

# Play\*comm™ Software

## Handbook



# HANDBOOK

Play\*comm™ Software  
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## GENERAL PRODUCT INFORMATION

Play \* Comm <sup>™</sup> is a software product that implements a media player controlled interactively via **serial**, ethernet, wifi, and through **the internet**.

It allows to distribute multimedia **audio, video** and complex graphics layout, typical of **digital signage** communications.

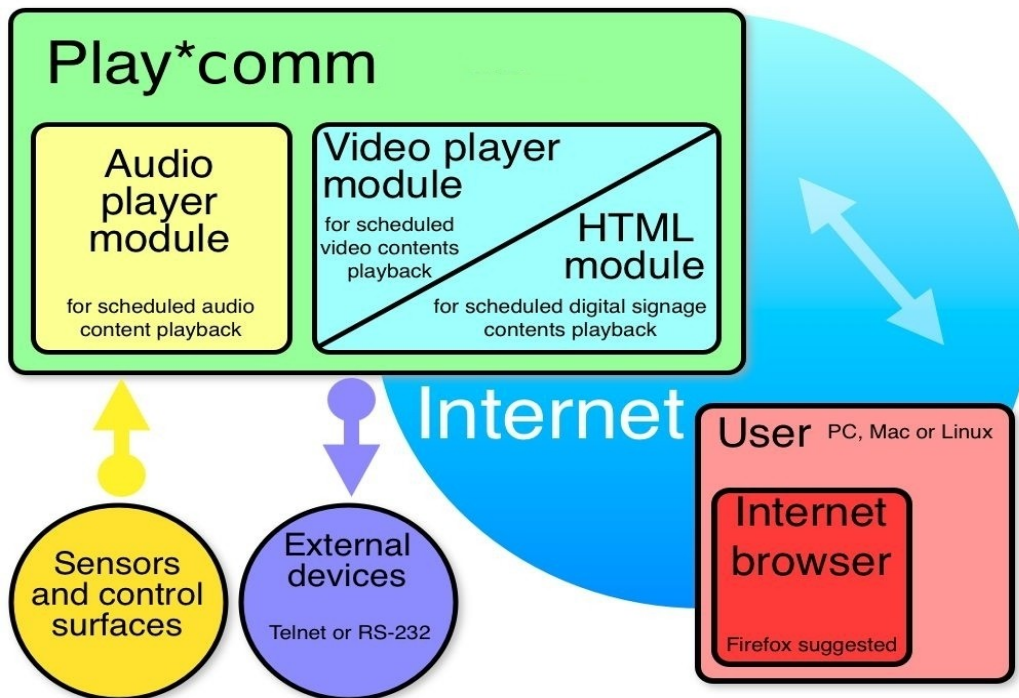
Play \* Comm <sup>™</sup> can also be controlled by:

- physical and virtual sensors
- control surfaces (touch screen)

It also allows you to control **external devices** via:

- TELNET protocol;
- RS-232 protocol.

Play \* Comm allows for independent **programming** of **multimedia content** and control commands to **external devices**.



1:

## SWITCHING ON AND OFF

Play \* Comm ™ can be turned on and off in two different ways:

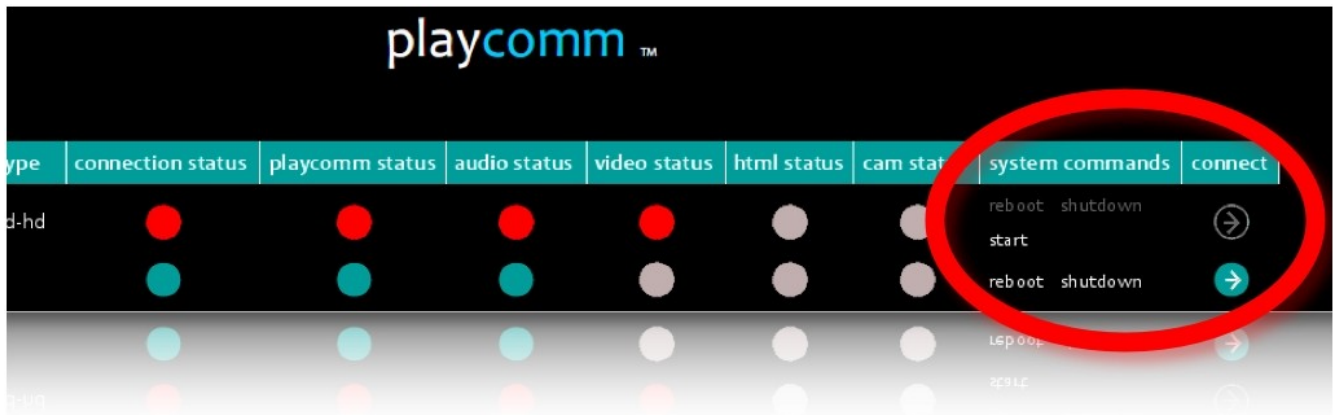
1. using the **front button** hw device

A single push of the button allows the start up, the boot time is around 30/60 seconds.

Similarly when the Play \* Comm ™ is active, a single press of the button determines the shutdown.

2. by using the browser 's **user interface**

After logging in, you access the modules page, here is the **start** command for starting up modules, via the network, using wake on LAN (this feature is only available in case of Central web services subscription and hardware devices that support it) and the **shutdown** command to shutdown, both present under the system commands.



2:

3. you can automatically program the switching on and off of Play \* Comm ™ :

### Automatic start up:

Connect to the hardware device on which the Play \* Comm software is installed using a USB keyboard, and pressing the F2 key on the keyboard to enter the BIOS; under the menu item: **Power / Wake system from S5**, and by specifying the start time: **Wake up** hour. **It must be considered that such a time is managed by a clock that does not take into account daylight saving time, or the specific time zone, but it is possible to adjust the time manually always within the BIOS, under the heading: Main / System Time.**

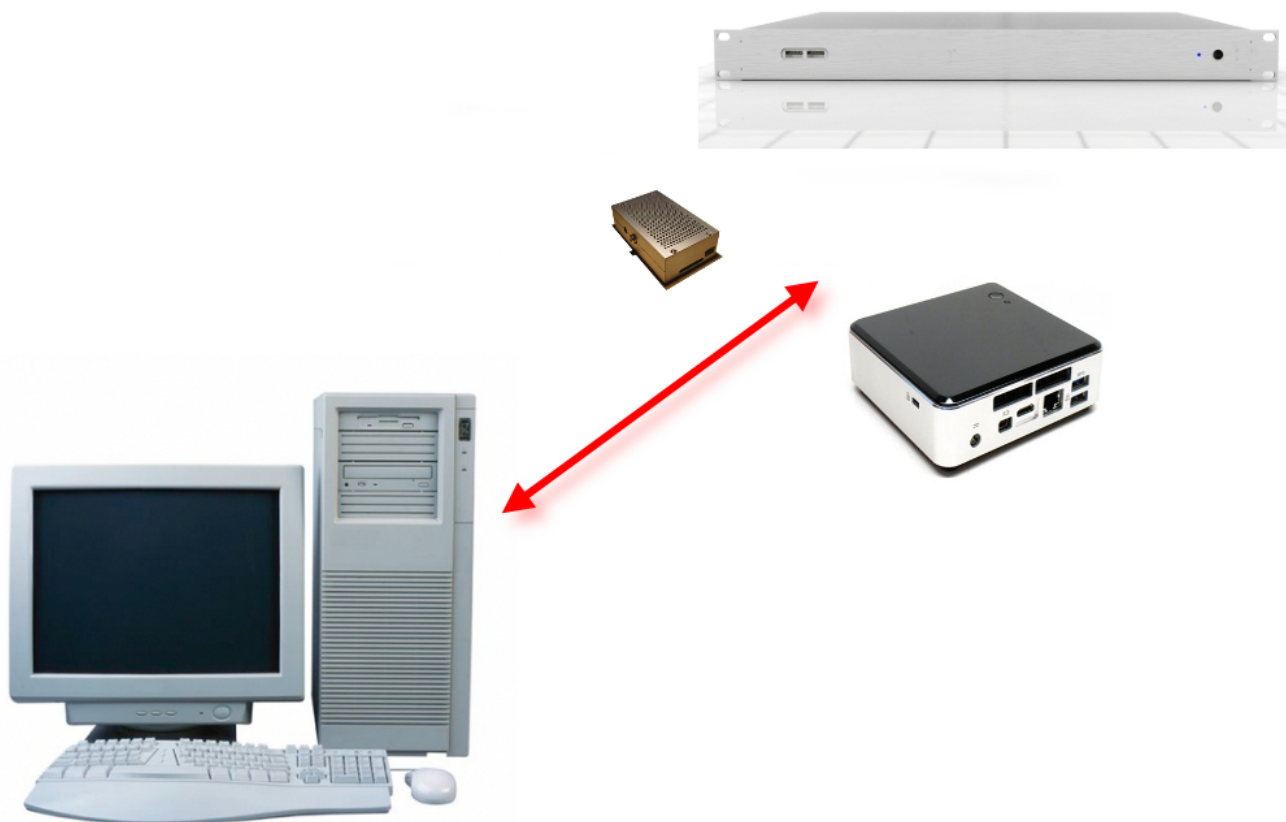
Automatic shutdown:

It can specify the switching off time through the Play \* Comm ™ user interface, under the heading:

***Settings / Server Settings / Schedule Shutdown***

## HOW TO COMMUNICATE WITH PLAYCOMM

It's possible to communicate with Play \* Comm ™ using a computer on which an Internet browser (**Mozilla Firefox 3.0 or later** is installed); the network card on your computer must be configured with an IP address that belongs to the same subnet as the IP address of Play \* Comm ™, it recommends a minimum graphics resolution of 1280 x 720/800/960/1024 pixels.



3:

You can communicate with the Play \* Comm™ software, by directly connecting your computer to the hardware device on which it is installed via the ethernet cable rather than through an Ethernet switch.

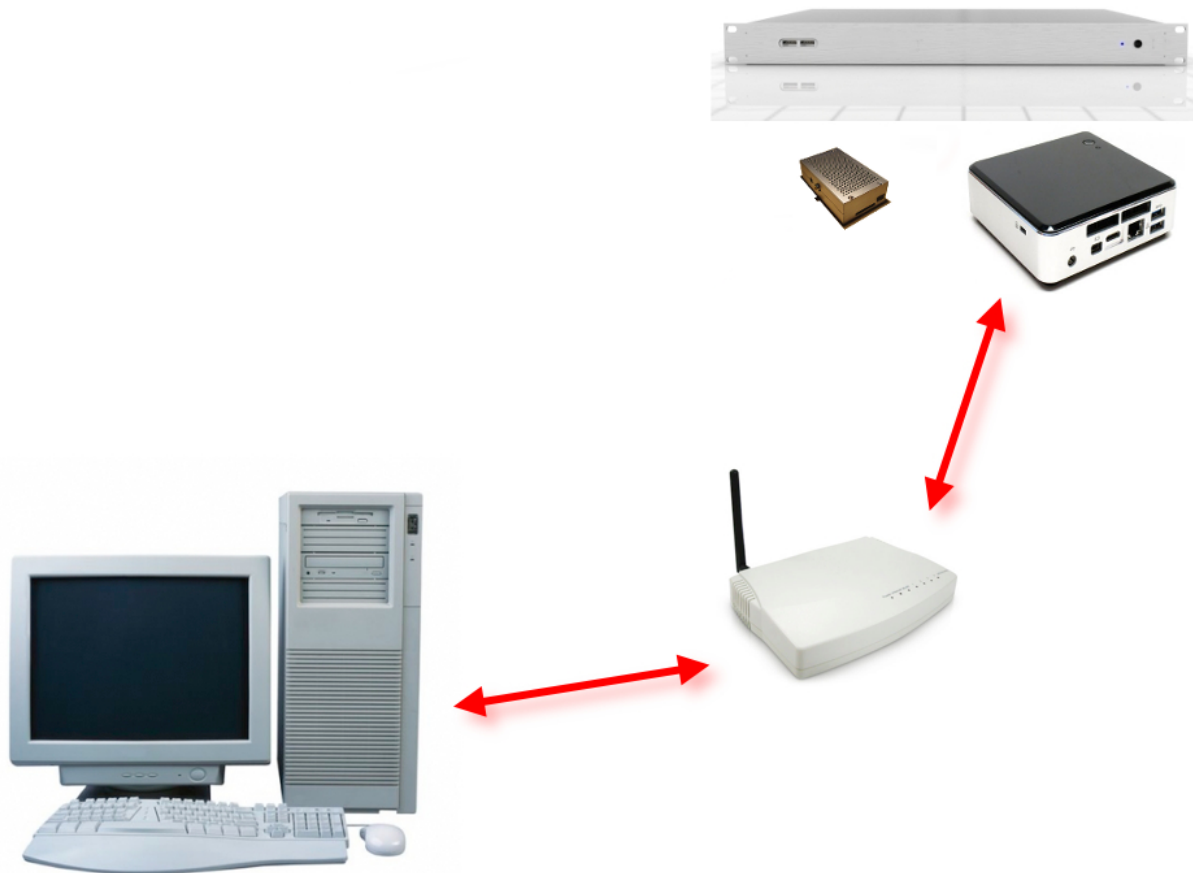
The initial IP address of Play \* Comm™ is <http://192.168.1.21> and the account information are as follows:

User: test  
Password: pass

It can change the IP address of the device, through the user interface, under the heading:

**Settings / Network Settings**

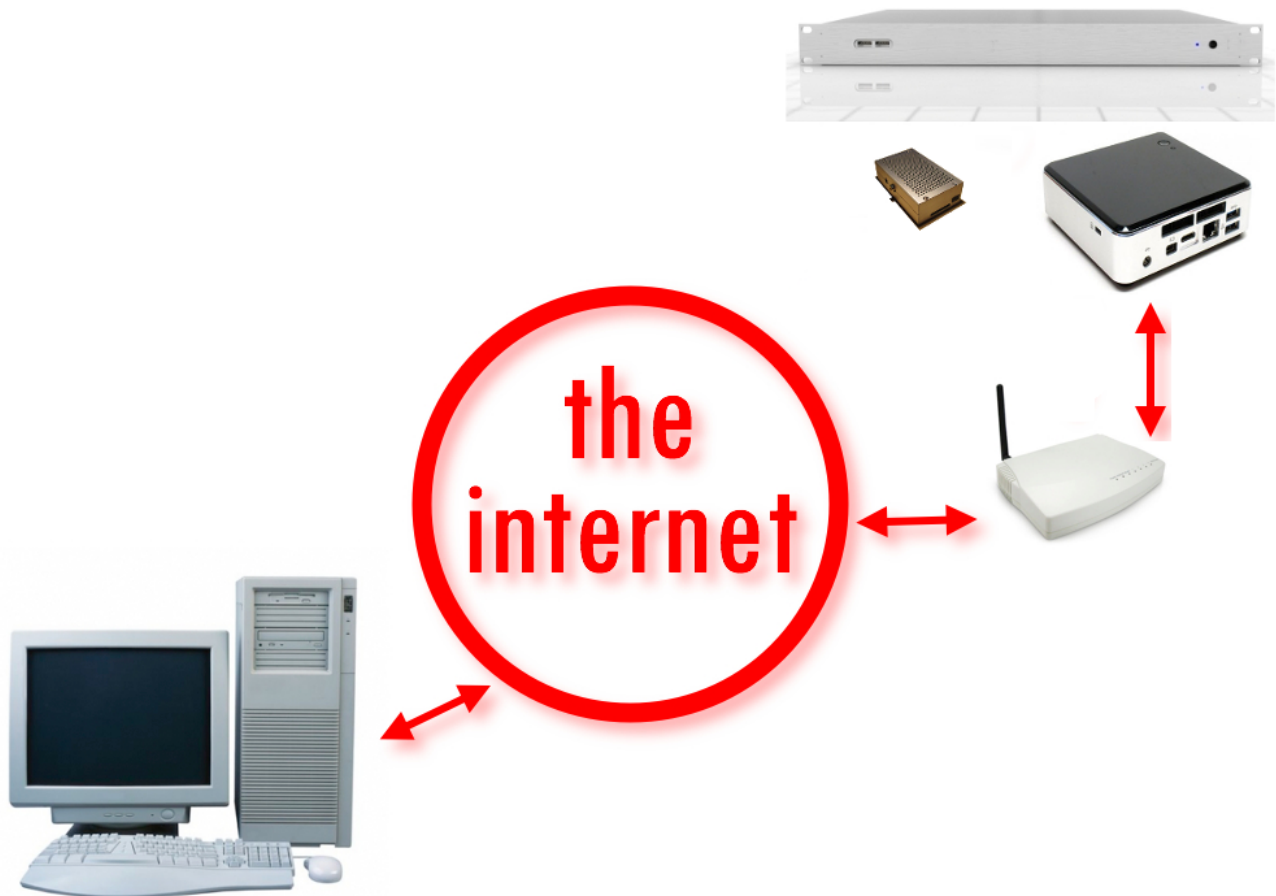
This setting is not possible, for obvious safety reasons, if the connection to the product is via internet by means of web services Central.



