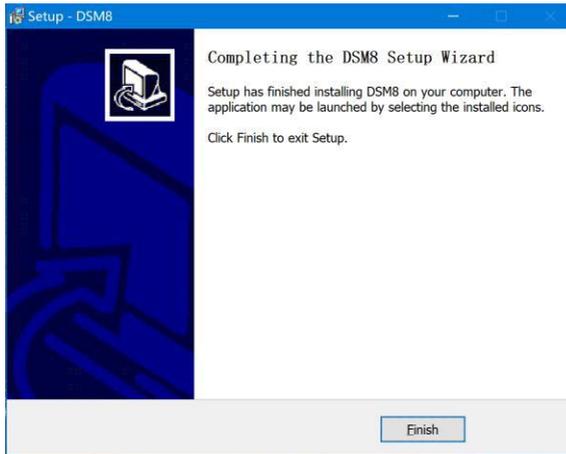


STEP 1: Install the software

To start the installation, click and run the **DSM8 Software Installation Package** on your PC or Windows server.

Follow the prompts to complete the installation.



Click the **Finish** button to complete the installation.

If the following error message appears, it means that the Website Port 80 is currently being occupied by another software. You can follow the steps below to assign another website port to DSM8. If no such error appears, you can skip this section.

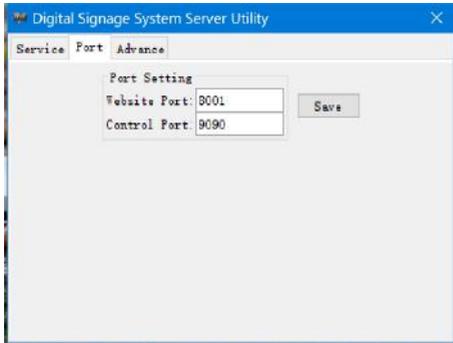


Go to **Windows Start Menu > All Programs > DSM8 > Setup DSM8**, and run it as administrator.

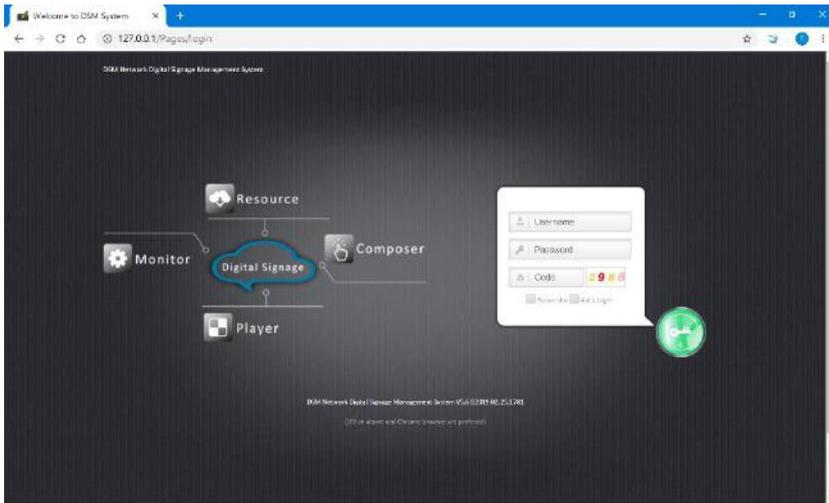


Navigate to **Port** and enter a new website port, such as 8001, or 8080. Click **Save**.

Navigate to **Service** and click the **Restart** button.



Click the **Login DSM8** icon on your desktop to log in to the software. If the icon doesn't work, visit **<http://your IP address:website port>**, for example, **<http://127.0.0.1:80>**. The recommended browser is Google Chrome or IE.



