



TECHNICAL DOCUMENT

LG WebOS 3 Setup Guide

This document is designed to act as a setup guide for LG WebOS 3 players.

LG WebOS 3 Setup Guide

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Contents

Installation.....	1
Setup.....	1
Installing Configurations.....	3
Creating Configurations.....	4
Editing or Deleting Configurations.....	5
Supported Formats.....	7
Audio.....	7
Image.....	7
Flash.....	7
Video.....	8
Known Limitations.....	9

Installation

Plug the screen in and power on.

A keyboard can be plugged into the screen to assist with setup.

Setup

1. Using the remote, select your **Language**, **Continent**, **Country** and, if applicable, **Time Zone**.
2. Press **OK**.
3. Set the **Rotation** to the appropriate orientation you wish to display.
4. Select a **Network** setting, either **Wired** if you are using an ethernet cable or **Wi-Fi**. If the latter, enter the relevant network password.
5. For the **On/Off Timer**, ONELAN recommends that you set this to **Always On** as otherwise players may unexpectedly turn off despite instructions from the managing CMS.
6. You will now be taken to a screen with no signal. Hold the **Settings** button on the remote until a gray box appears in the top right of the screen.
7. Enter **8080** and press **OK** on the remote.
8. A server menu will now appear. Change **Application Launch Mode** to **Remote** and **Fully Qualified Domain Name** to **On**.
9. Now enter your CMS URL into the URL text box using the following format:

```
https://cms*****.domain.com/soc
```

or

```
http://<IPaddress>/soc
```

Note: Ensure that you append '/soc' to the end of the URL.


10. Now press the **Back** button in the top right of that menu and reboot the player.

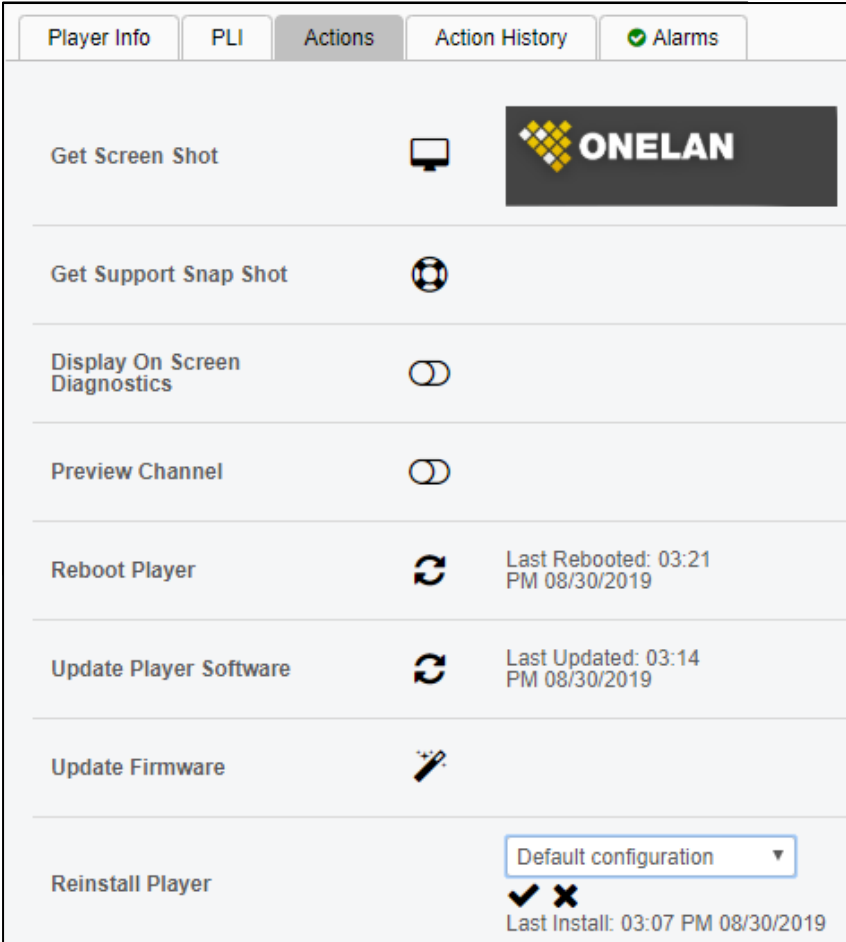


11. The player will now connect to the CMS and install the **Install Code** page. This may take a few minutes and the player may reboot.

Note: This can alternatively be done remotely. See [installing configurations](#).


Installing Configurations

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



The screenshot shows the 'Actions' tab in the ONELAN CMS. The interface includes a navigation bar with tabs for 'Player Info', 'PLI', 'Actions', 'Action History', and 'Alarms'. Below the navigation bar, there is a list of actions:



- Get Screen Shot: Includes a monitor icon and a large 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 dropdown menu set to 'Default configuration', a checkmark and an 'x' icon, and the text 'Last Install: 03:07 PM 08/30/2019'.