4:

As you mentioned earlier you can communicate with Play \* Comm ™ via the Internet, starting the Web service Central Lite / Enterprise (you can request the web service **activation** by contacting us at the following email address [info@nu-tech.it](mailto:info@nu-tech.it) ).

**Central** allows management / remote monitoring of Play \* Comm ™ modules, from a single **central interface** accessed via Web Browser.



5:

In order to use the Play \* Comm ™ remote management service via intrnet you need a computer connected to the Internet and an Internet browser.

- Start the internet browser (**Mozilla Firefox 3.0 or later**)
- Connect to Central Service (you will receive the connection details when your account is activated)

Enter user and password in the fields (please contact the email address [info@nu-tech.it](mailto:info@nu-tech.it) for more details on access to this service and its rates).





6:

Once logged in, the states of all Play \* Comm™ modules are displayed, associated with your user, listed in tabular form. There are also power controls, shutdown and restart commands of the modules.

You can then manage each module, clicking on the arrow shaped icon to access it.

The Central **user interface** is **identical** to the user interface of the software Play \* Comm™ installed on the modules.

playcomm™

logout

module	type	connection status	playcomm status	audio status	video status	html status	cam status	system commands	connect
playcomm-gold	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
web server		●	●	●	●	●	●	reboot shutdown start	➤
playcomm-basic	basic	●	●	●	●	●	●	reboot shutdown start	➤
playcomm-gold 2	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
playcomm-gold HD	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
playcomm-gold HD ext gold-html		●	●	●	●	●	●	reboot shutdown start	➤

7:

playcomm™

logout

module	type	connection status	playcomm status	audio status	video status	html status	cam status	system commands	connect
playcomm-gold	gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
web server		●	●	●	●	●	●	reboot shutdown start	➤
web server		●	●	●	●	●	●	reboot shutdown start	➤
playcomm-basic	basic	●	●	●	●	●	●	reboot shutdown start	➤

playcomm™

type	connection status	playcomm status	audio status	video status	html status	cam status	system commands	connect
gold-hd	●	●	●	●	●	●	reboot shutdown start	➤
	●	●	●	●	●	●	reboot shutdown start	➤
	●	●	●	●	●	●	reboot shutdown start	➤
	●	●	●	●	●	●	reboot shutdown start	➤

8:

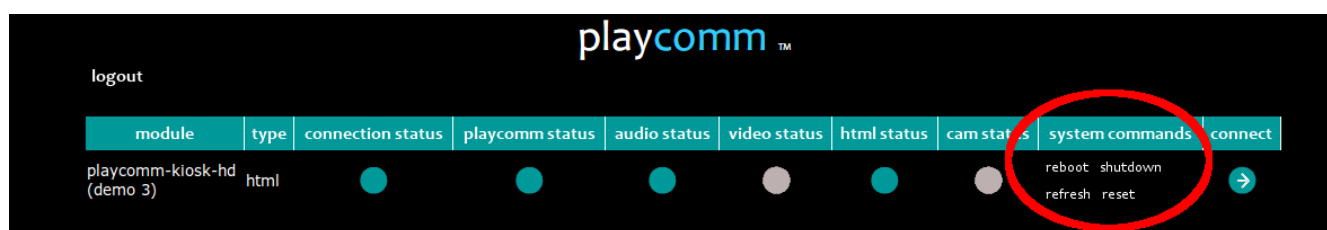
## USER INTERFACE

The IP address of Play \* Comm ™ is <http://192.168.1.21> and the account information are as follows:

User: test / password: pass

After entering the IP address within your internet browser (Mozilla Firefox is required) you will load the login page user interface of the product.

After logging will load the page containing the operating states and shutdown commands / restart.



9:

It's possible to manage the player, click on the **arrow** shaped icon to **access**.

The main Play \* Comm ™ functionalities are so manageable and configurable:

- Player Html (vedi pag. 12)
- Content Builder (vedi pag. 14)
- Player Video (vedi pag. 27)
- Streaming Video (vedi pag. 30)
- Player Audio (vedi pag. 32)
- Streaming Audio (vedi pag. 37)
- Multimedia content updating (vedi pag. 39)
- Multimedia content programming (vedi pag. 43)
- Management of external devices (RS232 / Telnet) (vedi pag. 45)
- Management via RS232/Telnet (vedi pag. 47)
- Configurations (vedi pag. 47)

## HYML PLAYER

The player Html is a layout player, typical of digital signage communication, capable of playing files written with the major web languages (*HTML, PHP, Java, Flash*).

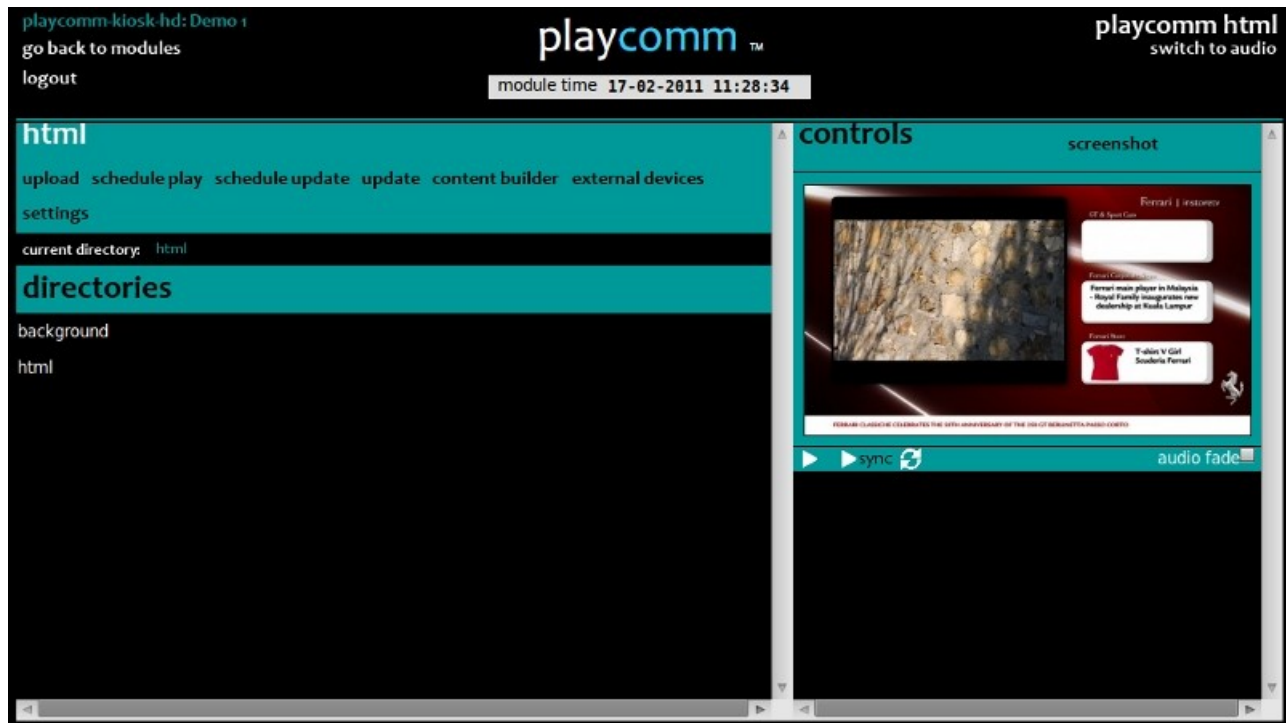
This player can be activated by selecting (**html**), as the type of player, in the configurations, which are located under the heading **Settings / Server Settings** (see pag. 51) and applying the change with the **Apply Settings** button.

On the left side of the interface list of useful folders it is visible to content management to be played, in particular:

- **background** (within this folder you can add the files related to the background that is activated when the scheduler puts it to sleep the player)
- **html** (within this folder you can add files to the project that you want to play)

You can view the content by clicking on the folder itself, and the same goes for the other folders, if any, to return to the root folder, simply click on this button **html** to the **current directory** entry.

All web projects loaded within these three folders must have as an index file of the overall project **index.html**.



10:

In the keypad in the right part of the interface contains the following buttons:

**Play:** start playing the html content (html folder)

**Sync Play:** begin playback of synchronized content (htmlsync folder)

**Restart:** restart the graphic server

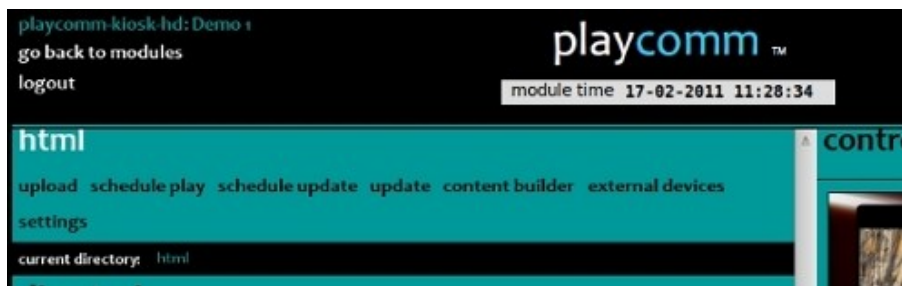
**Screenshot:** display a preview (automatically updated every 5 seconds) of the video stream being played.

**Audio Fade:** if active during start playback applies a fade-in on the audio portion of the content.

In the case where the html content contains *Flash* applications that handle video playback it is **recommended** not to use the audio player, for incompatibility with that kind of resource.

**Web** content can be transferred to Play \* Comm ™ in the following ways:

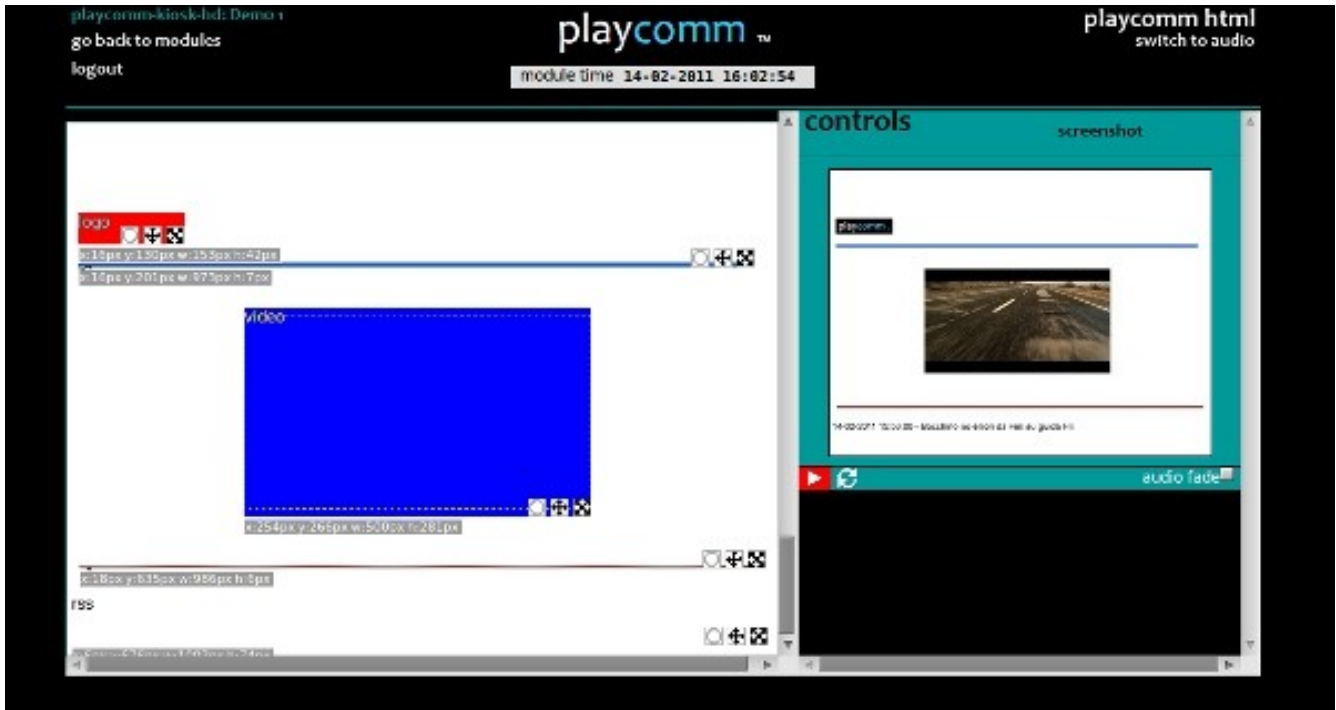
- *upload of individual files or a compressed archive containing all the files (upload) button (see pag. 39)*
- *synchronization of files by means of an rsync external server (**update** button is **schedule** update) (see pag. 41)*
- *transfer by USB stick (if activates the **automatic load usb** mode) present to the voice **settings / server settings** (see pag. 40).*



11:

The **schedule** of **play** menu item allows the user to program time-synchronized playback of content (see pag. 43)

## CONTENT BUILDER



12:

Content Builder allows users to create their own content through the creation of LAYOUT in an independent and structured manner, using a WYSIWYG interface; html can be used when the **player is active** (see pag. 51).

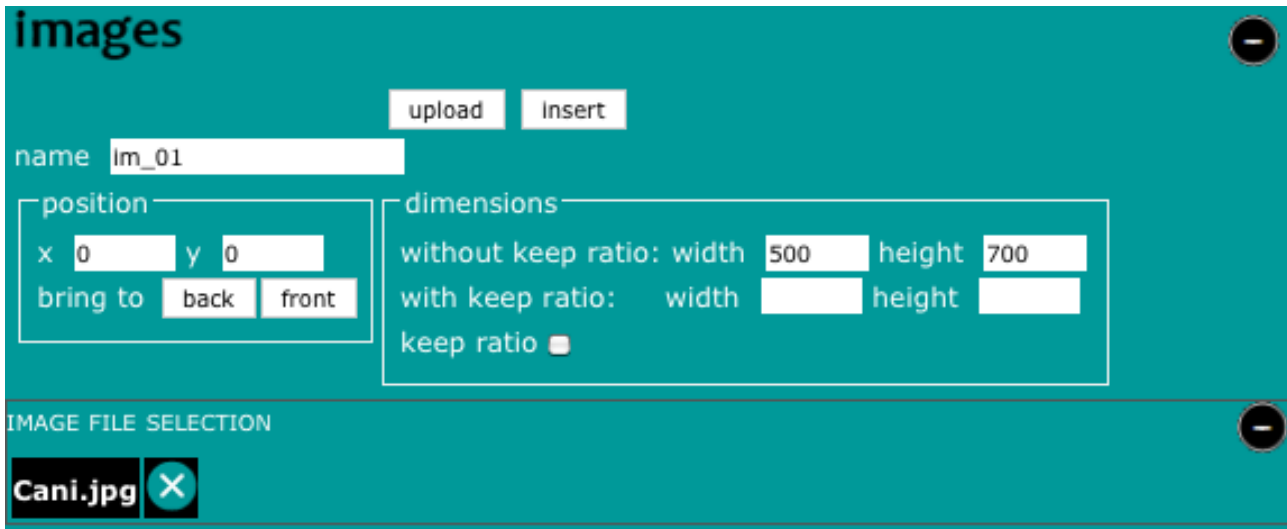
Before giving an overview of objects that Content Builder allows you to create, here is an overview of the basics:

- to activate Content Builder you need to press on the **content builder** menu item and then on the **content builder turn ON** entry, which will become vice versa **content builder turn OFF**, when the Content Builder is off;
- it is important to have set the desired graphic resolution before proceeding with the composition of the LAYOUT;
- create a new LAYOUT clicking the button **layout created**;
- click on the **name** of the new LAYOUT to have access to editor;
- in order to play the LAYOUT you must **activate it** by clicking on the **Grey** circle located at the side making him turn **green**.

