



TECHNICAL DOCUMENT

BrightSign Setup Guide

This document is designed to act as a setup guide for BrightSign players.

BrightSign Setup Guide

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Introduction

This document is designed to act as a setup guide for BrightSign, providing instructions for setting up ONELAN players on BrightSign units.

BrightSign players require an SD card to be fitted in order to operate. These must be separately purchased, formatted and installed. Then the ONELAN BrightSign player must be installed onto the SD card and the system commissions with the ONELAN Content Management System.

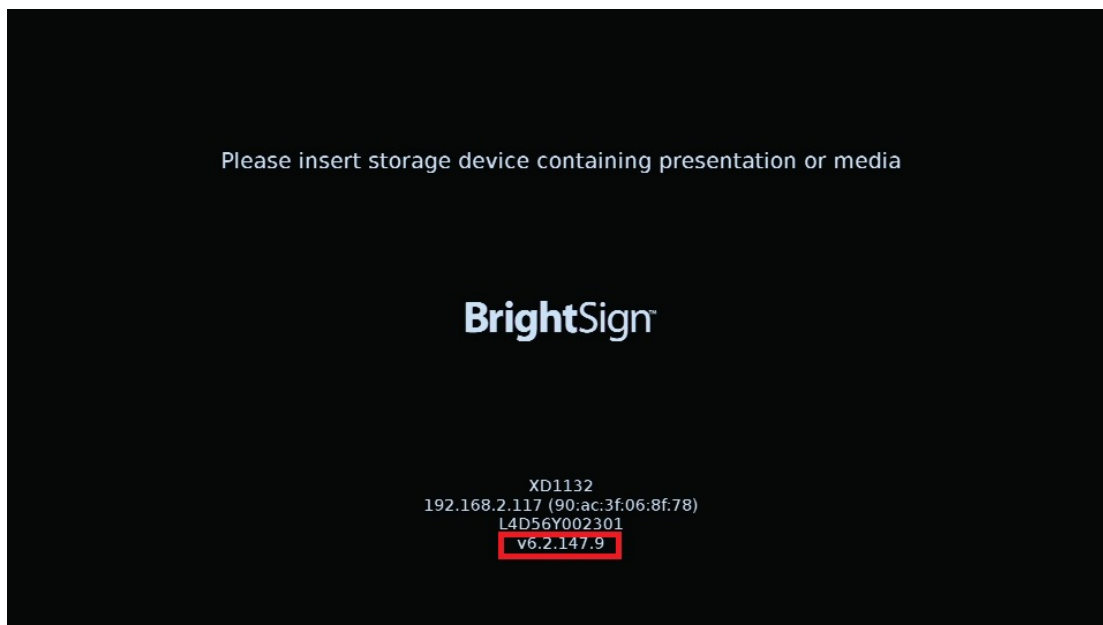
Installation

Check Firmware Version

ONELAN has developed and tested BrightSign SoC players against version 6.2.147.9. Please ensure that your firmware version is set to version 6.0.0. or later.

To do so:

1. Connect your BrightSign player to a screen.
2. Without an SD card inserted, power on the player.
3. The following screens should appear, the firmware version has been highlighted.



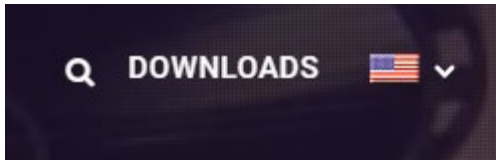
Update the Firmware Version

If you are running a firmware version earlier than 6.0.0., you will need to update it.

To update the firmware:

1. In a browser window, go to <https://brightsign.biz/>.

2. On the top right-hand side, click **Downloads**.



3. Next to the relevant player model, click the **Firmware** link to download it.
4. Extract the file ending **.bsfw** from the zip file.
5. Save this file in the root of an SD card.
6. With your BrightSign player powered off, insert the SD card into the player.
7. Power your player on and wait for it to update.

Note: The player will delete the firmware file from the SD card when the player has finished updating.

Installing the ONELAN BrightSign Player

In order to install the BrightSign player, you will need to direct it to the ONELAN CMS and also set the desired time zone (step 3.1).

1. Format the SD card to BrightSign fat32 standard.
2. Download the file from the following link:
`www.your_cms_url.your_domain.com/soc/autorun.brs.`

Note: To download, right click the page and **Save As**.