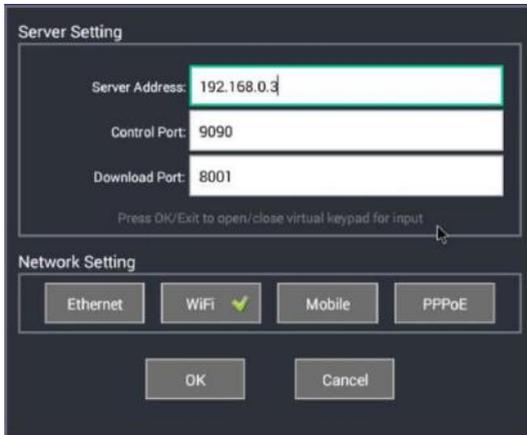
Username: admin Password: admin

STEP 2: Set up the player

Turn on your digital signage player and wait for it to play. Press the **Home** button on the remote to enter the **Player Setup Menu**.



Press the arrow keys on the remote to select **Network**. Press the **OK** button.


 A 'Server Setting' dialog box with a dark background. It contains three input fields: 'Server Address' with '192.168.0.3', 'Control Port' with '9090', and 'Download Port' with '8001'. Below these is a note: 'Press OK/Exit to open/close virtual keypad for input'. Underneath is a 'Network Setting' section with four buttons: 'Ethernet', 'WiFi' (with a green checkmark), 'Mobile', and 'PPPoE'. At the bottom are 'OK' and 'Cancel' buttons.

Press the arrow keys to locate fields and press the **OK** button to enable the soft keyboard.

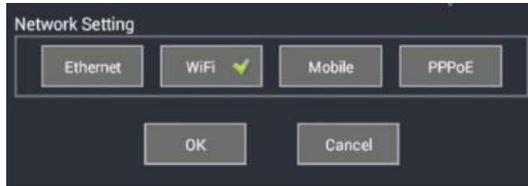
Fill in the fields as required:

Server Address: The IP address of the PC or Windows server on which you installed DSM8

Control Port: 9090

Download Port: 80 or the new website port you entered when installing DSM8

Select the network connection method of the player as needed, **Ethernet**, for example, or **Wi-Fi**.

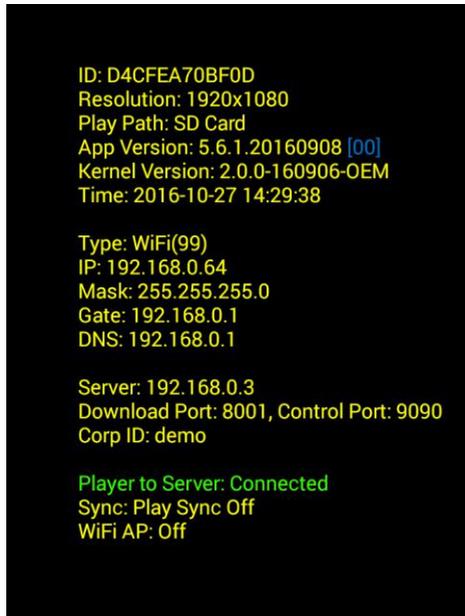


Select **OK** at the bottom to save and go back to the main menu.

Select **Start Player** from the main menu to go back to play.

Press the **info** button on the remote to check the **Player Running Information** as below. The green words

"*Player to Server: Connected*" show that you have set up your player correctly.



STEP 3: Create your content

The content in DSM8 is organized in the form of campaigns. There are three types of campaigns:

