

ScreenBeam Signage Player

User Manual

V1.0

For Model # SBWD1000G1-PLYR

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Part I Getting Started

Thank you for your purchase of ScreenBeam Signage Player.

ScreenBeam Signage Player is a dedicated player for digital signage that is scheduled on ScreenBeam Cloud, and it also receives emergency alerts and ScreenBeam messages.

1.1 Contents in the Box

Contents in the player's package are listed below:

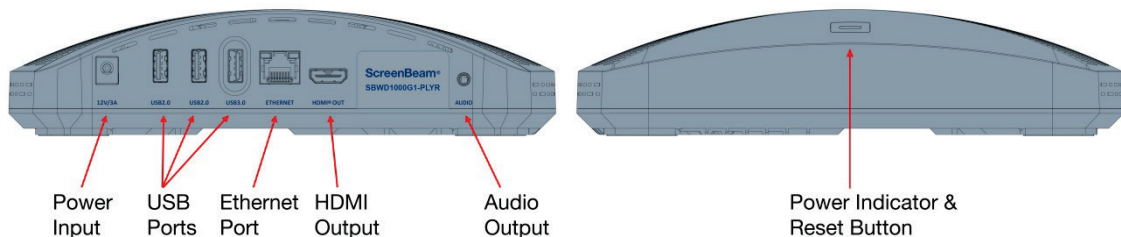
- ScreenBeam Signage Player (1)
- HDMI[®] Cable (1)
- AC Power Adapter (1)
- Magnetic Mounting Kit (1)
- Product documentation

1.2 Meet ScreenBeam Signage Player

This manual is applicable to the following catalog #s:

- SBWD1000G1-PLYR

1.2.1 ScreenBeam Signage Player



- Power Input (**12V/3A**), for power supply
- USB ports, (two USB 2.0 ports and one USB 3.0 port), for provisioning CMS connection data and firmware update
- Ethernet Port (**ETHERNET**), for player management with ScreenBeam Central Management System (CMS) / Local Management Interface (LMI)
- HDMI[®] Output (**HDMI[®] OUT**), for connecting to HDTV/projector with an HDMI[®] port for video and audio output
- Audio Output (**AUDIO**), for outputting audio to speaker
- Power Indicator, indicating power supply status
- Reset button, for resetting the player to default settings

1.3 Minimum Requirements

System requirements for ScreenBeam Signage Player are shown below:

- ScreenBeam Signage Player
- Display with an available HDMI® input
- Network connection with Internet (Ethernet is highly recommended)
- ScreenBeam CMS Enterprise and ScreenBeam Cloud

1.4 Related Documents

To better understand the deployment of ScreenBeam Signage Player, we recommend you read the following documents:

- ScreenBeam Signage Plus deployment guide
- ScreenBeam Central Management System user guide

Note: ScreenBeam Central Management System (CMS) is required for applying the ScreenBeam Administrative Tools license to ScreenBeam devices. For more detail or support, go to the address below:

<https://www.screenbeam.com/products/screenbeam-cms/>.

Part II Installing the Player

This chapter explains how to connect ScreenBeam Signage Player to a display such as an HDTV or projector. Make sure you have all the contents from the player's package available before starting.

