Ultrathin Digital Poster
D43H1

POWER Supply：100-240V~,50/60Hz,1.8A

* Please read this instruction manual carefully before using the product.

* Please keep this instruction manual in a safe place.

Table of Contents

Chapter 3 Program Broadcast And Update

NOTICE

Chapter 1 Overview

1.1 Brief Introduction

Signway Digital Signage Player Software – Android Edition is designed to run on the RK3066 chipset, which employs 32-bit processor and has a powerful capacity of image and audio processing, offering full HD decoding up to 1080P. With integrated USB and LAN/WIFI/ connections, the platform can work well with both Signway GTV, ADPE and EzPoster content management systems.

1.2 Key Features

- Supports stand-alone, LAN, WIFI modes.
- Capable of running multiple playlists as scheduled.
- Supports display of scrolling text, real-time clock, logo, etc.
- Programs can be updated via network or USB device on site.
- Media files can be played directly from an inserted USB device in stand-alone mode.
- Supports background music playback while displaying HD images
- Supports sync playback on multiple players
- Players can be turned on/off automatically on schedule made by day or week.
- Playback records facilitate maintenance
- Built-in 8GB memory allows you to store thousands of HD images

■ Supports portrait and landscape displays

■ Support multi-touch, interactivity and website access.

1.3 Media Formats

Various formats of media files to compose contents can include:

■ Video: MOV, MP4, AVI, MKV, ASF, MPG, TS, 3PG, FLV

■ Audio: MP3

■ Image: JPEG, BMP, PNG

1.4 Matters needing attention

■ Don't install or use this product near water or when wet.

■ Before starting the machine, please confirm that the product has been installed correctly.

■ Product parameters have been set before the factory, usually only need to modify the network Settings part.

1.5 Remote Control

Most of the operations can be completed by using a remote for your convenience.

Buttons	Description
POWER	Turn on/off the player
MENU	Call up the display drive menu
SETUP	Call up the OSD menu
SOURCE	Call up the signal source menu
▶/II	Play or confirm
▲	Move up
▼	Move down
◀	Move left
▶	Move right
◀◀	Skip to previous
▶▶	Skip to next
■	Stop and turn to the home page
🔇	Mute
🔊+	Volume up
🔊−	Volume down
HDMI	Switch to HDMI input
VGA	Switch to VGA input

YPbPr	Switch to YPbPr input

∗Other buttons have not been defined yet.

Note: Only on the home page can you call out the OSD menu by pressing **SETUP**. If you press the **STOP** button to stop the playing program, the playback will not resume when you start again and the scheduled program will be played instead.
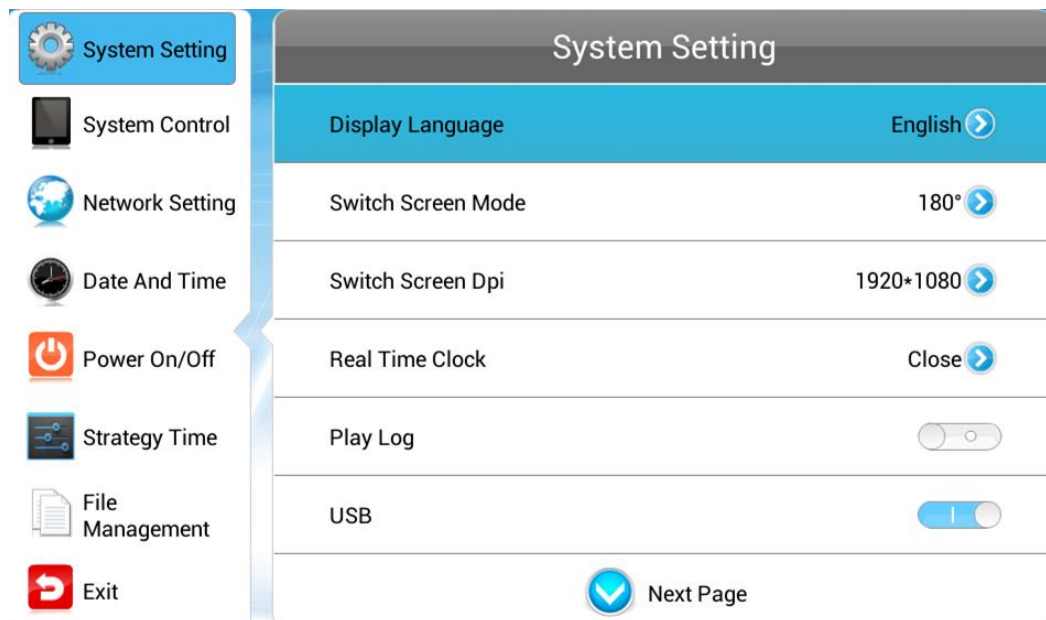
Chapter 2 OSD Menu

You are allowed to configure system parameters in the OSD menu using the remote control.

1. Press **STOP** on the remote to stop the current playback and present the home page as shown below.

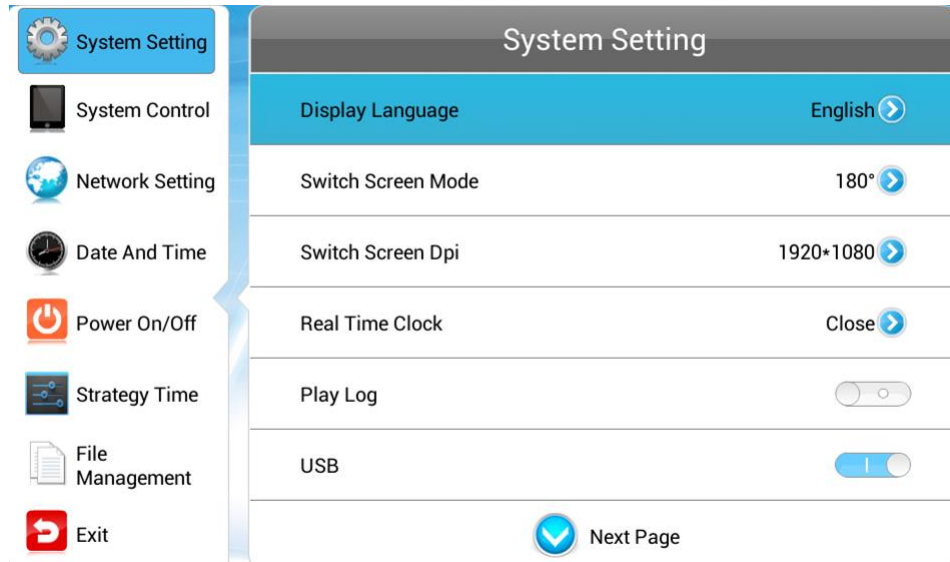2. Press **SETUP** on the remote to call up the OSD menu as shown below

   NOTE: Only on the home page can you call up the OSD menu by pressing **SETUP**

3. Press ▲▼◀▶ on the remote to navigate to a menu, and press ▷/ǁ to open it
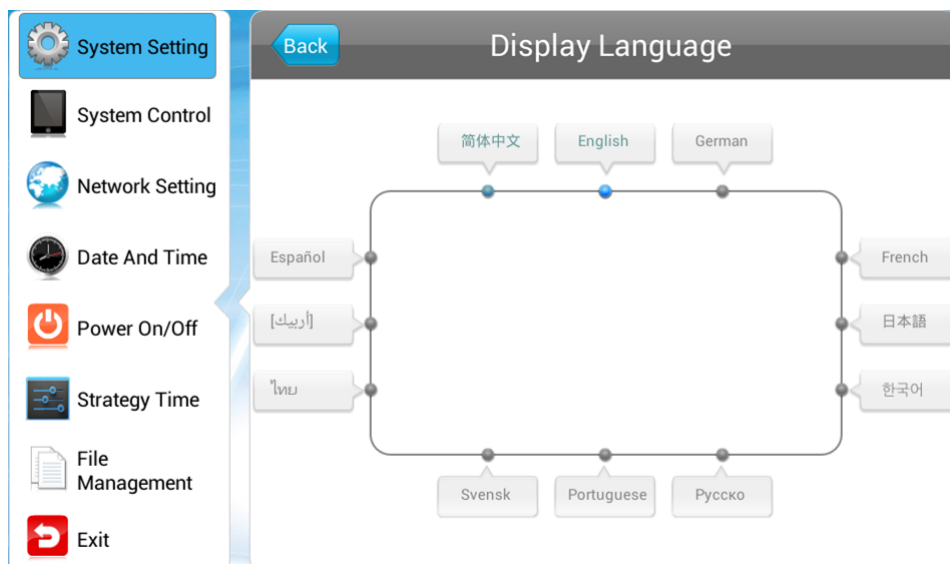
2.1 System Settings

Navigate to **System Settings** on the main menu and press [▶/II] on the remote to open it.

Press [▲][▼] on the remote to navigate to a submenu, and press [▶/II] to open it
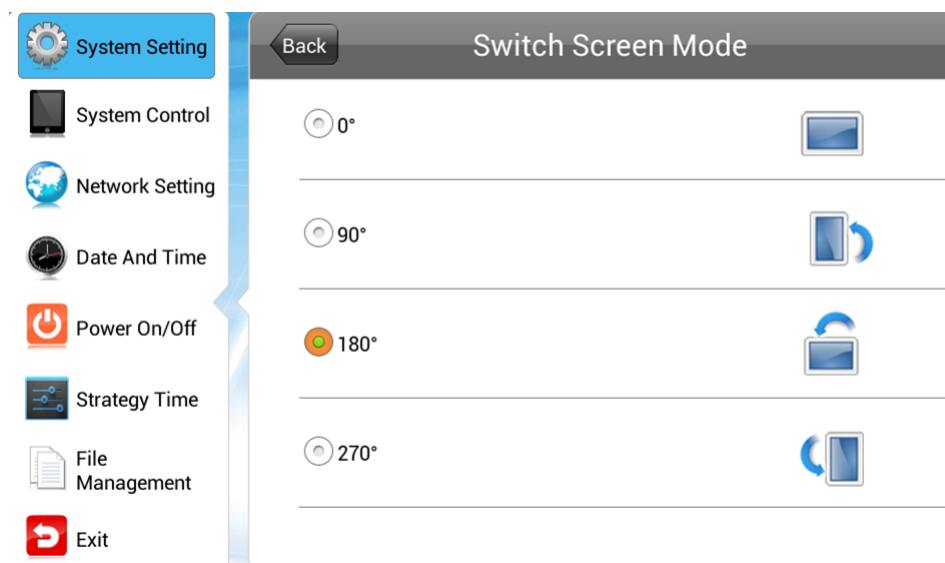
2.1.1 Display Language

This menu allows you to choose the language of the OSD menu.


2.1.2 Switch Screen Mode

This menu allows you to adjust the screen display orientation, which should consist with its

actual mounting orientation.

2.1.3 Dual screen display

In the system setting menu, move the cursor to "Double-screen display setting", press the enter key to set whether to open the different display switch, press the up arrow to move the cursor to "Back" and return to the system setting menu.
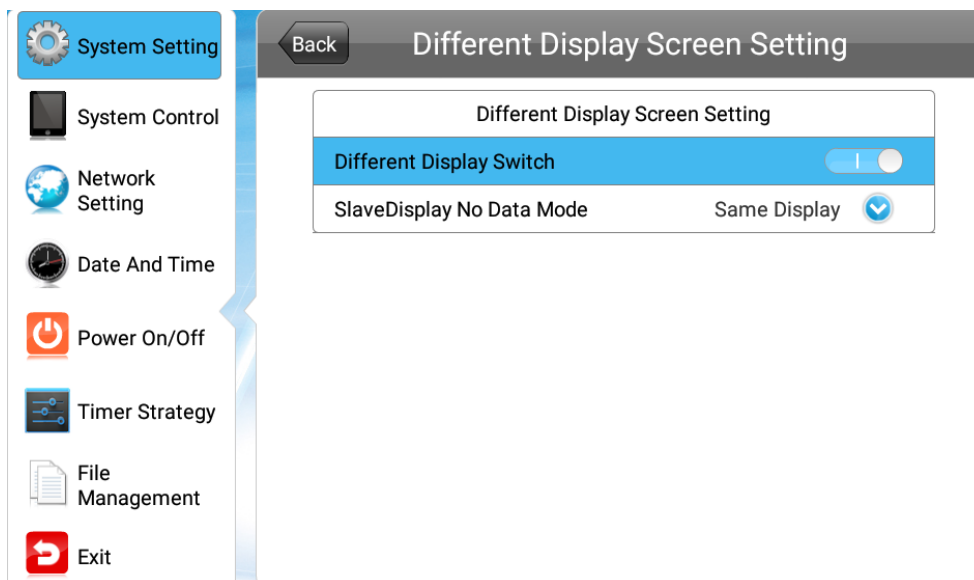