3. Open the file in a text editor and replace the text '`YOUR_CMS_URL`' with the address of the CMS.

3.1. You will also need to set the desired time zone. For a full list of supported time zones, please refer to the [time zone appendix](#).

The example below shows the text file before:

```
Sub Main()
  settings = {
    cmsSocUrl: "http://$CMS_URL/soc/",
    playerFile: "sd:/onelan/player/index.html",
    playerUrl: "file:///onelan/player/index.html",
    storageRoot: "sd:/",
    localStorageFolder: "sd:/localstorage",
    cacheFolder: "sd:/cache",
    videoMode: "1920x1080x60p:preferred",
    timeZone: "AEST",
    requiredFirmware: "6.0.0",
    screenWidth: 1920,
    screenHeight: 1080,
  }

  RotateLogs()

  ' Run in an eval so we can log errors.
  exitValue = Eval("RunPlayer(settings)")
  HandleErrors(exitValue)
End Sub
```

and after changes to the URL and time zone have been made:

```
Sub Main()
  settings = {
    cmsSocUrl: "http://cms.example.org/soc/",
    playerFile: "sd:/onelan/player/index.html",
    playerUrl: "file:///onelan/player/index.html",
    storageRoot: "sd:/",
    localStorageFolder: "sd:/localstorage",
    cacheFolder: "sd:/cache",
    videoMode: "1920x1080x60p:preferred",
    timeZone: "GMTBST",
    requiredFirmware: "6.0.0",
    screenWidth: 1920,
    screenHeight: 1080,
  }

  RotateLogs()

  ' Run in an eval so we can log errors.
  exitValue = Eval("RunPlayer(settings)")
  HandleErrors(exitValue)
End Sub
```

Note: If the time zone is changed, the BrightSign player will reboot itself in order to apply the new time zone.

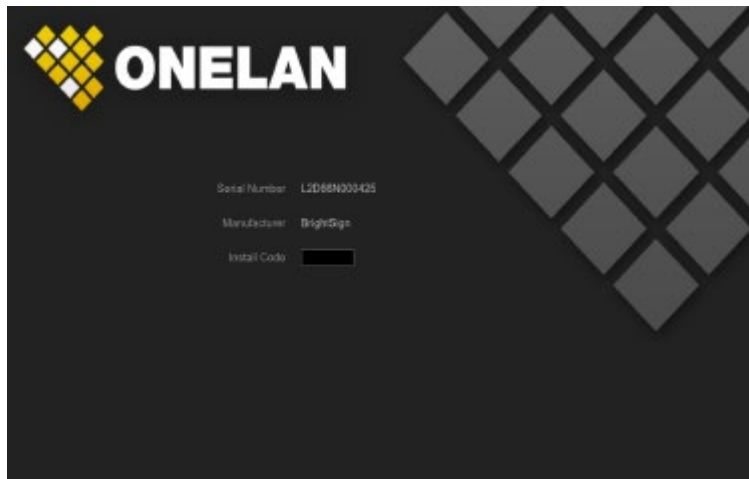
4. Copy the ONELAN SoC file to the SD card. This is required for each BrightSign player.
5. Insert the SD card into the device.
6. Secure the SD card with the BrightSign-issued cover.

Connecting to Display and Network

1. Connect the BrightSign player to the network using the ethernet cable.
2. Connect the BrightSign player to a display using an HDMI cable.
3. Turn the player on.
4. Turn the display on.


Connecting to the CMS

1. Once powered on, the display will show the **Configuration** page.
2. Type in the install code using a keyboard.



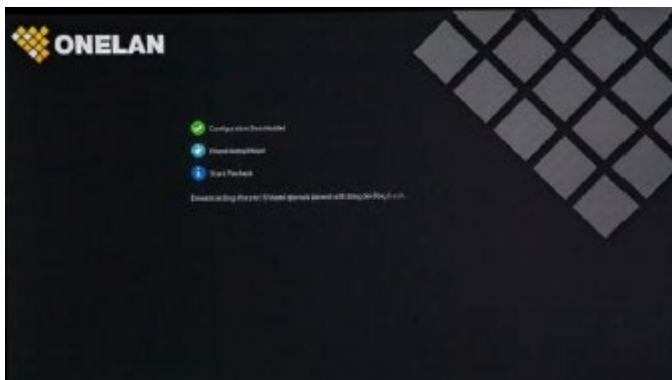
Note: During initial setup, when a SoC player displays the Install Code page, you can use the **reinstall** feature on the CMS to install the player. This allows for a remote install rather than typing an install code into each player.

