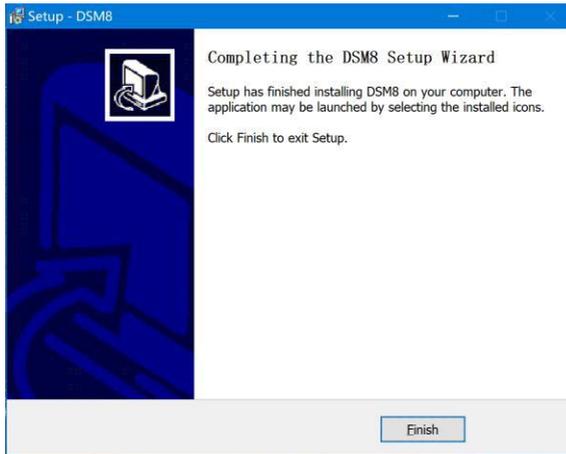# STEP 1: Install the software

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.
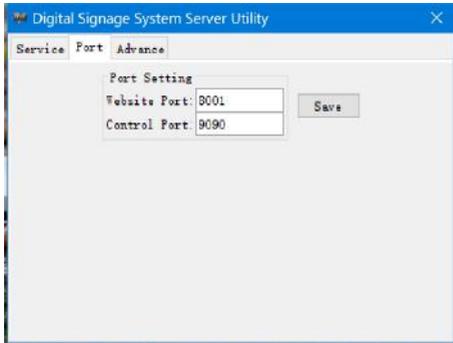

Go to **Windows Start Menu > All Programs > DSM8 > Setup DSM8**, and run it as administrator.
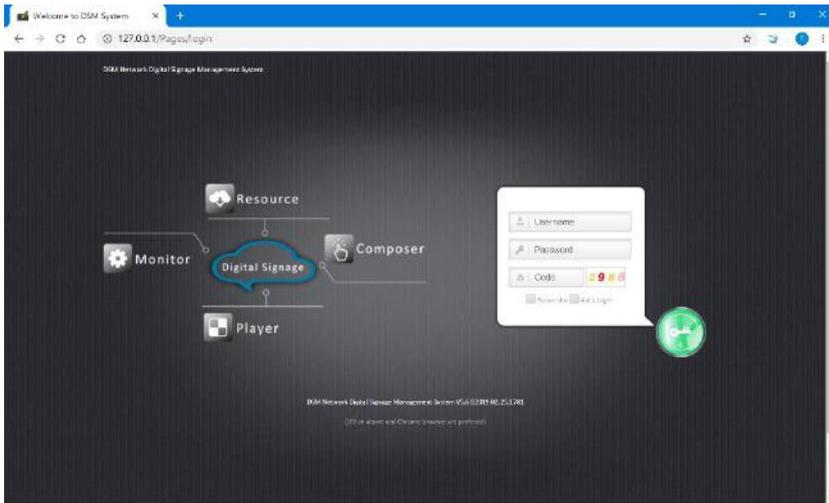
Navigate to **Port** and enter a new website port, such as 8001, or 8080. Click *Save*.

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.
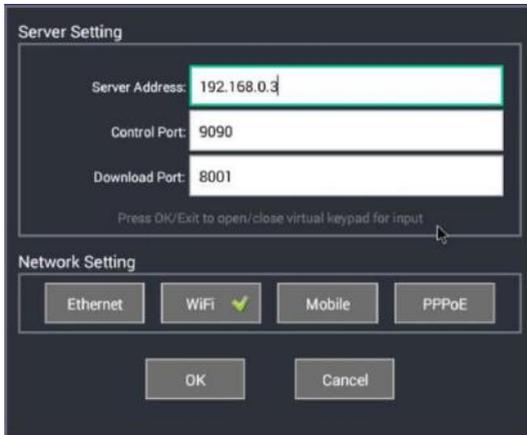

Username: admin   Password: admin

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.

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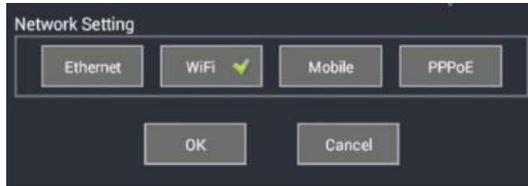
Select **OK** at the bottom to save and go back to the main menu.

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.

BETVIS
Better Visual
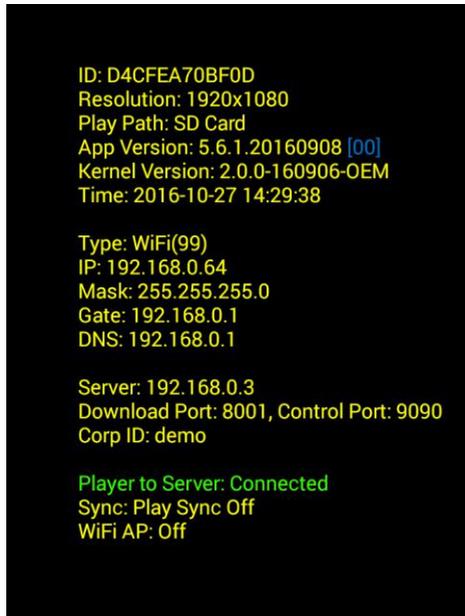
STEP 3: Create your content