2.1.4 Main and secondary screen sound switching

In the system setting menu, move the cursor to "Main and secondary screen sound switching", press the up and down keys to set the main or secondary screen sound, press the up arrow to move the cursor to "Back" and return to the system setting menu.
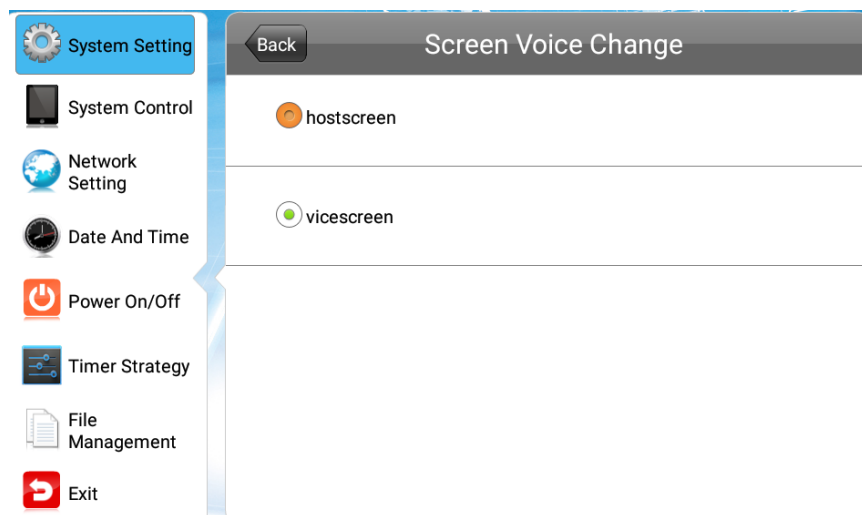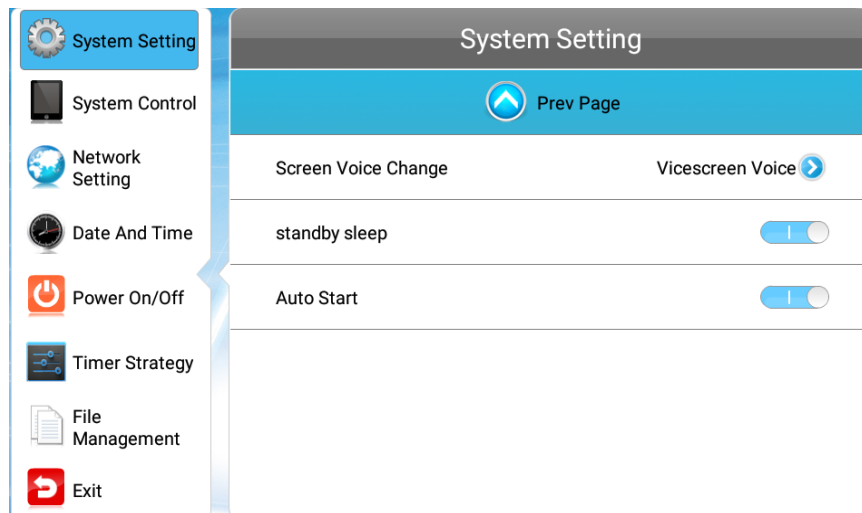
2.1.5 Real Time Clock

This menu allows you to choose whether to display the real-time clock on the screen, and define its position if yes.
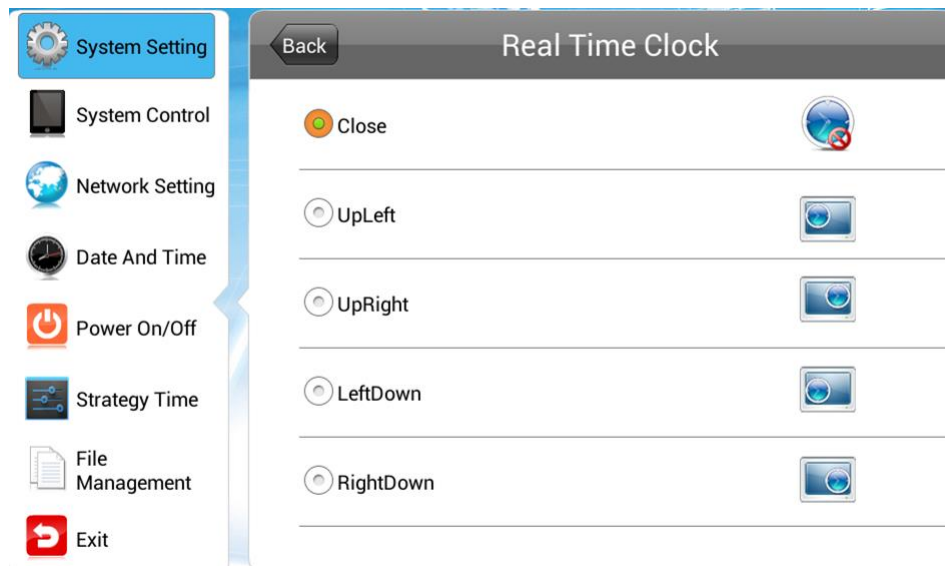
- **Top Left/Right** - displays the clock in the top left / right corner on the screen.
- **Bottom Left/Right** - displays the clock in the bottom left / right corner on the screen.
- **Off** - turns off this feature and do not display clock on the screen.

2.1.6 Restore to Factory Settings
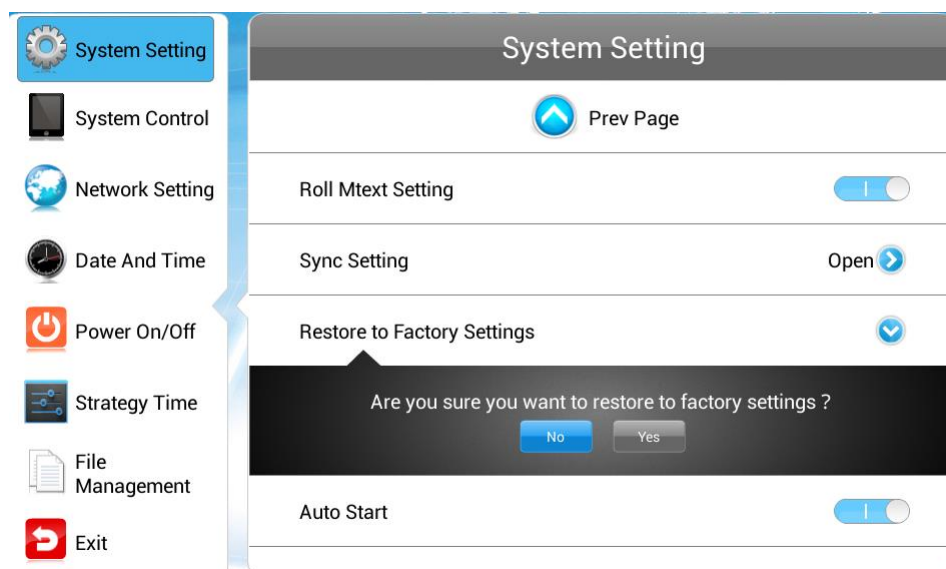
Press **Restore to Factory Settings** and you'll be prompted with a message. Choose **Yes** to have all parameters in **System Settings** to be restored to their factory settings.

2.1.7 Play Log
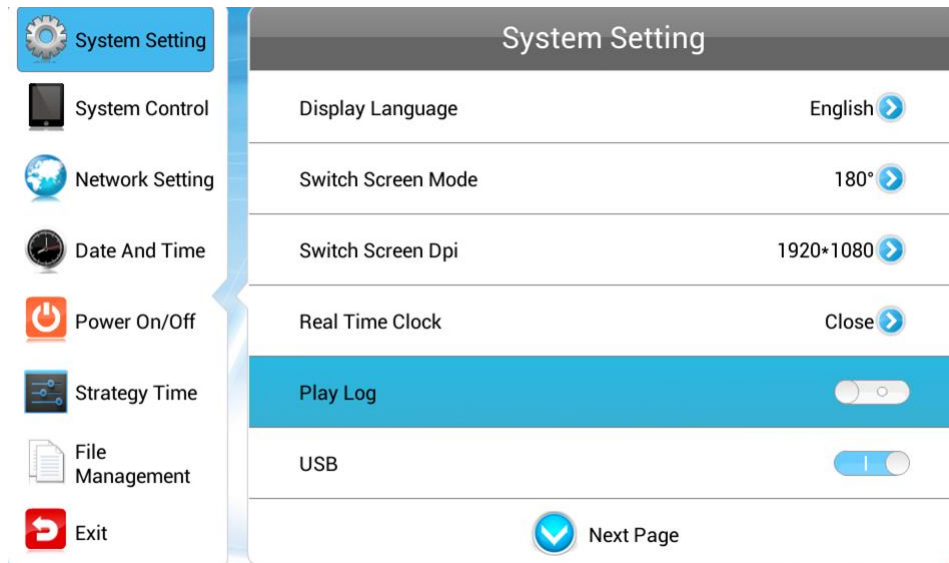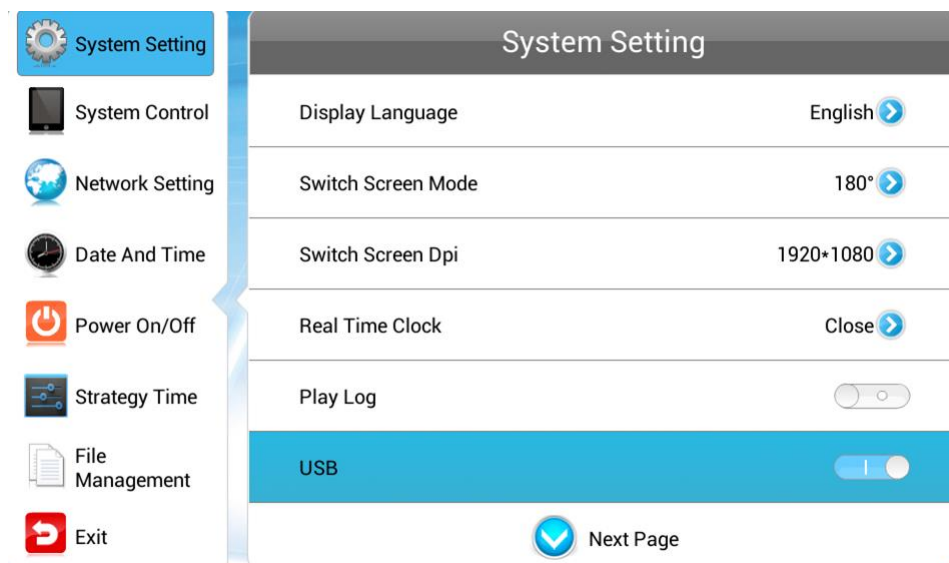
Press ▷/‖ to turn on this feature to keep a log of playback and report it to the management platform, or playback will not be logged.
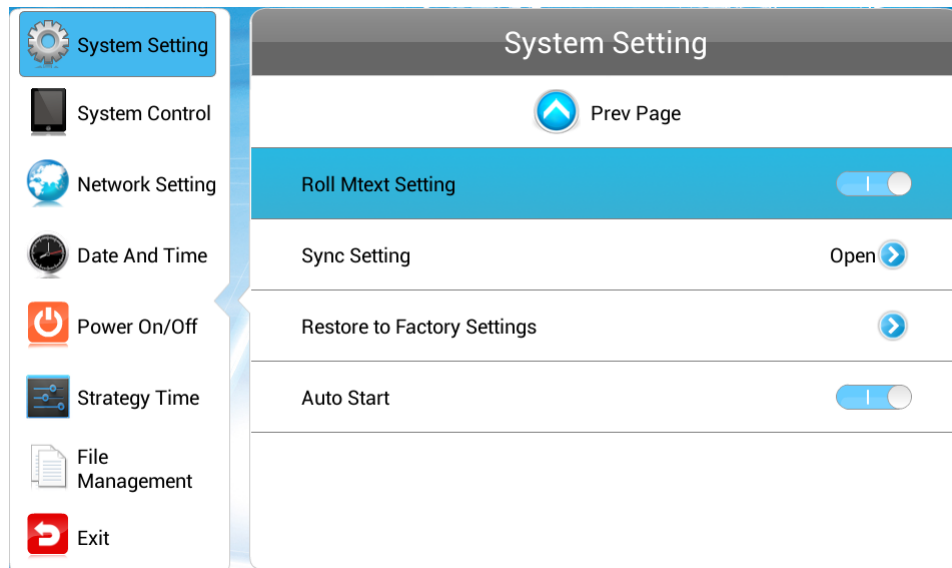
2.1.8 USB

This menu allows you to enable or disable the USB port.

Press ▷/‖ to disable or enable the USB port for external USB device connection.
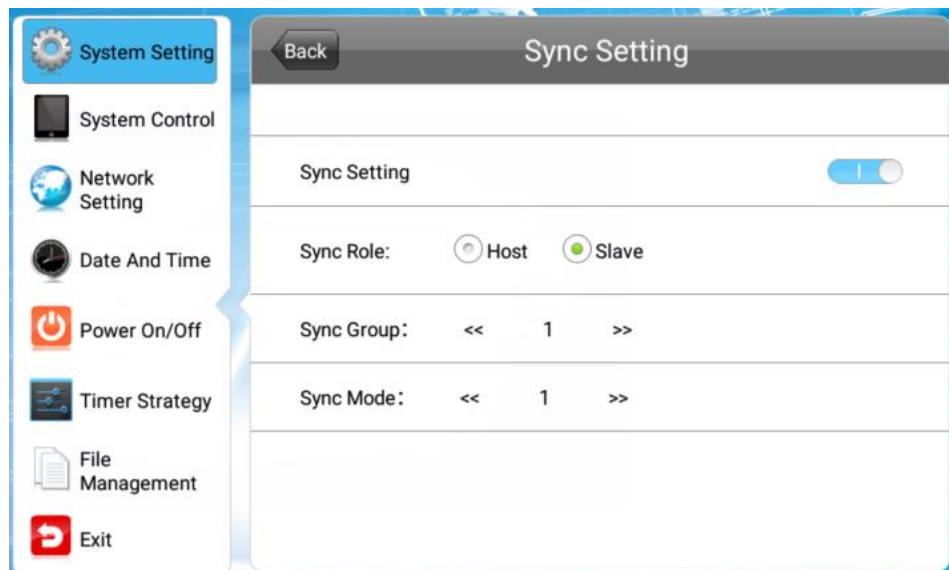
2.1.9 Scroll Text

Rolll Mtext Setting allows you to turn on or off the feature of scroll text.