2.1 Setting up ScreenBeam Signage Player

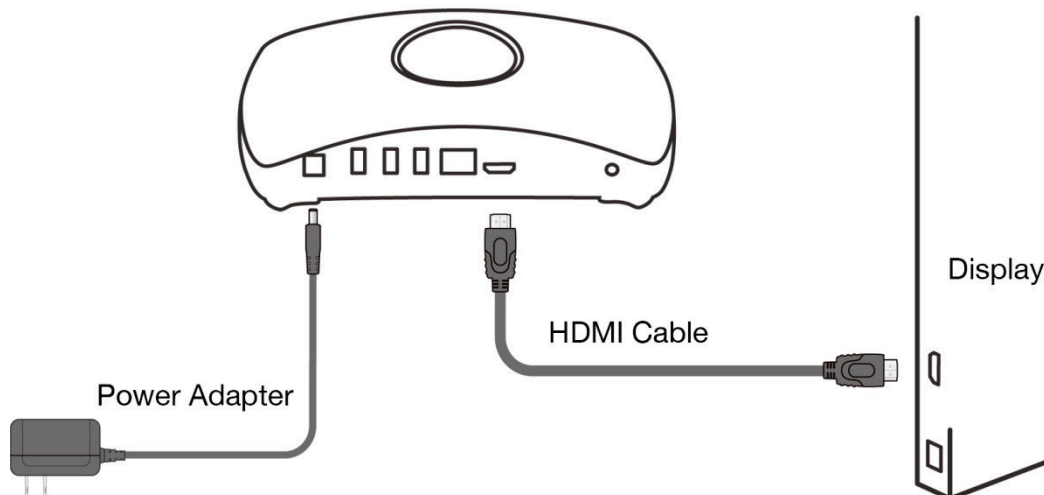
It is quite easy and fast to set up the player. You can easily complete the setup by your own. To connect ScreenBeam Signage Player to an HDTV:

1. Get the player, AC power adapter, and HDMI[®] cable from the player's package, and place the player next to the display.
2. Plug one end of the HDMI[®] cable into the HDMI[®] port ("HDMI[®] OUT") on the player, and the other end into an available HDMI[®] port on the display.
3. (Optional) Connect one end of the Ethernet cable to the player's Ethernet port and connect the other end to the network switch with DHCP IP. (Ethernet cable is not included).

Note: Refer to **Section 2.2** for more information on setting up a network connection.

4. Plug the connector of the power cord to the player's power input port labeled "12V/3A", and plug the power adapter to a power outlet.

When the above steps are complete, the hardware should be connected as shown in the figure below:



Note: Power adapter may vary in different regions.

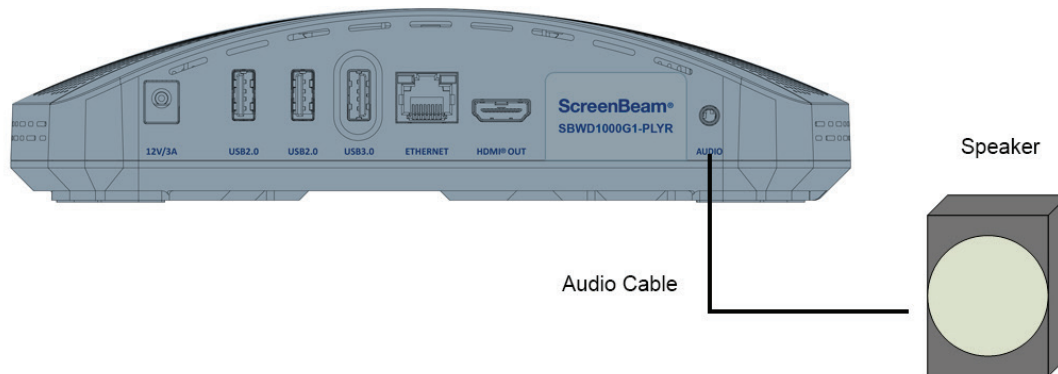
5. Turn on the display and set it to display the input from the correct HDMI[®] port (the one you have plugged into in Step 2).

6. Verify that the ScreenBeam Signage Player shows the idle screen on the display.



The player is connected to the display, and it is ready for use.

7. (Optional) Connect your ScreenBeam player to a speaker in your room using a 3.5mm audio cable, as shown below:



Note: 3.5mm audio is active in conjunction with the HDMI® output.

2.2 Connecting the Player to a Network

ScreenBeam Signage Player supports wired or wireless connection. You can deploy ScreenBeam Signage Player based on your network requirements.

Internet access must be made available to the network. And **cloud.screenbeam.com** should be whitelisted if a firewall is in place.

Note: Wired Ethernet connection is highly recommended for stable network connection.

2.2.1 Wired Connection

ScreenBeam Signage Player provides a built-in Ethernet port, allowing direct connection to an Ethernet network.

