this to “Off” if you wish to add a clock via the Content Management System later.



Scrolling Text

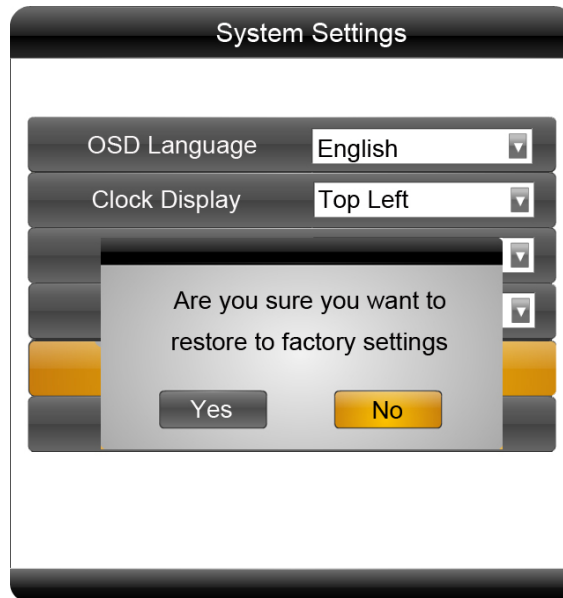
Please ensure that this option is set to ON.

USB Port

Please ensure that this option is set to ON.

Restore To Factory Settings

Highlight “Yes” and press “PLAY” to restore factory settings; this will restore all system settings back to default.



Play Log and Synchronous Set

Please do not alter these settings, doing so may affect the functionality of your player.

1.5.2 Network Setting

Server Setting

There are two options here, IP Mode and Domain Mode. This feature directs your player to the server it will be collection information from. By default your player should already be set to “IP Mode” with the IP address of: 193 35 59 74 8001.

Local ID

This is your player’s serial number. This is pre-set and cannot be changed.

MAC Address

This is your player’s MAC Address. This is pre-set and cannot be changed.

IP Address

There are two options here, DHCP and Stable IP. By default your player should already be set to DHCP mode however if your internet connection is subject to strict security settings or a firewall that only allows devices with authorised IP addresses to access the internet, you may need to input these settings into the “Stable IP” section. Here you will be asked to input the following:

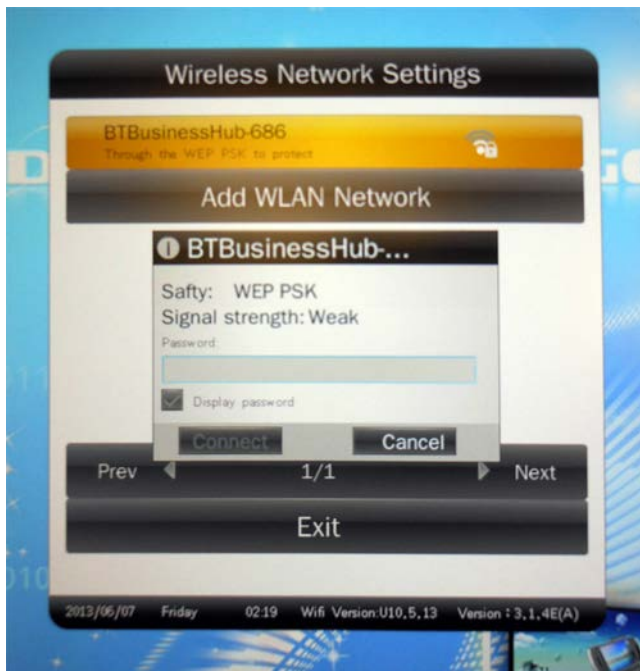
- IP Address
- Subnet Mask
- Default Gateway
- DNS Server

Network Type

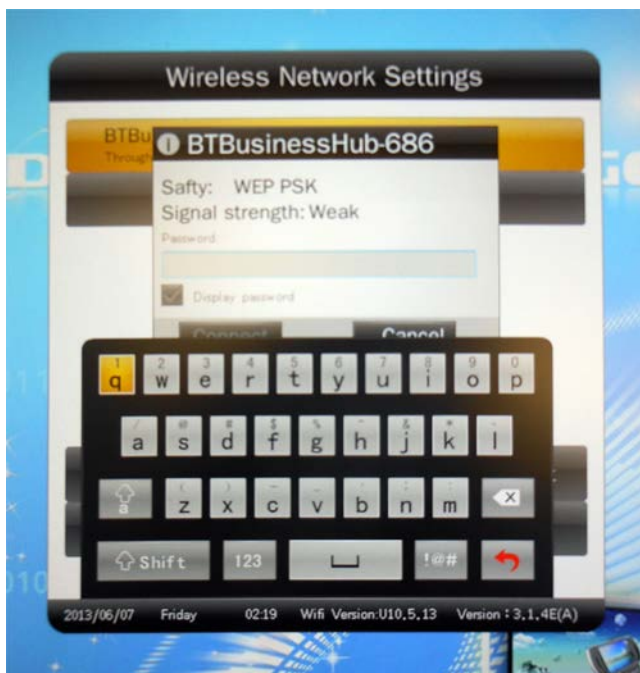
There are three options here, 3G, WiFi and LAN. Please make sure your player is set to “WiFi” or “LAN” depending on the method of connectivity you wish to use.

Wireless Network Settings (Wi-Fi only)

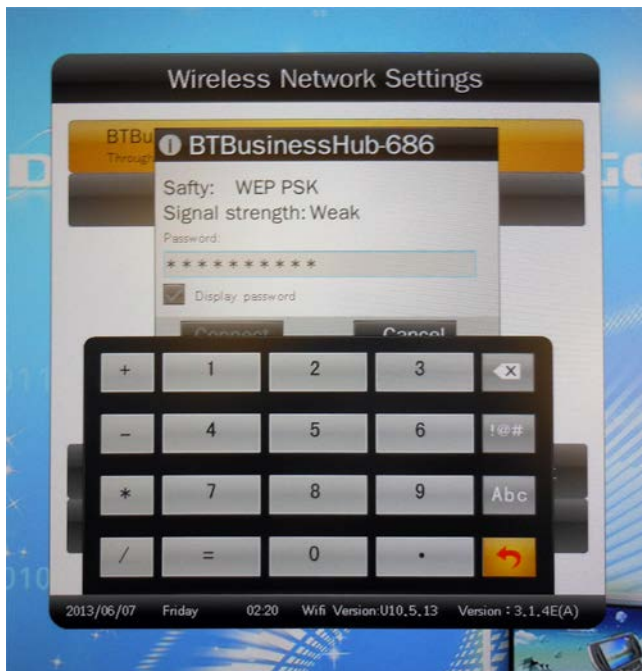
Here is where you set up your player’s Wi-Fi connection. When you open this menu you should first see a list of available Wi-Fi networks, navigate to yours and press “PLAY”.



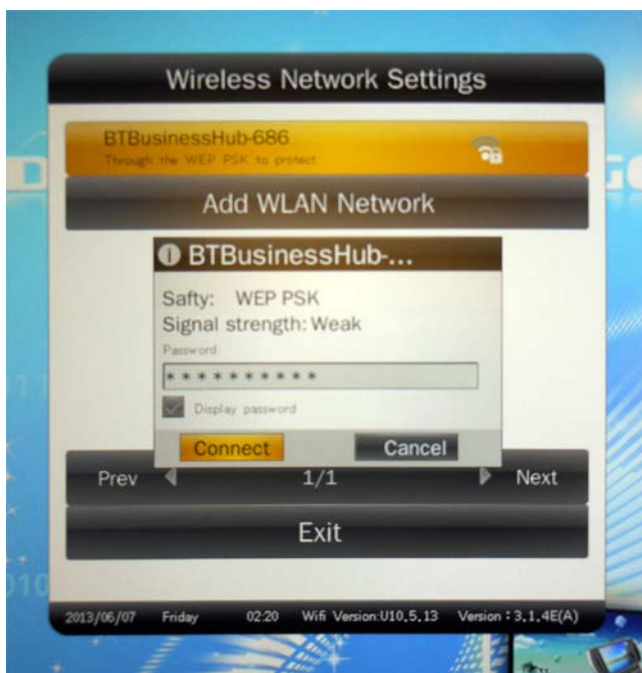
You will now be asked to enter your Wi-Fi network password. Press “PLAY” to bring up the on-screen keyboard.



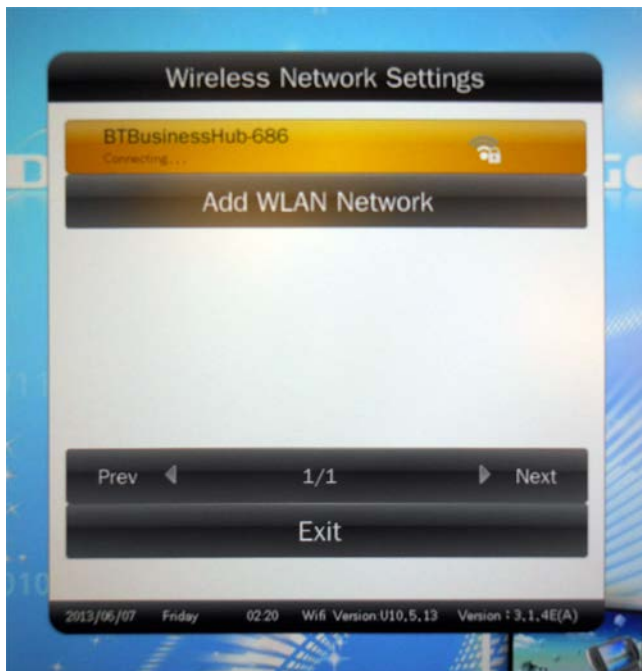
If your password contains numbers you can access the number keypad by highlighting “123” and pressing “PLAY”. Once you have entered your password highlight the “Enter” key and press “PLAY”.