- **Off** - scroll text, no matter included or not in the playlist, will not appear on the screen.
- **On** - scroll text, if included in the playlist, will be displayed on the screen.

2.1.10 Sync Setting

The terminal supports the synchronization function, and multiple terminals can simultaneously play the program. The sync function can be set here.

Sync setting: Turn sync on or off.

Sync Role: Host: When using the synchronization function, the current terminal is set as the host, and other slaves will play the same or different programs simultaneously with the host. Only one host can exist in the same area.

Slave: Automatically play programs in sync with the host.

Sync Group: Can be set to 0~255.

Sync Mode: 0: The host sends a sync signal at the beginning of each clip.

1: The host sends a sync signal every minute.

(The host sends a sync signal, which is sent only when the video starts playing, and will not be sent during the video playback)
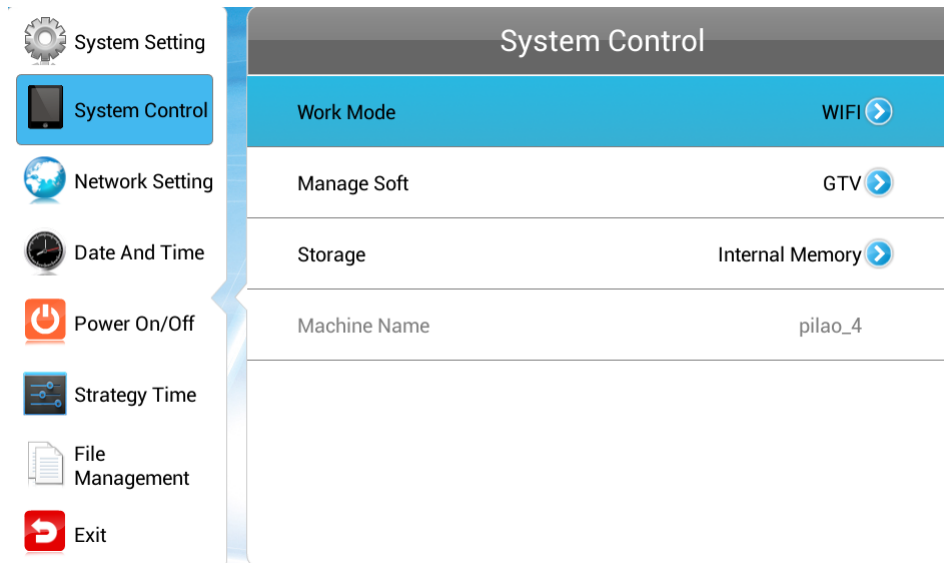
999: In the test mode of 0, the slave will have an arrow synchronization flag in the upper left corner after receiving the sync signal.

2.1.11 Auto Start

If you enable this feature, the pre-loaded Signway digital signage player software will start automatically after the player is turned on. Otherwise, Android system will be loaded instead.
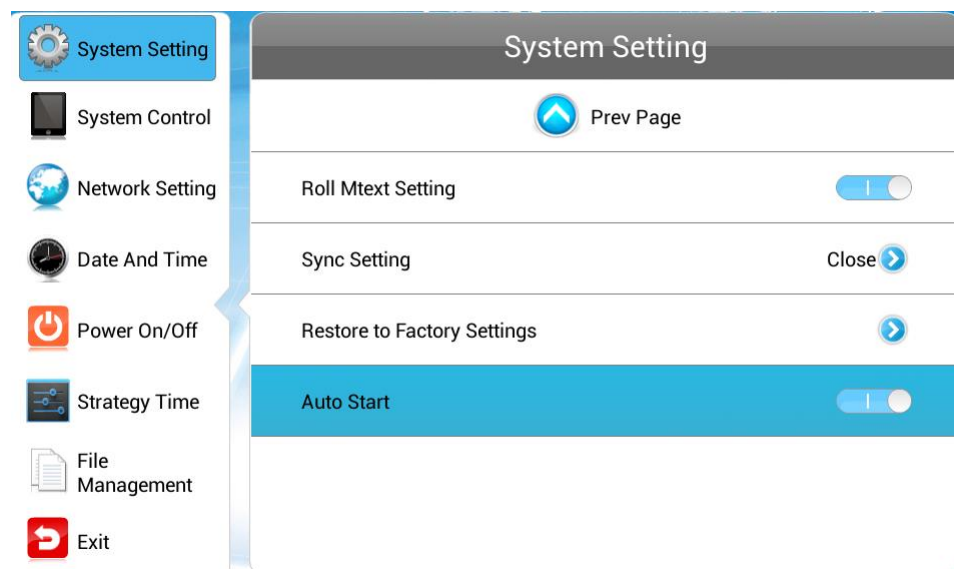
2.2 System Control

Navigate to **System Control** on the main menu and press [▶/II] on the remote to open it. Press [▲][▼] on the remote to navigate to a submenu, and press [▶/II] to open it.

2.2.1 Work Mode

The player can work in single (stand-alone), LAN, WIFI mode.
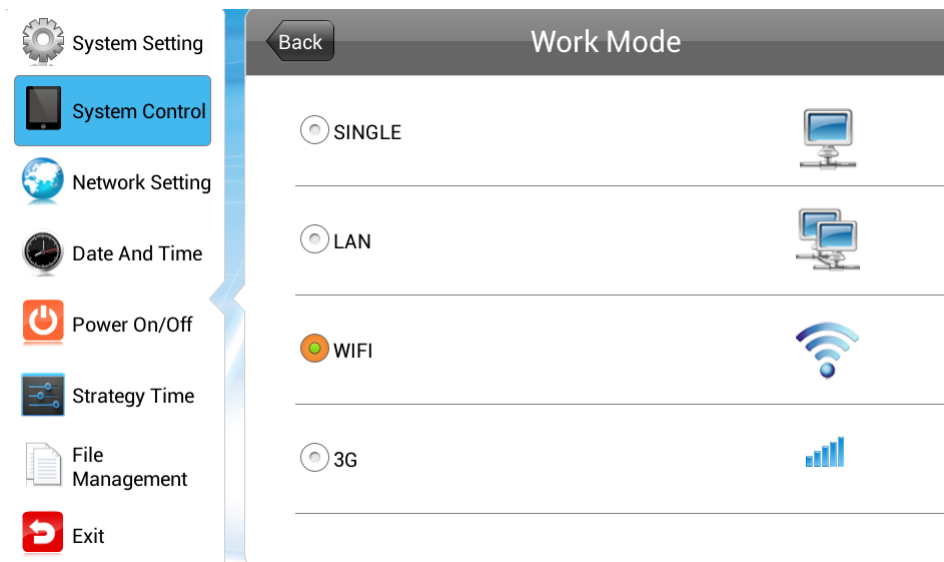
NOTE: The OSD menu differs as the work mode changes.

■ **SINGLE** – that is stand-alone. The player works independently of any sever or player, and the network related menus will be unavailable.

■ **LAN** - the player works in a wired LAN and the network related menus are available except

that for WIFI/ networks.

■ **WIFI** - the player works in wireless LAN and all the network related menus are available.

2.2.2 Manage Soft
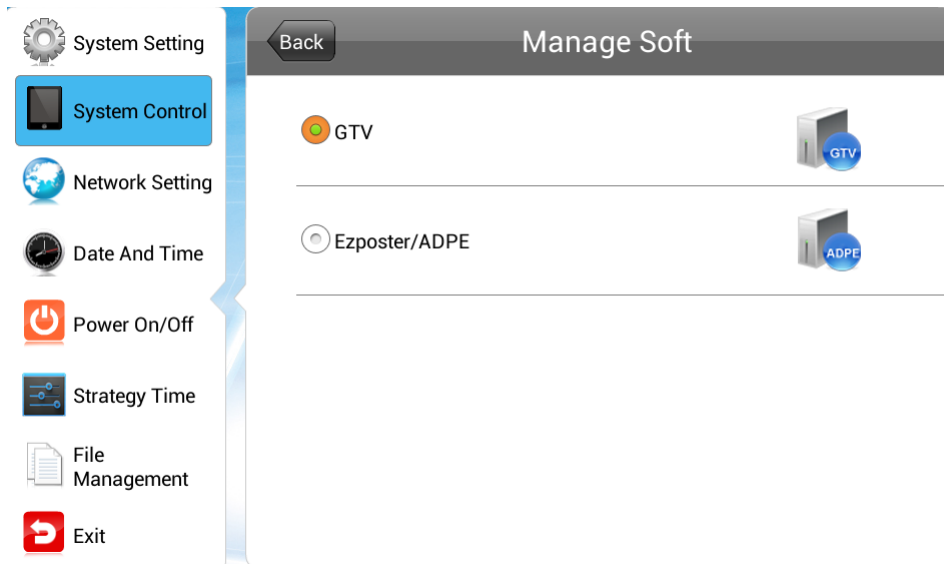

You are allowed to choose a content management software running on the server platform when the player works in LAN/WIF mode. This menu is unavailable in single (stand-alone) mode.

■ **GTV** - use Signway GTV as the content management software to create and publish playlists as well as manage player networks.

■ **Ezposter/ADPE** - use Signway EzPoster or ADPE as the content management software to create and publish playlists as well as manage individual players.

2.2.3 Play Mode

This menu is only available when the player works in single mode.

Three playback modes are supported when players work in stand-alone mode.

■ **Open** - Media files, such as images and videos, stored in the root directory of a USB disk can be played and content packing is not required.

■ **Encrypt** - Only encrypted content packages, created by such tool as ADPE, with the same password as the player can be played. The player password file ADPKeyRenew.BIN can be created and imported together with the content package by such tool as ADPE, and the initial password is 12345678 by default.

■ **No Encrypt** - Only content packages without password, created by such tool as ADPE, can

be played.

2.2.4 Storage

This menu allows you to choose where the programs to be played are stored. The window differs as PLAYER work mode changes.
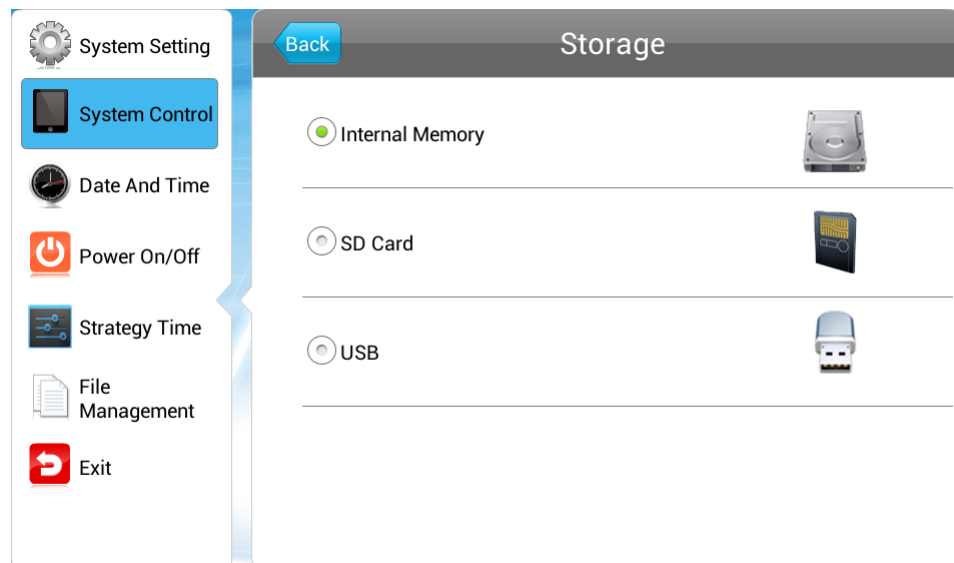
- **LAN/WIFI/ mode** – the programs are downloaded from server and stored in internal memory or SD card.
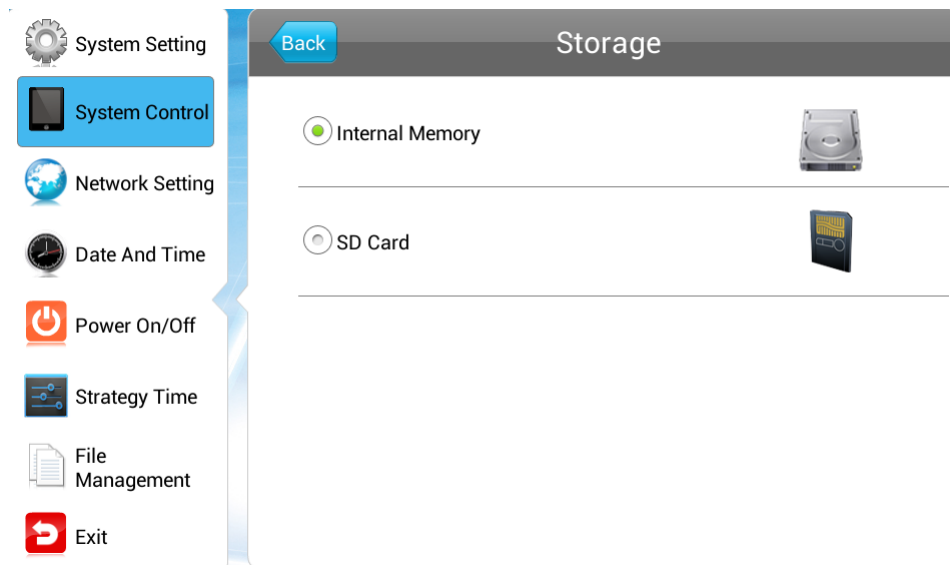
- Internal Storage - only the programs stored in the built-in memory will be played.
- SD Card - only the programs stored in the SD Card will be played.