To connect the player to an Ethernet network, follow this procedure:

1. (Optional) If you are going to connect your player to your network with RADIUS authentication, you need to configure authentication parameters through LMI > **Network Settings** > **Network Interface Settings** > **Ethernet Interface** > **802.1x Settings**.

Network Interface Settings

Ethernet Interface

| | |
|--------------|------------------|
| Network Name | Internal network |
| Status | Connected |
| Speed | 1000 Mbps |

802.1x Settings

Authentication

TCP/IP Settings

| | | | | |
|-----------------|---------------------------------------|------------------------------|-----|-----|
| IP Assignment | <input checked="" type="radio"/> Auto | <input type="radio"/> Static | | |
| IP Address | 192 | 168 | 1 | 112 |
| Subnet Mask | 255 | 255 | 255 | 0 |
| Default Gateway | 192 | 168 | 1 | 1 |

| | |
|---------------|---|
| Open | ▼ |
| Open | |
| PEAP-MSCHAPV2 | |
| EAP-TLS | |

When **Authentication** is set to **PEAP/MSCHAPV2**,

- **User Name:** This is for authentication through a RADIUS server. It is RADIUS account User Name.
Note: The User Name supports these characters: a-z, A-Z, 0-9, and @#\$-._, and the length should be 1-128 characters.
- **Password:** It is RADIUS account password.
Note: The Password supports these characters: a-z, A-Z, 0-9, ~!@#%\$%^*()_+=[{}];:.,?/ and space. And the length of the password should be 1-63 characters.

802.1x Settings

| | |
|----------------|--------------------------|
| Authentication | PEAP-MSCHAPV2 |
| Username | <input type="text"/> |
| Password | <input type="password"/> |

When **Authentication** is set to **EAP-TLS**, the following items are available:

- **User Name:** It is the User Principal Name or RADIUS Identity (if necessary).
Note: The User Name supports these characters: a-z, A-Z, 0-9, and @#\$-._, and the length should be 1-128 characters.
- **Password:** It is the password of the Private Key.
Note: The Password supports these characters: a-z, A-Z, 0-9, and ~!@#%\$%^*()_+=[{}];:.,?/ and space. And the length of the password should be 1-63 characters.
- **System Date & Time:** It is used to set date and time for the player. Users should set the date and time according to the validity period of the certificates.
- **CA Certificate:** It is the root certificate. Click the **Browse** button to browse and add the certificate.
- **User Certificate:** It is the user certificate. Click the **Browse** button to browse and add the certificate.
- **Private Key:** It is the user's private key. Click the **Browse** button to browse and add the certificate.
- **Validity Period:** It displays the effective period of the certificates.

802.1x Settings

| | | |
|--------------------|---|---|
| Authentication | <input type="text" value="EAP-TLS"/> | |
| Username | <input type="text"/> | |
| Password | <input type="password"/> | |
| System Date & Time | <input type="text" value="08/06/2025 11:08"/> | |
| CA Certificate | <input type="text"/> | <input type="button" value="Browse..."/> PEM. 100 KB max. |
| User Certificate | <input type="text"/> | <input type="button" value="Browse..."/> PEM. 100 KB max. |
| Private Key | <input type="text"/> | <input type="button" value="Browse..."/> PEM. 100 KB max. |
| Validity Period | <input type="text"/> | |

Note:

- Currently, only certificates in “.pem” format are supported, and the certificates must be generated using the “DER encoded binary X.509” method.
 - The length of the certificate file name must not exceed 64 bytes, and the file size must be less than 100 KB.
 - All the three certificates are required for authentication.
 - Users should select the right certificate file for each type of certificate.
2. Connect your ScreenBeam player to your network with a quality Ethernet cable.
 3. The player will be assigned an IP address after a few seconds, if a DHCP server is available on your network.



Note: ScreenBeam player is set to obtain an IP address automatically by default. If you want to set the player’s IP address or DNS server to static, consult your network administrator.