There is also a common logic in the creation of objects.  
To create an object eg. **images** you need:

- **enter a name** in the field "name" (eg. im\_01)

- **select the** affected **file** (eg.Dogs.jpg) exploding the list of files;  
press **insert** button.



13:

Without necessarily having chosen location x, y, and without having forced the size, you can now get down to the **work window** so as to position and resize **drag and drop** individual objects.



14:

In case you have not uploaded the desired image, you can press the **upload** button.

In order to insert a new object, select the first item in the combo box that lists the objects, named **insert a new image object**.

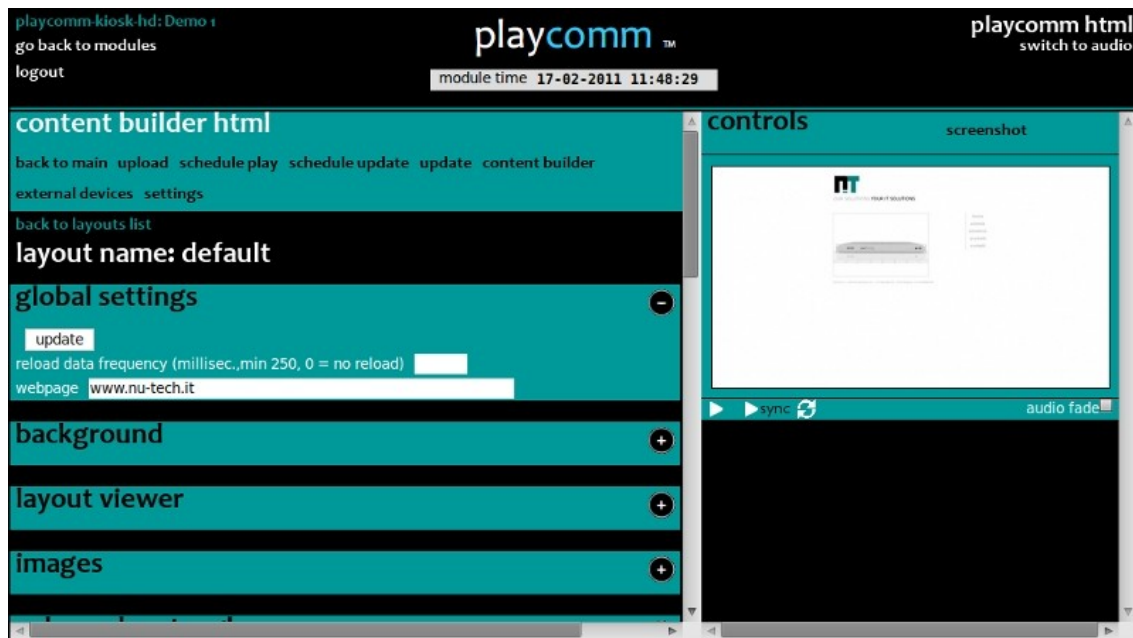
Once the item has been repositioned / resized, in order to be able to play created content you need to press the play button, on the right side of the user interface: ▶

The drag and drop objects allow three basic modes of control that correspond to the three symbols at the bottom right of each object:

- the circle allows you **to group objects inserted into the template defining the group** (number), pressing CTRL + Left Click inside the circle will show a serial number, it will be possible to add more items to the same group; all objects with the same number can thus be moved simultaneously. To remove the number of group membership simply press CTRL + ALT + Left Click on the symbol of the circle.
- the second symbol from the left is used to **move the object**;
- the third to **resize it**; in the case of objects maintaining aspect ratio, release the mouse button and the object automatically change its size bringing it closer to the one set by the user.

Below are shows the main items that can be managed with Content Builder:

## Global Settings

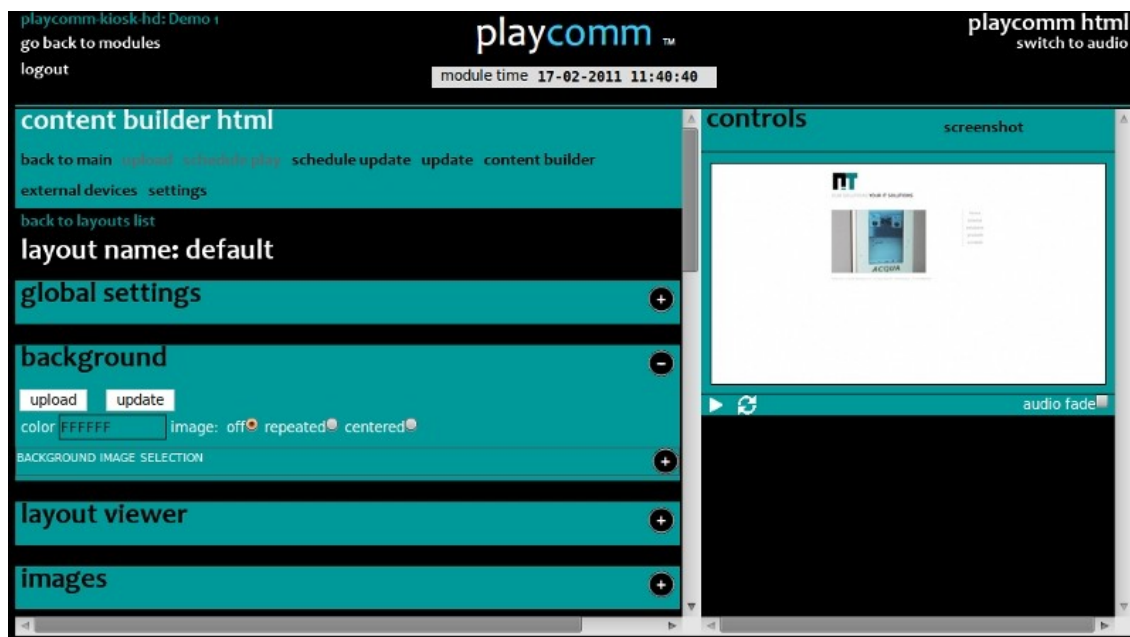


15:

A page or a web site can be shown in full screen. If you are interested in redirect to websites within a more complex layout, please refer to the web-page object. There is also a field that allows you to set the time in milliseconds, with which the page automatically recharge its data, useful option if you should command the layout using external commands (vedi pag. 47).



## Background



16:

It's possible to insert a background image for the specific lay-out that can act as integration of the other graphic objects.

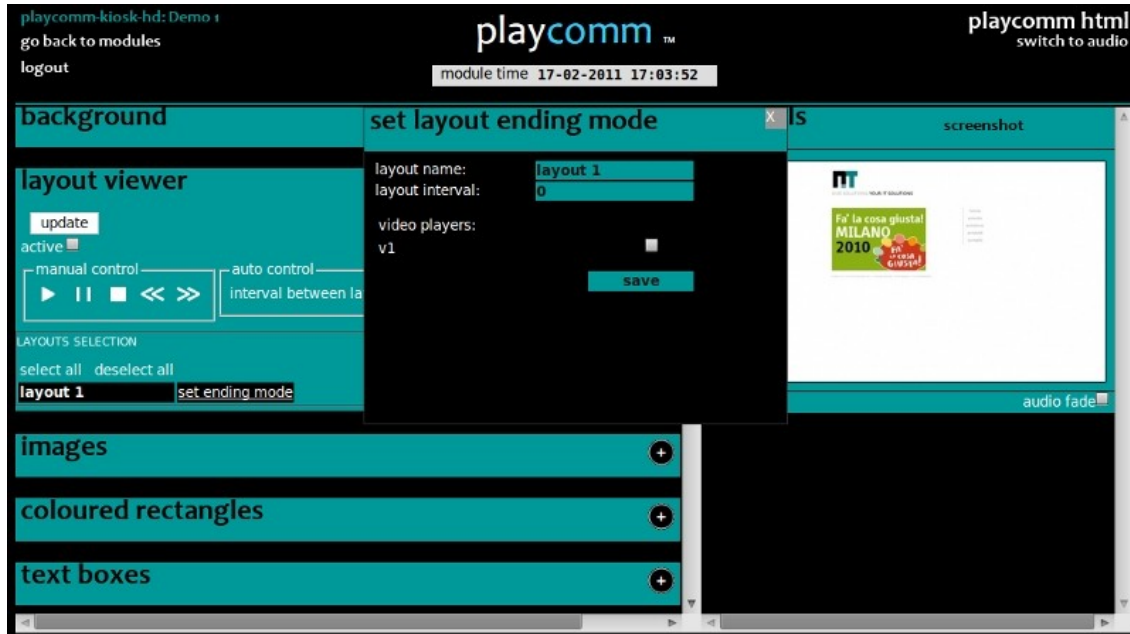
It's advisable to create a background image (the size of the screen resolution that you are going to use) already containing the decorative elements such as borders, shading, gradient colors, colored rectangles, etc. in correspondence of what will later become the positions of the objects that are going to integrate so as to have a more uniform and efficient graphic impact.

## Layout Viewer



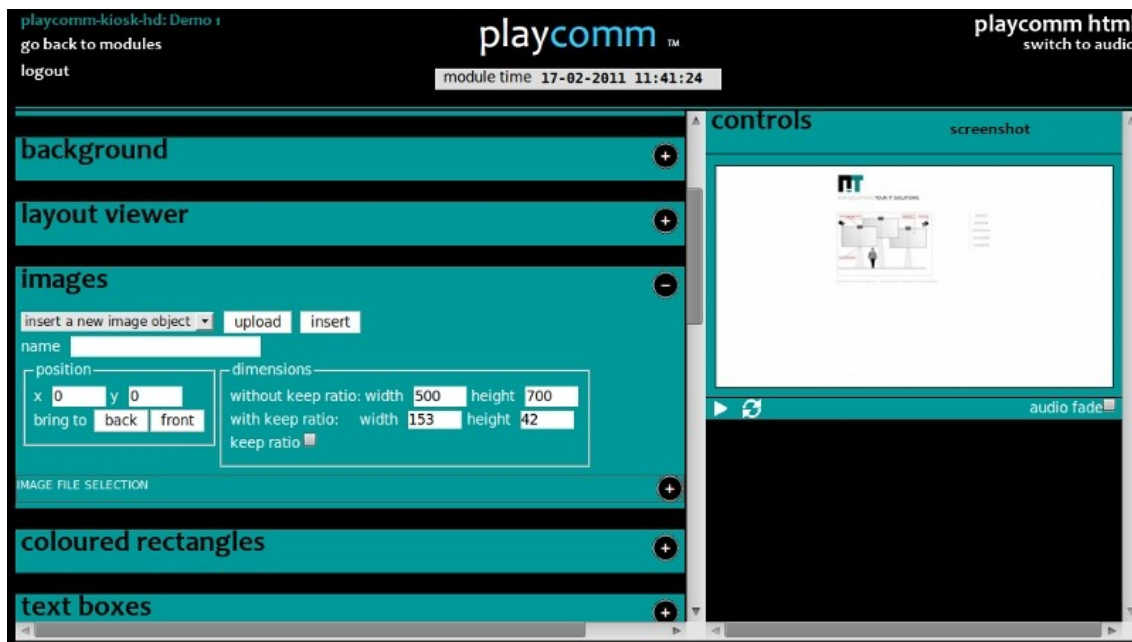
17:

You can merge multiple layouts previously made in a single layouts slide-show; for each associated layout, if there are video objects within the layout, you can also define the length of the layout according to the **duration of the associated video playlist**, rather than activate the **restore option timeline**, so as to restart object, at each iteration of the timeline, from where it left off previously.



18:

## Images



19:

It's possible to insert static images of the desired size, the system supports images with transparency.

Image objects are used for placement of logos, photographs and graphic objects in general.

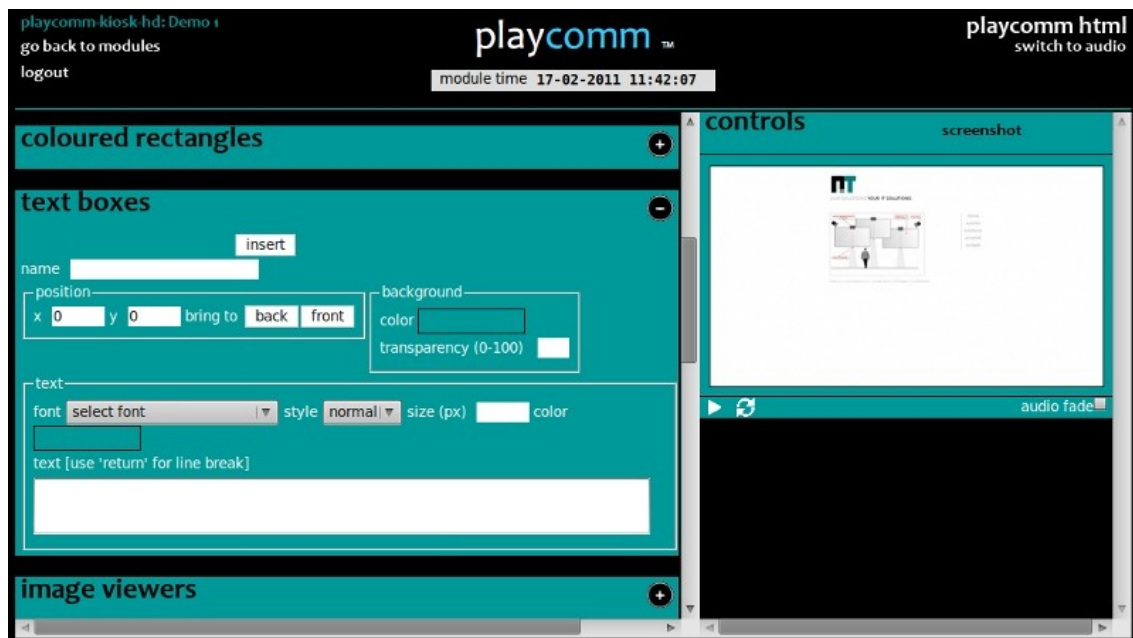
## Coloured Rectangles



20:

You can insert rectangles so as to delimit spaces within the layout.