- **SINGLE (stand-alone) mode** - The player can play contents stored in built-in memory or external SD card or USB disk.
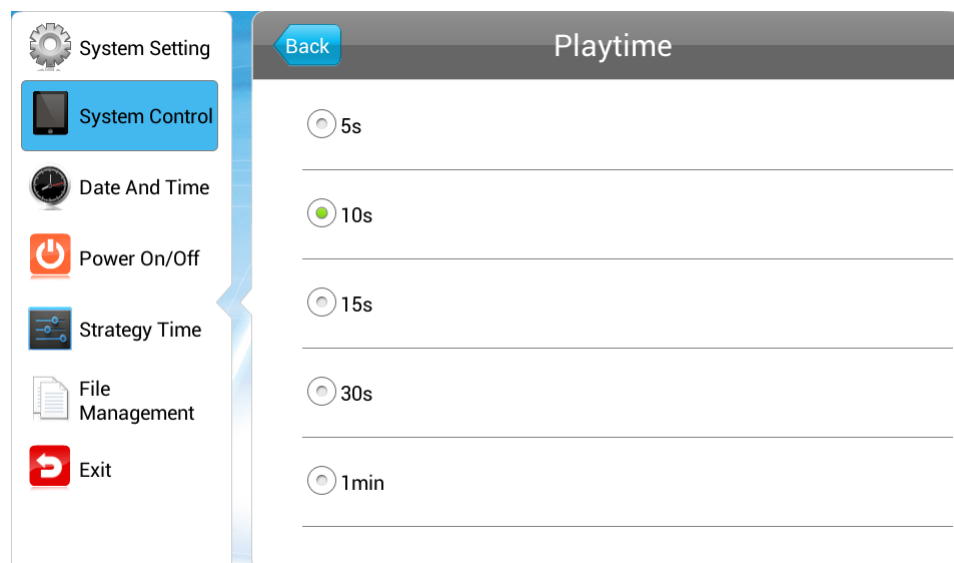
- USB - only the programs stored in the USB disk will be played.

2.2.5 Playtime

When the player works in **Open** play mode, you can setup the playback duration for each image to be played, which will not apply to other play modes.

2.2.6 Native ID setting

The local ID is the terminal number.Under the network condition only for viewing, not editing.When the terminal works in stand-alone mode, the local ID can be set.

2.3 Network Setting

Navigate to **Network Setting** on the main menu and press [▶/II] on the remote to open the **Network Setting** menu. To navigate to a sub-menu, press the arrow buttons [▲][▼][◀][▶]. This menu is not available in stand-alone mode.
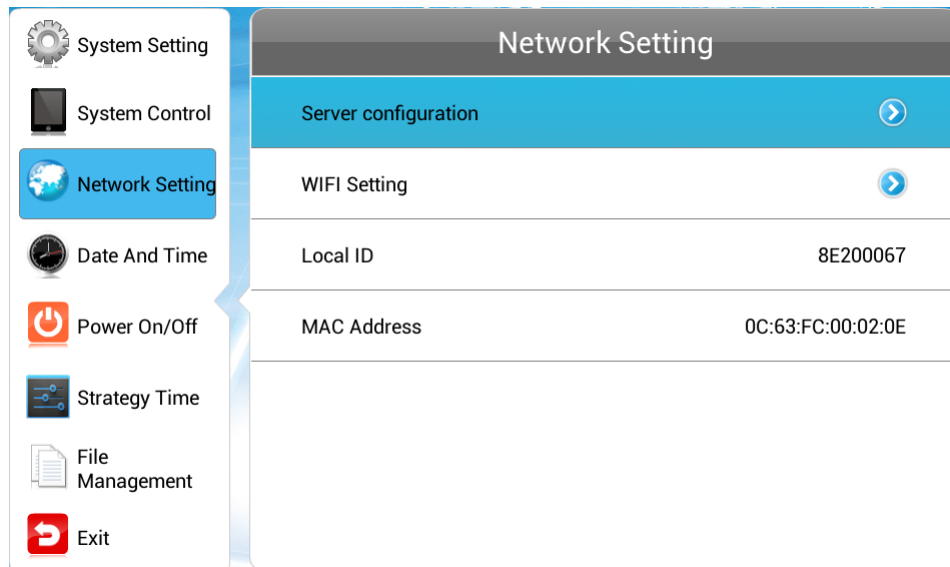
2.3.1 Server Configuration

This menu allows you to choose how the player communicates with the server platform and to setup the connection.
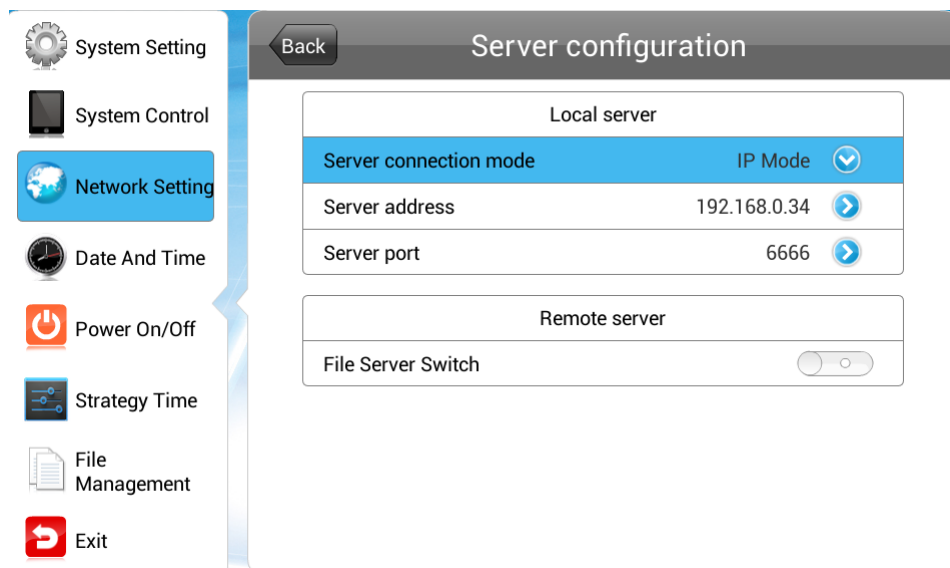
The **Server Setting** window differs according to the content management software running on the server platform, which is configured in the menu **System Control > Manage Soft**.

- If the content management software is set to GTV, the **Server Configuration** window will appear like above.

- **Local Server**

Server connection mode – the player can find server by its IP or domain name.
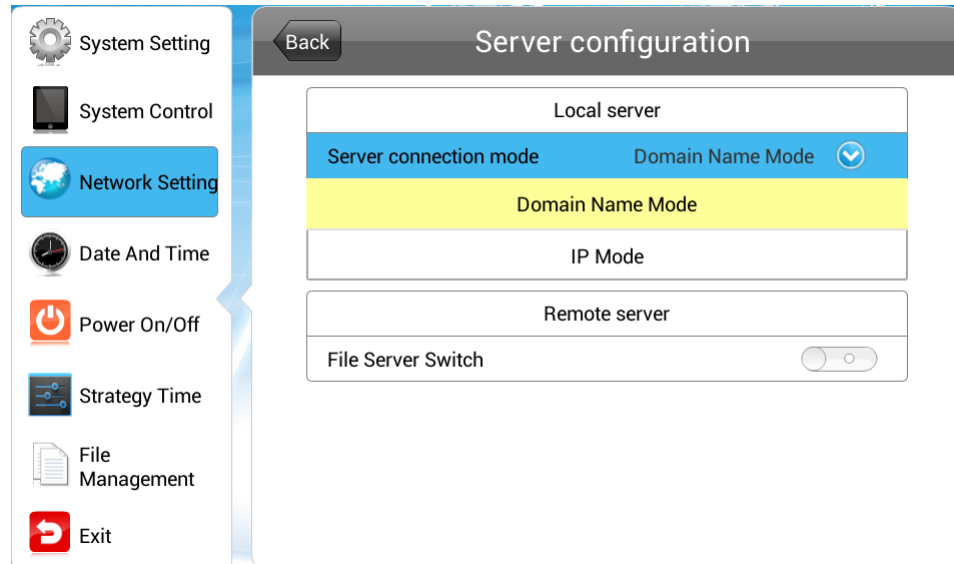
In IP mode, you need to enter the server IP address and port, while in domain name mode, enter the sever domain name and port.
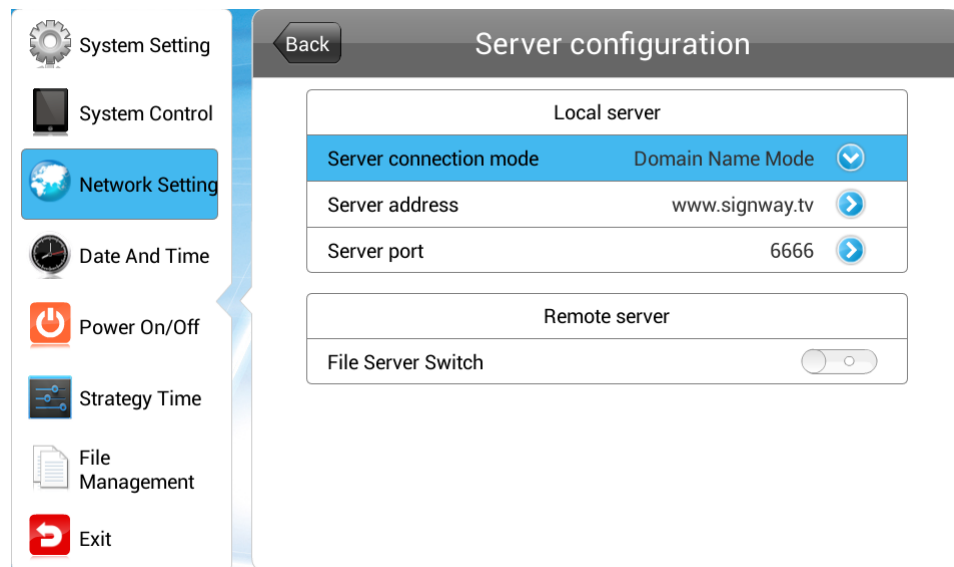
- **Remote Server**

Enable the remote file server and then set the server connection mode and enter its IP address and port.
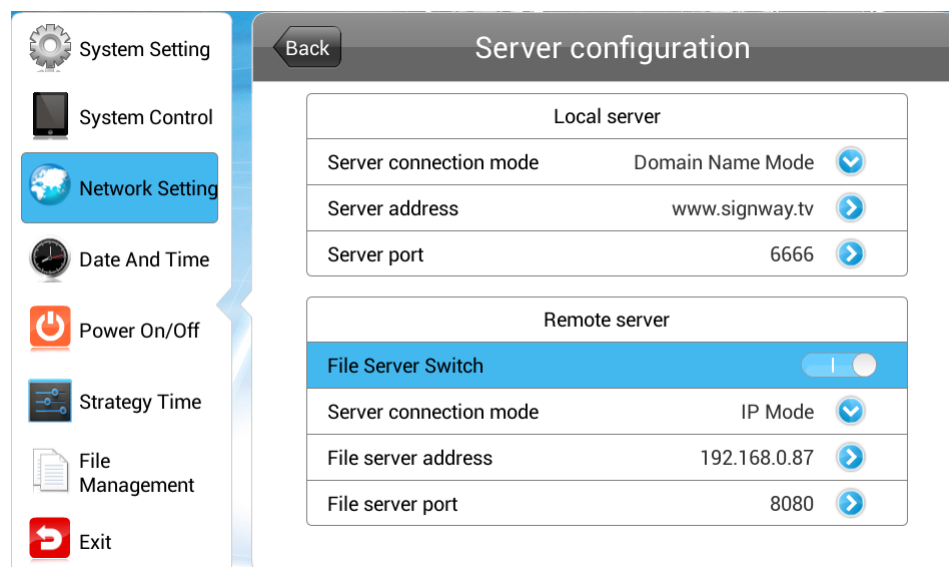
- If the content management software is set to EzPoster/ADPE, NET_ID is required for server connection.
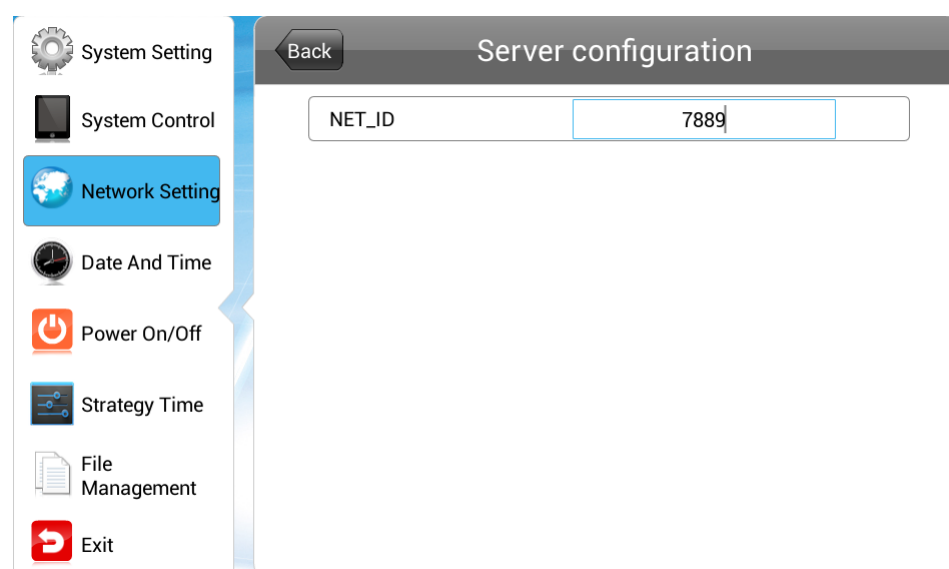
2.3.2 WIFI Setting

This menu allows you to setup wireless network when the player works in WIFI mode, but is not available in LAN, or single mode.