3. The factory-shipped install code is **DEFAULT0** which will install the default configuration.


Note: This code is found on the CMS by navigating to **Home > Manage Players** and then clicking on the **Settings**  icon and selecting the relevant configuration.

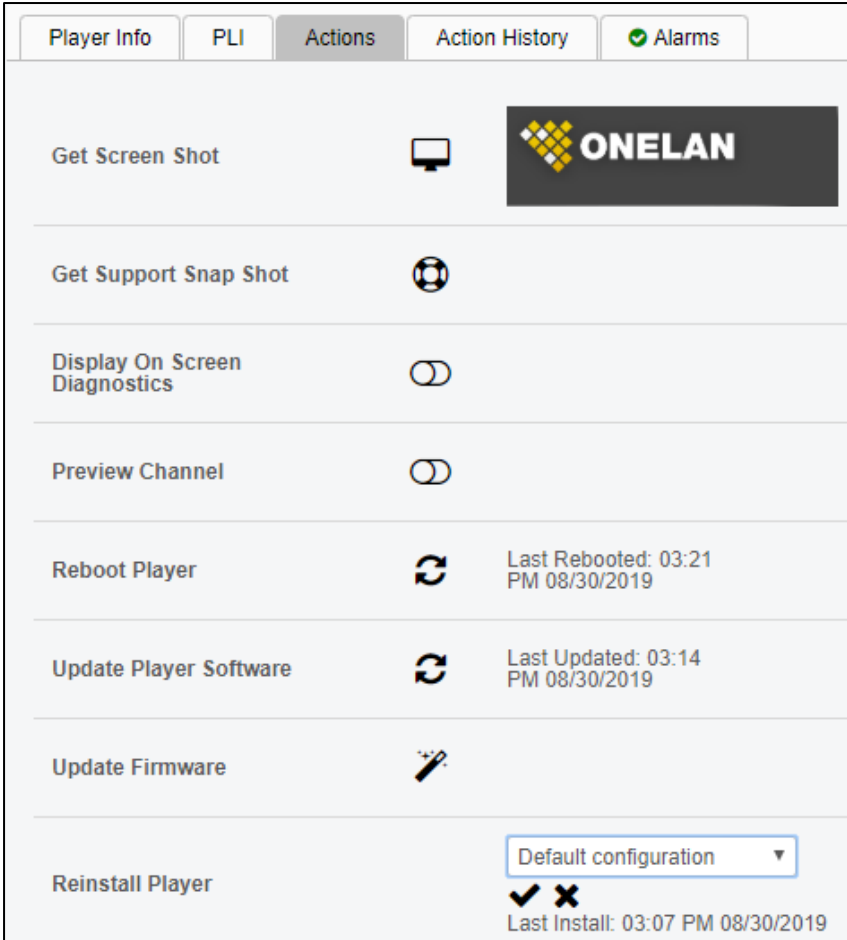
4. Press **Enter** on the keyboard.
5. The player installation progress screen will appear.
6. Now the player has been installed, it will automatically reboot.
7. If the channel has been published, the player will download the relevant content and switch to playback mode.

Note: If the channel has not been published, the player will show you the channel ID and wait for it to be published in the CMS.




Installing Configurations

1. On the CMS, click on the **Manage Players**  icon or navigate to **Home > Manage Players**.
2. Select the relevant player from the list.
3. Click on the **Actions** tab.