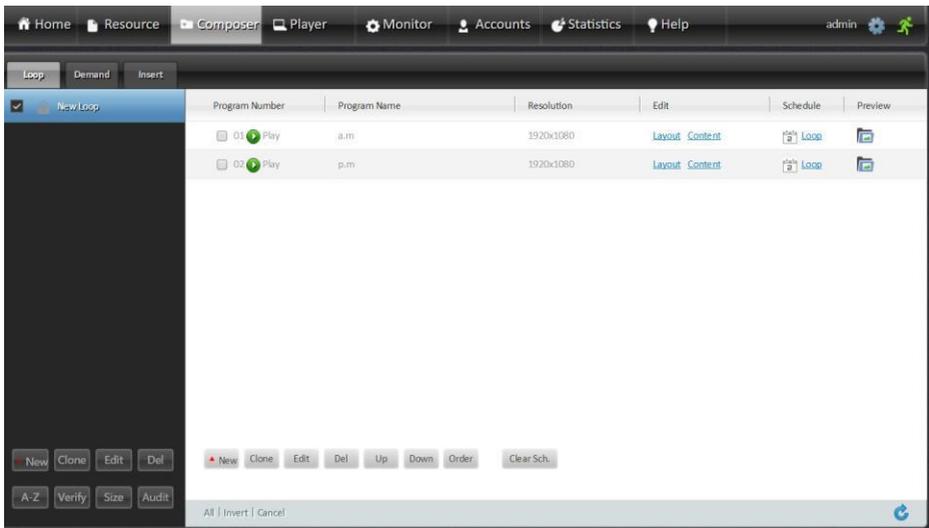
Loop: The content is looped according to a schedule. This is the most used campaign.

Demand: The content is triggered by an external device, such as a remote control, or a touch screen.

Insert: The content is played several times in a specified time period.

The following steps show how to make a Loop campaign. The way to make a Demand campaign or an Insert campaign is the same.

1. Navigate to **Composer > Loop**. Click the **New** button on the left sidebar to create a new Loop campaign.



Program Number	Program Name	Resolution	Edit	Schedule	Preview
01	Play a.m.	1920x1080	Layout Content	12h Loop	
02	Play p.m.	1920x1080	Layout Content	12h Loop	

Click **New** in the white area to create programs for the campaign. These programs will play in a loop one by one in order.

Program Number	Program Name	Resolution	Edit	Schedule	Preview
01	Play a.m.	1920x1080	Layout Content	12h Loop	
02	Play p.m.	1920x1080	Layout Content	12h Loop	

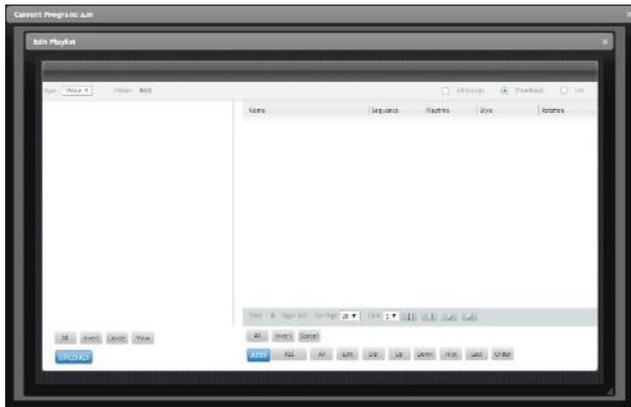
2. To edit a program, click **Layout** to open the **Current Program** interface. Use the buttons on the right side to add content areas into the layout.



Click and drag to move and resize an area. Right click on an area or use the tools at the bottom for more settings.

Click **OK** at the bottom to save each step. Click **SAVE** at the top to save the layout.