Go to **Network Settings> Wireless Network Settings**. With wireless network adapter installed, system will search and present the available wireless networks for your choice.
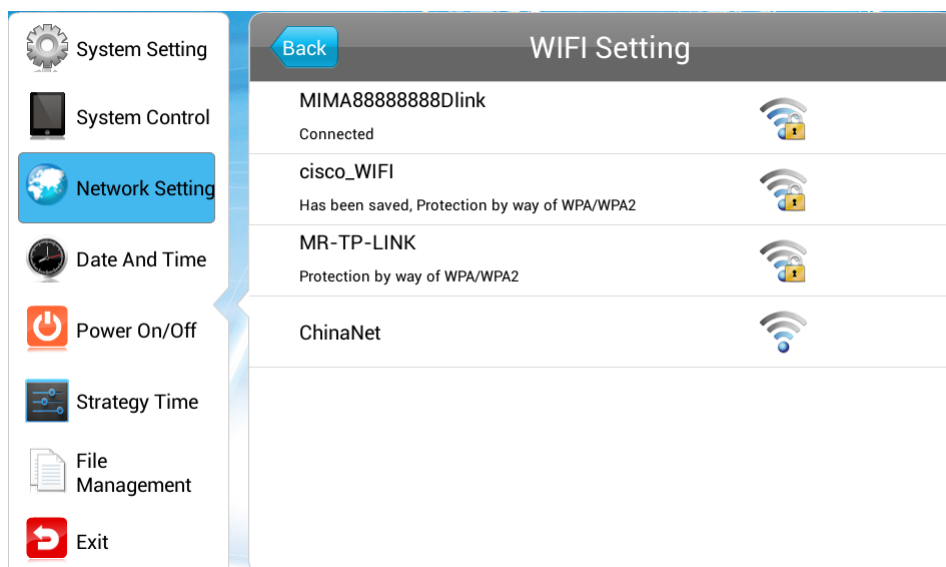
Choose a wireless network from the list and press on the remote to connect to the network.

If you want to connect to a secured network, a password may be required like below. Enter the password and press **Connect**.
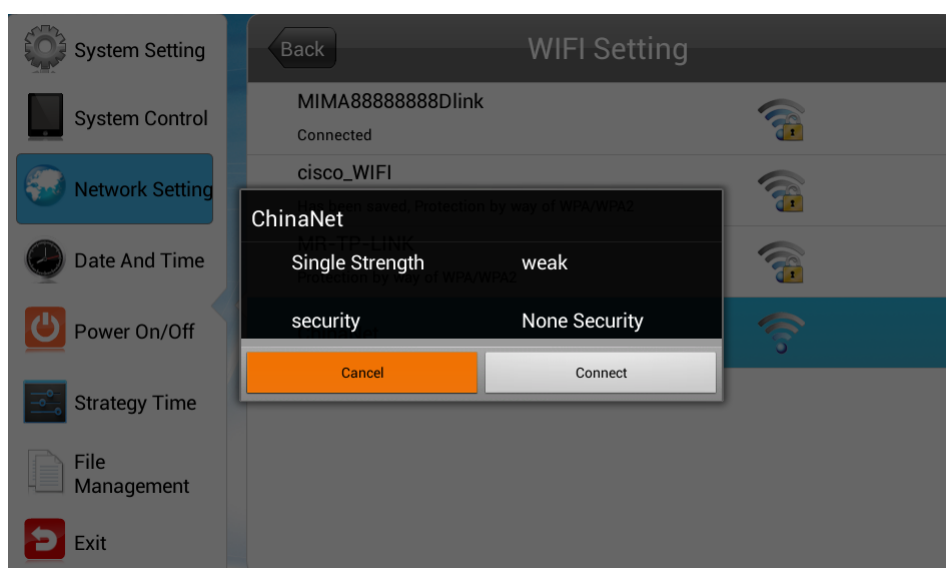
This menu allows you to define player IP in DHCP mode or static IP mode.

- **DHCP**- IP address is allocated by DHCP server and requires no manual setup.
- **Static IP**- you are allowed to define a stable IP address for the player.

2.3.3 IP Type

When the terminal works in LAN mode, the IP acquisition mode of the wired network can be set.This dish cannot be entered in other modes.

There are two ways to obtain the IP of the terminal.Automatic: use the IP address automatically assigned by the network without manual setting.
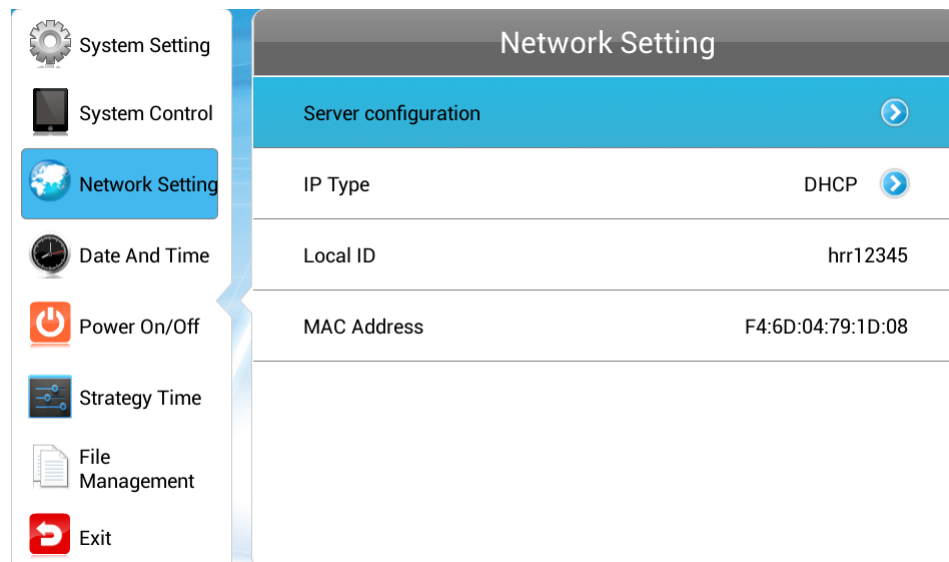
Manual: manually set the fixed IP address.

- **DHCP**- IP address is allocated by DHCP server and requires no manual setup.
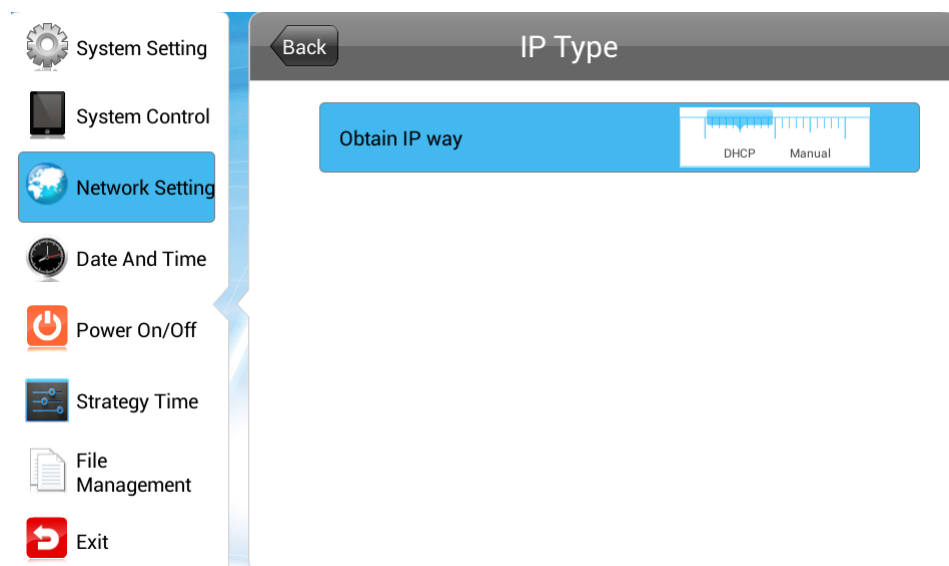- **Static IP**- you are allowed to define a stable IP address for the player.

2.3.4 MAC Address

The player's MAC address is provided here for view only, and cannot be changed.

2.4 Date And Time

Navigate to **Date And Time** on the main menu and press on the remote to open the menu which allows you to set system date and time.
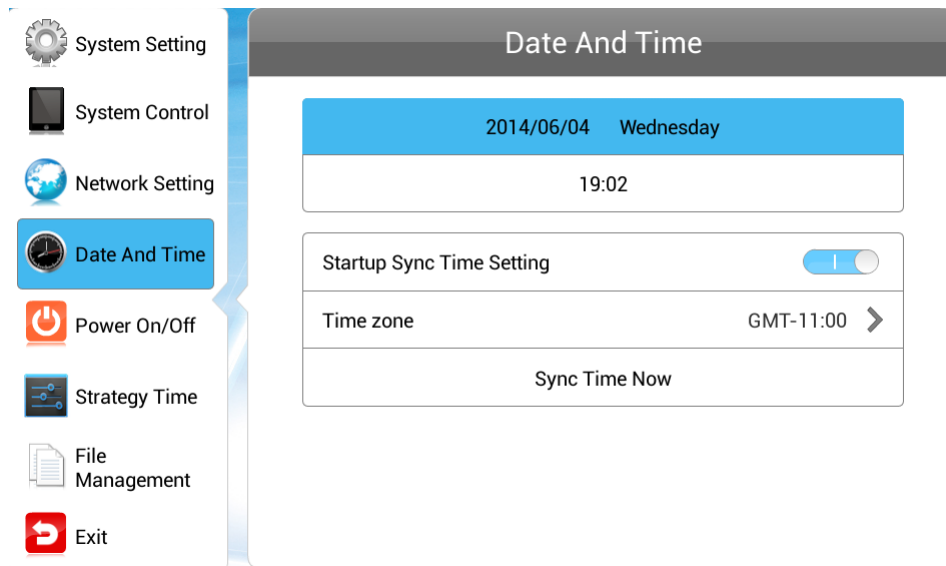
The options Start Sync Time Setting and Sync Time Now are not available when the player works in single (stand-alone) mode.
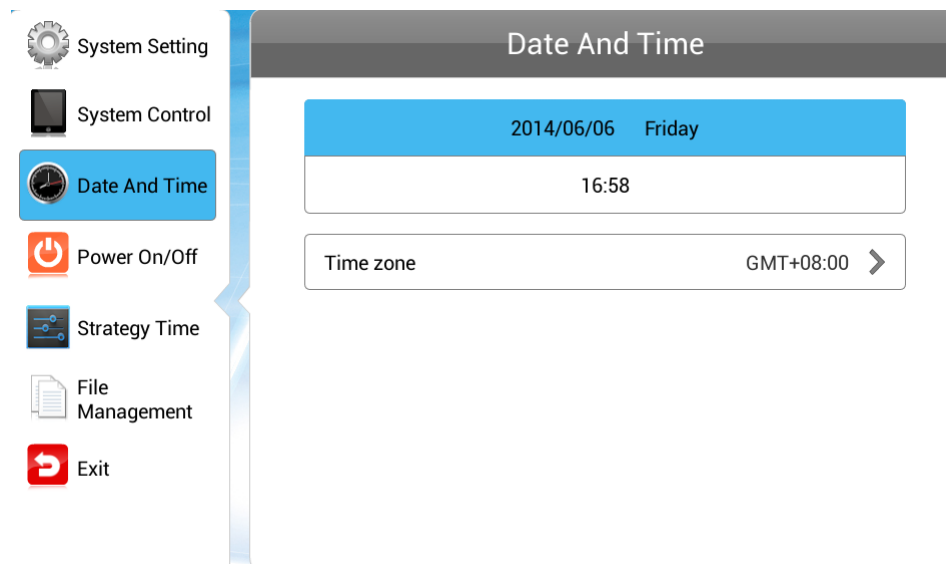
■ **Date** – press the date bar to open a panel to adjust the year and date.