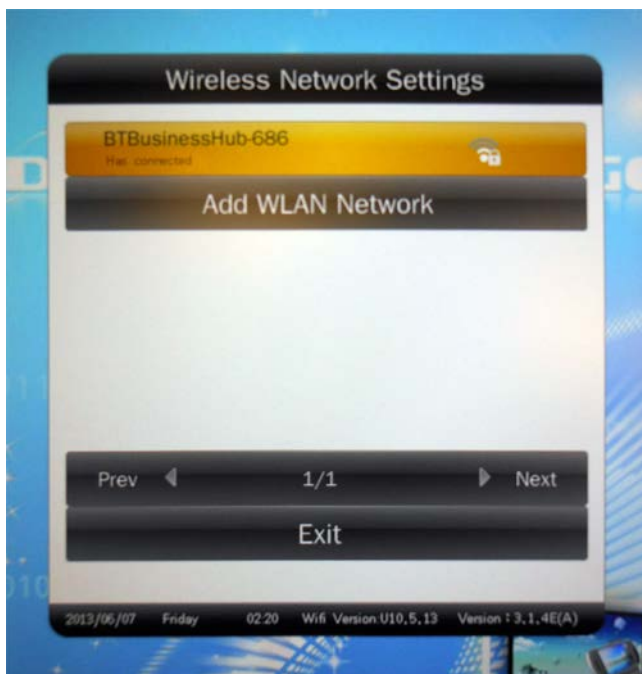
Now highlight “Connect” and press “PLAY”.



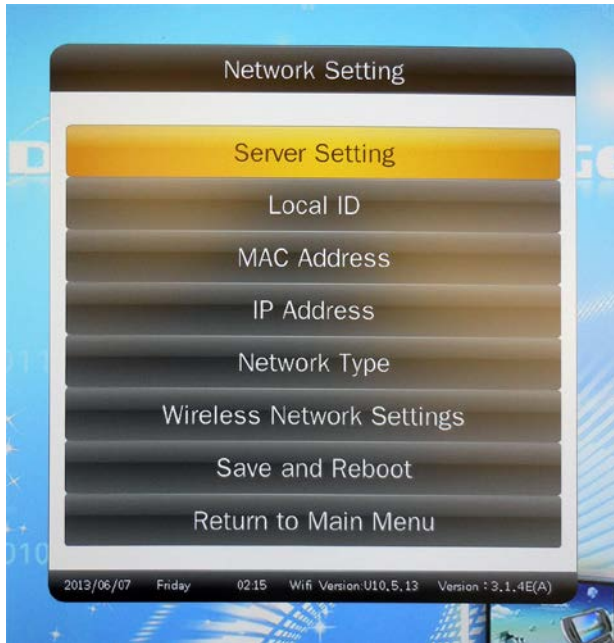
You will now see the following as your player attempts to connect to your Wi-Fi network. The status should be “Connecting...”.



Once your player has established a connection to your network the status will change to “Has connected”.



Finally, navigate to “Exit” and press “PLAY”. This will bring you back to the “Network Settings” menu. Navigate to “Save and Reboot” and press “PLAY”. This will save your network settings and ensure that every time your player is powered up it will use these settings to connect to your Wi-Fi network.



Your player is now ready to be updated via the CMS software.

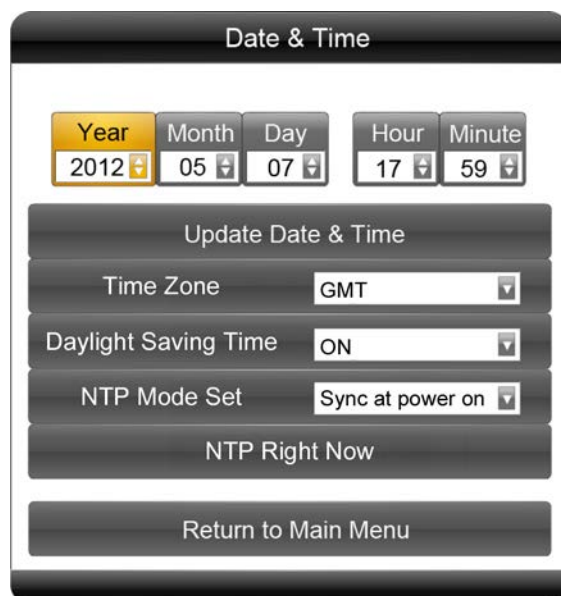
Note: If you have made any changes to this section you must highlight and select “Save and Reboot” before they can take effect.

1.5.3 Date & Time

To set the date and time first select this menu to open the options pictured below. Next, use ← & → to select which value you wish to modify. Now you can change the setting by pressing ↑ & ↓.

We recommend that you keep the “Time Zone” set as “GMT”, the “NTP Mode Set” to “Sync at power on” and the “Daylight Saving Time” set to “ON”. This means that you do not have to manually set the time or date, it will automatically retrieve these details from the internet and update automatically at the beginning and end of summer.

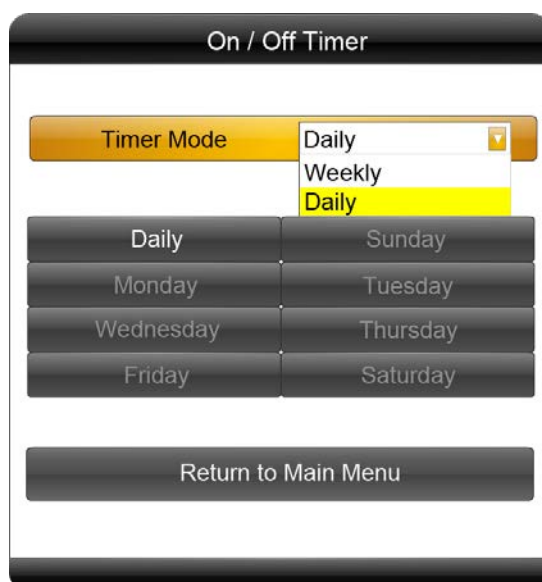
To confirm, highlight “Update Date & Time” and press “PLAY”. The date and time have been updated; you can now select Return to the Main Menu.



The screenshot shows a 'Date & Time' settings menu. At the top, there are five dropdown menus for 'Year' (2012), 'Month' (05), 'Day' (07), 'Hour' (17), and 'Minute' (59). Below these is an 'Update Date & Time' button. Further down are three more dropdown menus: 'Time Zone' (GMT), 'Daylight Saving Time' (ON), and 'NTP Mode Set' (Sync at power on). Below these is an 'NTP Right Now' button. At the bottom is a 'Return to Main Menu' button.

1.5.4 On/Off Timer

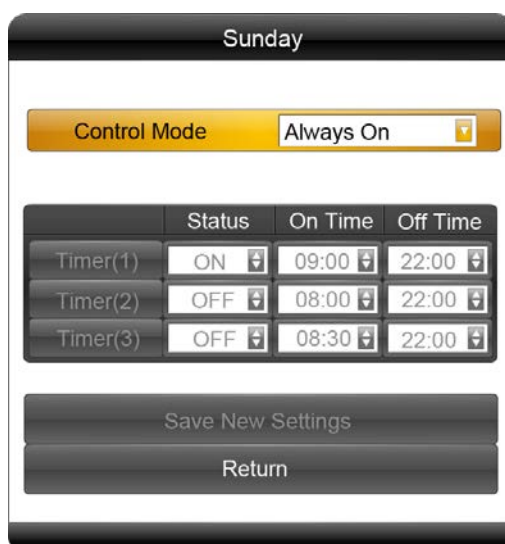
There are 2 modes to choose from - Daily and Weekly.



Weekly

You can set the on/off timer for each individual day of the week. For example, on Sunday, 6:00am on, 11:00am off:

1. Choose Weekly in the On/Off Timer menu, press "PLAY" to confirm:

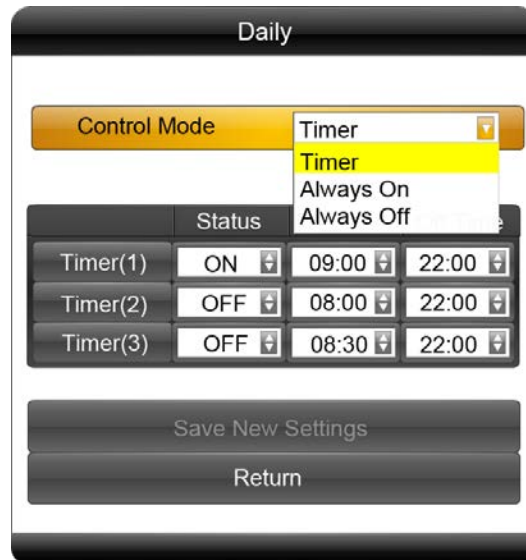


2. Choose Timer in the Timer Mode, then the three Timer items become selectable. Choose the Status of Timer(1) to be ON, then make the On Time to be 06:00, Off Time to be 11:00.
3. Choose Save New Settings to finish the setting. Then highlight and select Return.

Daily

You can also set the on/off timer to be the same every day.

Choose Daily in the On/Off Timer menu, press “PLAY” to confirm:



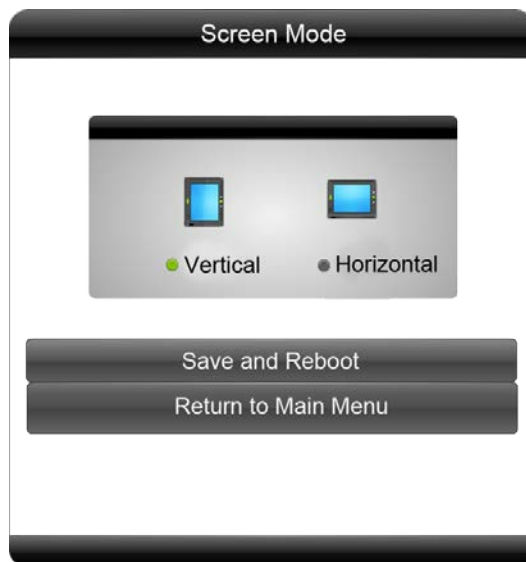
There are 3 options available:

- Timer: user can set 3 timer groups; each group can set “On” or “Off”.
- Always On: after connecting the power cable, the product will powered on.
- Always Off: after connecting the power cable, the product will power off automatically one minute later.

Note: Any timer settings can later be overridden by the Content Management System. If you want all of your players to have the same On/Off times we recommend that you control this using the Content Management Software to save time.