- Refer to Section **4.2 Using Local Management on ScreenBeam** for details on how to log into the player's LMI.
- Refer to Section **4.3.3.3 Setting up the Player's IP Address** for details on how to set up the player's IP address.
- Refer to Section **4.3.3.4 Specifying a DNS Server for the Player** for details on how to set up the player's DNS server.

2.2.2 Wireless Connection

ScreenBeam Signage Player provides a built-in WLAN adapter, which allows the player to wirelessly connect to your network. It is required to set up the wireless connection parameters before starting the connection.

To connect the player to a wireless network, follow this procedure:

1. Ensure that a wired connection is established.
2. Log into the player's LMI. Refer to Section 4.2 Using Local Management on ScreenBeam for details on how to log into the player's LMI.
3. Go to LMI > **Network Settings** > **Network Interface Settings** > **Wireless Interface** > **TCP/IP Settings**, and set **IP Assignment** and **DNS Assignment** to **Auto**.

Note: If you want to set the player's IP address or DNS server to static, consult your network administrator.

- Refer to Section 4.3.3.3 Setting up the Player's IP Address for details on how to set up the player's IP address.
 - Refer to Section 4.3.3.4 Specifying a DNS Server for the Player for details on how to set up the player's DNS server.
4. Go to LMI > **Network Settings** > **Network Interface Settings** > **Wireless Interface** > **Connection Settings**, and configure the parameters according to specific requirements.

Wireless Interface

Connection Settings

The screenshot shows the 'Wireless Interface' configuration page. The 'Security Type' dropdown menu is open, displaying the following options: WPA-PSK + WPA2-PSK (selected), Open, Shared, WPA-PSK, WPA2-PSK, WPA2 PEAP-MSCHAPV2, WPA2 EAP-TLS, WPA2-PSK + WPA3-SAE, WPA3-SAE, WPA3 EAP-TLS, and WPA3 Enhanced Open. The 'Network Name' field contains 'ScreenBeam'. The 'IP Assignment' is set to 'Auto'. The 'Default Gateway' is set to '192.168.2.1' and the 'Primary DNS Server' is set to '192.168.2.200'.

- **Network Name:** The SSID of the wireless router (AP).
Note: The length of the Network Name should be 1-64 characters.
- **Security Type:** Select a security type, the one you have selected on your wireless

router. Available security types are **Open**, **Shared**, **WPA-PSK**, **WPA2-PSK**, **WPA-PSK + WPA2-PSK**, **WPA2 PEAP/MSCHAPV2**, **WPA2 EAP-TLS**, **WPA2-PSK + WPA3-SAE**, **WPA3-SAE**, **WPA3 EAP-TLS**, and **WPA3 Enhanced Open**.

When **Security Type** is set to **Shared**, **WPA-PSK**, **WPA2-PSK**, **WPA-PSK + WPA2-PSK**, **WPA2-PSK + WPA3-SAE**, or **WPA3-SAE**,

- **Password:** The pre-shared password for the wireless SSID.
Note: The length of the Password should be 1-63 characters.

When **Security Type** is set to **WPA2 PEAP/MSCHAPV2**,

- **User Name:** This is for authentication through a RADIUS server. It is RADIUS account User Name.
Note: The User Name supports these characters: a-z, A-Z, 0-9, and @#\$-._, and the length should be 1-128 characters.
- **Password:** It is RADIUS account password.
Note: The length of the Password should be 1-63 characters.
- **System Date & Time:** It is used to set date and time for the player. It is useful for the player that can't synchronize its time with an NTP time server. Users should set the date and time according to the validity period of the certificates.
- **CA Certificate:** It is the root certificate. Click the **Browse** button to browse and add the certificate. This setting is optional.