3. Select **Content** in the **Current Program** interface. Click on an area to add content.

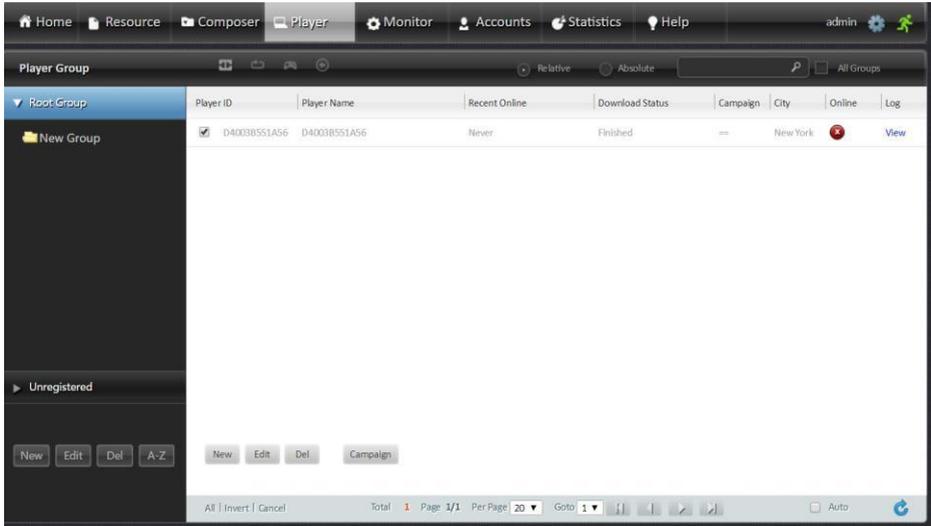


Click **UPLOAD** to browse and upload files. Click **ADD** to add files into the playlist of the area. Files in the playlist will play in order. Use the **Edit** button at the bottom for more settings. Close the window when you're done.

4. Go back to the Loop campaign. Check it and click **Audit** at the bottom.

STEP 4: Publish your content

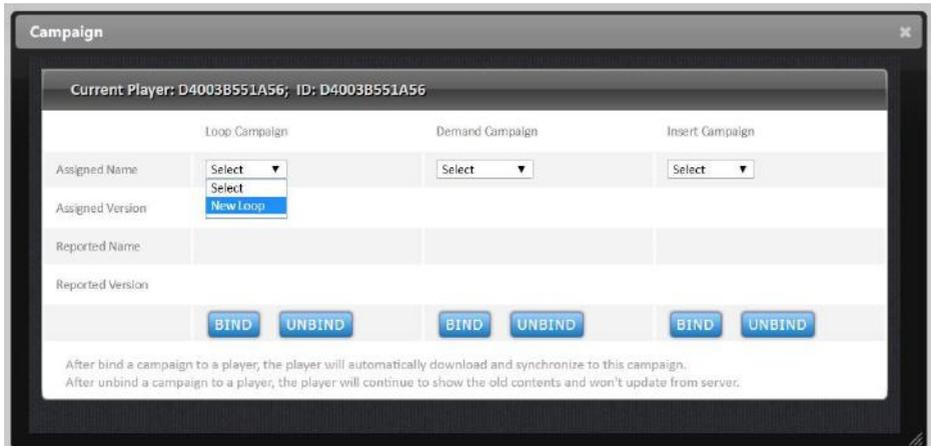
Navigate to **Player**. Select your player and click **Campaign** at the bottom.



The screenshot shows the DSM8 Player Group interface. The 'Player' tab is selected. The interface displays a table of players with the following columns: Player ID, Player Name, Recent Online, Download Status, Campaign, City, Online, and Log. A single player is listed with ID D4003B551A56 and Name D4003B551A56. The 'Campaign' button is visible at the bottom of the table.

Player ID	Player Name	Recent Online	Download Status	Campaign	City	Online	Log
<input checked="" type="checkbox"/> D4003B551A56	D4003B551A56	Never	Finished	==	New York	●	View

Select a campaign in the dropdown list and click **BIND**. Close the window.



The screenshot shows the Campaign dialog box. It displays the current player ID: D4003B551A56. The dialog has three columns for different campaign types: Loop Campaign, Demand Campaign, and Insert Campaign. Each column has a dropdown menu for 'Assigned Name' and 'Assigned Version'. The 'Loop Campaign' dropdown is open, showing 'New Loop' selected. Below the dropdowns are buttons for 'BIND' and 'UNBIND' for each campaign type. A note at the bottom explains the binding process.

Current Player: D4003B551A56, ID: D4003B551A56

	Loop Campaign	Demand Campaign	Insert Campaign
Assigned Name	Select	Select	Select
Assigned Version	New Loop		
Reported Name			
Reported Version			
	BIND UNBIND	BIND UNBIND	BIND UNBIND

After bind a campaign to a player, the player will automatically download and synchronize to this campaign.
 After unbind a campaign to a player, the player will continue to show the old contents and won't update from server.