Press the arrow buttons on the remote to navigate to the box you want to operate. Press +/- to adjust the date. Once satisfied, press **Save** to apply the changes.
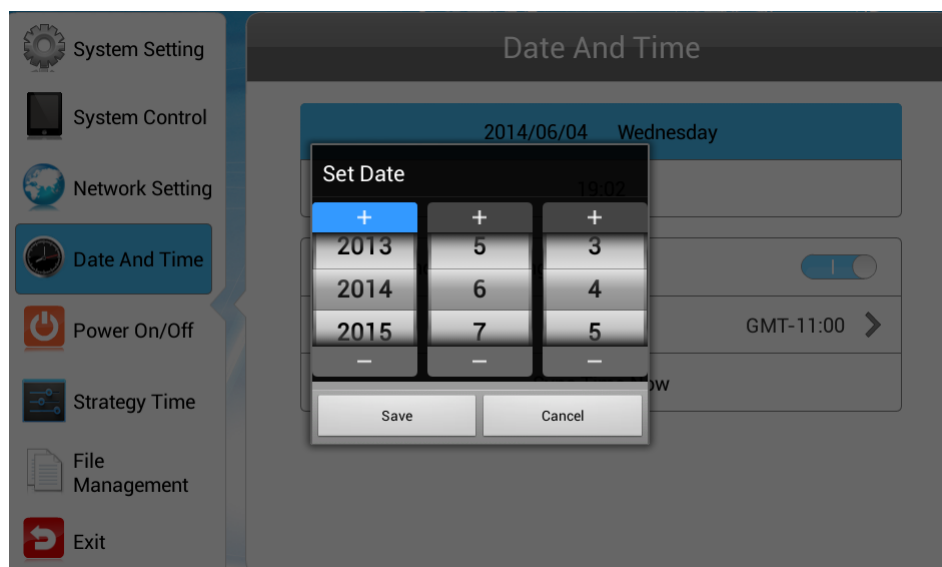
■ **Time** – press the time bar to open a panel to adjust the time.
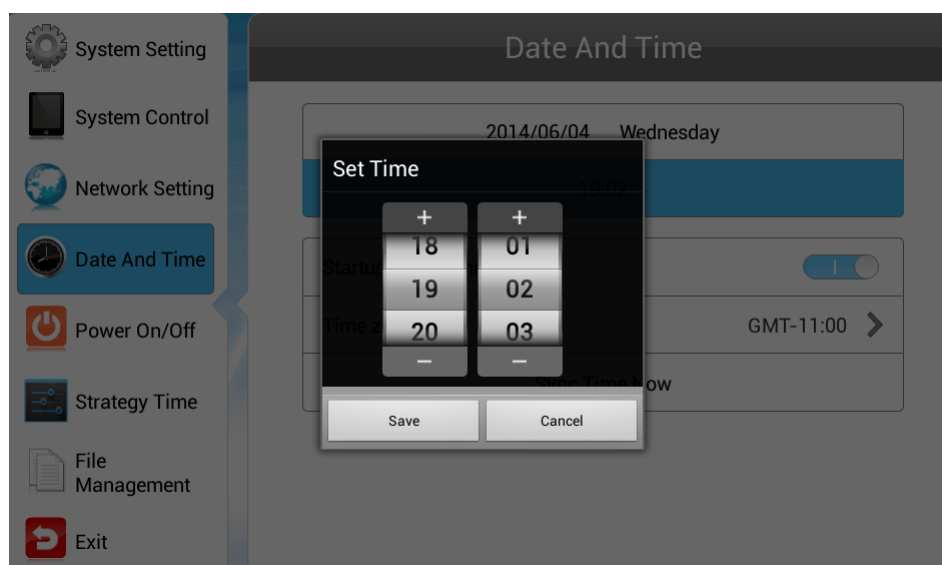
Press the arrow buttons ▲ ▼ ◄ ► on the remote to navigate to the box you want to operate. Press +/- to adjust the time. Once satisfied, press **Save** to apply the changes.

2.5 Power On/Off

Here you can set the time for the terminal to automatically switch on and off. Set "System Time Switching Machine (Main Screen)" and "(Secondary Screen) Time Switching Screen" respectively.
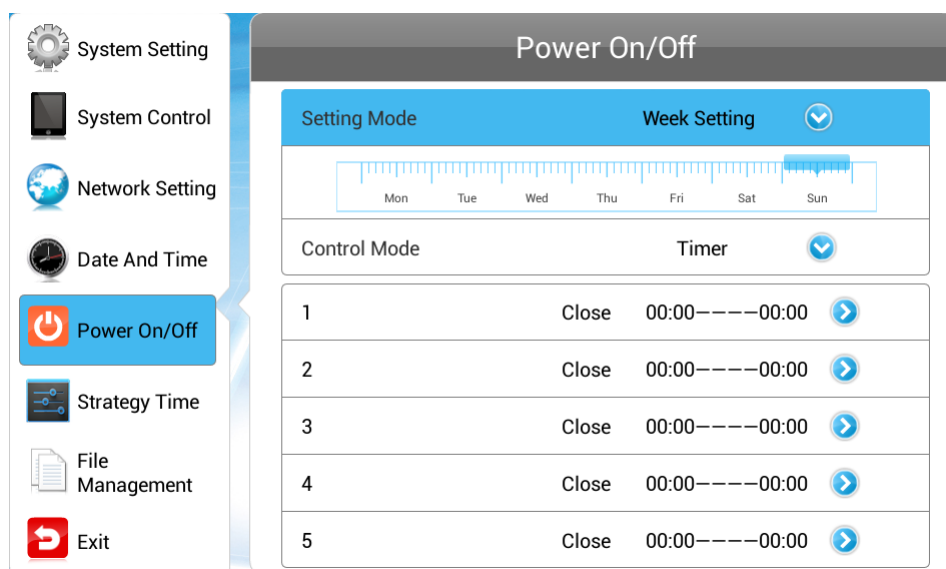
1. Choose Setting Mode. (The secondary screen timing switch screen setting is similar to this)
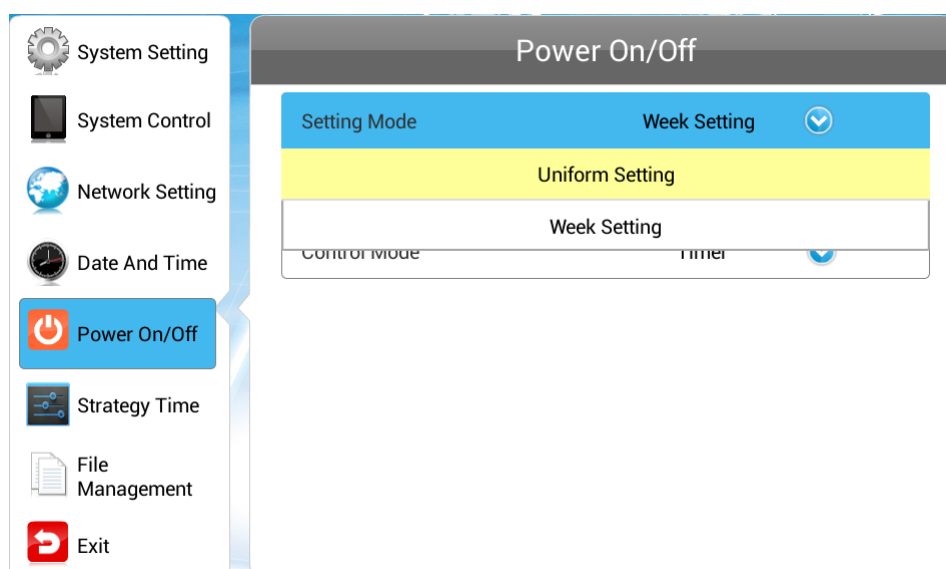
Week Setting - This mode will have the player turned on/off automatically at your specified time on each day of every week.

Uniform Setting - This mode will have the player turned on/off automatically at your specified time every day. For example, you can have a player on from 8:00 to 22:00 every day.
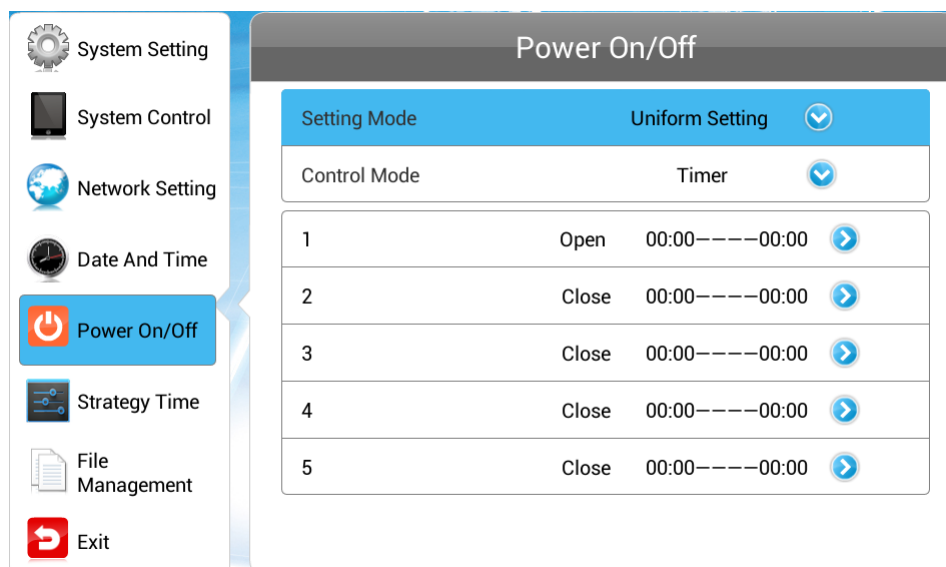
2. Select the day to configure from Sunday to Saturday in week mode. For example, if you want to specify the on/off time of Sunday, highlight the Sunday box. Skip this step for uniform setting.

3. Highlight **Control Mode** and select your preferred control mode.
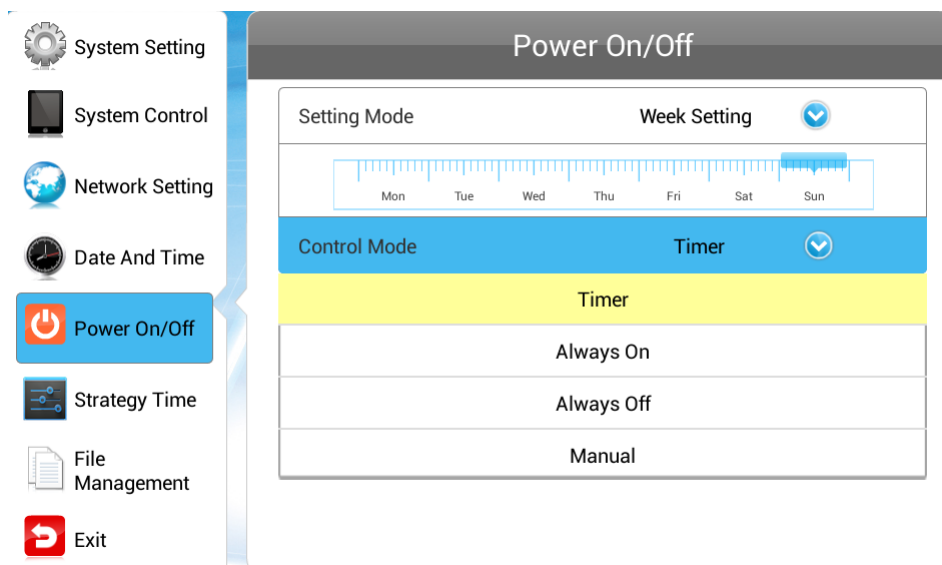
Timer – On and off time can be defined respectively in 5 timers. Press the [arrows icon] arrows on the remote to move to a box and make adjusting.

Always On - The player, if powered, keeps being on all the time.

Always Off - The player keeps being off and if turned on manually, it will automatically turn off two minute later, if there is no operation.

Manual – allows you to control the on/off time manually.