1.5.5 Screen Mode

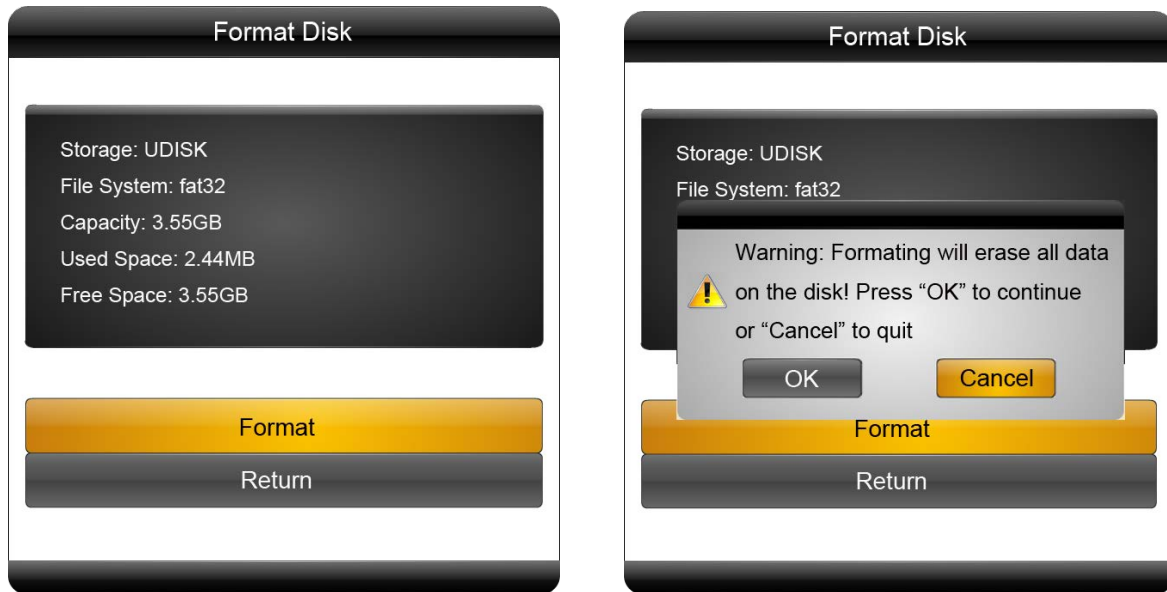
If your screen is mounted in portrait mode please select Vertical then highlight and select Save and Reboot. Your screen will now restart and when it reboots back to the Home Screen your OSD should be in the correct orientation.



If your screen is mounted in landscape orientation please select Horizontal then highlight and select Save and Reboot. Your screen will now restart and when it reboots back to the Home Screen your OSD should be in the correct orientation.

1.5.6 File Management

Here, you can check storage information such as memory capacity, used space and free space. You can also format the disk. If your player is connected to the internet when you do this the internal memory will be cleared and then content will be re-sent from the Content Management System. If you wish to clear the contents of your player completely please disconnect from the internet and format disk.



1.5.7 Exit

Highlighting and selecting this section will exit the main menu.

2. System Operation

2.1 Supported Media Files

Media Type	Supported File Type
Image	JPG, BMP, PNG, GIF
Video	MPG, AVI, MP4, TS
Audio	MP3, WMA

1. This unit does NOT support WMV or FLV video file types.
2. This unit does NOT support Sony ATRAC3, DTS or Dolby HD audio file types.

Note: Video and image files should be a maximum 1920x1080 resolution (16:9 aspect ratio).

2.2 Outputs

Audio – 3.5mm Audio Output

VGA – Video Graphics Array Signal Input (for Video signal)

HDMI – High Definition Multimedia Interface Signal Input (for HD Video & Audio signal)

LAN – Local Area Network Port

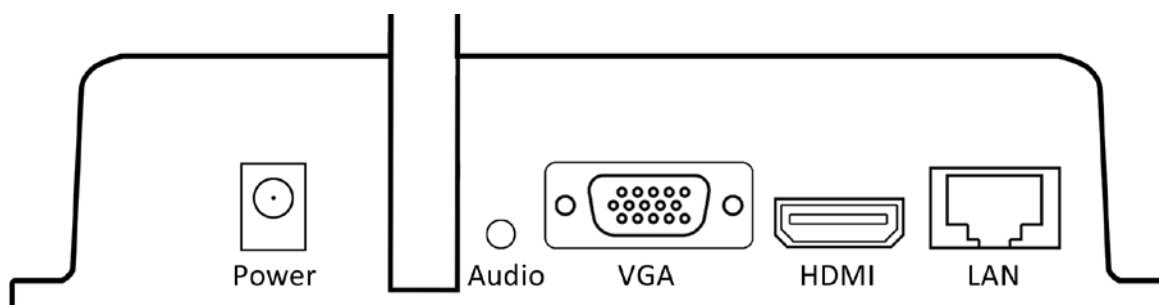


Figure 3 Screen Outputs

2.3 Connecting via VGA

We recommend that you connect the Cloud Network Media Player to your display via a HDMI lead – as this produces the best possible HD output and also carries both video and audio signal simultaneously. However you can also connect your player to your screen via a VGA lead (video) and 3.5mm jack (audio).

Begin by connecting your player's VGA output to your screen's VGA input via a VGA lead. Then connect your player's audio out to your screen's audio in via a 3.5mm Stereo Audio Cable.

Finally, with everything switched on and running, press the “VGA” button on the bottom row of your remote control.



Figure 4 VGA Button

These settings will be saved every time the player starts up. To change back to HDMI connection at any time please press the “HDMI” button; located next to the “VGA” button on the bottom row of your remote control.

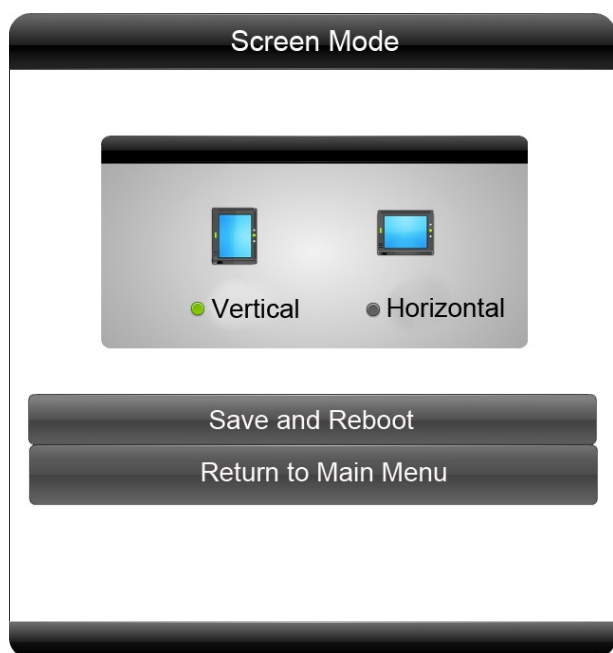
3. F.A.Qs and Troubleshooting Guide

3.1 Why is my screen displaying "Error (Screen Mode Unmatch)"?

If you have published a playlist and your screen is now displaying "Playlist: Error (Screen Mode Unmatch)" it is because you have sent a playlist containing a template that is in the wrong orientation.

This can be easily solved by first checking the orientation of your player. If your blue Home screen is displaying in Landscape orientation it is in Horizontal mode, if it is displaying in Portrait orientation your player has been set to Vertical mode. If it is displaying in the incorrect orientation you can change it from the Main Menu.

1. If your player is playing content begin by pressing "Stop" on your remote control, this should take you back to the Home screen. Now press "Setup" on your remote and navigate down to "Screen Mode" and press "Play" on your remote. From here you can select the correct orientation for your player. Do so by using the left or right button on your remote then highlight "Save and Reboot" and press "Play" on your remote.



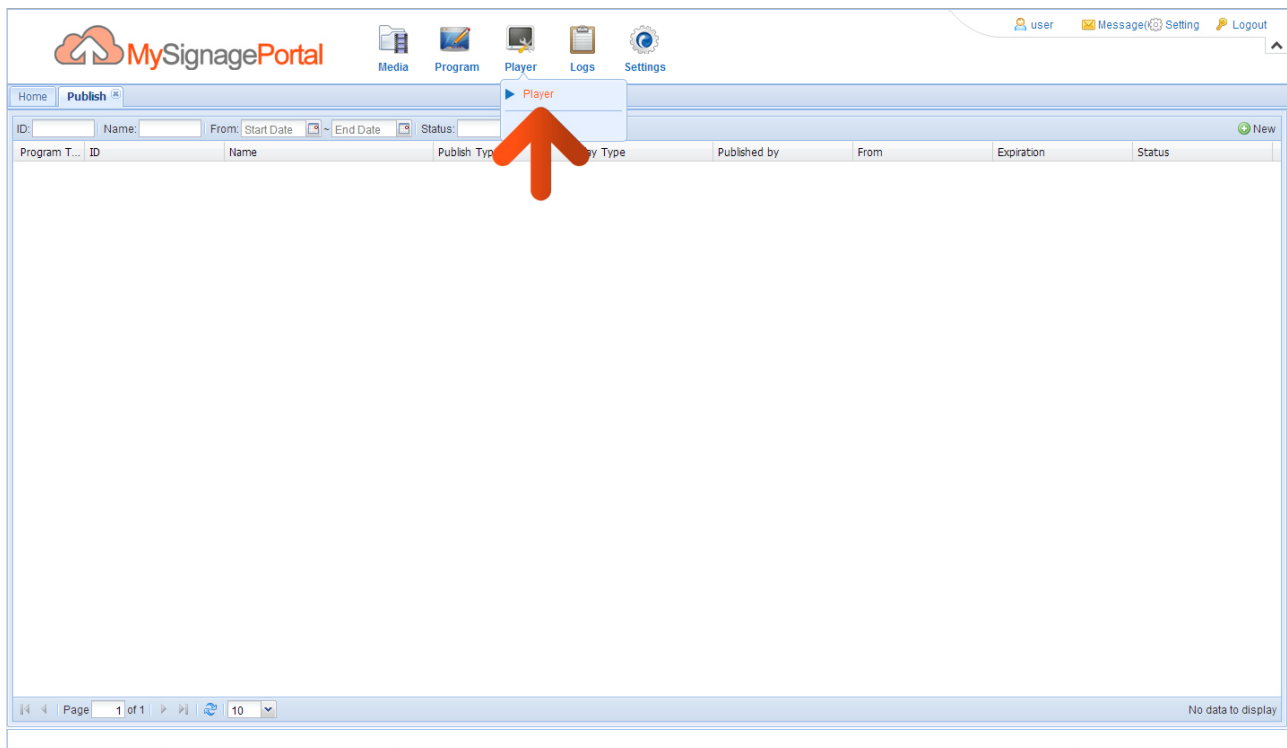
2. Your player will now restart and when the "Home" screen loads, should be in the correct orientation.