Wireless Interface

Connection Settings

| | |
|--------------------|---|
| Network Name | <input type="text" value="ScreenBeam"/> |
| Security Type | <input type="text" value="WPA2 PEAP-MSCHAPV2"/> |
| Username | <input type="text"/> |
| Password | <input type="text"/> |
| System Date & Time | <input type="text" value="08/06/2025 13:20"/> |
| CA Certificate | <input type="text"/> <input type="button" value="Browse..."/> <small>PEM. 100 KB max.</small> |

When **Security Type** is set to **WPA2 EAP-TLS** or **WPA3 EAP-TLS**, the following items are available:

- **User Name:** It is the User Principal Name or RADIUS Identity (if necessary).
Note: The User Name supports these characters: a-z, A-Z, 0-9, and @#\$-._, and the length should be 1-128 characters.
- **Password:** It is the password of the Private Key.
Note: The length of the Password should be 1-63 characters.
- **System Date & Time:** It is used to set date and time for the player. It is useful for the player that can't synchronize its time with an NTP time server. Users should set

the date and time according to the validity period of the certificates.

- **CA Certificate:** It is the root certificate. Click the **Browse** button to browse and add the certificate.
- **User Certificate:** It is the user certificate. Click the **Browse** button to browse and add the certificate.
- **Private Key:** It is the user's private key. Click the **Browse** button to browse and add the certificate.
- **Validity Period:** It displays the effective period of the certificates.

Wireless Interface

Connection Settings

| | |
|--------------------|--|
| Network Name | <input type="text" value="ScreenBeam"/> |
| Security Type | WPA3 EAP-TLS |
| Username | <input type="text"/> |
| Password | <input type="password" value="....."/> |
| System Date & Time | 08/06/2025 13:20 |
| CA Certificate | <input type="text"/> <input type="button" value="Browse..."/> PEM. 100 KB max. |
| User Certificate | <input type="text"/> <input type="button" value="Browse..."/> PEM. 100 KB max. |
| Private Key | <input type="text"/> <input type="button" value="Browse..."/> PEM. 100 KB max. |
| Validity Period | <input type="text"/> |

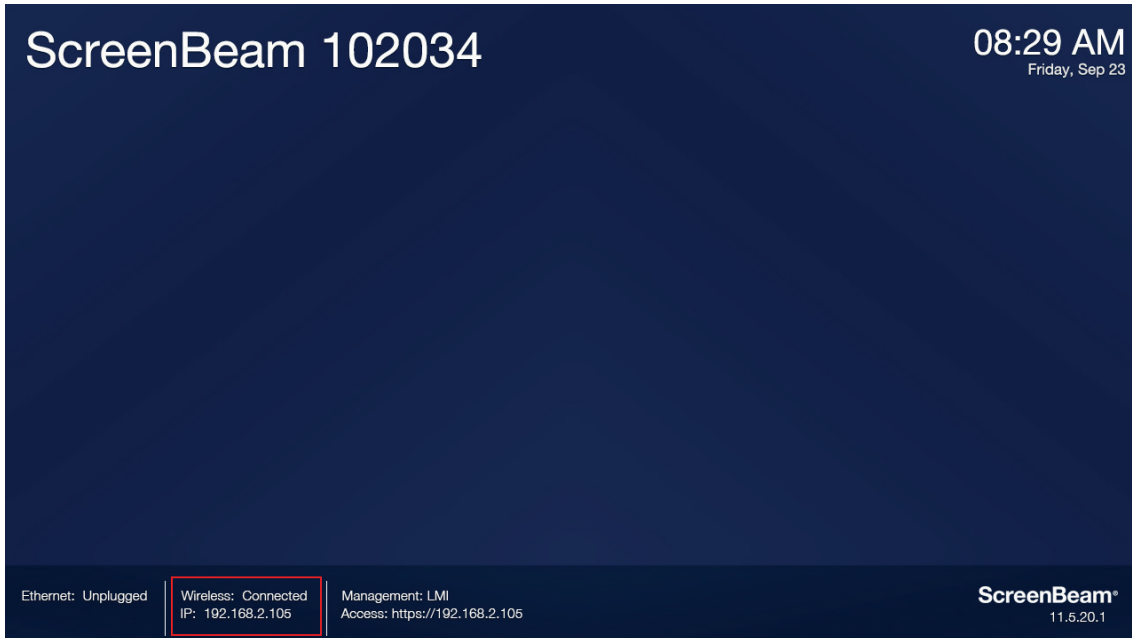
Note:

- Currently, only certificates in “.pem” format are supported, and the certificates must be generated using the “DER encoded binary X.509” method.
- The length of the certificate file name must not exceed 64 bytes, and the file size must be less than 100 KB.
- All the three certificates are required for authentication.
- Users should select the right certificate file for each type of certificate.