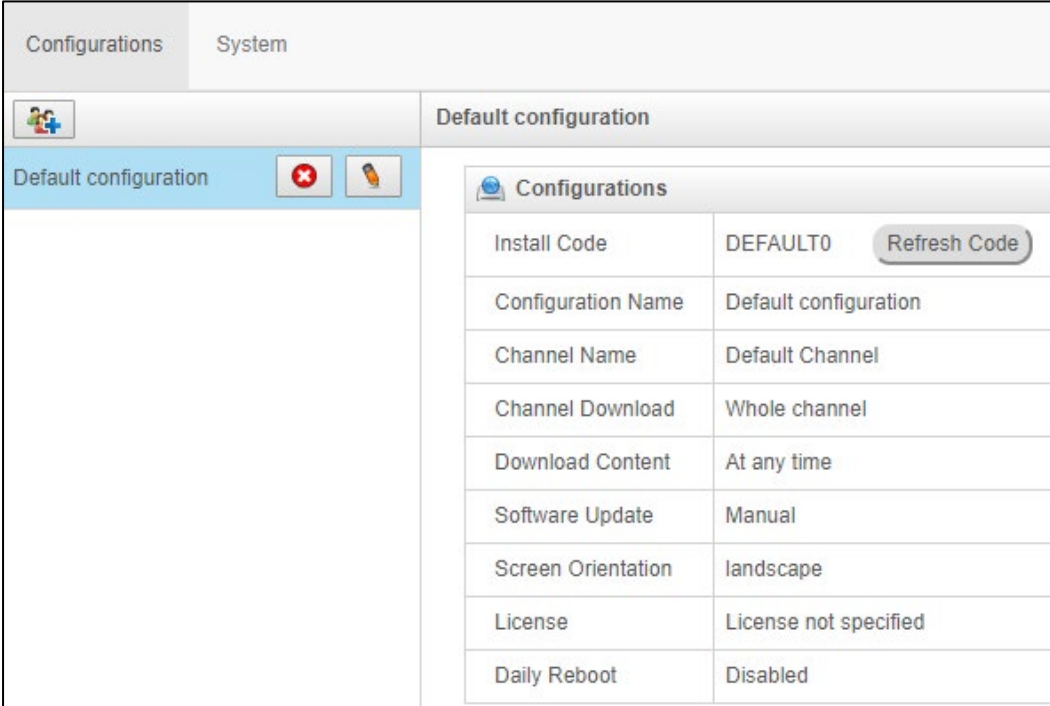
The screenshot shows the 'Actions' tab in the ONELAN CMS interface. The top navigation bar includes 'Player Info', 'PLI', 'Actions' (selected), 'Action History', and 'Alarms'. The main content area lists several actions:

- Get Screen Shot**: Includes a monitor icon and a thumbnail of the ONELAN logo.
- Get Support Snap Shot**: Includes a globe icon.
- Display On Screen Diagnostics**: Includes a toggle switch icon.
- Preview Channel**: Includes a toggle switch icon.
- Reboot Player**: Includes a refresh icon and the text 'Last Rebooted: 03:21 PM 08/30/2019'.
- Update Player Software**: Includes a refresh icon and the text 'Last Updated: 03:14 PM 08/30/2019'.
- Update Firmware**: Includes a plug icon.
- Reinstall Player**: Includes a plug icon, a dropdown menu set to 'Default configuration', a checkmark icon, an 'X' icon, and the text 'Last Install: 03:07 PM 08/30/2019'.

4. Click on the **plug**  icon.
5. Select the preferred configuration from the drop-down menu.
6. Click the **tick** button and the new configuration will install.

Creating Configurations

1. Click the **Manage Players**  icon in the top right-hand corner of the CMS. You can also reach this page by navigating to **Home > Manage Players**.
2. Click the **Settings**  icon on the left-hand side.
3. Click the **Add Configuration**  button.



The screenshot displays the 'Configurations' page in the CMS. The page has a header with 'Configurations' and 'System' tabs. Below the header, there is a 'Default configuration' section with a table of settings. The table has two columns: 'Property' and 'Value'. The properties and their values are:

Property	Value
Install Code	DEFAULT0 Refresh Code
Configuration Name	Default configuration
Channel Name	Default Channel
Channel Download	Whole channel
Download Content	At any time
Software Update	Manual
Screen Orientation	landscape
License	License not specified
Daily Reboot	Disabled

4. Type the name of the configuration and select the appropriate channel, screen orientation and license you want your configuration to be associated with from the drop-down menus.

This feature allows you to add and edit configurations. Therefore, you can install screens with pre-set orientations and channels.