3. Now you must ensure that the template you use for this player correlates with the orientation of the player. That is to say that if you have a Landscape screen then you should use a Horizontal template and if your screen is installed in Portrait orientation you should use a Vertical template.

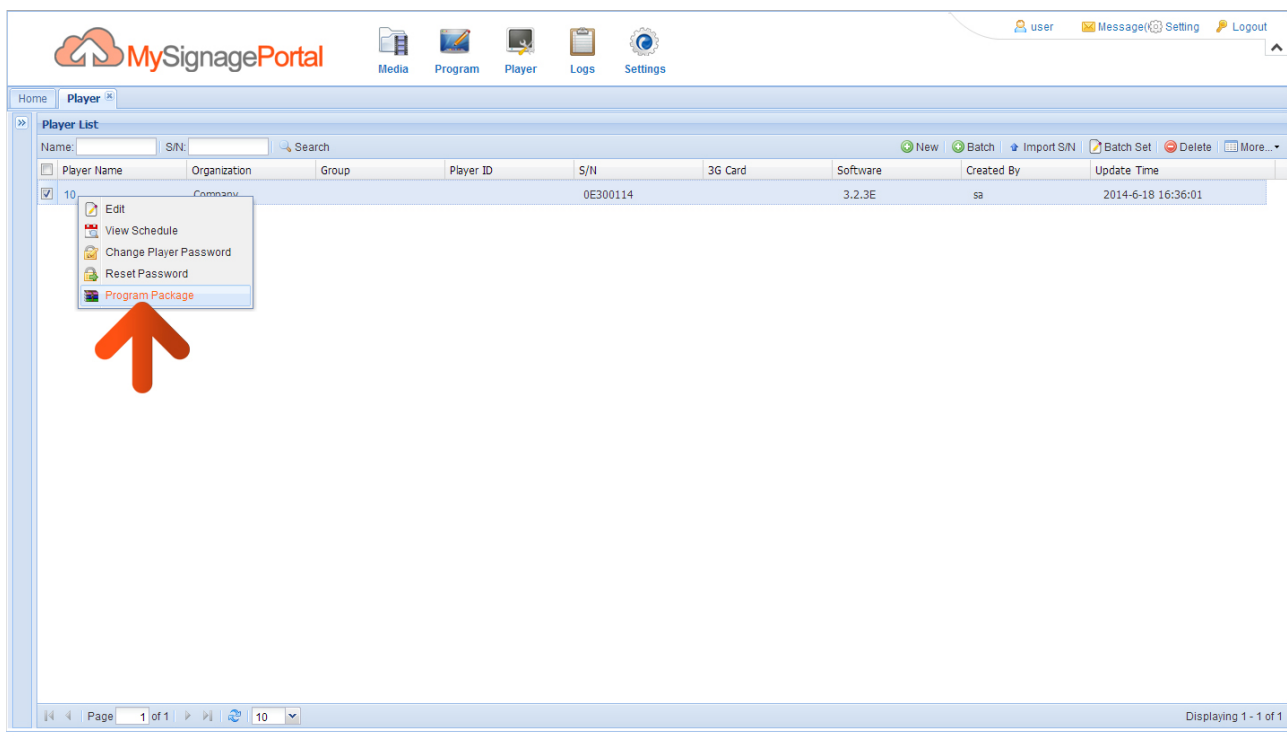
3.2 How do I update my player if it is not connected to the internet? (Plug and play method)

If your player is not connected to the internet for whatever reason and you still want to update it you can do so by a physical plug and play method.

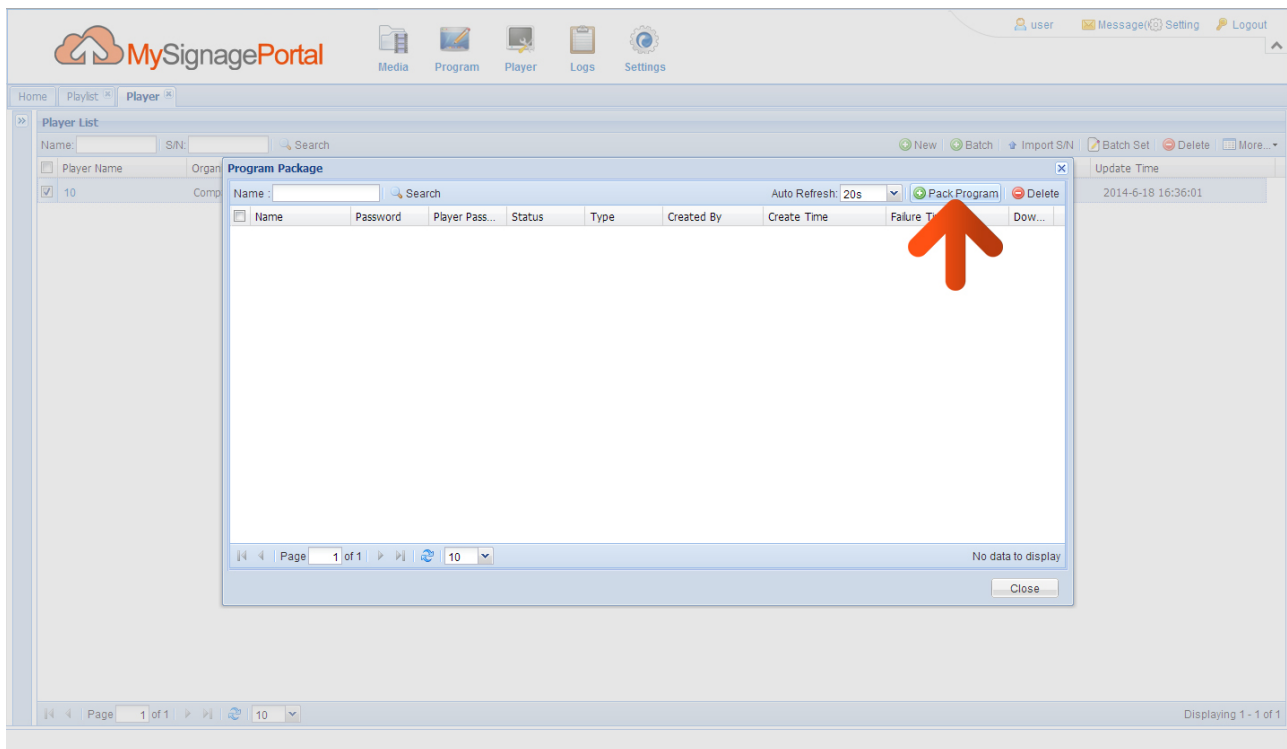
Begin by taking the normal steps to create a playlist and publish as normal. Then hover over the “Player” section of the Top Menu then click on “Player”. You will see a list of all of your players.



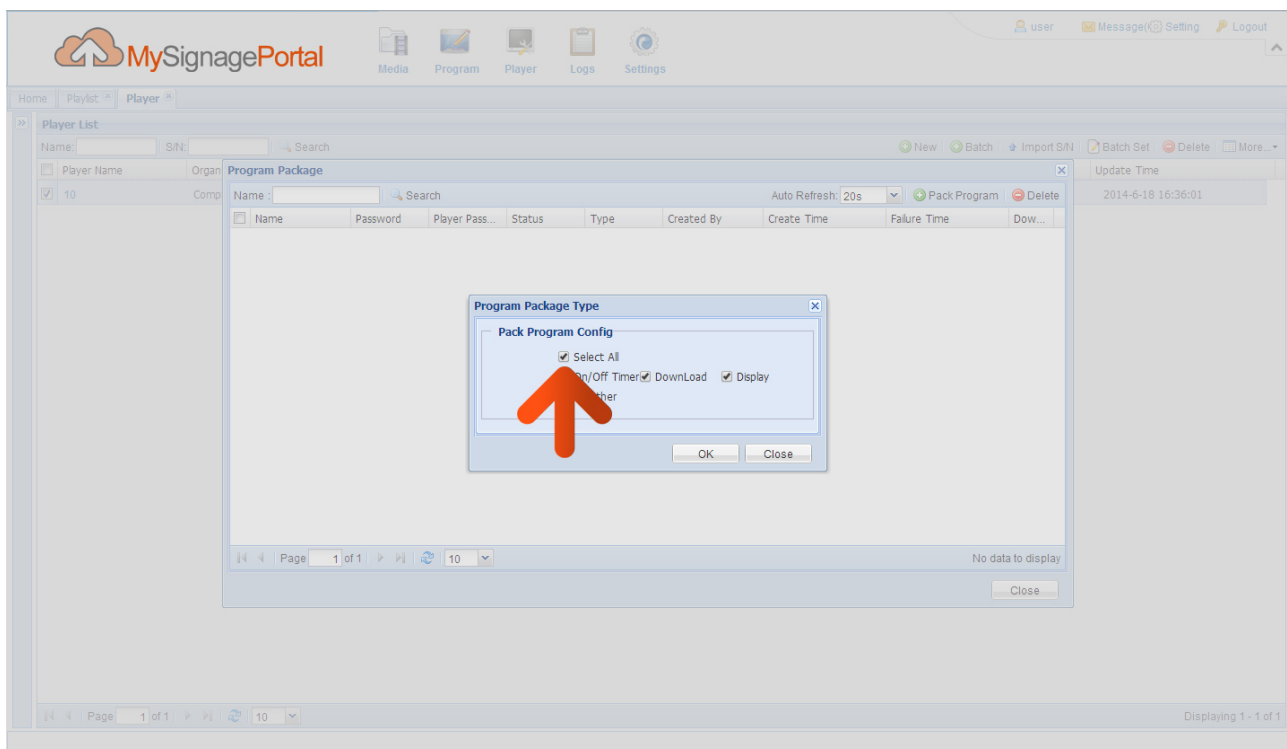
Right-click on the player you have sent the playlist to and select “Program Package”.