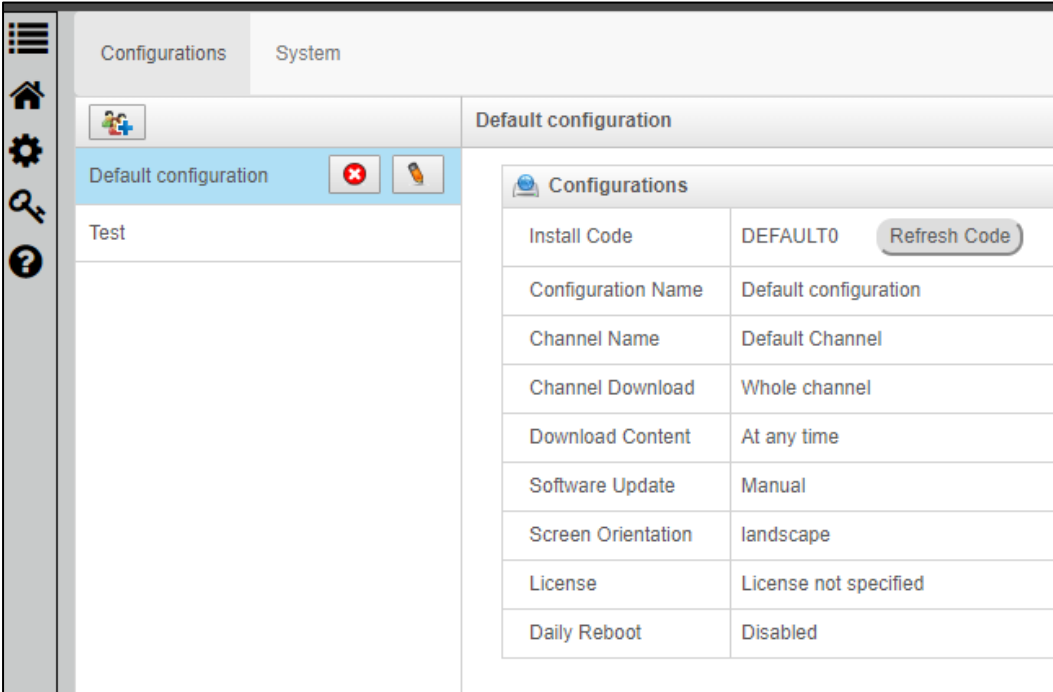
4. Click on the **plug**  icon.
5. Select the preferred configuration from the drop-down menu.

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.

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.