5. Click the **Apply** button at the bottom of the page to save new settings to the player. The WLAN adapter will connect to the wireless router (AP) in a few seconds.

Note:

- The WLAN adapter will connect to your network when the player is in idle state.
- The WLAN adapter may take some time to connect to your network, depending on your network environment.



Part III Signage Player Licensing

An Administrative Tools license is required to enable the Signage Plus feature on ScreenBeam Signage Player.

3.1 Setting up ScreenBeam CMSE

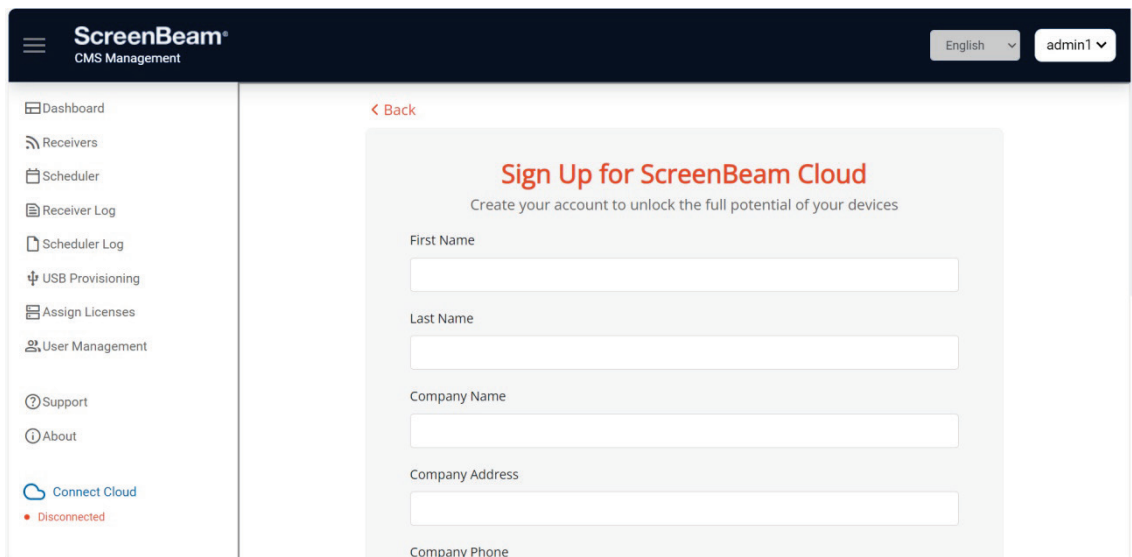
ScreenBeam CMSE 4.4.16.0 or later must be installed.

Create sites on your CMSE to group your deployed ScreenBeam players. The Signage Plus Admins can only manage the players in the sites that are assigned to them. And the users with Signage Plus Owner and User roles inherit the CMS site assignment from the Signage Plus admins that manage them.

Note: You should read the *ScreenBeam CMSE Deployment Guide* and get yourself familiar with CMSE deployment and use before setting up ScreenBeam CMSE.