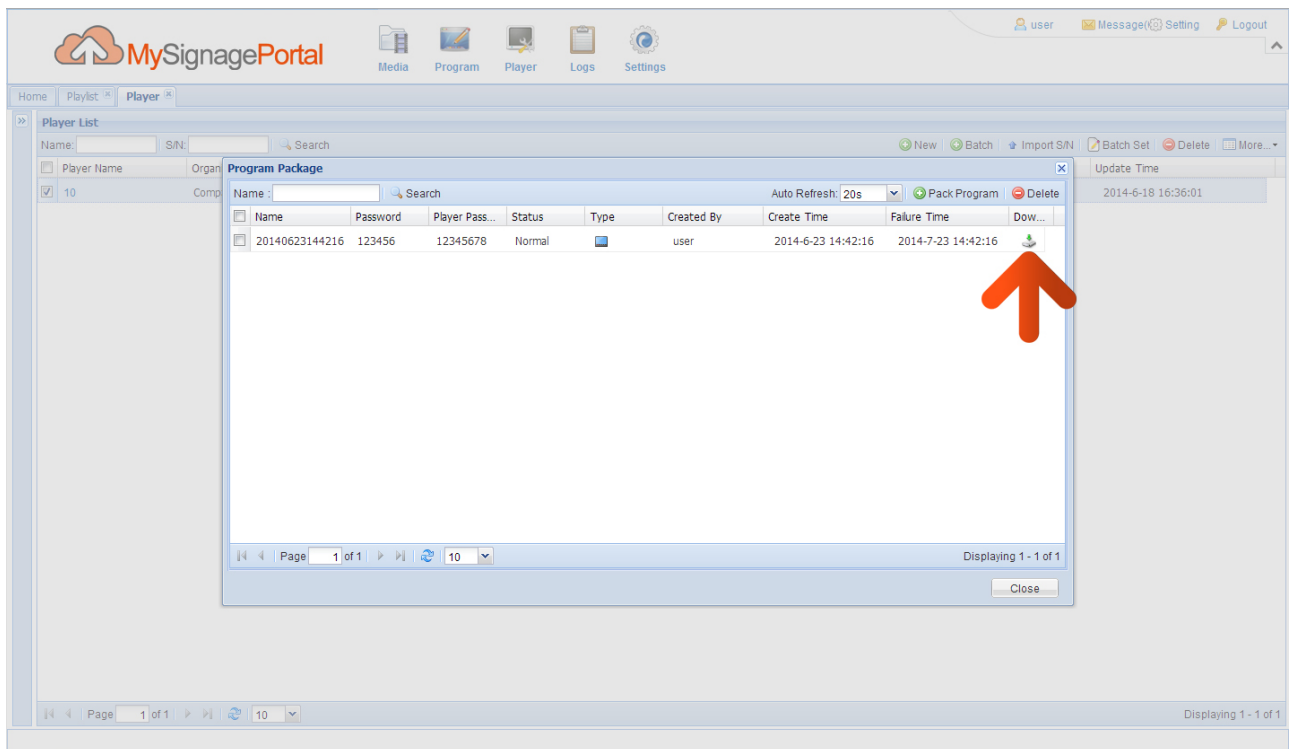
The “Program Package” window will then appear, click the “Pack Program” button.



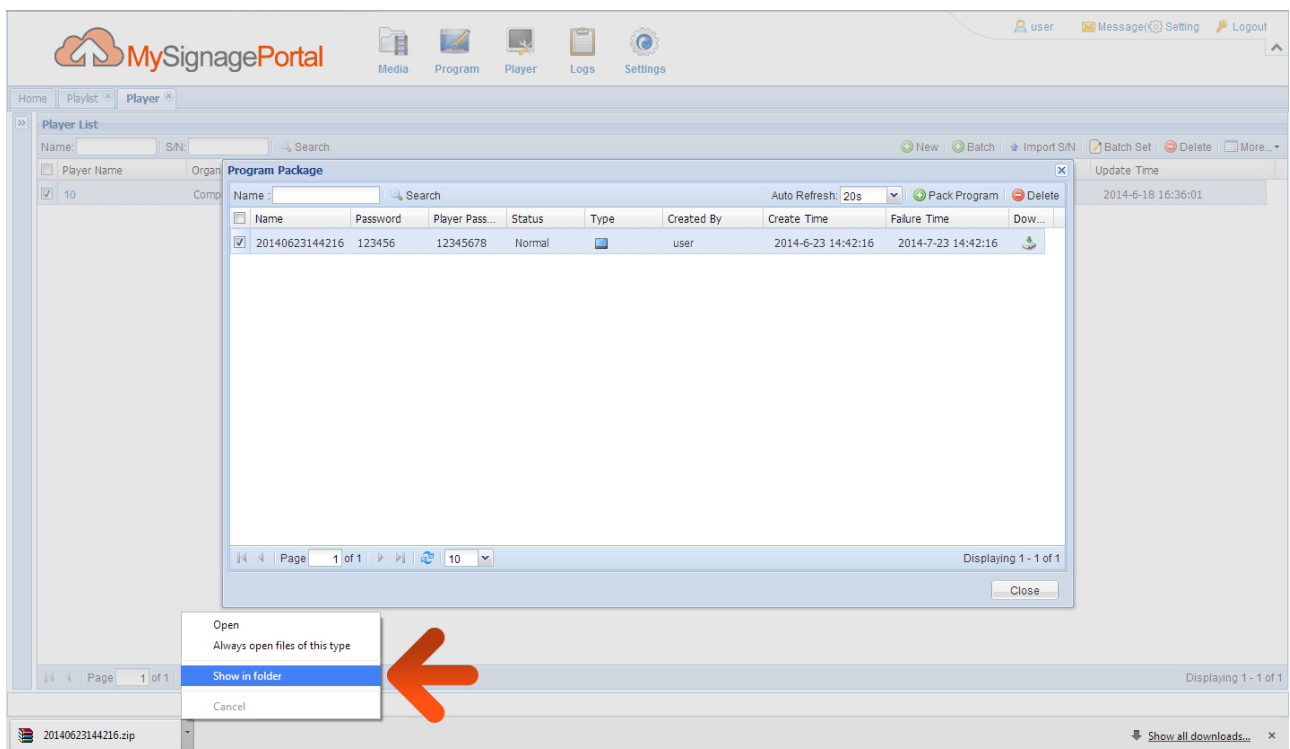
The “Program Package Type” window will then appear. Tick the “Select All” checkbox to send all timer, download, display and current weather data to the player as well. Then click “OK”.



After a few minutes an icon will appear in the “Download” column, when it appears, click it.



Once the download is complete your web browser will inform you and normally help direct you to your files. If you are using Google Chrome, select the option “Show in folder”.



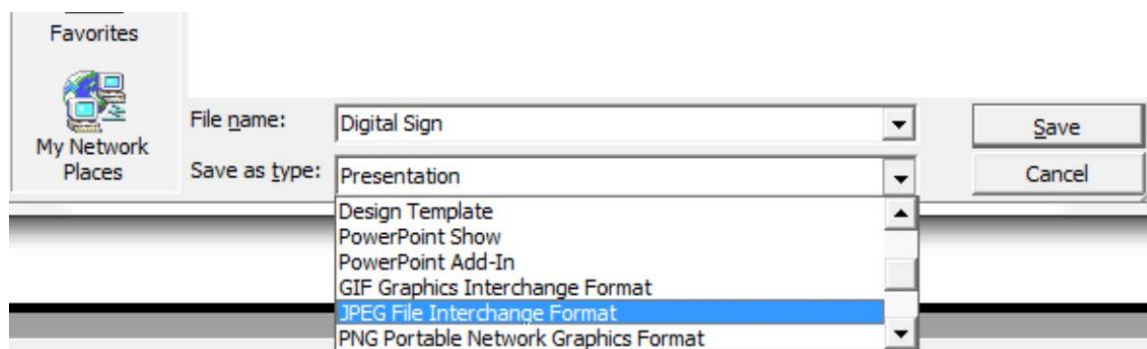
Inside the zipped folder that has been downloaded should be two folders; “MEDIA” and “SYSTEM”. Copy these two folders onto a blank USB stick, and then plug it into the USB port of your player. Allow the data to transfer to your player and follow the on-screen prompts before removing the USB stick.

NOTE: If the zipped folder may require a password, this should be “123456”.

3.3 How do I play PowerPoint presentations on my display?

You can save the PowerPoint presentation as a JPEG File Interchange Format (JPEG). Microsoft PowerPoint software allows the user to do this. Once you have done this, you can upload your JPEG images and send them to the player using the CMS.

1. Create or open a PowerPoint presentation.
2. Click “File” > “Save As”
3. Enter a File name
4. Click on “Save as type” scroll down and find the file extension “JPEG file interchange format”, as shown in the image below.



5. Click “Save”.
6. A message will appear asking if you would like to save all slides as JPEG’s
7. Once you have selected “Yes”, The JPEG images will be saved and are ready to use.

NOTE: For the best resolution, you can use the following PowerPoint Page Setup:

Width 42.6cm; Height 24cm (16:9 Ratio)

3.4 Video Format Conversion

If you have video files in a format that is not supported you will need to convert them (please see section 2.1.6 for Supported Media Files). There are two possible tools for converting video and are as follows.

3.4.1 Format Factory (Standard Definition)

This is a free multipurpose convertor that can be used for normal definition video files.