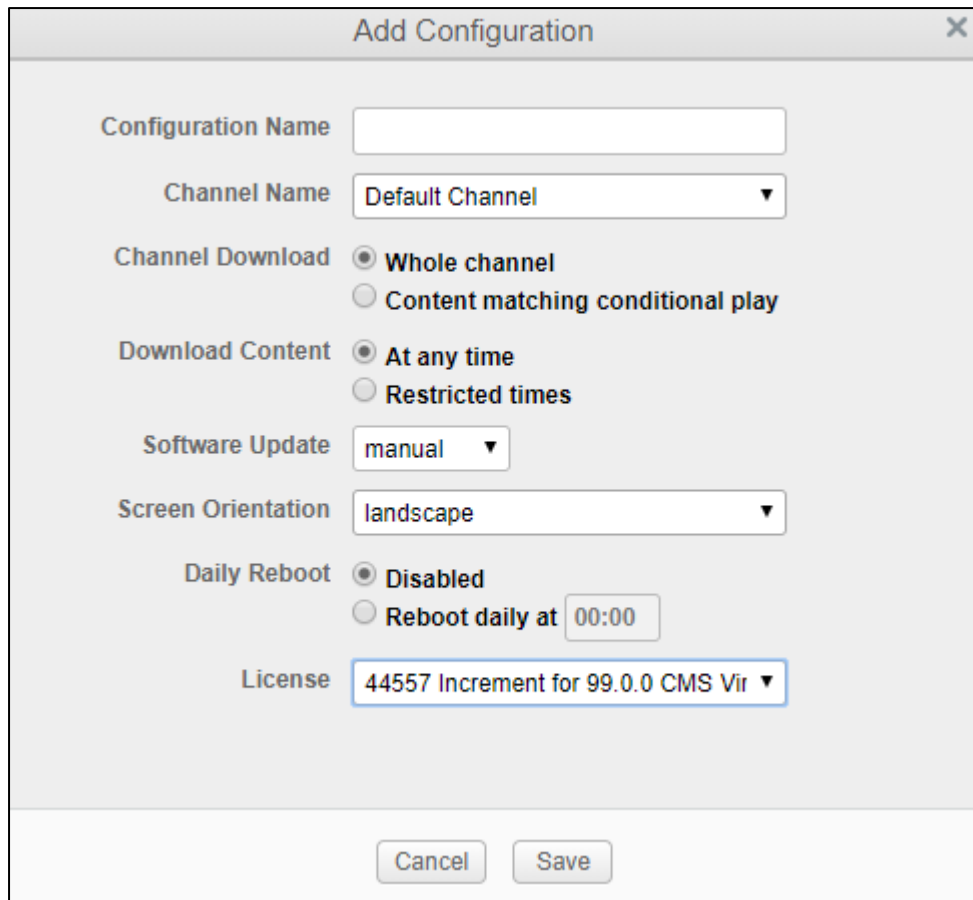


The screenshot shows the CMS interface with the 'Configurations' tab selected. On the left, there is a sidebar with icons for home, settings, search, and help. The main content area is divided into two sections: 'Default configuration' and 'Configurations'. The 'Default configuration' section has a table with the following data:

Install Code	DEFAULT0	<button>Refresh Code</button>
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	

3. Click the **Add Configuration**  button.
4. Type the name of the configuration and from the drop-down menus select the appropriate channel, screen orientation and license you want your configuration associated with. If you wish to restrict the channel download to specific times, click **Restricted Times** and enter the appropriate values.

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





The screenshot shows a dialog box titled "Add Configuration" with a close button (X) in the top right corner. The dialog contains the following fields and options:


- Configuration Name:** An empty text input field.
- Channel Name:** A dropdown menu currently showing "Default Channel".
- Channel Download:** Two radio button options: "Whole channel" (selected) and "Content matching conditional play".
- Download Content:** Two radio button options: "At any time" (selected) and "Restricted times".
- Software Update:** A dropdown menu currently showing "manual".
- Screen Orientation:** A dropdown menu currently showing "landscape".
- Daily Reboot:** Two radio button options: "Disabled" (selected) and "Reboot daily at" followed by a time input field showing "00:00".
- License:** A dropdown menu currently showing "44557 Increment for 99.0.0 CMS Vir".

At the bottom of the dialog, there are two buttons: "Cancel" and "Save".

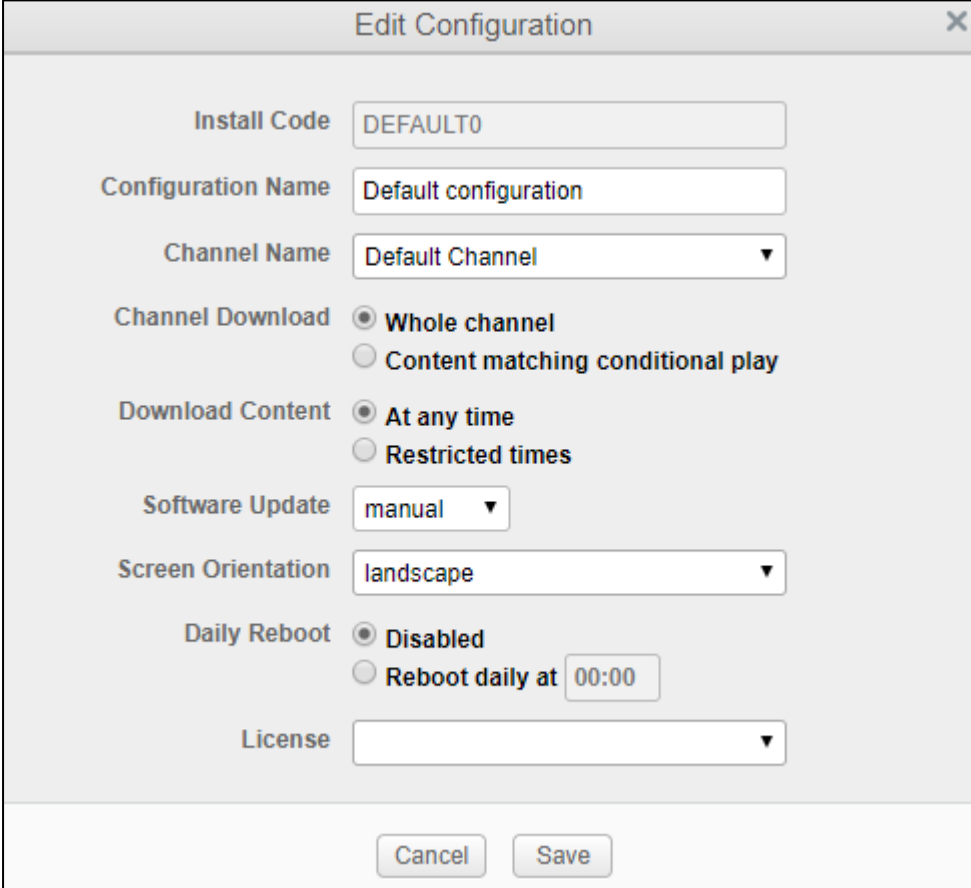
Editing or Deleting Configurations

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.