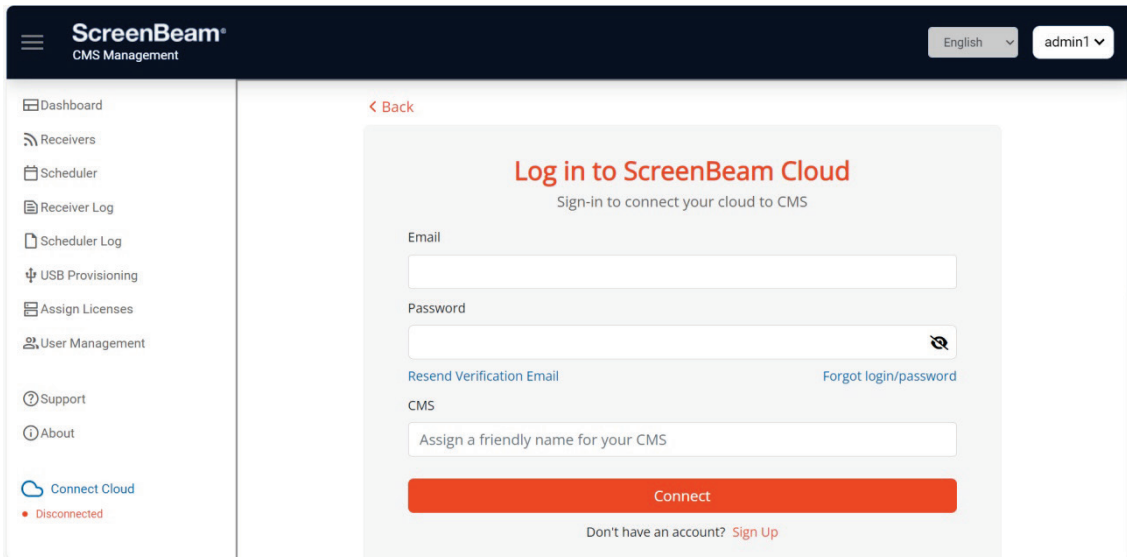
Follow the procedure below to set up ScreenBeam CMSE. Refer to the ScreenBeam CMSE deployment guide for instructions on how to access and configure ScreenBeam Cloud.

1. Ensure that Internet access is available on the ScreenBeam CMSE server.
2. Sign up for ScreenBeam Cloud.



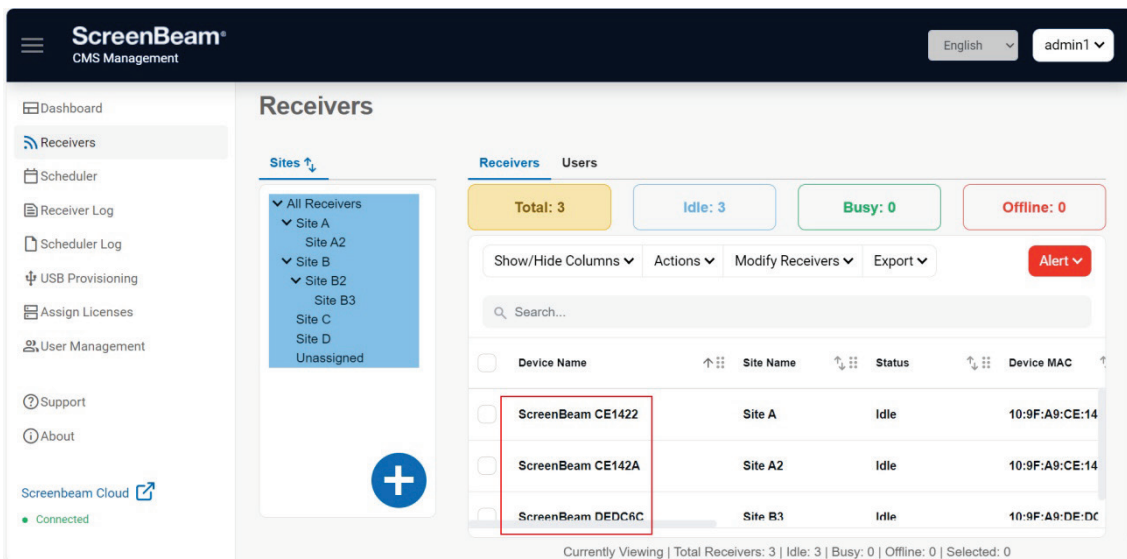
The screenshot displays the ScreenBeam CMS Management interface. The top navigation bar includes the ScreenBeam logo, 'CMS Management', a language dropdown set to 'English', and a user dropdown set to 'admin1'. A left sidebar contains a menu with items: Dashboard, Receivers, Scheduler, Receiver Log, Scheduler Log, USB Provisioning, Assign Licenses, User Management, Support, and About. At the bottom of the sidebar is a 'Connect Cloud' button with a 'Disconnected' status indicator. The main content area features a '< Back' link and a 'Sign Up for ScreenBeam Cloud' heading. Below the heading is a sub-heading: 'Create your account to unlock the full potential of your devices'. The form contains five input fields: First Name, Last Name, Company Name, Company Address, and Company Phone.