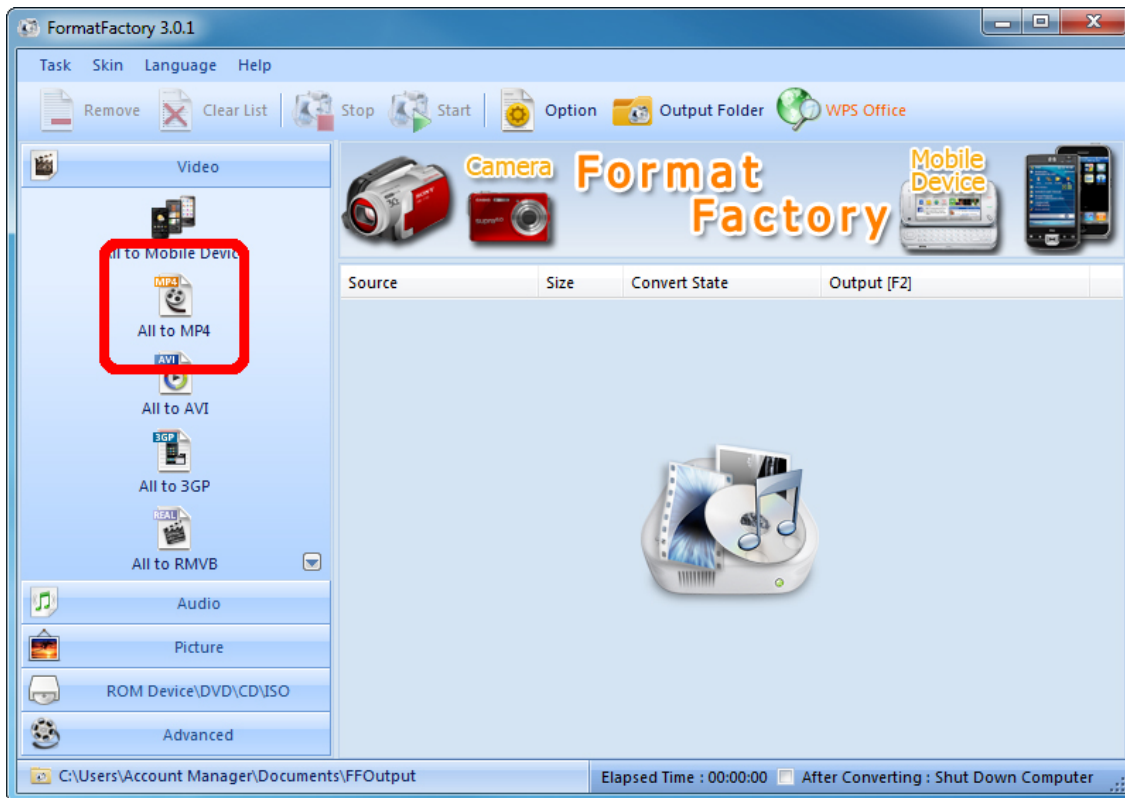
1. Download a free video convertor for Windows called Format Factory which can be found here:

<https://format-factory.en.softonic.com/>

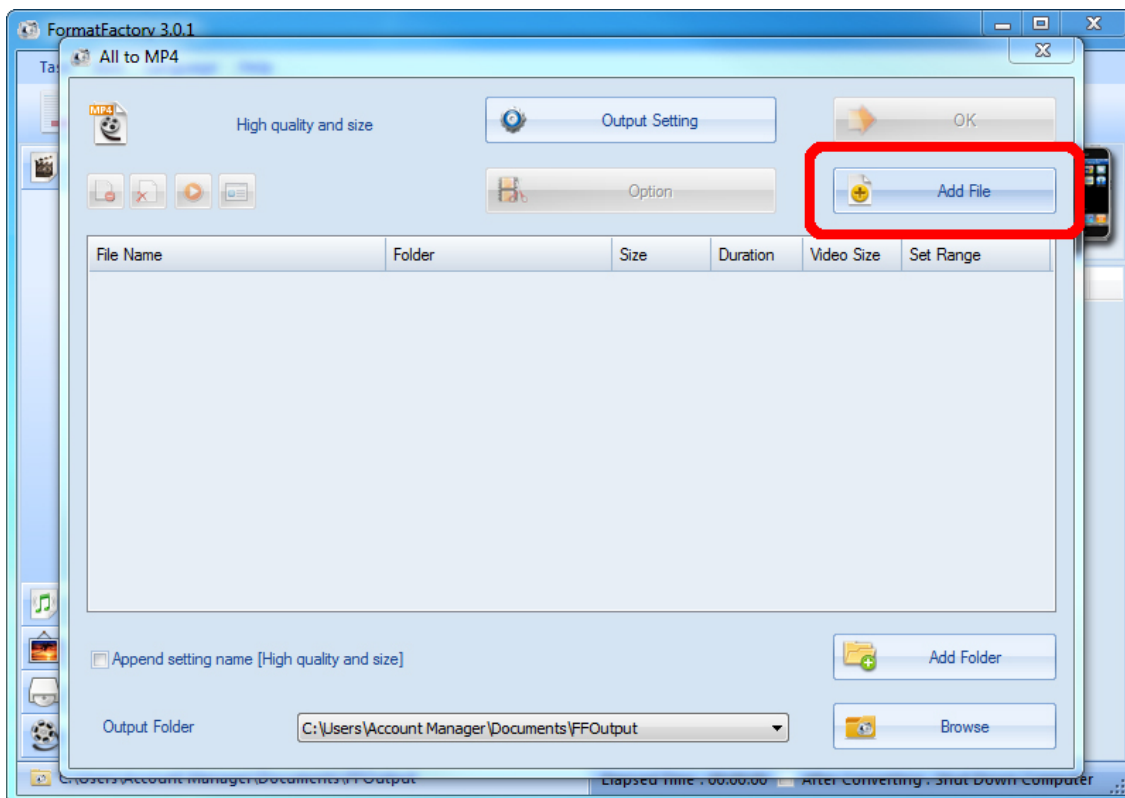
2. Once you have finished downloading Format Factory, launch the software.



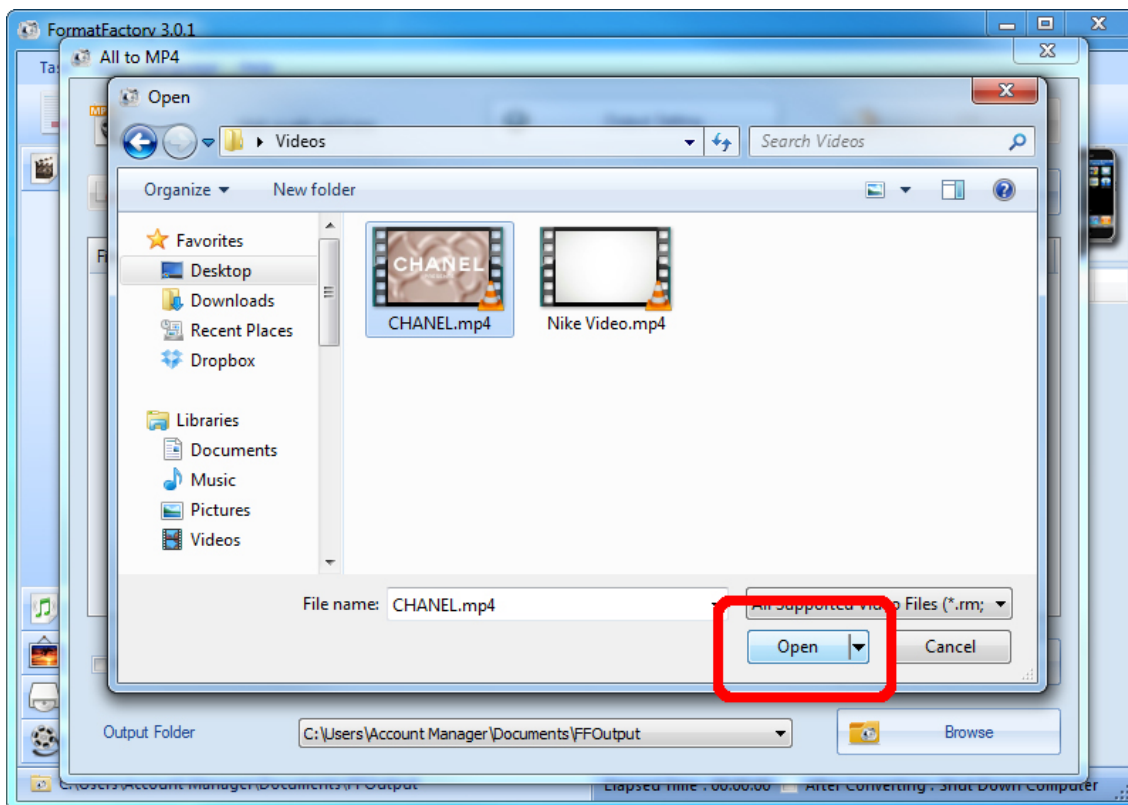
- Next, access the “Video” section of the Top Menu then click on “All to MP4”.