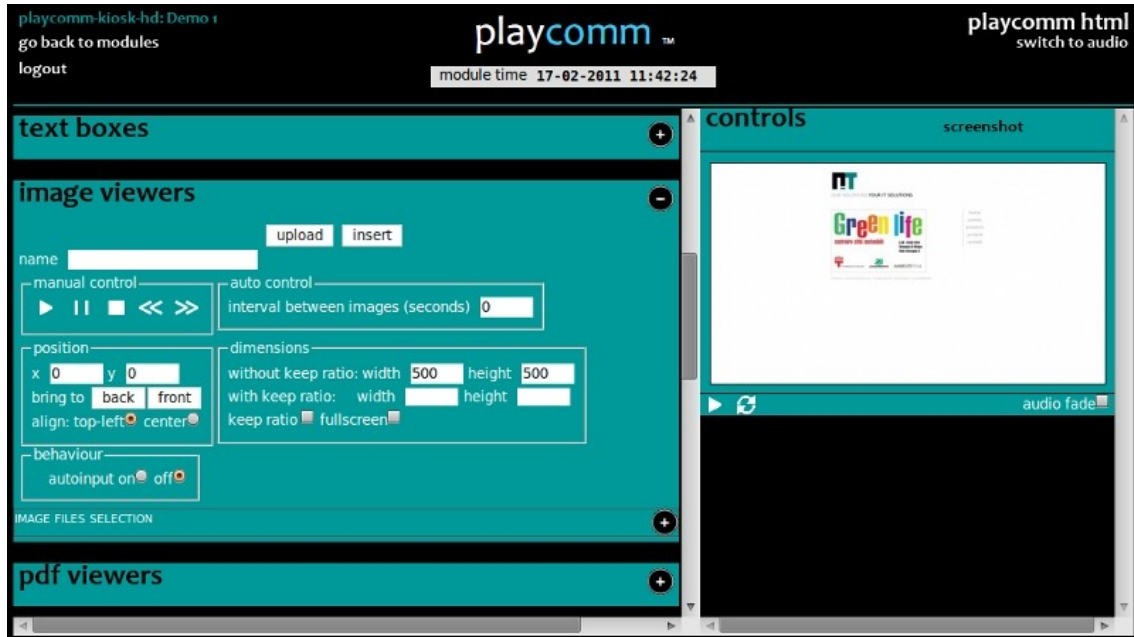
## Text Boxes



21:

It's possible to insert static text strings; this type of object fits to the need to insert notes or securities which must not be updated with frequency. Unlike other objects its size automatically adapts to the size of the text string and is not editable by the user, the font size can be changed.

## Image viewers



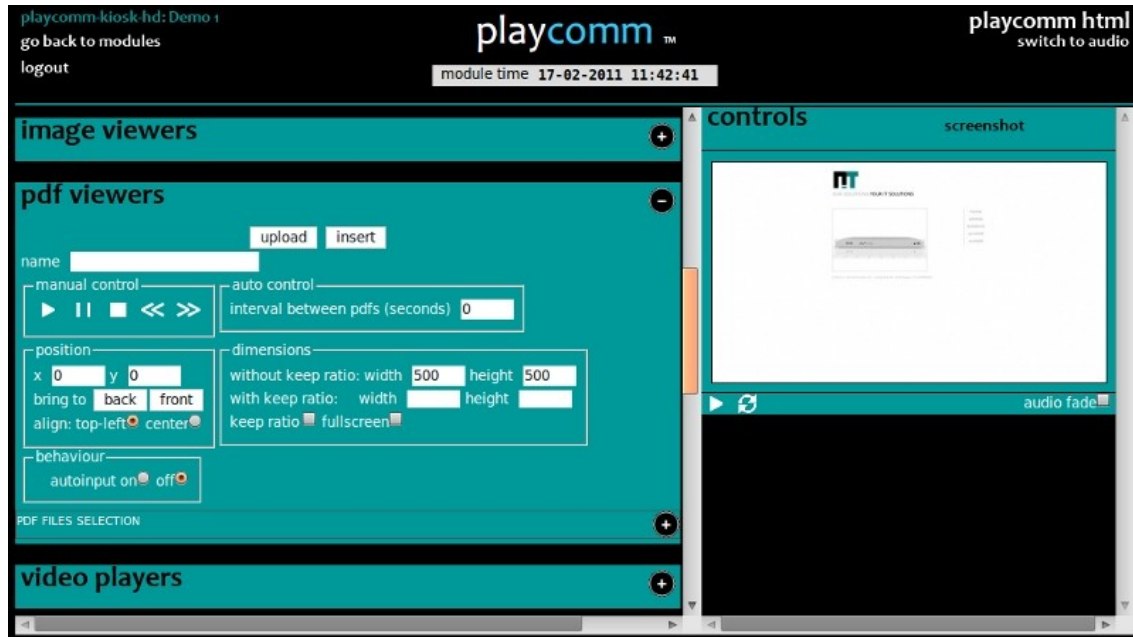
22:

It's possible to insert images slide-show (jpg, png, bmp, gif) that allow the timed rotation of static images.

Image viewer work window will remain dashed to the maximum perimeter occupied by the selected images, so as to allow the correct management of the spaces within the layout.

If enabled **autoinput** option, the object will automatically check the disk for new images and restart playback when necessary by updating the slideshow.

## Pdf viewers

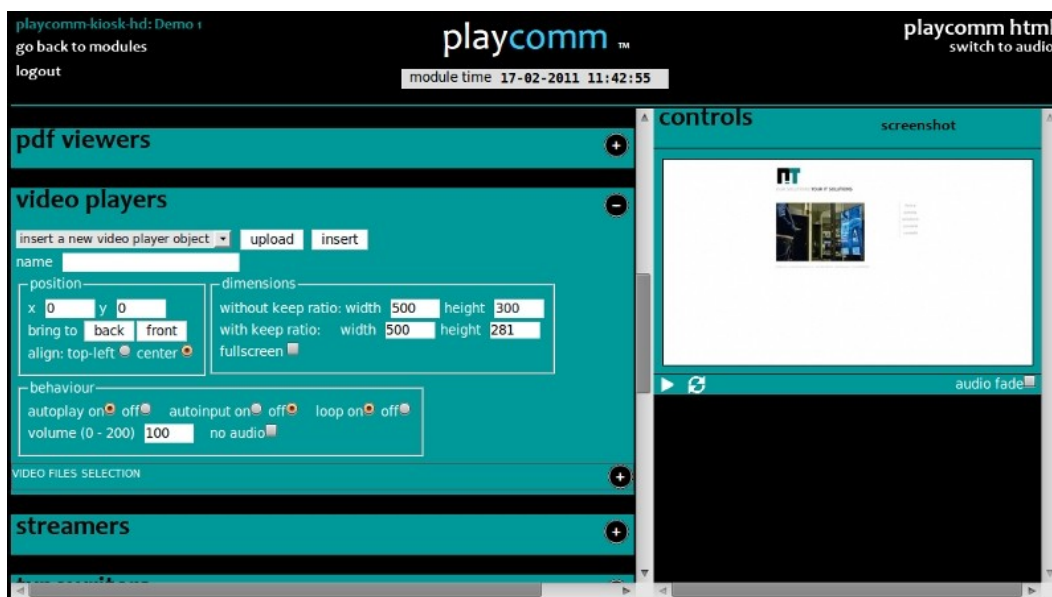


23:

It's possible to insert pdf files slide-show; the item allows you to select multiple files, and adjust the timing of the individual pages.

If enabled **autoinput** option, the object automatically checks for new pdf files and restart playback by updating the slideshow.

## Video players

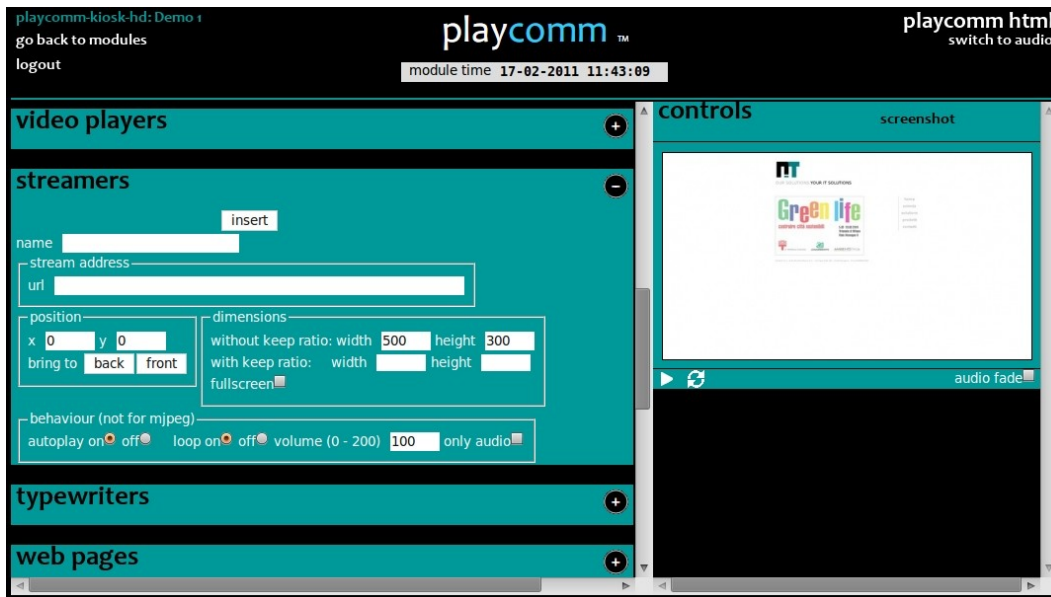


24:

It's possible to insert videos of different formats (vob, avi, mpg, fla, mov, m4v, mp4, DVX); the item allows you to select multiple video files.

If enabled **autoinput** option, the object will automatically check for new video files and restarts playback updating the playlist.

## Streamers

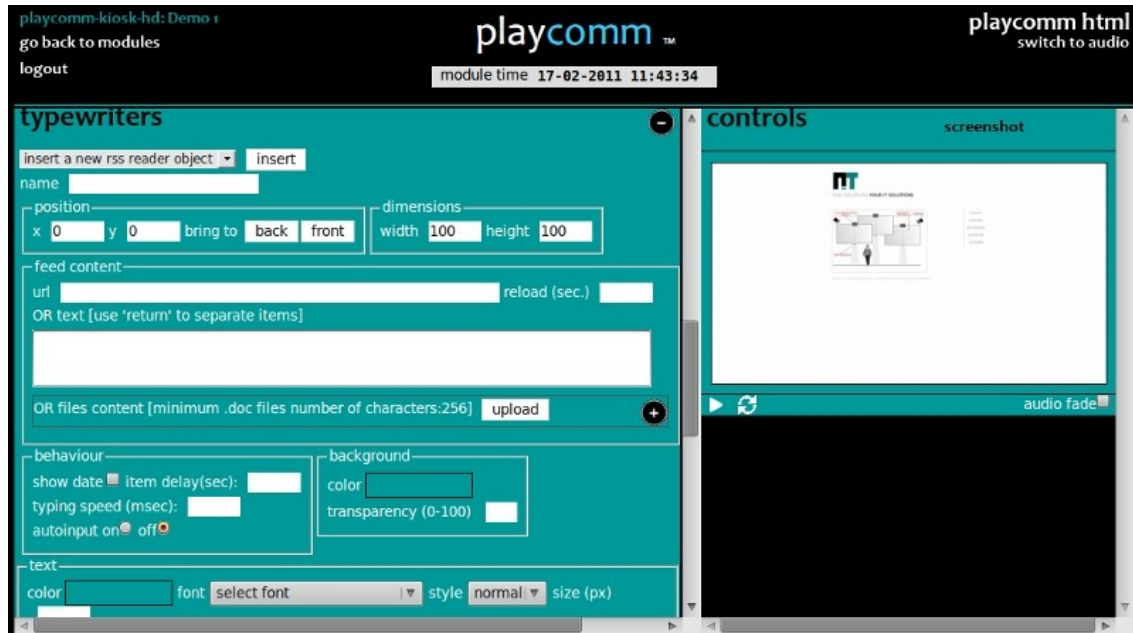


25:

It's possible to insert url for streaming audio / video sources of the following types:

- UDP/RTP Unicast
- UDP/RTP Multicast
- HTTP / FTP
- MMS
- TCP/RTP Unicast
- DCCP/RTP Unicast

## Typewriters



26:

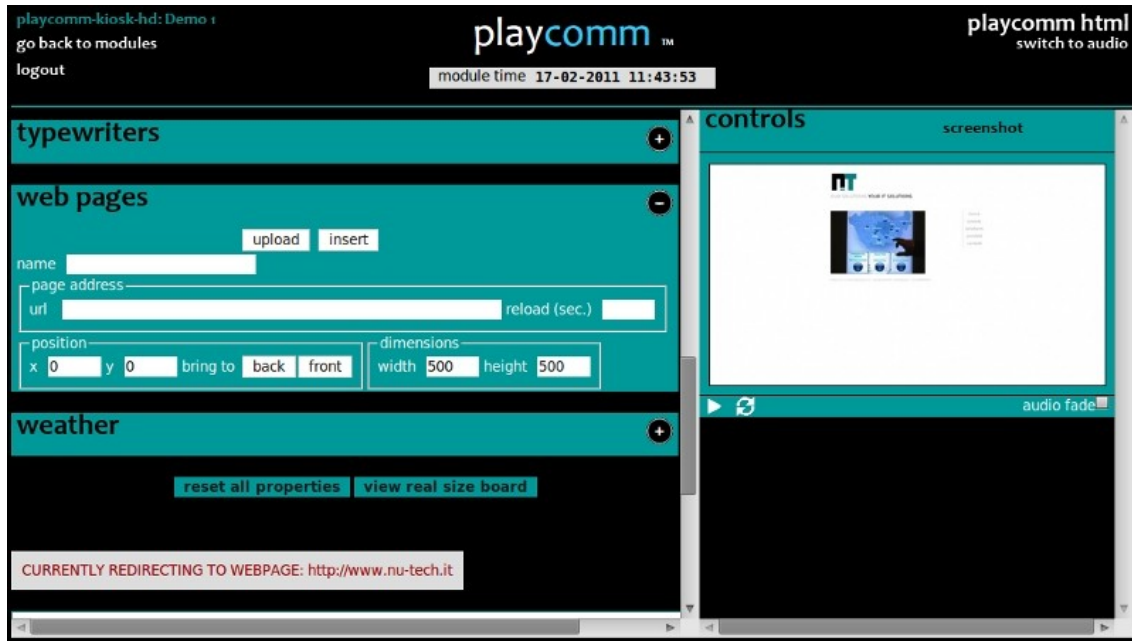
It's possible to insert that is automatically dynamic text strings, formatted, divided, depending on the size of the object set by the user, and reproduced as printed characters sequentially.

Text strings can be inserted into one of the following ways:

- manually by the user into the object section, making sure to separate each item using \n (newline);
- through text files (txt, doc);
- by means of external RSS feed.

If enabled **autoinput** option, the object automatically checks for new text files and restarts playback updating typing.

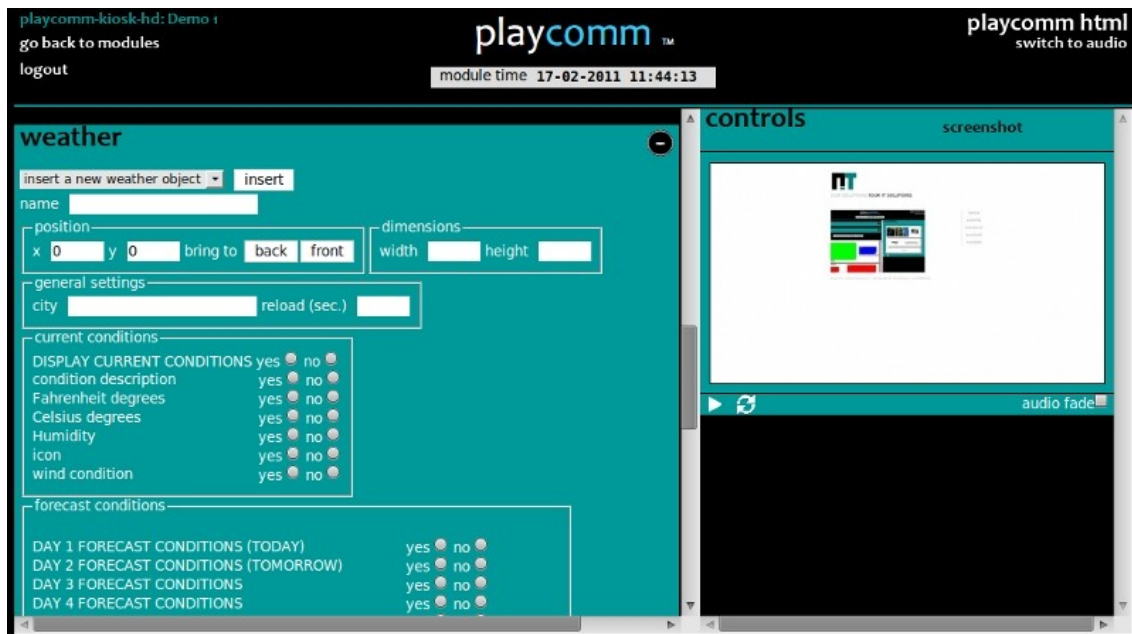
## Web pages



27:

You can display web objects on the network or uploaded directly on the machine (see pag. 39). In this way you can add to the layout custom programming, allowing for maximum graphic and functional variety. And 'configurable time (in sec.) Of the page reloading (**reload** the field).The URL you type in the case of web objects loaded directly on the machine, is as follows: <http://127.0.0.1/html> / <filename>

## Weather



28:



This object type, by connecting to the Internet, allows you to view real-time, **weather** conditions and **forecasts** for the next three days, giving indications on the minimum and maximum temperature, so you can select between a vertical and a horizontal arrangement of the various informative elements. It's possible to select the information reload time.