4. If the timer control mode is selected, you'll be allowed to define on/off time using 5 timers.

Press [play/pause icon] on a timer to set its on/off time.
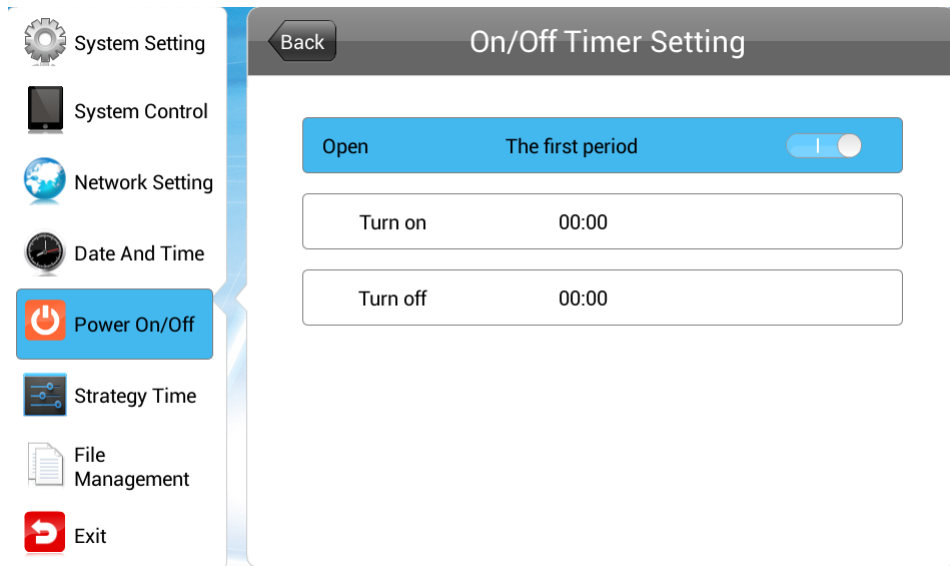
Enable the timer before you set on/off time. Only the enabled timer will be in effect.
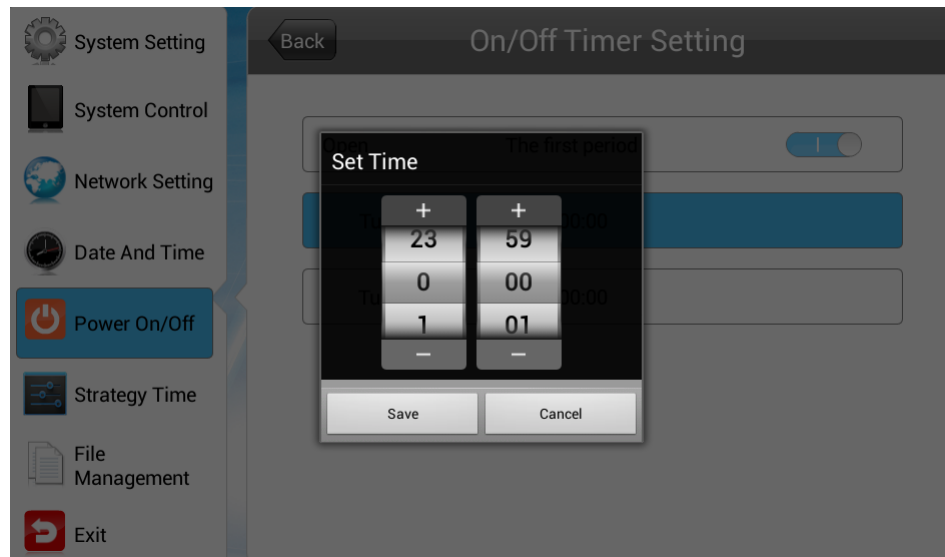
2.6 Strategy Time

This menu allows you to specify playback volume and display screens for a specified period.
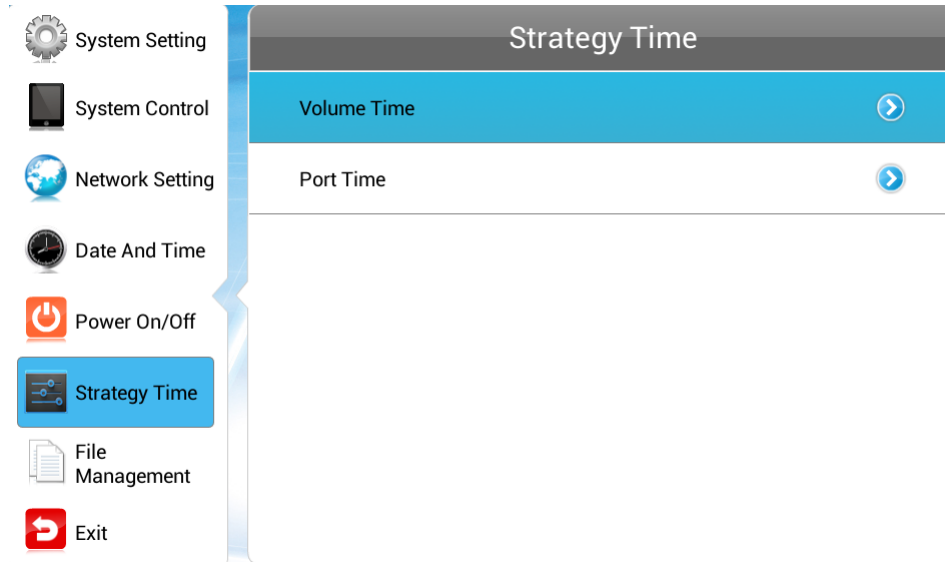
Volume Time

This allows you to specify playback volume for specified periods.

- When this feature is disabled, you are allowed to adjust the playback volume by hand.
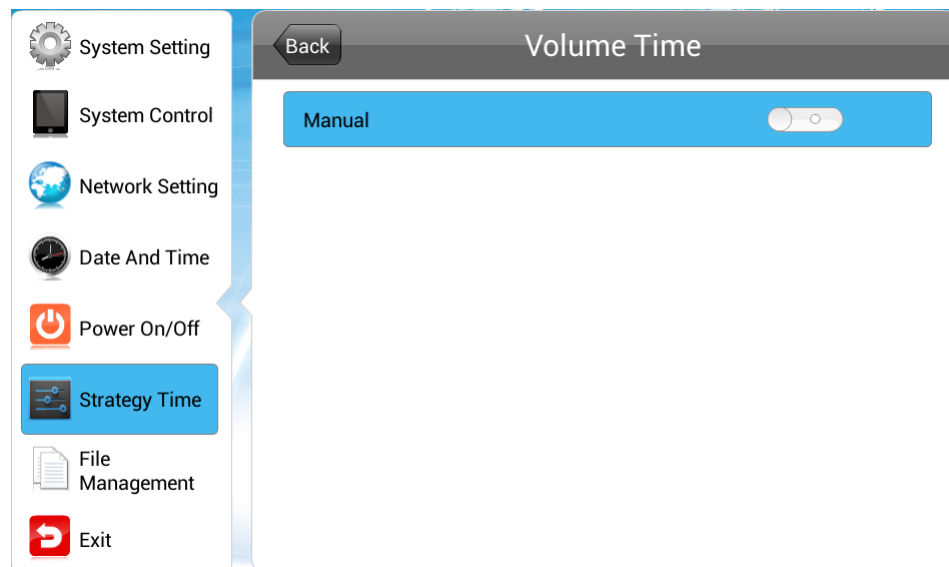
- When this feature is enabled, up to 5 timers can be used to specify volume for different periods
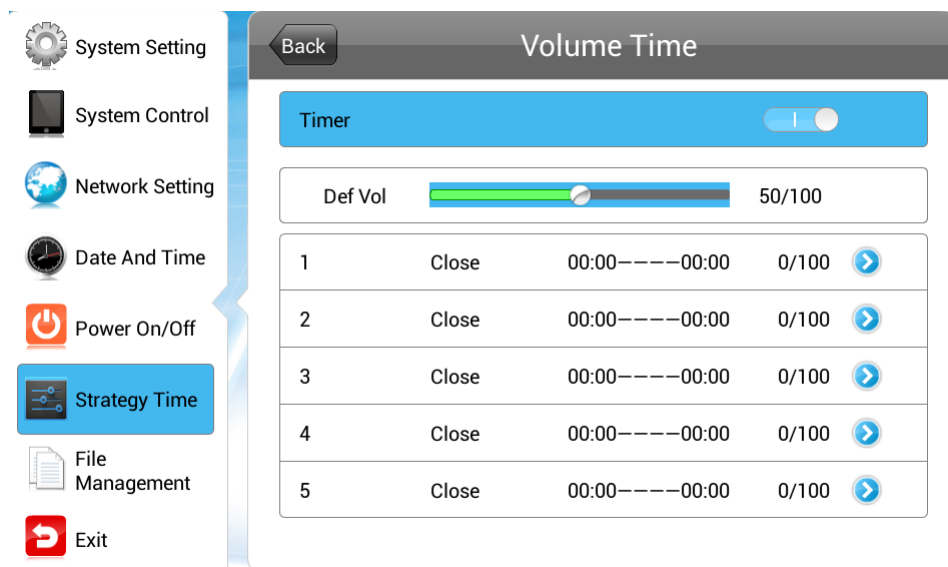
Navigate to a timer and press [play/pause icon] to enter its setup window.
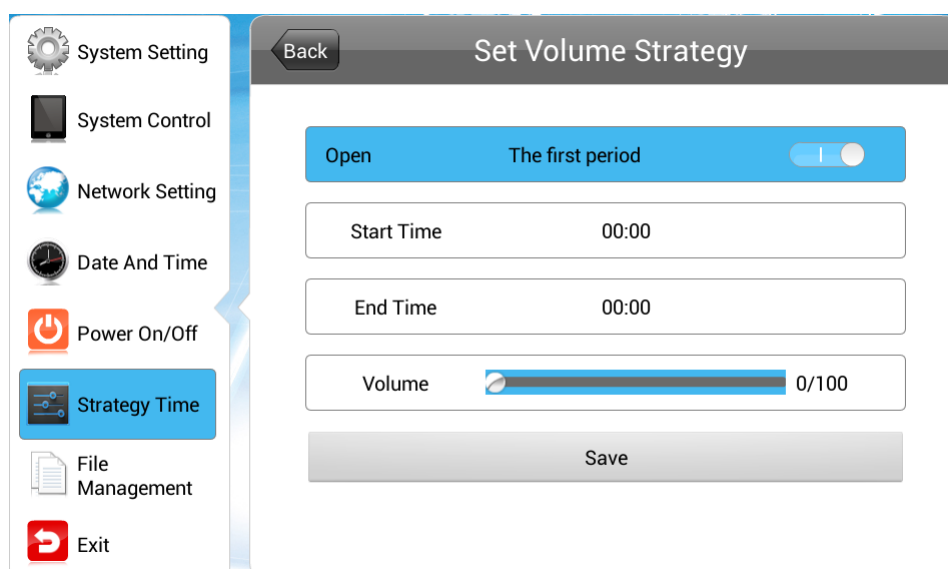
Turn on the timer before make settings and press **Save** to accept the changes.

2.7 File Management

Press **File Management** to open the menu which allows you to check the storage space usage and format the disk if necessary.
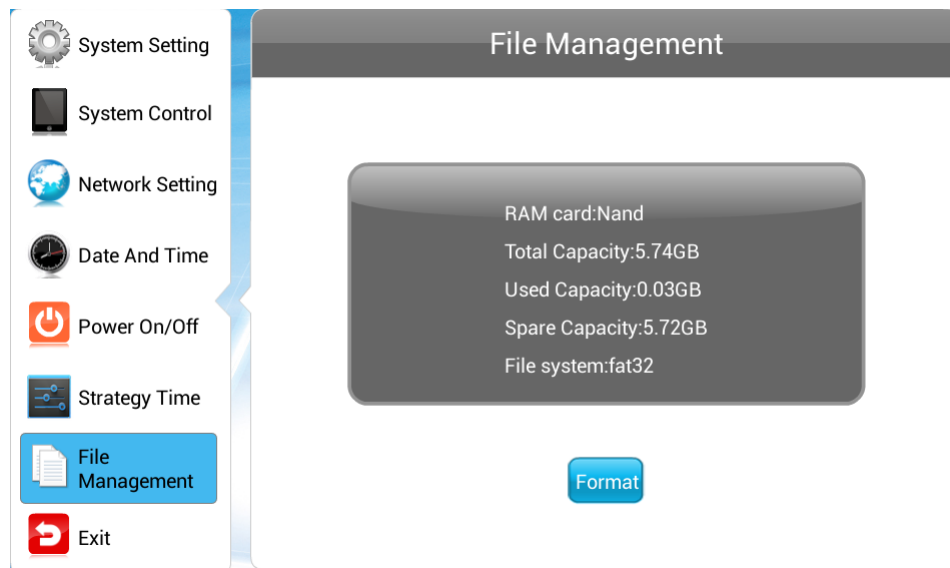
This window gives you the storage information. The button **Format** allows you to format the built-in storage.

Chapter 3 Program Broadcast And Update

3.1 Program Play

After starting up, the terminal will automatically play the program.
If there is no program, the screen displays the main interface of the system.
1. Confirm that the power cord and multimedia card have been installed correctly.
2. After normal startup, the system will enter play mode.
3. If there is no program for playing, or the program is stopped during playing, the main interface of the system will be displayed, as shown in the figure below.

The status bar at the top of the main interface shows the current working state of the system. The left side is the terminal working state, and there are two kinds: "stop" and "download".The right side is the status of the playlist, showing "normal" or error message, such as "screen mode mismatch", "playlist invalid" and so on.
4. Basic information of the terminal system is displayed at the bottom of the main interface.When the network runs, such information includes memory information, current date, IP address, network connection status and software version;When running on a single machine, memory information, current date, native ID, and software version are displayed.