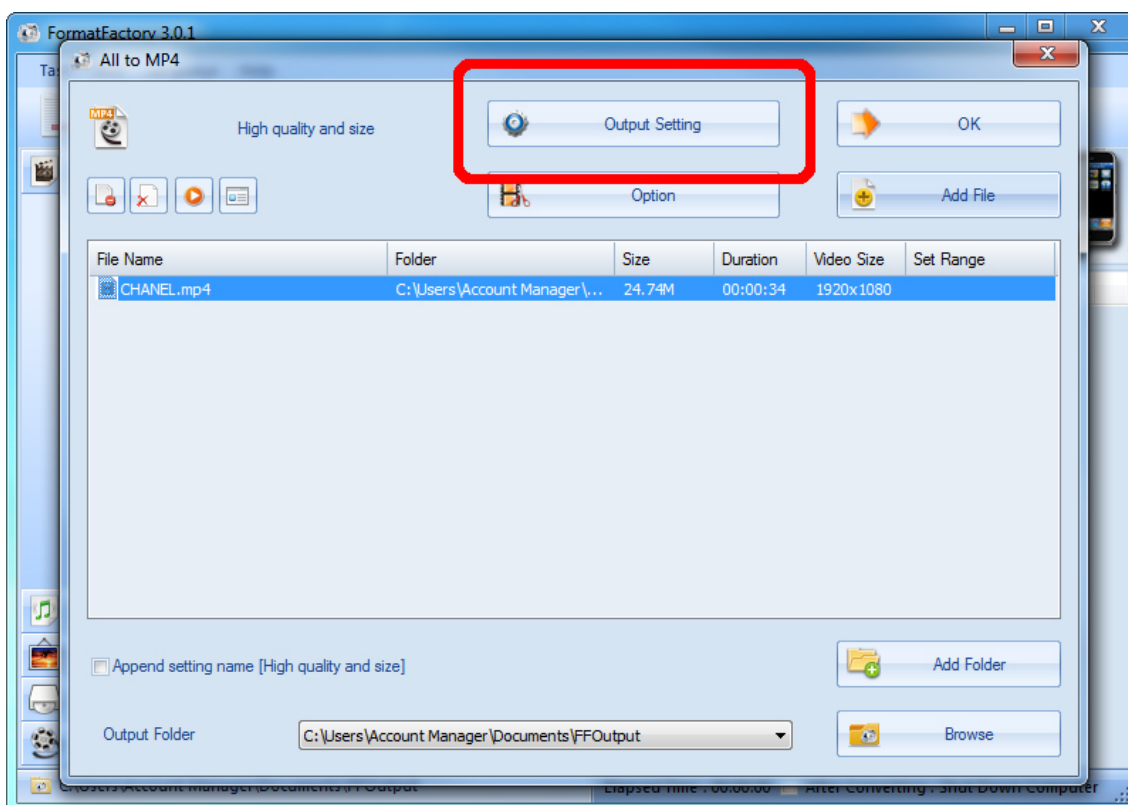
- Now click “Add File”



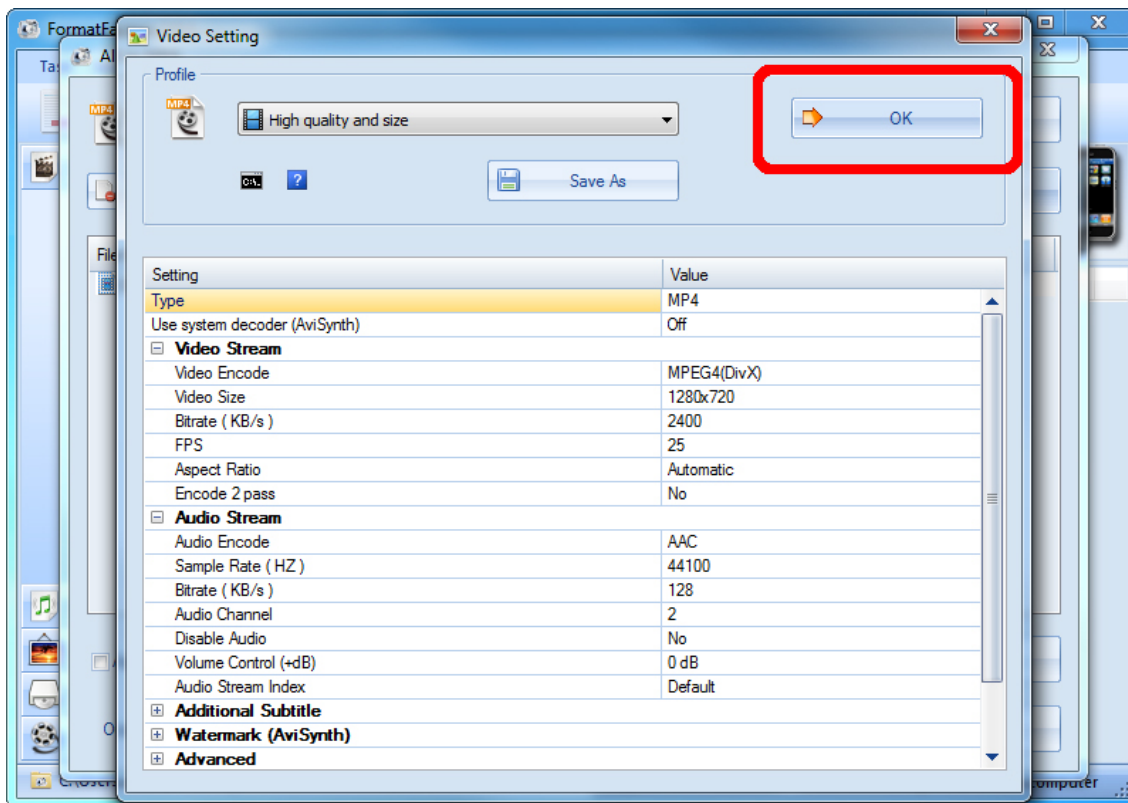
5. Next, locate and select the video files you wish to convert and click “Open”.



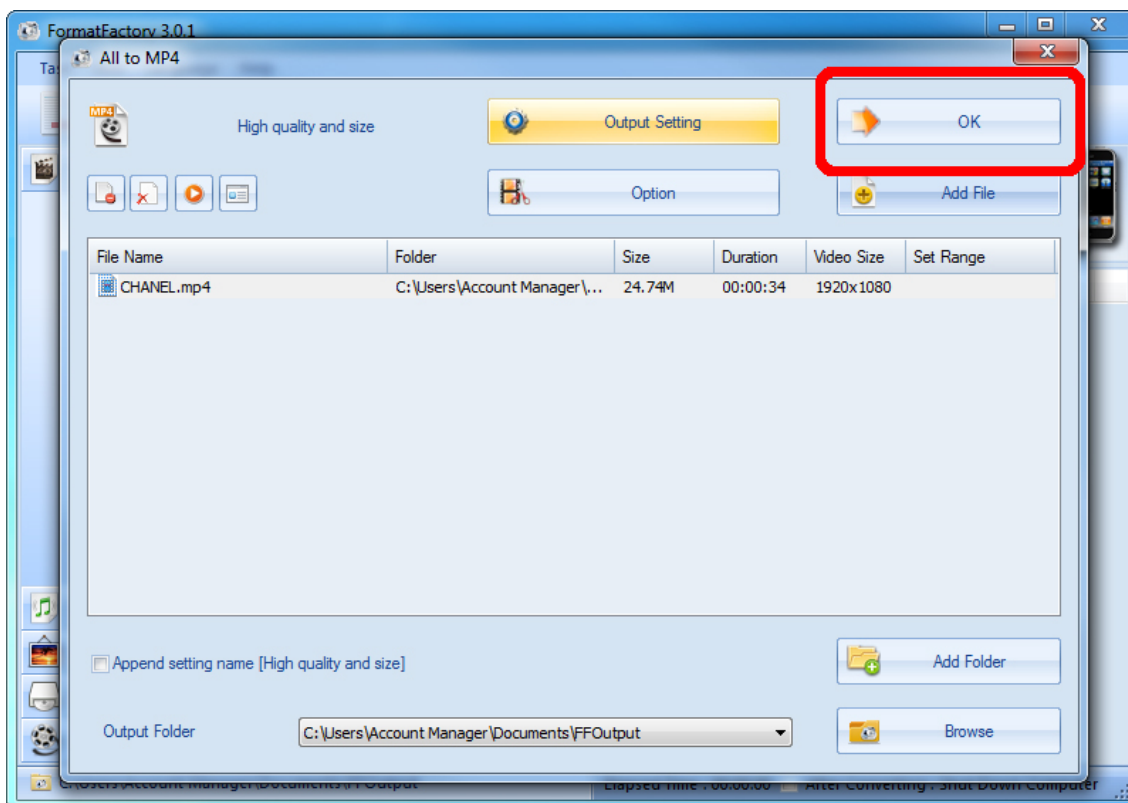
6. Now click “Output Setting”.



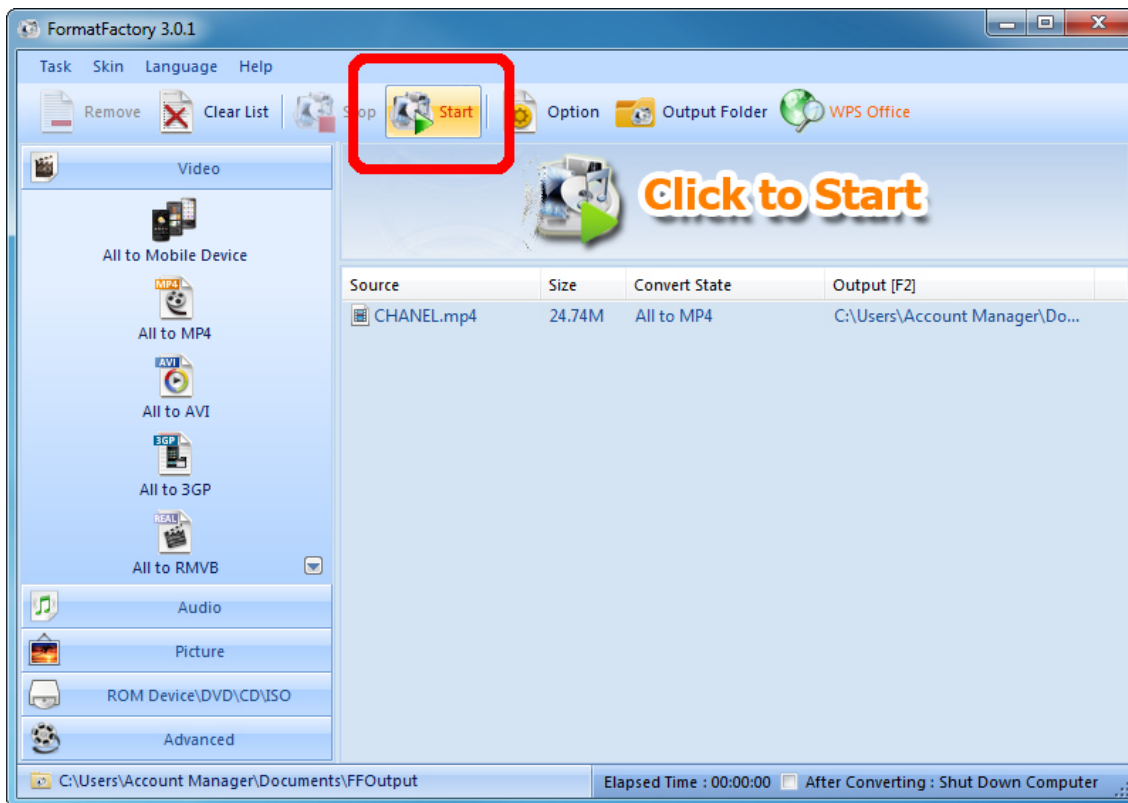
7. Set your “Video Settings” to the following values, then click “OK”:



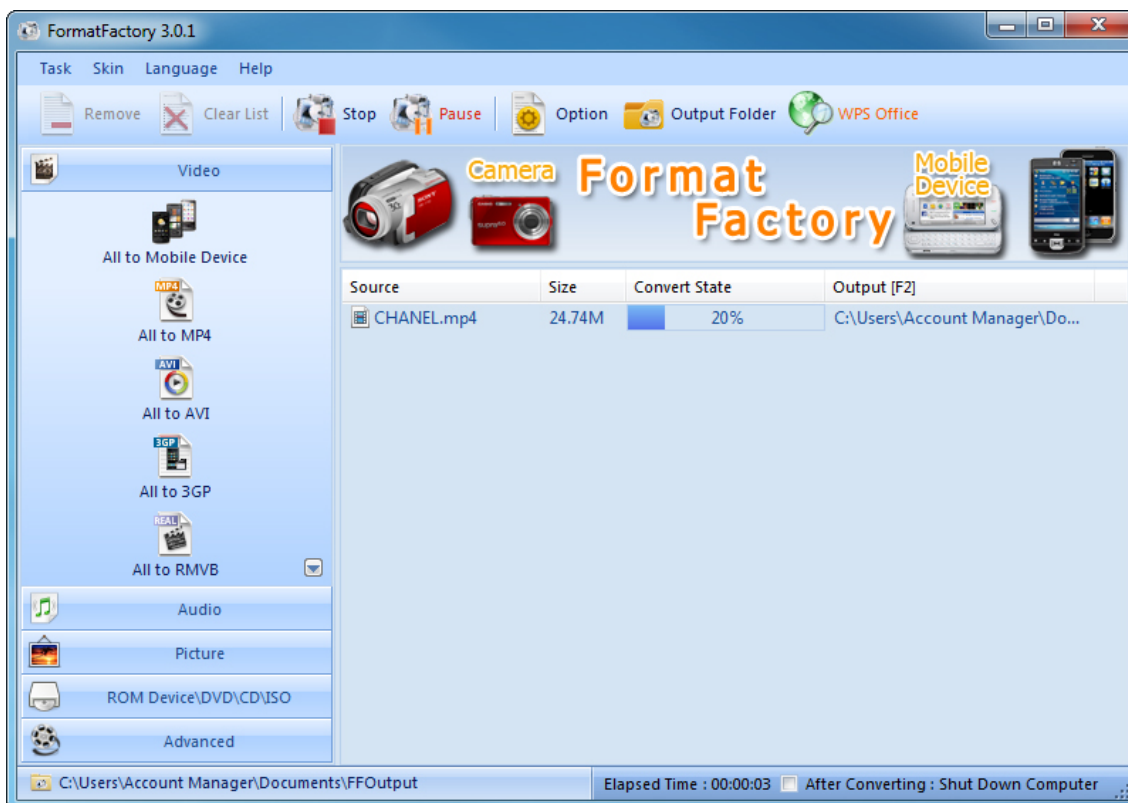
8. Click “OK”.



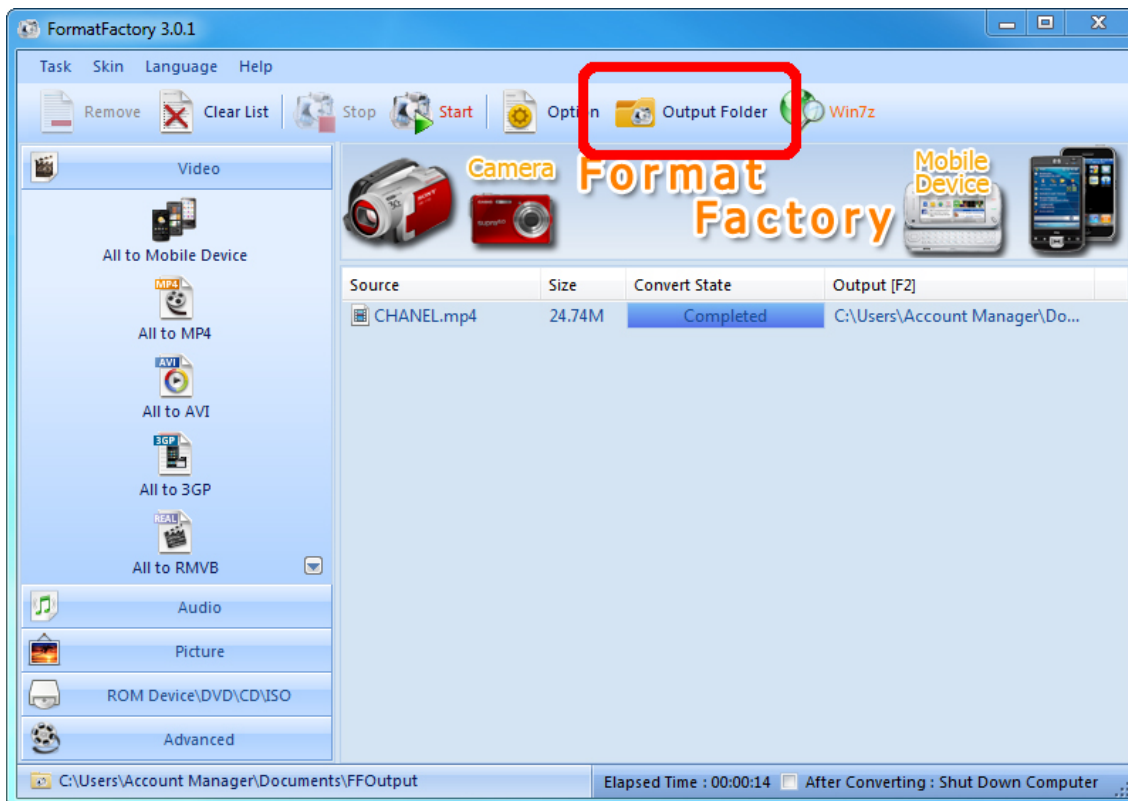
9. Click “Start”.



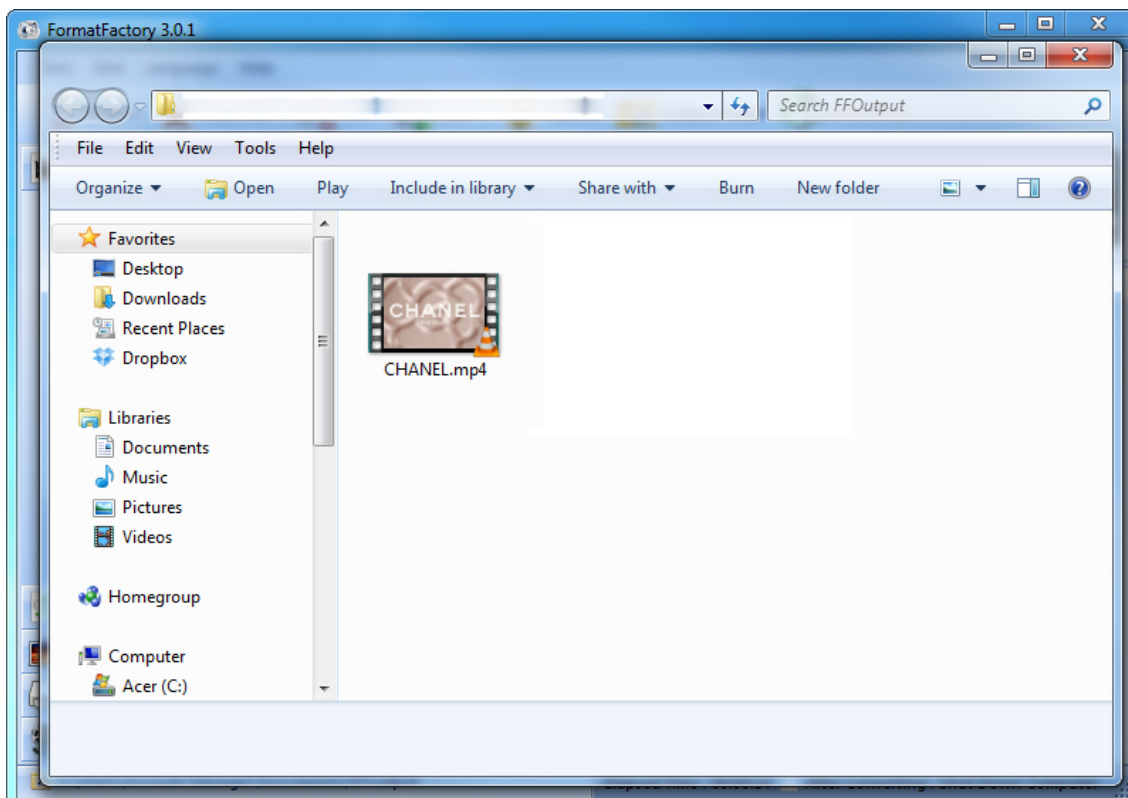
10. Your video will now be converted. You can track it's progress with the “Convert State” bar.



11. Now click “Output Folder” to access your converted video(s).



12. You will now be redirected to your converted videos. Please copy them to a location more convenient for uploading later.



3.4.2 HD Video Converter Deluxe (High Definition)

This is only really useful for High Definition videos.

Download link: <http://www.winxdvd.com/hd-video-converter-deluxe/>

This software is not free.

MP4 gives the best display quality. Please follow the following steps:

1. Select **"HD Video"** tab then the **"to HD MP4"** tab.
2. Change audio quality to 448 kbps, and change video quality to 12000, output image setting to custom size with custom aspect ratio, and video resolution to HD1080P(1920:1080), video codec to MPEG4.

See the screen shot below for the recommend settings.