Ogni singolo LAYOUT può essere realizzato con Content Builder inserendo gli oggetti sopra citati.

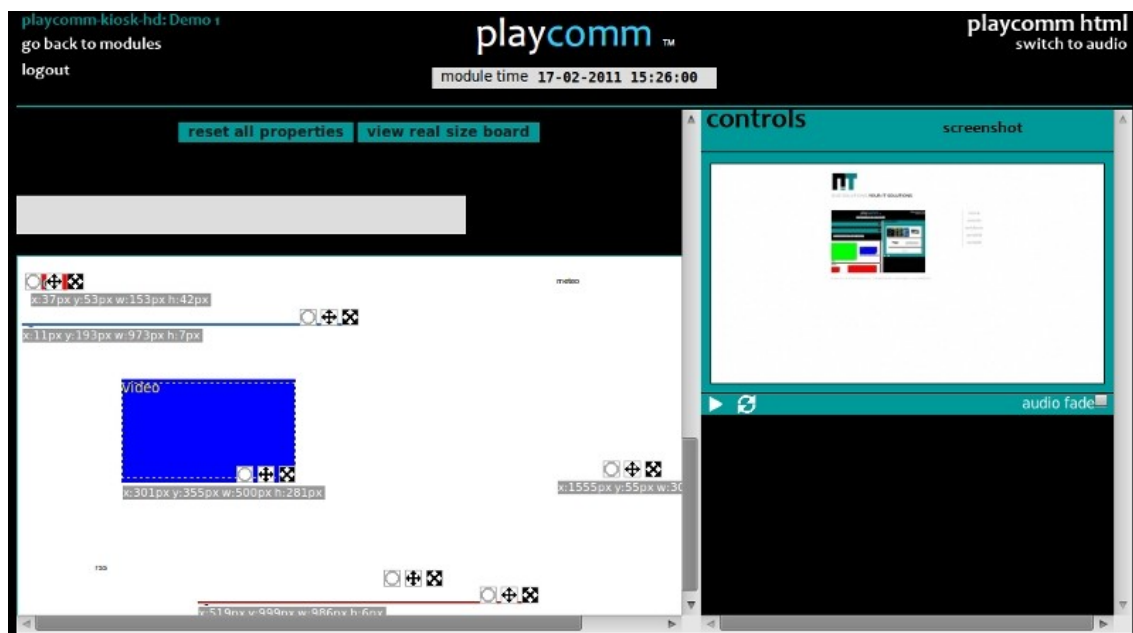
Every single LAYOUT can be realized with Content Builder by inserting the objects mentioned above.

Different LAYOUTs can be **scheduled** to be retrieved and displayed at certain times; just press the **clock shaped** icon on the side of the layout you want to access in order to schedule that particular layout (for more details on programming content see pag. 43); you can also program the system to display the LAYOUT **in** continuous **rotation** with a certain timing (**Layout viewer** see pag. 17).

In order to change the properties of objects previously inserted, simply make a **double click** on the object in the working window, or select it from the combo box on the object section it belongs.

The overlap between the different objects is simply obtained with a click on the object that you want to bring up.

The working window is also displayed in actual size, ie equal to those of the selected resolution, pressing the **view real size board** button and vice versa you can return to the previous display mode by pressing the **view resize** board button.



29:

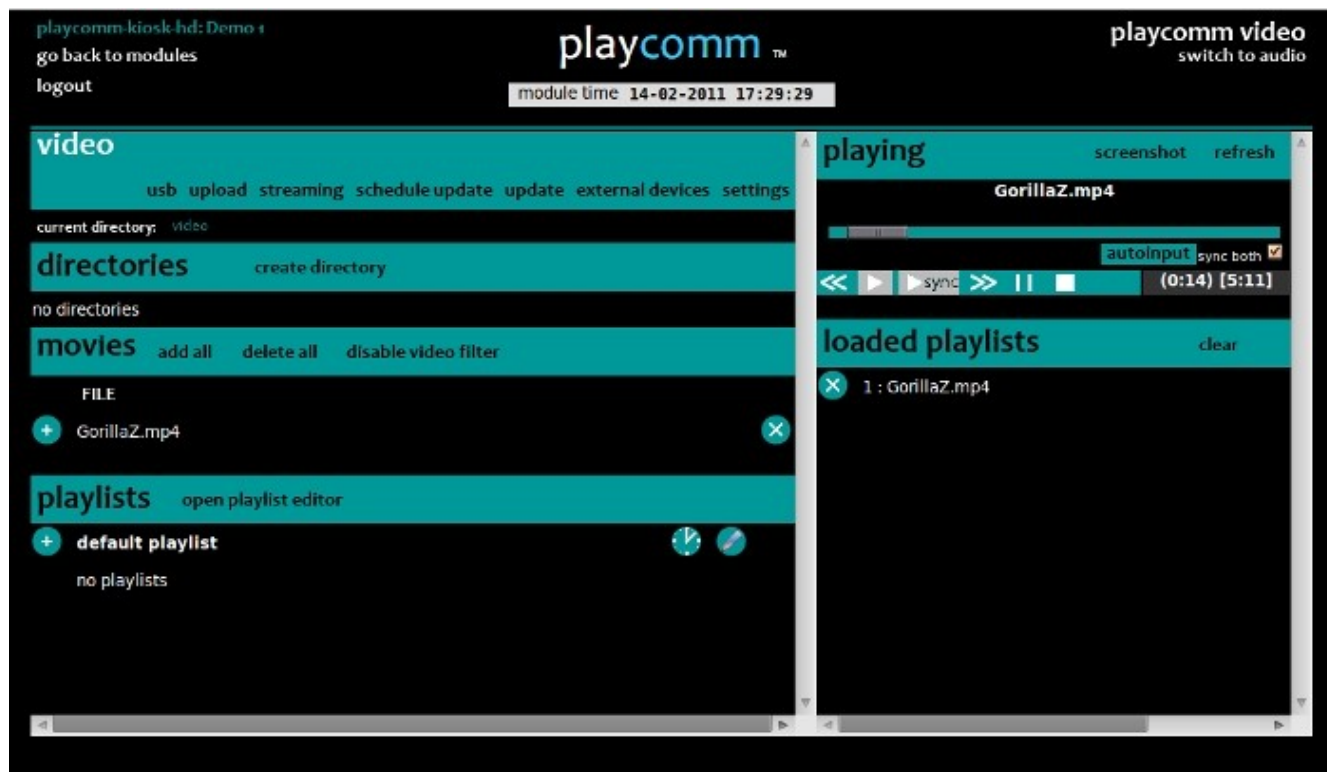
The contents are transferred on board Play \* Comm ™ in the following ways:

- upload of individual files or a compressed archive containing all the files (*upload*) button (see pag. 39)
- synchronization of files by means of an rsync external server (**update** and **schedule update** button) (see pag. 41)
- transfer by USB stick (if activates the **automatic load usb** mode) present to the voice **settings / server settings** (see pag. 40).

## PLAYER VIDEO

The video player is a video playlist player that can play different formats (vob, avi, mpg, fla, mov, m4v, mp4, DVX,h264/h265). It can be used as an alternative to the html player, when the user has only need to play video files.

This player can be activated by selecting **(video)** as the type of player configurations, which are located under the heading **Settings / Server Settings** (see pag. 51) and applying the change with the **Apply Settings** item.

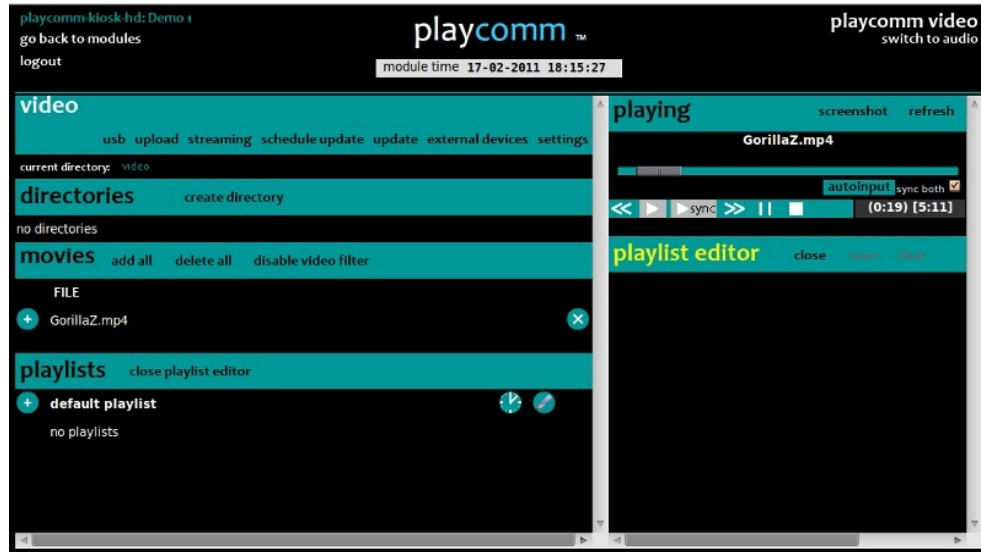


30:

On the left side of the interface are listed:

- Directories (within this section you can view and edit the folders containing video files).

It's possible to add the individual videos folders to the playlist currently playing or a new playlist when playlist editor is active (**open playlist editor**).



31:

- Movies (this section displays the individual video files that are filtered according to extensions compatible with the player; it is however possible to turn off this filter by pressing the button **disable video filter**).

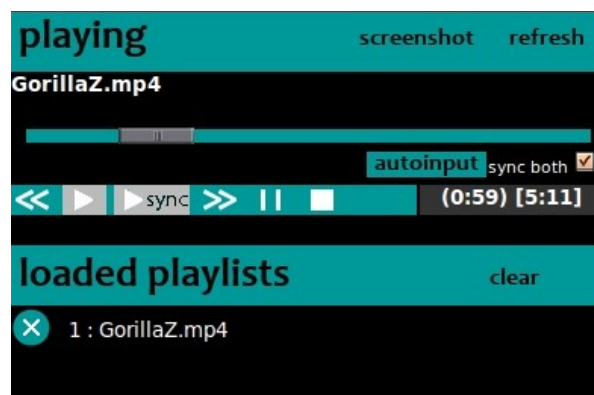
It's possible to add the individual video files to the playlist currently playing or a new playlist when playlist editor is active (**open playlist editor**).

- Playlists (within this section you can view and edit video playlists).

Each video **playlist** can be programmed in time, clicking **on the clock shaped** next to each playlist (see pag. 43).

The default video playlist is required if you use Play \* Comm™ for streaming video and has enabled the **video** option in the **streaming** section. **This option allows immediate playback** of a default playlist when streaming video for any external malfunctions should not be available.

On the right side of the user interface you can control video playback:



32:

It contains the following buttons:

**previous:**

It allows you to skip to the previous video file.

**play:**

enables playback of video playlist.

**play sync:**

simultaneously start playback of the video playlist on all Play \* Comm™ configured (to configure the synchronization see pag. 49); activating the **sync** option **both**, you can implement simultaneous playback of both audio and video player.

**next:**

It lets go to the next video file.

**pause:**

It allows you to pause the video file.

**stop:**

It allows you to put in stop the video file.

Activating the **autoinput** button you can make the player automatically update your current playlist, depending on the video content that gradually are transferred on the device.

The contents are transferred to the device on which Play\*comm™ is installed in the following ways:

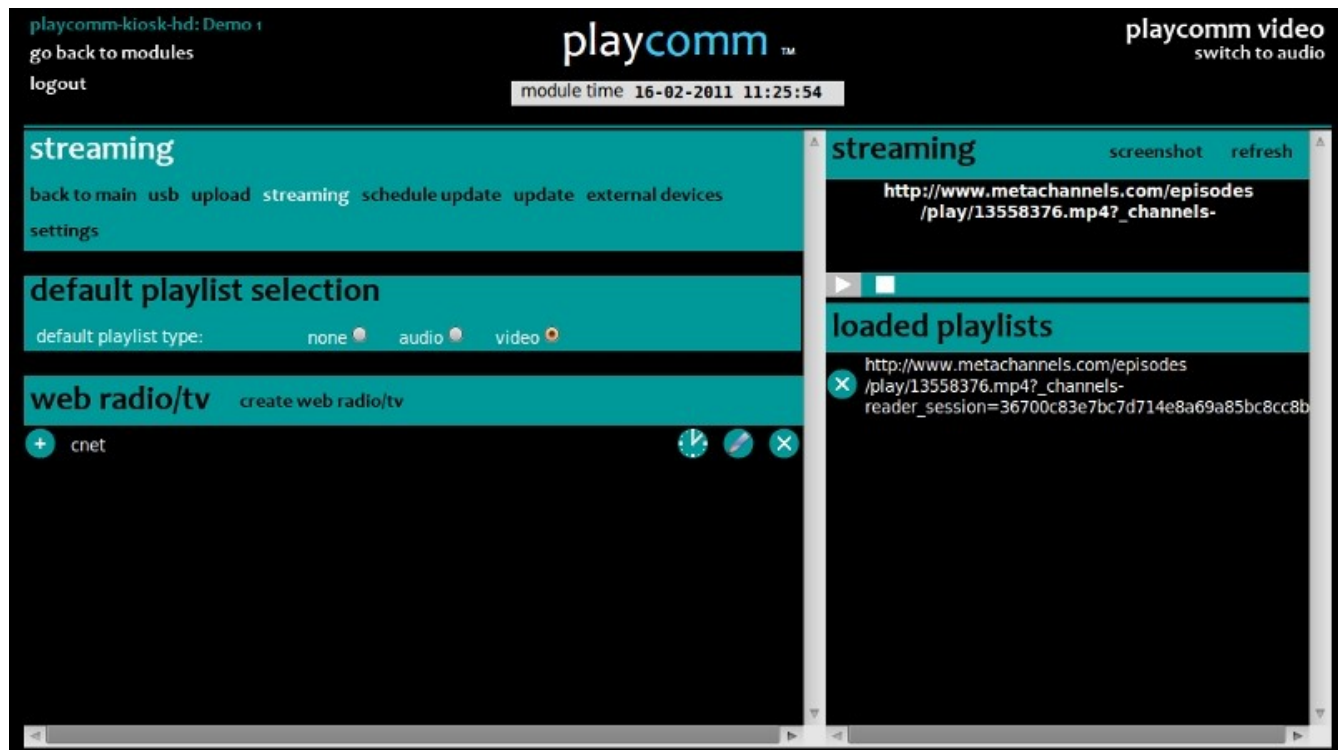
- upload of individual files or a compressed archive containing all the files (*upload*) button (see pag. 39)
- synchronization of files by means of an rsync external server (**update** button is **schedule update**) (see pag. 41)
- transfer by USB stick (if activates the **automatic load usb** mode) present to the voice **settings / server settings** (see pag. 40).

Pressing the **screenshot** button opens in a popup window preview of what the video player is playing at that time, this preview is updated every 5 seconds.