Add Configuration

Configuration Name

Channel Name

Channel Download Whole channel
 Content matching conditional play

Download Content At any time
 Restricted times



Software Update

Screen Orientation


Daily Reboot Disabled
 Reboot daily at

License

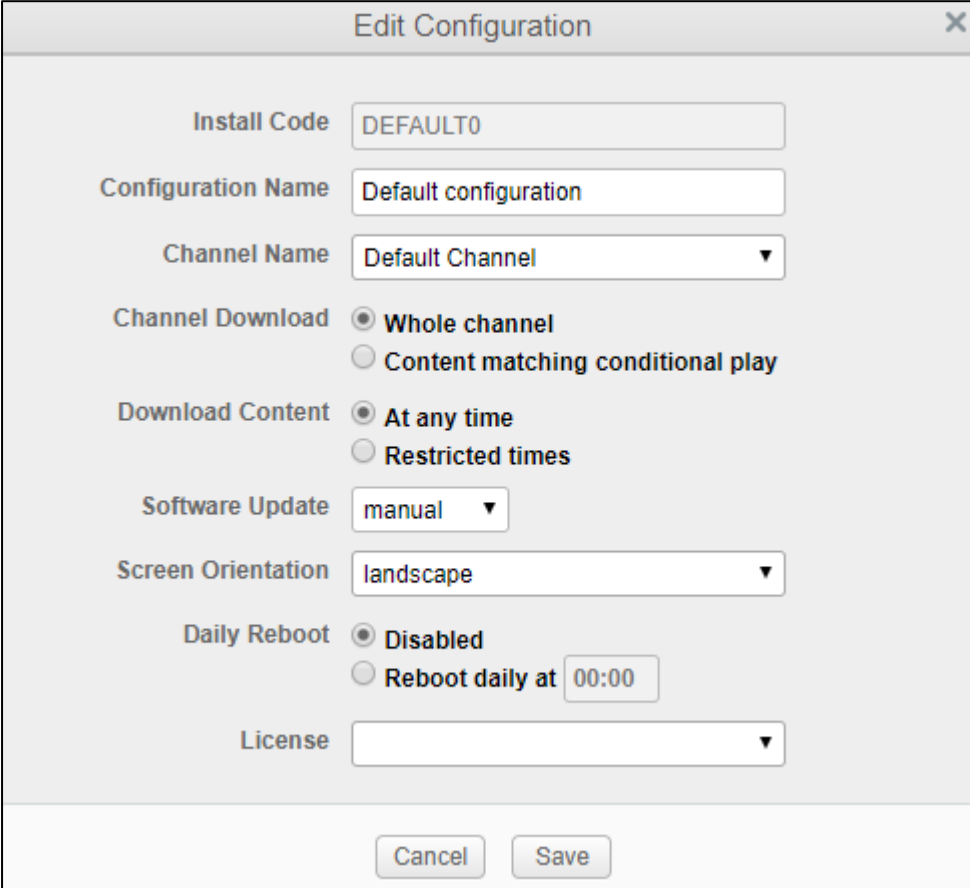
Editing or Deleting Configurations

1. Click the **Manage Players**  icon in the top right-hand corner of the CMS or navigate to **Home > Manage Players**.
2. Click the **Settings**  icon on the left-hand side.
3. Select a configuration in the list. It will highlight blue and two icons will appear to the right.

4. To edit:

4.1. Click the **Edit**  icon and a pop up will appear showing you the installation code.

4.2. You can rename the configuration, select a different channel, set channel download options, change the screen orientation or associated license and other options.



5. To delete:

5.1. Click the **Delete**  icon.

5.2. This will open a pop up asking if you are sure. Select **Yes**.

Known Limitations

- **Movies/images** – use media of a similar size to the zone as otherwise scaling may cause loss of quality.
- Images that have embedded color profiles are not supported on players with firmware version 8.0.69. or later.
- **GIFs** – avoid using multiple animated GIFs as these can cause playback issues.
- SoC players do not yet support **Show part of Movie** option for the **Movie Size** property.
- Enabling the **on-screen diagnostics** while a video is playing will result in the video disappearing. It will continue to play in the background and will become visible again when the on-screen diagnostics page is closed.

Supported Formats

To check the official list of supported video codes and resolutions, please visit: [BrightSign supported video formats and codecs](#).