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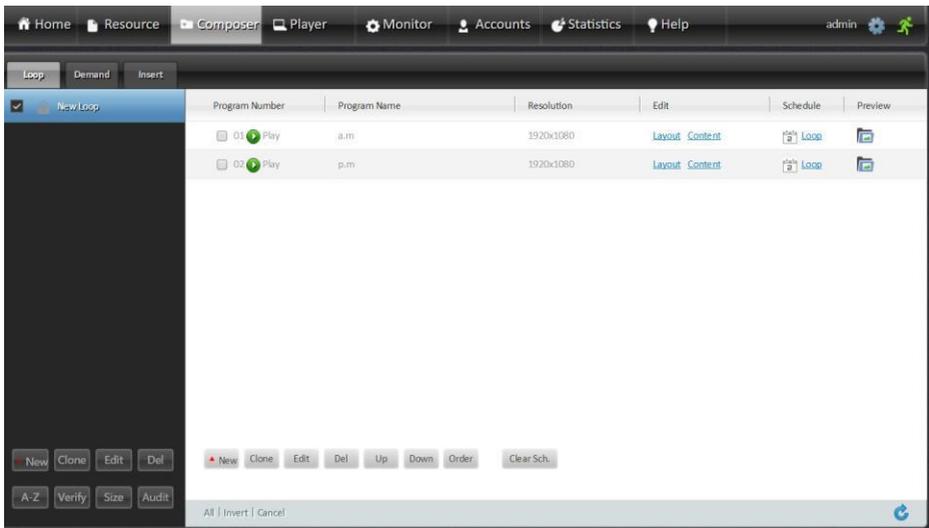
Click **New** in the white area to create programs for the campaign. These programs will play in a loop one by one in order.

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.

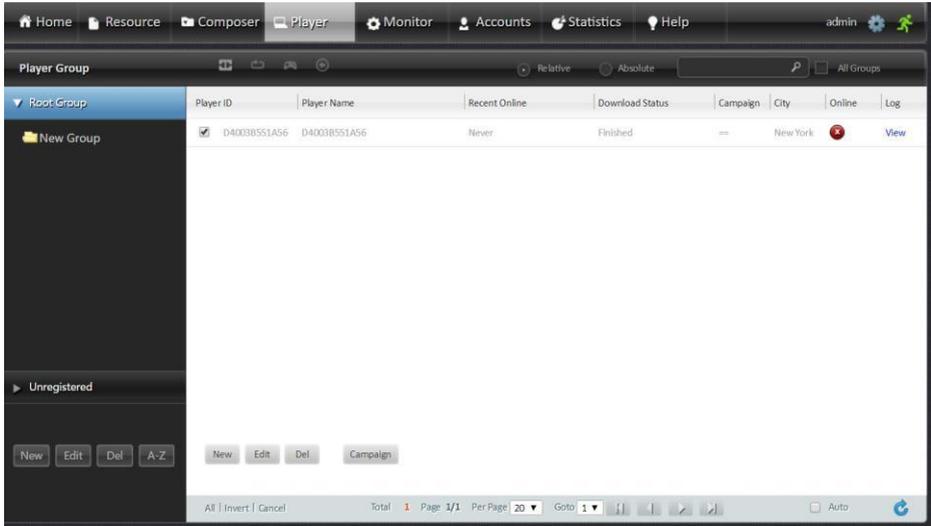3. Select **Content** in the **Current Program** interface. Click on an area to add content.
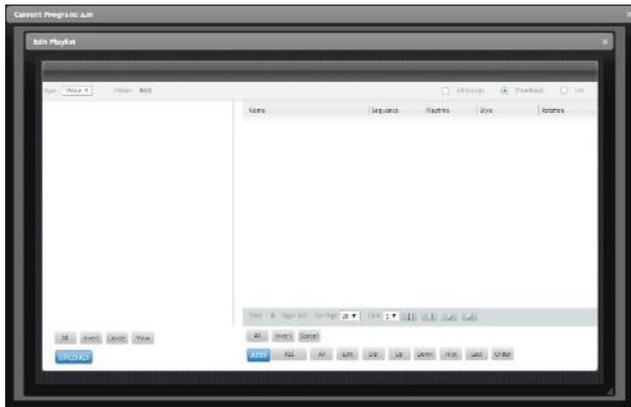
Click **UPLOAD** to browse and upload files. Click **ADD** to add files into the playlist of the area. Files in the playlist will play in order. Use the **Edit** button at the bottom for more settings. Close the window when you're done.

4. Go back to the Loop campaign. Check it and click **Audit** at the bottom.
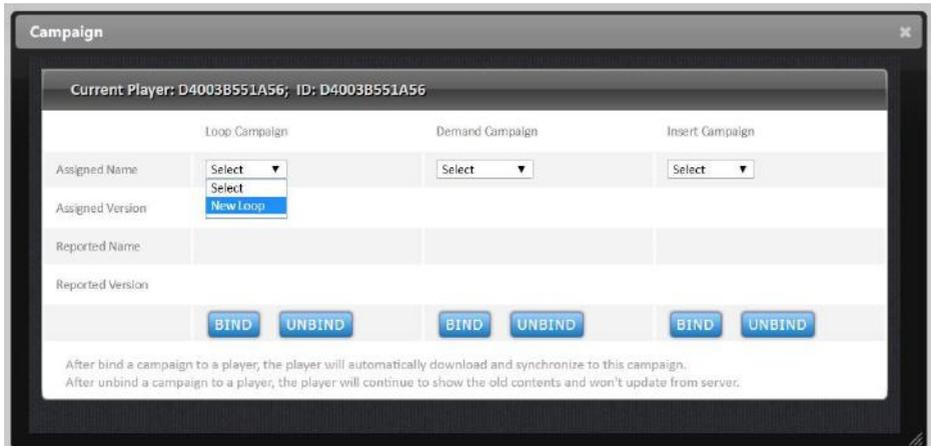
STEP 4: Publish your content

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

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