It's possible to refresh the status information of the player by pressing the **refresh** button.

For information on the video player configurations refer to pag. 48.

## Streaming Video

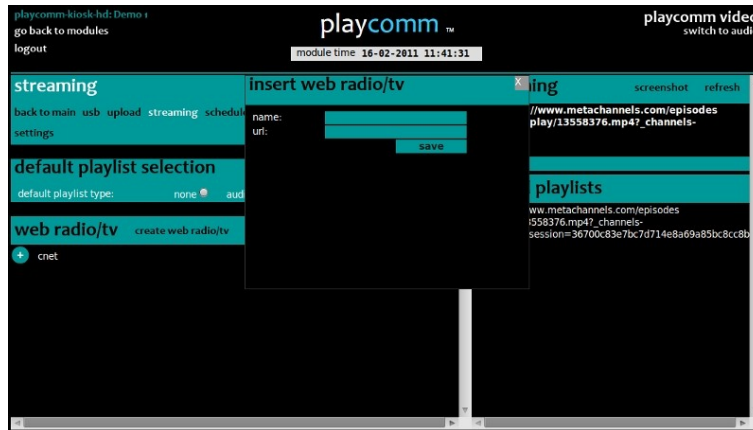


33:

Alternatively to the direct playback of video content, Play \* Comm™ also offers the possibility to manage and play streaming video content. In order to access this section, simply press the button inside the streaming video player.

You can enable a default **video playlist**, so that Play \* Comm™ automatically activate it every time the streaming resource is not available.

On the left side of the user interface you can enter the desired Web TV, just press the button **create web radio / TV**, to access the input panel:



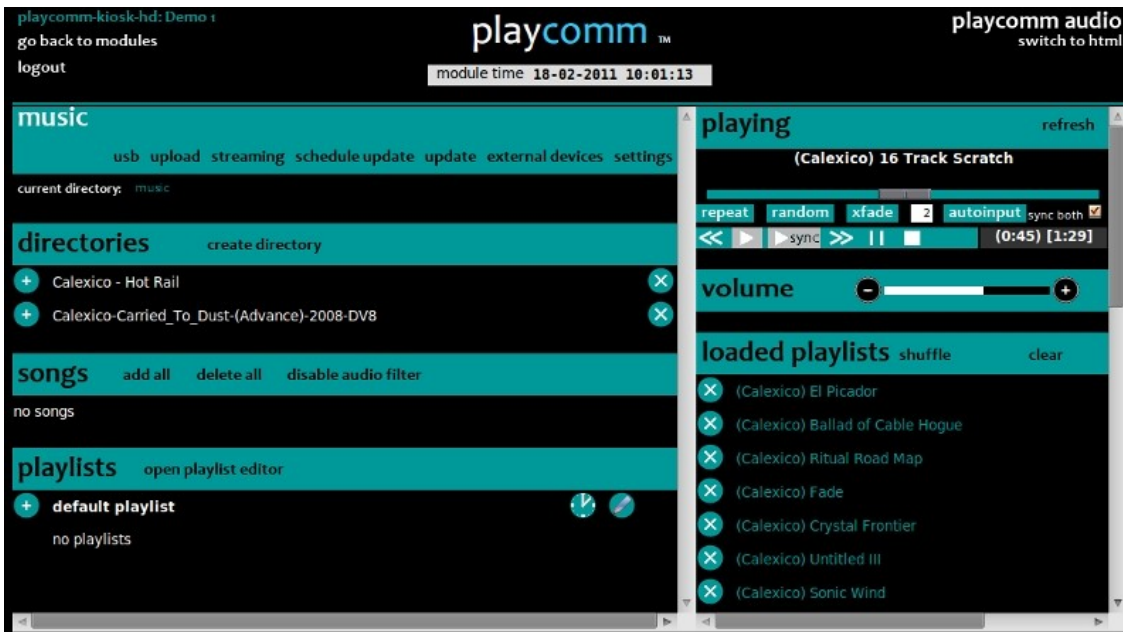
34:

Just enter the name and reference url, and press the **save** button.

The web TV will be added to the list below. You can then add one or more WebTV to the current playlist to start streaming.

On the right side of the page in a similar way to the video player is the hand control of the player, with which you can start playback (**play** button) or stop (**stop** button) and open a window that displays a preview of what is being played (**screenshot**) button.

# AUDIO PLAYER



35:

The audio player is an audio playlist player that can play different formats (mp3, ogg, wav). This player is always active.

On the left side of the interface the following sections are listed:

- Directories (within this section you can view and edit the folders containing audio files). It's possible to add the individual audio folders to the playlist currently playing or a new playlist when playlist editor is active (**open playlist editor**).





36:

- Songs (this section displays the individual audio files that are filtered according to extensions compatible with the player; it is however possible to turn off this filter by pressing the **audio disable filter** button).  
It's possible to add the individual audio files to the playlist currently playing or a new playlist when playlist editor is active (**open playlist editor**).
- Playlists (within this section you can view and edit audio playlists).

Each audio **playlists** can be programmed in time, clicking **on the clock shaped icon** next to each playlist (see pag. 43).

In addition, the audio playlist can be customized by specifying a particular radio **clock**, by pressing the **dir cascade** button next to each playlist (see pag. 35).

The default audio playlist is required if you use Play \* Comm™ for streaming audio and the **audio** option is enabled in the **streaming** section. This option allows immediate playback of a default playlist when audio streaming is not available due to any external malfunctions.

On the right side of the user interface you can control audio playback:



37:

It contains the following commands:

**previous:**

It allows you to jump to the previous audio file.

**play:**

enables playback of audio playlist.

**play sync:**

start simultaneously the audio playlist on all Play \* Comm ™ configured (to configure the synchronization see pag. 49); activating the **sync** option **both**, you can implement simultaneous playback of both audio and video player.

**next:**

It lets go to the next audio file.

**pause:**

It allows you to pause the audio file.

**stop:**

It allows you to put in stop the audio file.

**repeat:**

It allows to repeat the cycle current playlists.

**random:**

It allows you to turn random play on the player.

**xfade:**

It allows to activate a time in sec. cross fade between a song and another.

You can change the volume of the audio player playback using the volume sliding bar.

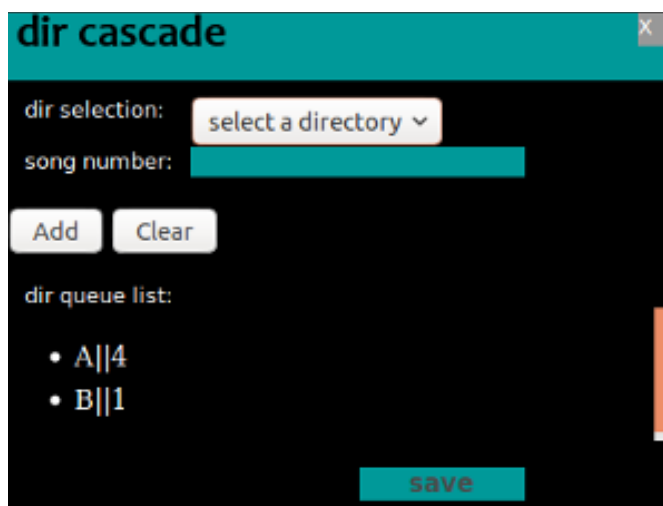
Activating the **autoinput** button you can make the player automatically update your current playlist, depending on the audio content that gradually is transferred on the device on which Play \* Comm™ is installed.

The contents are transferred on board Play \* Comm™ in the following ways:

- upload of individual files or a compressed archive containing all the files *upload* button (see pag. 39)
- synchronization of files by means of an rsync external server (**update** button is **schedule update**) (see pag. 41)
- transfer by USB stick (if activates the **automatic load usb** mode) present to the voice **settings / server settings** (see pag. 40).

It's possible to refresh the information status of the player by pressing the **refresh** button.

## Radio Clock

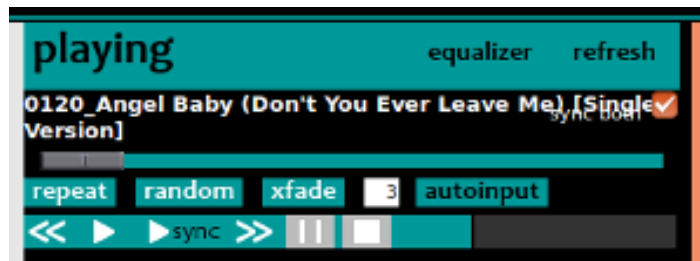


38:

The radio clock is made on the basis of the folders containing the audio tracks that are located on board of the hardware device on which the Play \* Comm software has been installed.

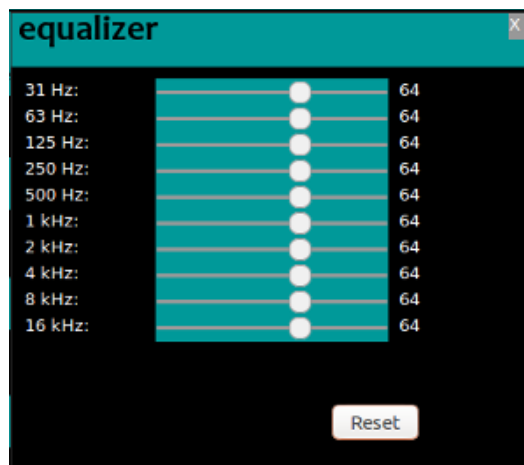
In particular the graphical interface that the software provides allows you to select the **folder** and the **amount of songs** that are to be played in sequence, fishing from it, and so on for each folder in the library.

## Equalizer



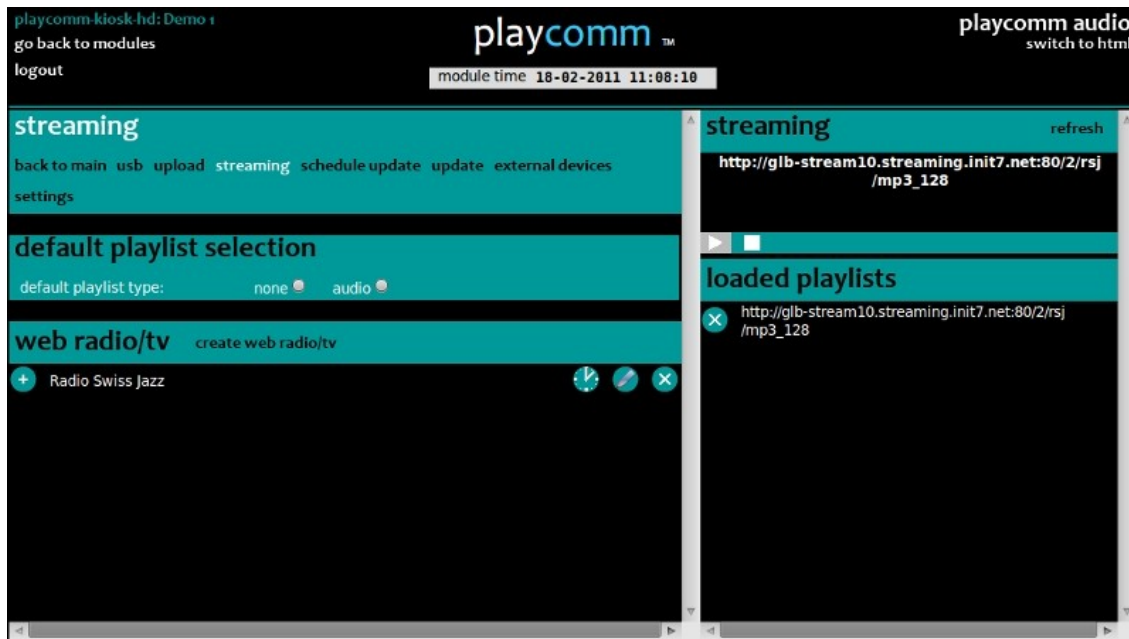
39:

The audio player is equipped with a software equalizer with 10 frequency bands, accessed by pressing the **equalizer** button, located at the top right, above the player timeline.



40:

## Audio Streaming



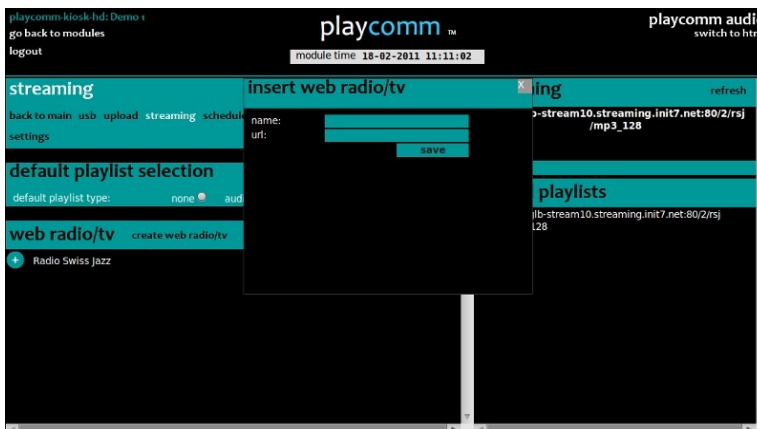
41:

Alternatively to the direct playback of audio, Play \* Comm <sup>™</sup> also offers the ability to manage and play audio streaming.

To access this section, simply press the button inside the streaming audio player.

You can enable a default **audio** playlist so that Play \* Comm <sup>™</sup> automatically activate it every time the streaming resource is not available.

You can insert the web radio you want on the left side, just press the button create web radio / TV, to access the input panel:



42:

## SYNCRONIZE AUDIO/VIDEO PLAYERS

The audio and video player Play \* Comm ™ can be **synchronized** by simply connecting more Play \* Comm ™ products to the same **LAN network**.

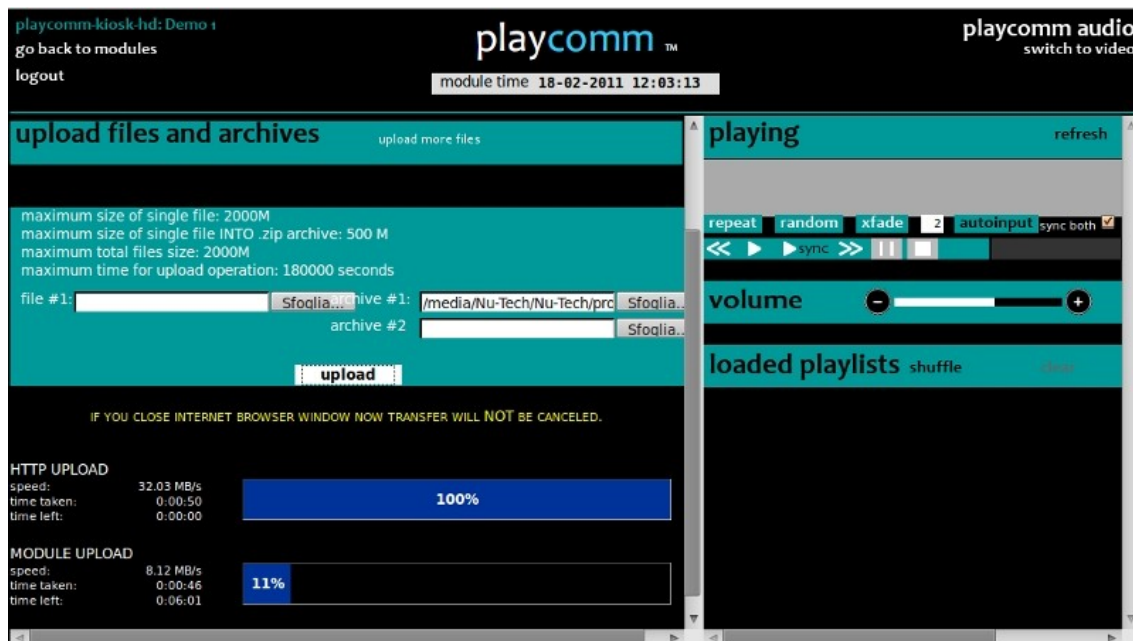
It's necessary to **preload** the content you want to sync on different Play \* Comm ™ products and then identify which device to use as a **master** sync.