Time Zone Appendix

The following time zones are supported on BrightSign players (this list does not apply to POSIX-formatted time zones):

- EST: US Eastern Time
- CST: US Central Time
- MST: US Mountain Time
- PST: US Pacific Time
- AKST: Alaska Time
- HST: Hawaii-Aleutian Time with no Daylight Savings (Hawaii)
- HST1: Hawaii-Aleutian Time with Daylight Saving
- MST1: US MT without Daylight Saving Time (Arizona)
- EST1: US ET without Daylight Saving Time (East Indiana)
- AST: Atlantic Time
- CST2: Mexico (Mexico City)
- MST2: Mexico (Chihuahua)
- PST2: Mexico (Tijuana)
- BRT: Brazil Time (Sao Paulo)
- NST: Newfoundland Time
- AZOT: Azores Time

- GMTBST: London/Dublin Time
- WET: Western European Time
- CET: Central European Time
- EET: Eastern European Time
- MSK: Moscow Time
- SAMT: Delta Time Zone (Samara)
- YEKT: Echo Time Zone (Yekaterinburg)
- IST: Indian Standard Time
- NPT: Nepal Time
- OMST: Foxtrot Time Zone (Omsk)
- JST: Japanese Standard Time
- CXT: Christmas Island Time (Australia)
- AWST: Australian Western Time
- AWST1: Australian Western Time without Daylight Saving Time
- ACST: Australian Central Standard Time (CST) with Daylight Saving Time
- ACST1: Darwin, Australia/Darwin, and Australian Central Standard Time (CST) without Daylight Saving Time
- AEST: Australian Eastern Time with Daylight Saving Time

- AEST1: Australian Eastern Time without Daylight Saving Time (Brisbane)
- NFT: Norfolk (Island) Time (Australia)
- NZST: New Zealand Time (Auckland)
- CHAST: , Fiji Time, , Fiji, Pacific/Fiji, Yankee Time Zone (Fiji)
- SST: X-ray Time Zone (Pago Pago)GMT: Greenwich Mean Time
- GMT-1: 1 hour behind Greenwich Mean Time
- GMT-2: 2 hours behind Greenwich Mean Time
- GMT-3: 3 hours behind Greenwich Mean Time
- GMT-3:30: 3.5 hours behind Greenwich Mean Time
- GMT-4: 4 hours behind Greenwich Mean Time
- GMT-4:30: 4.5 hours behind Greenwich Mean Time
- GMT-5: 5 hours behind Greenwich Mean Time
- GMT-6: 6 hours behind Greenwich Mean Time
- GMT-7: 7 hours behind Greenwich Mean Time
- GMT-8: 8 hours behind Greenwich Mean Time
- GMT-9: 9 hours behind Greenwich Mean Time
- GMT-9:30: 9.5 hours behind Greenwich Mean Time
- GMT-10: 10 hours behind Greenwich Mean Time

- GMT-11: 11 hours behind Greenwich Mean Time
- GMT-12: 12 hours behind Greenwich Mean Time
- GMT-13: 13 hours behind Greenwich Mean Time
- GMT-14: 14 hours behind Greenwich Mean Time
- GMT+1: 1 hour ahead of Greenwich Mean Time
- GMT+2: 2 hours ahead of Greenwich Mean Time
- GMT+3: 3 hours ahead of Greenwich Mean Time
- GMT+3:30: 3.5 hours ahead of Greenwich Mean Time
- GMT+4: 4 hours ahead of Greenwich Mean Time
- GMT+4:30: 4.5 hours ahead of Greenwich Mean Time
- GMT+5: 5 hours ahead of Greenwich Mean Time
- GMT+5:30: 5.5 hours ahead of Greenwich Mean Time
- GMT+6: 6 hours ahead of Greenwich Mean Time
- GMT+6:30: 6.5 hours ahead of Greenwich Mean Time
- GMT+7: 7 hours ahead of Greenwich Mean Time
- GMT+7:30: 7.5 hours ahead of Greenwich Mean Time
- GMT+8: 8 hours ahead of Greenwich Mean Time
- GMT+8:30: 8.5 hours ahead of Greenwich Mean Time

- GMT+9: 9 hours ahead of Greenwich Mean Time
- GMT+9:30: 9.5 hours ahead of Greenwich Mean Time
- GMT+10: 10 hours ahead of Greenwich Mean Time
- GMT+10:30: 10.5 hours ahead of Greenwich Mean Time
- GMT+11: 11 hours ahead of Greenwich Mean Time
- GMT+11:30: 11.5 hours ahead of Greenwich Mean Time
- GMT+12: 12 hours ahead of Greenwich Mean Time
- GMT+12:30: 12.5 hours ahead of Greenwich Mean Time
- GMT+13: 13 hours ahead of Greenwich Mean Time
- GMT+14: 14 hours ahead of Greenwich Mean Time