Edit Configuration

Install Code: DEFAULT0

Configuration Name: Default configuration

Channel Name: Default Channel

Channel Download: Whole channel Content matching conditional play

Download Content: At any time Restricted times

Software Update: manual

Screen Orientation: landscape

Daily Reboot: Disabled Reboot daily at 00:00

License: [Empty dropdown]

Cancel Save

5. To delete:

5.1. Click the **Delete**  icon.

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

Supported Formats

This section lists all the streaming protocols and media file formats supported on WebOS Signage 3.0

Audio

File Extension	Media Container	Code	Note
.mp3	MP3	MPEG-1, MPEG-2, Layer 2, Layer 3	<ul style="list-style-type: none"> Bite rate: 32 – 320 Kbps Sample frequency: 16 – 48 KHz
.wav	WAV	PCM	-
.ogg	OGG	Vorbis	-
.wma	WMA	WMA	-

Image

File Extension	File Format
.jpeg, .jpg, .jpe	JPEG
.png	PNG
.bmp	BMP

Flash

Note: On WebOS Signage, FLV and F4V files are playable only by using the <video> element.

Flash Player	Version	Flash Player v11.1
	Action Script	Actionscript v2.0, Actionscript v3.0
Graphic	Resolution	1920 x 1020 (FHD)
	Runtime-load Image Type	PNG, JPEG
Sound	Format	AAC, MP3
	Sample Rate	16 KHz, 32 KHz, 44.1 KHz
Flash Video	HW Codec	H.264 (with AAC audio only)
	Recommended Video Resolution	Up to FHD (1080p)
	Recommended Audio Sample Rate	44.1 KHz
Streaming Protocol		HTTP(s) RTMP/RTMP-e

Video

Note: The maximum supported video resolution is Full High Definition (FHD 1920 x 1080).

File Extension	Codec	
.asf, .wmv	Video	VC-1 advanced profile (WVMA excluded), VC-1 simple and main profiles.
	Audio	WMA Standard (WMA v1/WMA speech excluded), WMA 9 professional.
.divx, .avi	Video	DivX3.11, DivX4, DivX5, DivX6, XVID (except 3 warp-point GMC), H.264/AVC, Motion JPEG, MPEG-4.
	Audio	MPEG-1, Layer I, II, MPEG-1 Layer III (MP3), Dolby Digital, Dolby Digital Plus, LPCM, ADPCM, DTS.
.mp4, .m4v, .mov	Video	H.264/AVC, MPEG-4.
	Audio	AAC, MPEG-1 Layer III (MP3).
.3gp, .3g2	Video	H.264/AVC, MPEG
	Audio	AAC, AMP-NB, AMR-WB
.mkv	Video	MPEG-2, MPEG-4, H.264/AVC, VP8
	Audio	Dolby Digital, PCM, DTS, MPEG-1 Layer I, II, MPEG-1 Layer III (MP3), Vorbis, AAC
.ts, .trp, .tp, .mts	Video	H.264/AVC, MPEG-2
	Audio	MPEG-1 Layer I, II, MPEG-1 Layer III
.mpg, .mpeg, .dat	Video	MPEG-1, MPEG-2
	Audio	MPEG01, Layer I, II, MPEG-1 Layer III (MP3)
.vob	Video	MPEG-1, MPEG-2
	Audio	Dolby Digital, MPEG-1, Layer I, II, DCE-LPCM
.webm	Video	VP8, VP9
	Audio	Vorbis, Opus

Known Limitations

- **NTB level gapless playback:** this is a known limitation with LG WebOS players. The gapless playback will not be to the same level as the NTB and requires the configuration detailed in this document to be met. If the player cannot play one of the videos, then the player will fall back to playing the videos non-gapless.
- **Movies/images:** use media of a similar size to the zone as otherwise scaling may cause loss of quality.
- **GIFs:** avoid using multiple animated GIFs as these can cause playback issues.
- **Video opacity:** is not supported.
- SoC players do not yet support the **Show part of Movie** option for the **Movie Size** property.
- **Letterbox** mode is the only supported rendering mode for videos within gapless playback.
- LG cannot play audio and video soundtracks at the same time. Users must set volume to 0 on other items as appropriate.
- **External storage:** Kingston Datatraveler USBs are not recommended for use with external storage as this may lead to connectivity issues.