On the master device, you must configure **IP addresses** and **passwords** for access to Play \* Comm ™ instances you want to synchronize, including the master Play \* Comm ™ (127.0.0.1), and select if you want to keep synchronized simultaneously both the audio and video player using the **sync** option **both** (see pag. 49).

Finally, to begin synchronization, just press the **play** button **sync** located in the audio player control panel rather than in that of the video player. Again wanting to synchronize both the audio player to the video simultaneously simply select the **sync** option **both** (see pag. 29 o pag. 34).

# MANAGING CONTENTS

## Upload



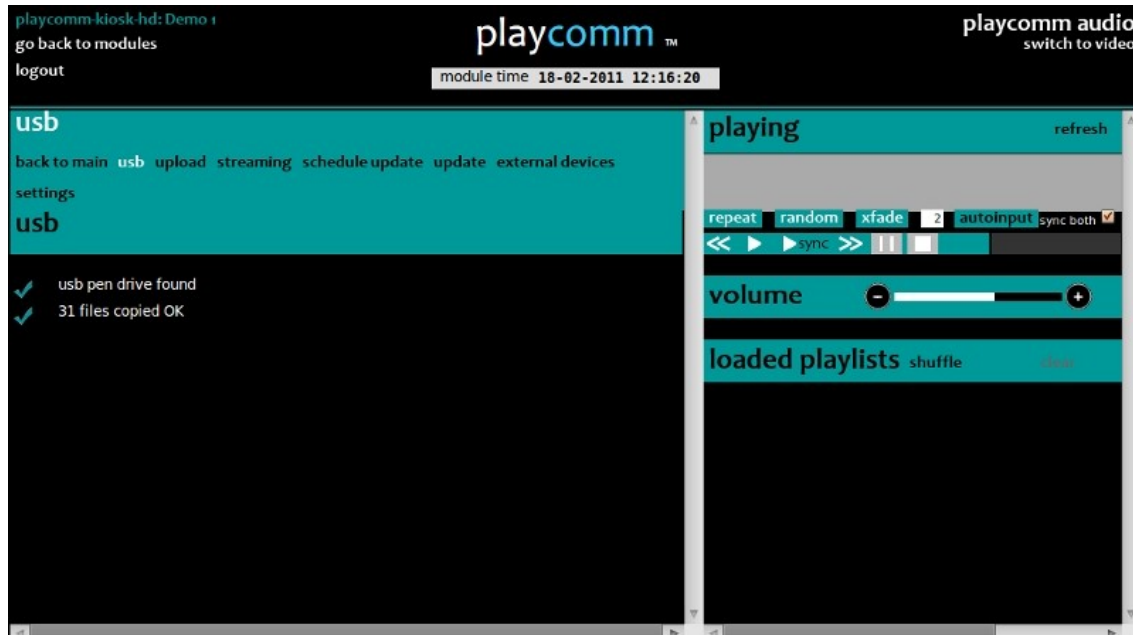
43:

Pressing the **upload** button located in different Play \* Comm™ user interface sections (Audio, Video, Html, Content Builder), you can upload files and file archives respectively in the folder **sections**. The web interface limits the maximum size of the loadable files till 2GB.

Either **zip** archives and **tar.gz** archives can be uploaded, decompression of archives is handled automatically by Play \* Comm™.

In the case of Zip archives Play \* Comm™ is able to handle archives containing files whose single dimension can not exceed 500MB.

## Usb



44:

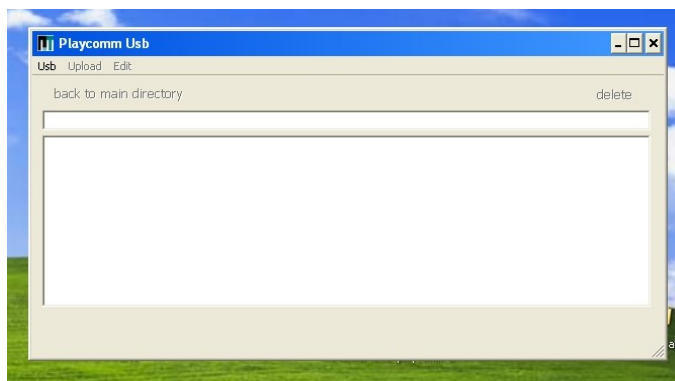
Pressing the **USB** button of the different Play \* Comm™ web interface sections (audio, video, HTML, Content Builder) you can start copying files from the USB key respectively to the **sections** folders.

Alternatively you can also transfer files from the **USB** stick, without using the web interface of Play \* Comm™, simply having previously activated the **automatic usb load** option present in the server settings (see pag. 51).

In this way Play \* Comm™ **automatically** a few seconds after inserting the USB flash drive, copy the contents into sections corresponding to the files type.

The files must be loaded on the stick through the sw Free **PlaycommUsb** (compatible with Windows operating system), available for download at the following web address:

<http://www.nu-tech.it/download/PlaycommUsb-1.0-Setup.exe>



45:



Alternatively, you can manually re-create the usb pen folder tree, where copying your media files, as follows, starting from the root folder:

*audio*

*Videos*

*html*

*cbuilder / image*

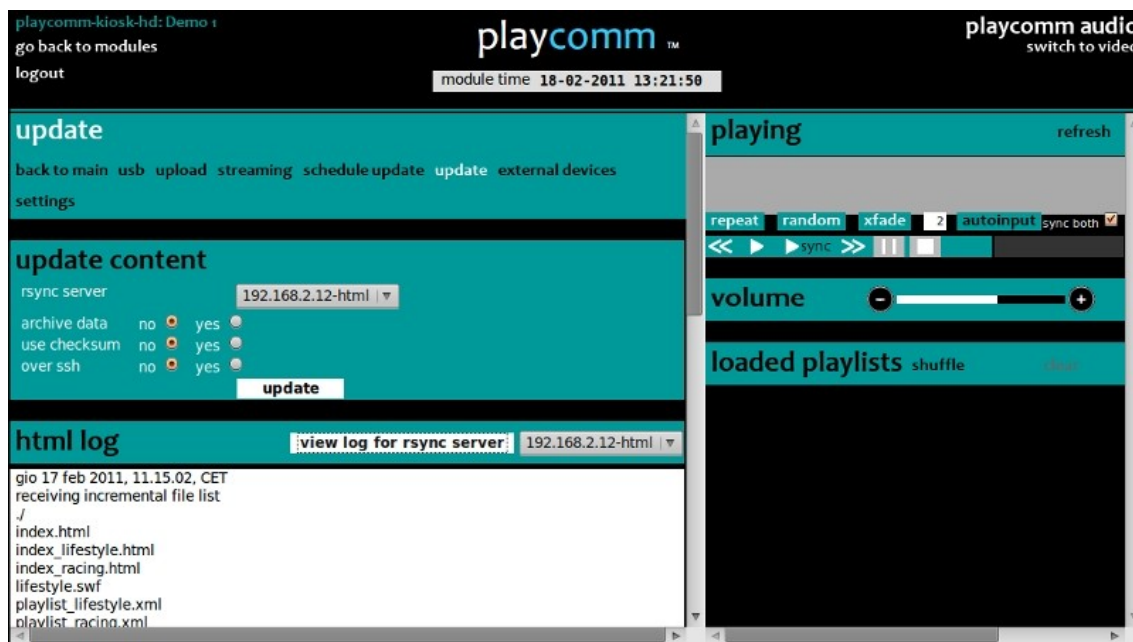
*cbuilder / text*

*cbuilder / pdf*

*cbuilder / background*

Finally, you must enable the USB stick by copying a *protection file* and require our support address: support@playcomm.it

## ***Rsync server***



46:

Pressing the ***update*** button of Play \* Comm ™ web interface page that allows you to synchronize the contents with an external rsync server.

You can choose the following parameters:

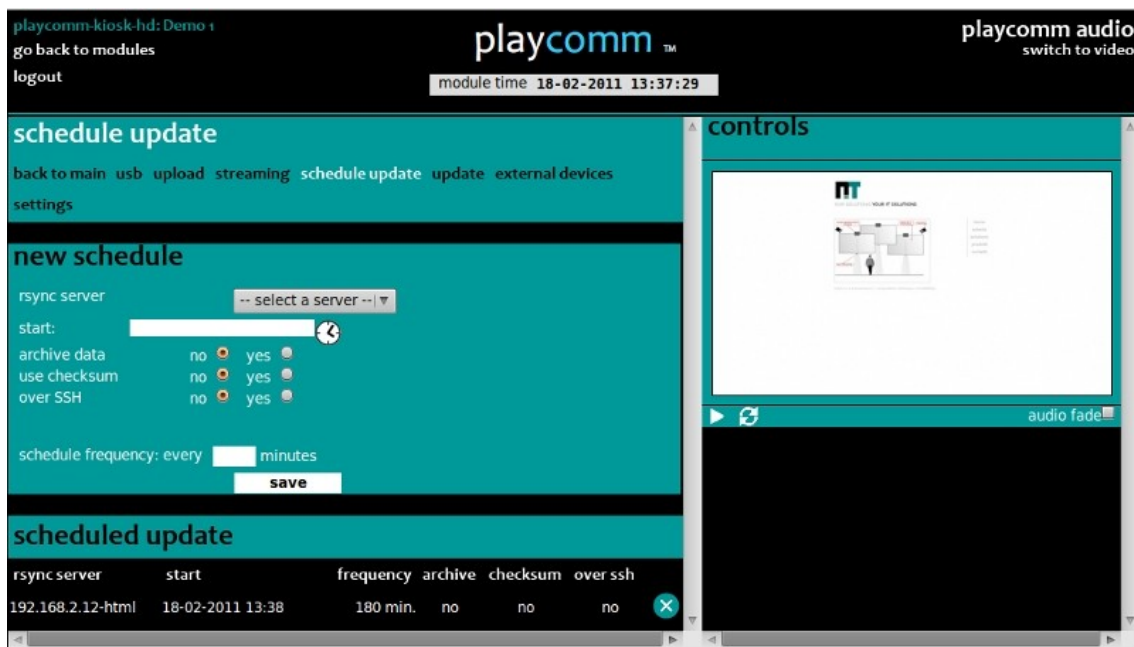
- ***archive data***: it allows you to compress data prior to transmission via the Internet.
- ***use checksum***: it allows you to synchronize based on the checksum instead of the date / time of the file.

- **over ssh**: it allows you to synchronize with an rsync over ssh server.

In order to be able to add, edit, delete rsync servers see pag. 49.

The rsync log can be viewed by pressing the **view log** button **for rsync server** and selecting the rsync server you want.

It's also possible scheduling the sync by pressing the **update schedule** button and accessing a special page where to specify rsync server with which to schedule, the start date / time and the time in minutes after which synchronization it is repeated.



47:

For more information regarding the time schedule synchronizations see pag. 43.

# PROGRAMMING CONTENT



48:

The execution of the following operations can be planned:

- **audio** playlist playback
- **video** playlist playback
- content builder **layout** playback
- sending telnet / RS232 commands

You can just press the **watch** shaped icon in their respective sections of the Play\*Comm™ web interface.

- html content playback

You can just press the **schedule play** button in the html player section.

The programming is done by specifying the following fields:

- **start**: date and time of playback **start**, pressing the watch shaped icon you have access to a calendar with which you can enter the start date and time
- **stop**: date and time of playback **stop**, pressing the watch shaped icon you have access to a calendar with which you can enter the start date and time
- **plan schedule end date**: date and time by which **to repeat** the **procedure** according to the schedule of days specified to the next item **schedule every plan**



49:

It's possible to move back hours and minutes of the calendar by clicking on the relevant time by holding down the shift key while simply clicking.

- **plan schedule every:** days of the week for which to repeat scheduling

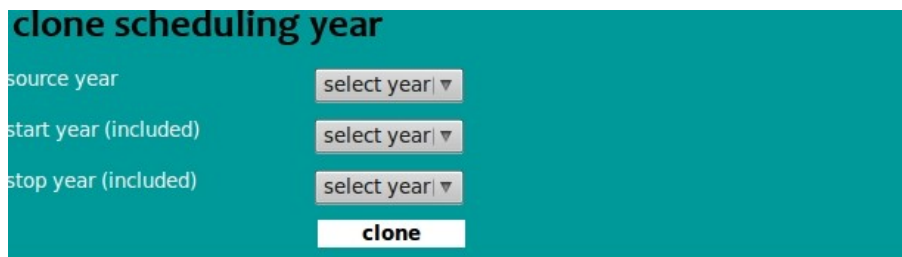
It's also possible to send Telnet commands / Rs232 to external devices for a certain scheduled event, selecting the desired command and selecting (start) or (stop) options.



50:

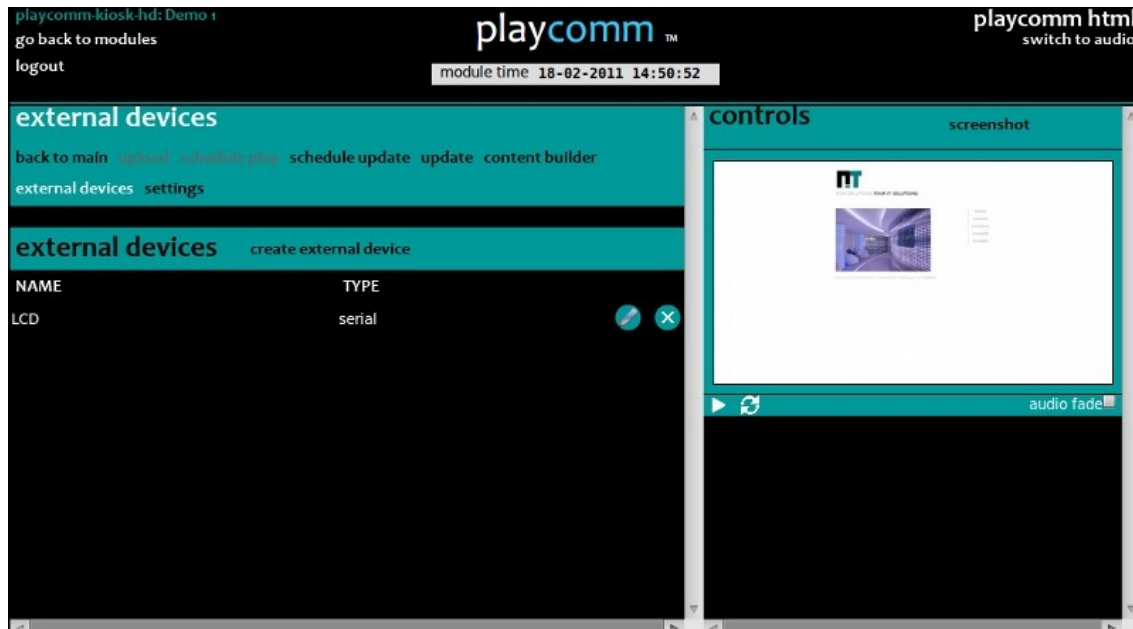
For more information on adding, editing, deleting external devices and related Telnet / Rs232 see pag.45.

You can also plan a whole year schedule over several successive years by using the **clone** button, you specify the year to be copied, and the interval in years to which to copy.



51:

## HOW TO MANAGE EXTERNAL DEVICES VIA TELNET/RS232



52:

You access the management page of the external devices by pressing the external devices button. From this page you can **add new devices** by pressing the create external device button that opens a form where you need to specify whether it is a serial or Ethernet device, and its name.

The screenshot shows a form titled 'insert external device'. It has two radio buttons for 'type': 'serial' (selected) and 'ethernet'. Below this is a text input field for 'name:' and a 'save' button.