3.2 Program update

According to the network status of the terminal, there are two ways to update the program:
USB flash drive import program: when the terminal is running alone or cannot download the program through the network, insert the USB flash drive with the program into the terminal USB interface for program import.
Network update program: when the terminal is connected to the Internet, the program can be downloaded by connecting to the server platform through the network.

3.2.1 USB Drive Delivery

When the terminal is running alone, the user can import the program through the U disk.
The steps to import the program using usb flash drive are as follows:

1. Enable the USB port in the OSD menu System Settings > USB.
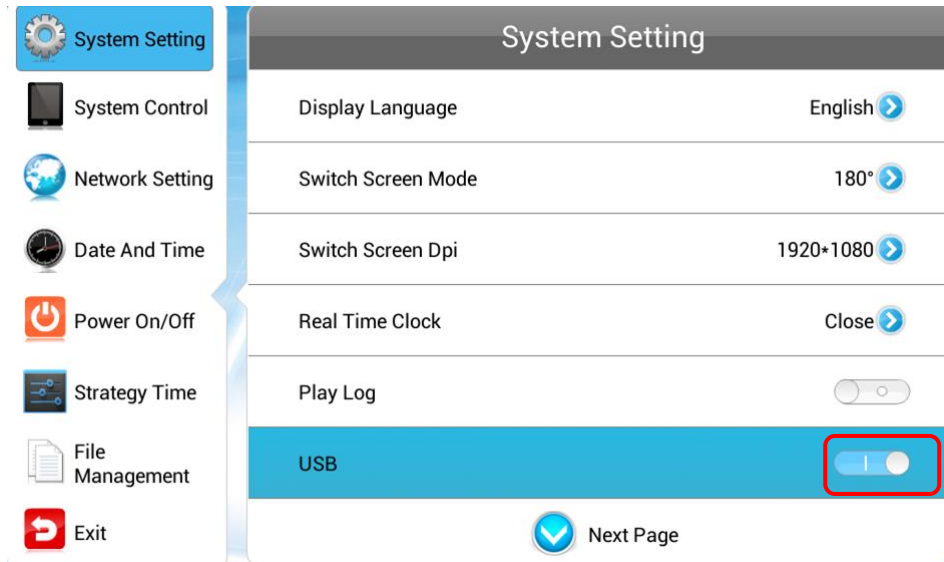
2. Enter **System Control** and change the **Work Mode** to **SINGLE**.
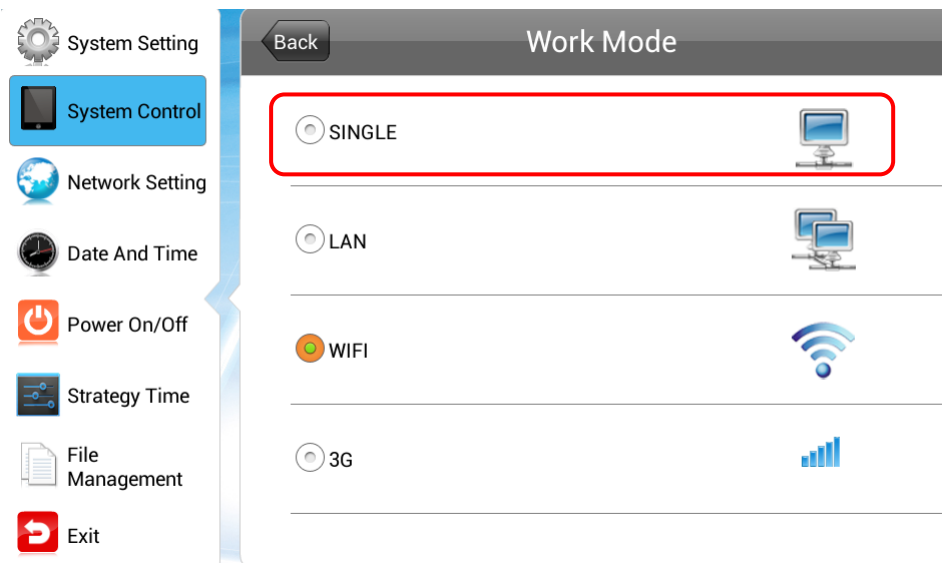
3. Decompress the content package to get MEDIA and SYSTEM folders. Save the two folders to the root directory of a USB disk.
4. Plug the USB disk into the player's USB port. And system will return to the home page and check the files as shown below.

5. Files will be copied to the player after checking.

6. The copy result will be given when completes.
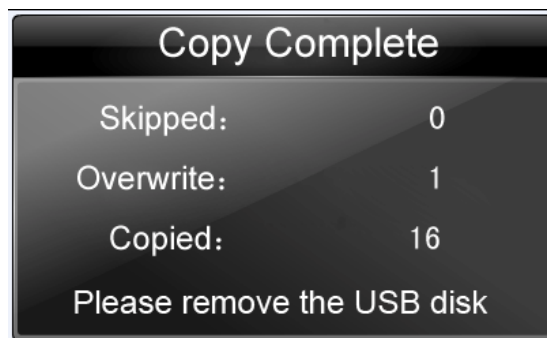
Skipped - the same file will be skipped.

Overwrite - the file with the same name will overwrite the previously existing one.

Copied - the files, except the skipped and overwrite files, will be copied to the player.

7. Remove the USB disk to complete the update.

TIPS: The files delivered to the player from the USB disk include not only playlists, but also include configuration parameters including on/off timing strategy, download strategy and display strategy.

3.2.2 Network Download

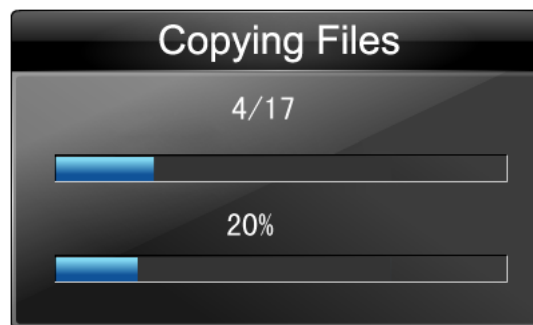Updating a program with a network requires that it be in wireless or wired mode (set in system administration work mode)

After starting up, the terminal will automatically play the program.

If there is no program, the screen displays the main interface of the system.

In the case of terminal networking, users can make new programs on the server side and then publish them to the terminal.

The terminal will download the update when the machine has a network, and periodically check whether there is any update during the running process (background).

Program Production

1. Login to the GTV main interface.
2. Click Rapid.
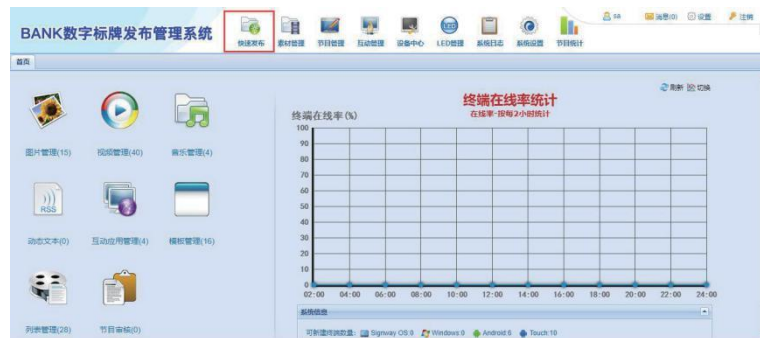
3. Go to the "Quick Release" interface and select the type of program you want to publish.

4. You can create a broadcast program according to the steps shown in the figure below (you can change the name of the list to the name of the specified program to be published).

5. Return to the main interface, click Program > Publish.
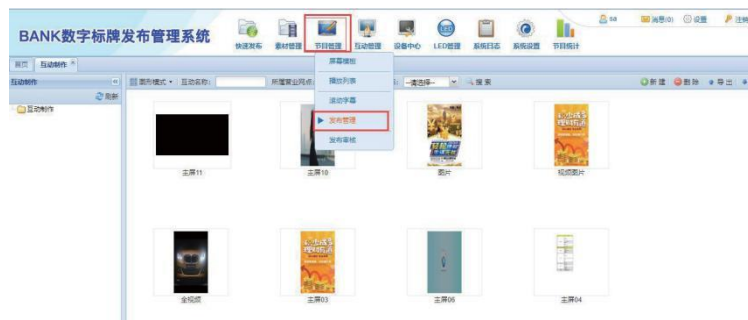
6. Enter the release management interface, create a new program release (single-sided advertising machine selects the same release, double-sided advertising machine optional release).
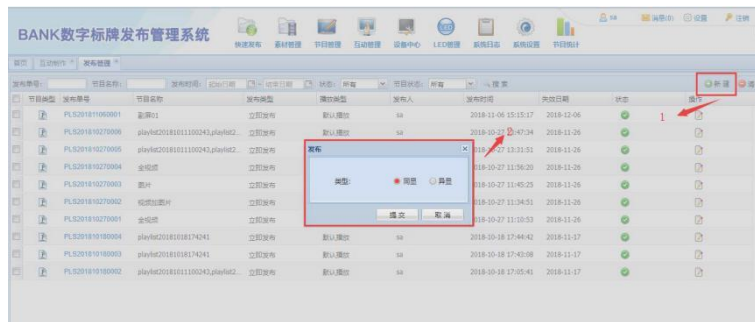
7. As shown in the figure below, add a play program to the playlist (step 1 in the figure is an interactive program, the single-sided advertising machine can be omitted), select the publishing terminal in the lower left side and click "OK" to release the program. At this point, the program production release is completed.)
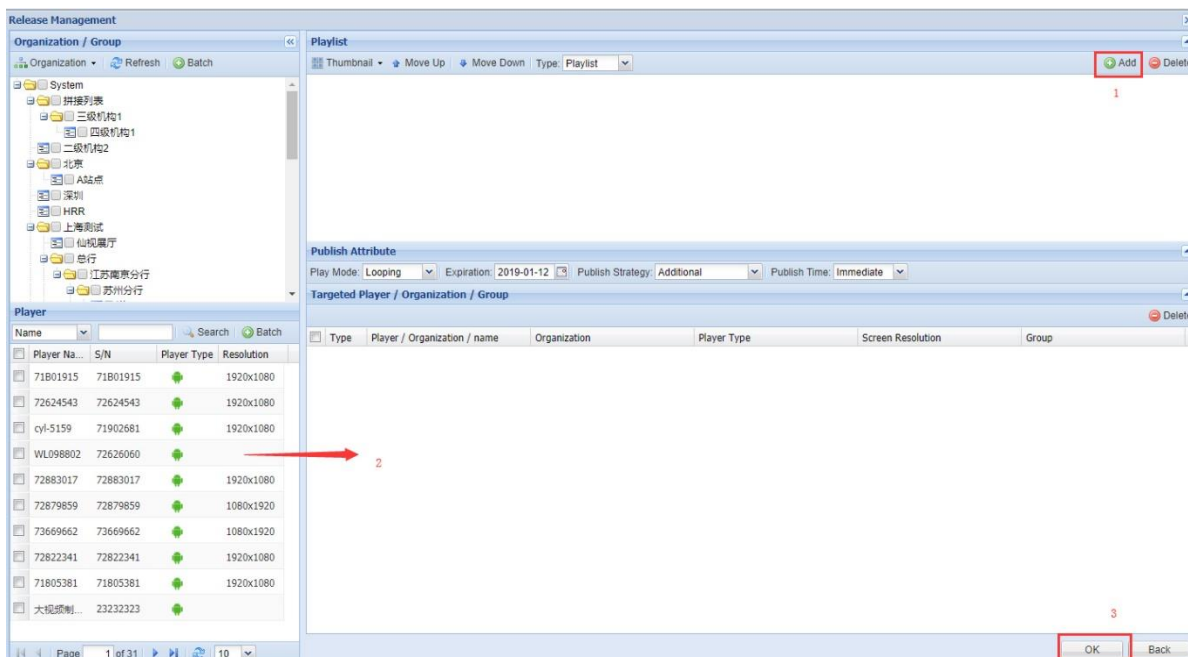
Normal Mode RF Power Range (WLAN, Bluetooth)

Band (GHz)	Mode	Range(dBm)
2.4 (2.4~2.4835)	802.11b	10.50-13.00
	802.11g	10.00-12.00
	802.11n (HT20)	8.50-11.00

Band (GHz)	Mode	Range(dBm)
Bluetooth	GFSK	7.00-9.00
	π/4-DQ PSK	4.00-6.00
	8-DPSK	4.00-6.00

notice

For indoor use only

This marking indicates that this product should not be disposed with other household wastes throughout the EU. To prevent possible harm to the environment or human health from uncontrolled waste disposal, recycle it responsibly to promote the sustainable reuse of material resources. To return your used device, please use the return and collection systems or contact the retailer where the product was purchased. They can take this product for environmental safe recycling.

NOTICE:

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) This evice must accept any interference received, including interference that may cause undesired operation.

NOTICE:

Changes or modifications made to this equipment not expressly approved by (Shanghai Goodview Electronics Technology Co., Ltd.) may void the FCC authorization to operate this equipment.

NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- *Reorient or relocate the receiving antenna.*

- *Increase the separation between the equipment and receiver.*

- *Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.*

- *Consult the dealer or an experienced radio/TV technician for help.*

Radiofrequency radiation exposure Information:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance of 20 cm between the radiator and your body. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.