53:

You can **add** previously stored **commands** to each device by clicking on the added device and pressing the **create command** button in order to open the new command form.

insert external device command

name:

command:  
max. 1024 chars  
chars left: 1024

execute on boot: no  yes

execute on shutdown: no  yes

save

54:

You need to insert the command identification name (**name**), the command string (**command**) and the options for specifying whether to run the startup command (**execute on boot**) or at the shutdown (**execute on shutdown**).

playcomm-kiosk-hd: Demo | playcomm™ | playcomm html switch to audio

go back to modules | logout | module time 18-02-2011 14:46:34

external devices | controls | screenshot

back to main | update | schedule update | update | content builder

external devices | settings

current device: back to devices

NAME	COMMAND	
switch on	6f6e	<input type="button" value="edit"/> <input type="button" value="delete"/>

audio fade

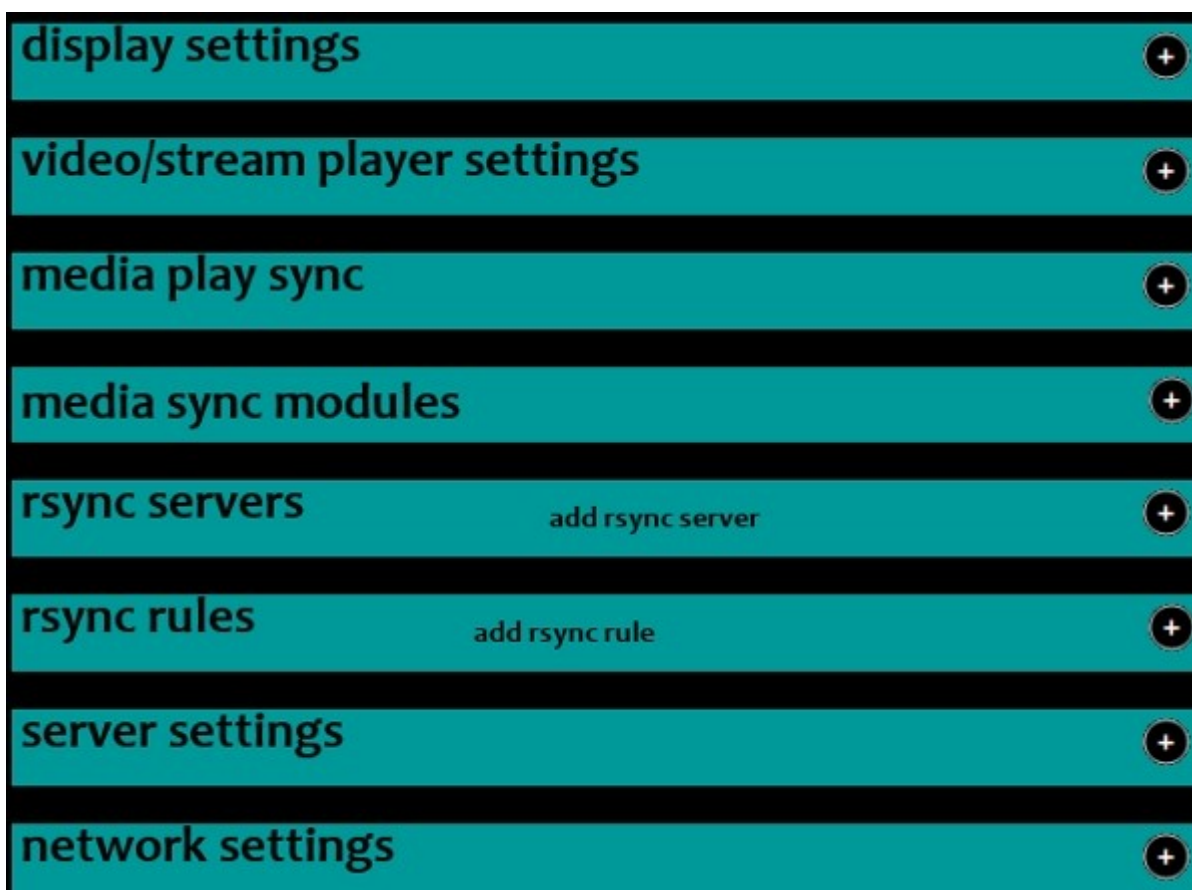
55:

## HOW TO MANAGE PLAY\*COMM VIA RS232/TELNET

Play \* Comm ™ can be controlled via Telnet commands remotely from another device on its own Ethernet network or via RS232 commands using a device connected via serial port to the serial input of the hardware device on which it is installed.

The list of Telnet and RS232 commands available in the Appendix A (see pag. 59) and B (see pag. 61) of this manual respectively.

## CONFIGURATIONS



56:

### *Screen configuration*

Under **settings/display settings** you can configure the desired video **resolution**, based on the video resolutions made available from the screen used.

You can activate the video output when no screen is connected to the device on which Play \* Comm™ is installed, enabling the **force video** option.

It's possible to **rotate** the video generated by selecting one of the **rotation video** options: **no rotation, 90 °, 180 °, 270 °**; the angle of rotation is applied in a clockwise direction.

In order to make changes effective you need to apply the changes by pressing the **Apply Changes** button.

In case of disconnected screen or absence of EDID data (information on the resolutions made available from the connected screen) you receive the following message:

“No display is plugged or unavailable EDID data”.

When video output is not working the following message is displayed alternately:

“Graphic server is down.”

If no message is displayed, it means that the video output is properly functioning.

## **Video and streaming player configuration**

Under **settings/video/stream player settings** there are some parameters to adjust and tune the video/streaming player.

It's possible:

- turn on, turn off **the sound** associated with the player (video / streaming), selecting **audio** enable.
- **enable full-screen** video, selecting **fit to** screen.
- enable, disable playback of 5.1 surround sound associated with the player (video / streaming), selecting the item **5.1 Surround** (only available on Play \* Comm™ Gold HD)
- enable, disable playback of **5.1 surround** sound on audio output Digital optical **SPDIF** associated with the player (video / streaming), selecting the **spdif** item (only available on Play \* Comm™ Gold HD)
- **scale** the video stream to the desired **ratio** by selecting from the options in the item **screen aspect** ratio: **keep original, 5: 4, 4: 3, 16:10, 16:9, 9:5**
- rotate the video selecting from the **rotation video** options: **no rotation, 90 °, 180 °, 270 °**
- enable, disable the **deinterlacing** filter, useful when playing **interlaced** video content in order to improve the video quality by selecting one of the **deinterlace** options: **none, discard, blend, mean, linear, x**
- make adjustments on some common **filters** (contrast, brightness, hue, saturation, gamma) by selecting the **filters video** entry, the **manual** setting and adjusting the slider corresponding to one of the 5 filters (**contrast, brightness, hue, saturation, gamma**); alternatively activating the **automatic** setting, the levels are adjusted **automatically** by the software.



In order to make the changes effective you need to apply the change by pressing the **Apply Changes** button.

### ***Configure audio/video players synchronization:***

It's possible to synchronize streams generated by multiple Play \* Comm™ modules, using one of the modules as **master** machine and the rest as slaves. The master machine will generate and send the synchronism to the slave machines, as well as to keep synchronized streams played on all modules.

You need to activate the master module by selecting the **master** option under **settings / video play** sync.

It's possible to add IP addresses and the access password of the Play \* Comm™ modules you want to synchronize, inserting the **module ip address** and **password** under the voice **settings / video play** sync.

The list of modules is listed under **settings / video sync modules**.

You must also enter the IP address of the master module (127.0.0.1).

In order to make the changes effective you need to apply the change by pressing the **Apply Changes** button.

### ***Rsync server configuration***

It's possible to add different Rsync servers from which to synchronize files and directories for the following types of target content:

- html
- video
- audio
- image
- background
- text

To add a new Rsync server with which to synchronize, you must press the **add rsync server** button, placed under **settings / rsync servers** void; a form is opened for the insertion of the relative server data:

**ip address:**

IP address of the server with which you are synchronizing

**module name:**

Rsync name of the module with which to synchronize, if you prefer to use an explicit path you can specify it in anticipation of the string with the special character /

**destination:**

destination section and associated folder

**use username and password:**

option to choose to use user and password

**username**

**password**

**autofilter:**

automatic filter useful when you want to avoid synchronizing files currently used by the system (no need to use this option when it is activated autoinput mode for that type of target content)

In order to make the changes effective you need to apply the change by pressing the **Save** button.

It's possible to insert a single rsync server for each type of section/content.

## **Configuring Rsync rules/filters**

It's possible to manually add rules to exclude particular files or directories from synchronization. You just press the **add rsync rule** button under **settings rsync / rsync rules** to activate form useful to the insertion of the new rule. The following information is required:

**rsync server:**

You have to select an rsync server from those previously entered

**rule name:**

name for identifying the rule

**dir relative path:**

path to the directory in which you want to include or exclude files

**don't exclude?:**

option to include the files / directories listed in the string **do not exclude**

**don't exclude string:**

string containing the files / directories to be included

**exclude?:**

option to exclude files / directories listed in the **exclude** string

**exclude string:**

string containing the files / directories to be excluded

In order to make the changes effective you need to apply the change by pressing the **Save** button.

## **General Configurations**

A list of different general configurations is manageable under **settings / server** settings.

You can change the player mode between **video** and **html**, selecting one of the two types of player to the voice player type. For Kiosk products, it is provided touchscreen **calibration** mode, which allows the calibration of the touchscreen surfaces.

It's possible to activate a limiter on incoming network flows, useful if you experience difficulty in playing during the simultaneous files upload, simply activate the **bandwidth throttling** option.

It's also possible to transfer multimedia content without the aid of the computer, using **the USB key**, on which have been previously uploaded content, using the free software dedicated [PlaycommUsb](#) and activating the **auto usb load** option.

With this option enabled, simply put into a USB slot, the USB key in order to automatically transfer them on board; when the Play \* Comm™ transfer is completed it will communicate completion with a beep.

It's possible to disable / enable the display of the cursor pointer deselecting / selecting the **hide cursor** option.

To activate the automatic daily shutdown of the device is necessary to enter the time **(hh)** and the time exact minute **(mm)** under **schedule shutdown**.

In order to make the changes effective you need to apply the change by pressing the **Save** button.

## Network Configuration

The Play \* Comm ™ network configuration is manageable under **settings / network settings**.

It's useful to take note of the **mac address**, read-only field, so as to uniquely identify the product, for any communication with the after sale.

network settings

cable network mac address: f4-4d:30-60:81:af

network card: cable  wifi

wpa2 wifi key mngr: standard  enterprise

network card configuration: static  dynamic

static ip

netmask

gateway

dns

wifi ssid

wifi psk

wifi identity

wifi password

57

The Play \* Comm software allows the configuration both of the **ethernet** and **wifi** cards.

It's possible to statically set the IP address of Play \* Comm ™ and gateway for access to the Internet, enabling the **network card configuration static** option and inserting the **static IP, netmask, gateway** and dns fields. In order to **set the address using DHCP** you need to activate the network card configuration option dynamic.

If you use a Wifi configuration **WPA2** is supported as Wifi Key Manager in both **standard** and **enterprise** mode.

In order to make the changes effective you need to apply the change by pressing the **Save** button.

The configuration of the network is not available if you access the module via web service Central, in order to avoid erroneous remote configurations that can affect the accessibility of the product itself.

## NOTES OF USE

The device on which the Play\*comm software is installed must be turned on and off using the appropriate switch on and off commands, force a shutdown could cause damage. Nu-Tech Sas is not responsible in case of misuse of the product.

Play \* Comm <sup>™</sup> is compatible with standard profiles POPAI S1-S12 and porifli extended E1-E12.

The Audio Player supports the following files:

MP3, Ogg Vorbis, FLAC, MP4/AAC, Mod, Musepack, WAV (solo se codificati PCM)

e tag/metadata:

ID3 (id3v1 and id3v2), MP3s, FLACs, AACs, Vorbis (Oggs and FLACs), apeg2 (musepack), MP4 (MP4/AACs)

The video player supports the following files:

MPEG-1/2, DIVX (1/2/3), MPEG-4 ASP, DivX 4,5,6, XviD, 3ivX D4, H.261, H.263/H.263i, H.264, MPEG-4 AVC, Cinepak, Theora, Dirac/VC-2, MJPEG (A/B), WMV 1/2, WMV 3 / WMV-9 / VC-1, Sorenson 1/3 (Quicktime), DV, On2 VP3/VP5/VP6, IV32, IV41, IV51, Real Video 1/2 3/4, Animation without Alpha Channel,H.265

The maximum resolution supported depends on the hardware device on which the Play \* Comm software is installed.



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Play\*comm™ User Manual V1.7

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## APPENDIX A – TELNET commands

### *Audio Player:*

**stop** (port 6600)

stops audio player

**play** (port 6600)

activates playback of the current audio playlist in the case where the audio player is stopped

**audio-play** <file-name> <loop> <force play> (port 6600)

enables playback of a specific audio file, activating or not to loop playback and allowing to force playback even when the audio player is stopped.

### *Video Player:*

**control playlist stop** (port 4212)

stops the playback of the video player

**control playlist play** (port 4212)

activates playback of the current video playlist in the case where the video player is stopped

**video-play** <file-name> <loop> <force play> (port 6600)

enables playback of a specific video files, activating or not to loop playback and allowing to force playback even when the video player is stopped.

### *Media Sync:*

**media-sync** <audio/video> <sync both> <playlist index> (port 6600)

enables playback of audio/video playlist synchronously across multiple Play \* Comm <sup>™</sup> products

### *Player Html:*

**html-stop** (port 6600)

stops the html player

**html-play 0** (port 6600)

enables playback of the html player

### *Player Html - Content Builder:*

**html-stop** (port 6600)

stops the playback of the player html (in case of use of the content builder)

**html-play 1** (port 6600)

activates playback of the player html (in case of use of the content builder)

**cbuilder-video-play** <video-object-name> <file-name> <loop option> <force play>  
(port 6600)

play a particular video file belonging to a specific object on the screen, enabling and disabling the loop playback option, and allowing to force playback even when the video player is stopped.

**cbuilder-vplay** <video-object-name> <loop option> (port 6600)

enables playback of a specific video object

**cbuilder-vstop** <video-object-name> (port 6600)

stops playing the part of a particular video object

**cbuilder-vloop** <video-object-name> <loop option> (port 6600)

active loop playback for a specific video object

**cbuilder-vvol** <video-object-name> <vol level> (port 6600)

change the sound volume of a particular video object

**cbuilder-play-layout** <layout-name>

enables playback of a specific layout

## APPENDIX B – RS232 commands

### *Player Audio:*

#### **stop**

stops audio player

#### **play**

activates playback of the current audio playlist in the case where the audio player is stopped

#### **audio-play** <file-name> <loop> <force play>

enables playback of a specific audio file, activating or not to loop playback and allowing to force playback even when the audio player is stopped.

### *Video Player:*

#### **control playlist stop**

stops the playback of the video player

#### **control playlist play**

activates playback of the current video playlist in the case where the video player is stopped

#### **video-play** <file-name> <loop> <force play>

enables playback of a specific video files, activating or not to loop playback and allowing to force playback even when the video player is stopped.

### *Media Sync:*

#### **media-sync** <audio/video> <sync both> <playlist index>

enables playback of audio/video playlist synchronously across multiple Play \* Comm <sup>™</sup> products

### *Player Html:*

#### **html-stop**

stops the html player

#### **html-play 0**

enables playback of the html player

### *Player Html - Content Builder:*

#### **html-stop**

stops the playback of the player html (in case of use of the content builder)

## **html-play 1**

activates playback of the player html (in case of use of the content builder)

**cbuilder-video-play** <video-object-name> <file-name> <loop option> <force play>

play a particular video file belonging to a specific object on the screen, enabling and disabling the loop playback option, and allowing to force playback even when the video player is stopped.

**cbuilder-vplay** <video-object-name> <loop option>

enables playback of a specific video object

**cbuilder-vstop** <video-object-name>

stops playing the part of a particular video object

**cbuilder-vloop** <video-object-name> <loop option>

active loop playback for a specific video object

**cbuilder-v-vol** <video-object-name> <vol level>

change the sound volume of a particular video object

**cbuilder-play-layout** <layout-name>

enables playback of a specific layout