3. Connect your ScreenBeam CMSE server to ScreenBeam Cloud.



Note: Do not disconnect your CMS from ScreenBeam Cloud unless instructed by ScreenBeam Support.

4. Connect your ScreenBeam players to your ScreenBeam CMSE server.



5. Create sites on your ScreenBeam CMSE and assign your ScreenBeam players to the sites. Ensure that the sites are created to represent the actual ScreenBeam deployment in your organization.

The screenshot displays the ScreenBeam CMS Management interface. The top navigation bar includes the ScreenBeam logo, 'CMS Management', a language dropdown set to 'English', and a user profile dropdown for 'admin1'. The left sidebar contains navigation links for Dashboard, Receivers, Scheduler, Receiver Log, Scheduler Log, USB Provisioning, Assign Licenses, User Management, Support, and About. The main content area is titled 'Receivers' and features a 'Sites' tree view on the left, a summary of receiver status (Total: 3, Idle: 3, Busy: 0, Offline: 0), and a table of receiver devices. The 'Sites' tree view is highlighted with a red box, showing a hierarchy: All Receivers, Site A, Site A2, Site B, Site B2, Site B3, Site C, Site D, and Unassigned. The table below lists three devices, all with an 'Idle' status.

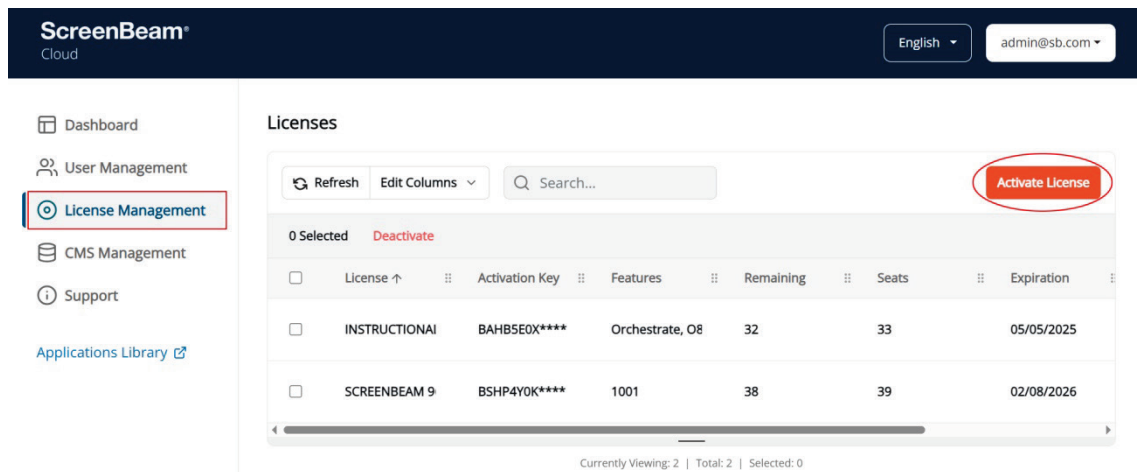
| Device Name | Site Name | Status | Device MAC |
|-------------------|-----------|--------|----------------|
| ScreenBeam CE1422 | Site A | Idle | 10:9F:A9:CE:14 |
| ScreenBeam CE142A | Site A2 | Idle | 10:9F:A9:CE:14 |
| ScreenBeam DEDC6C | Site B3 | Idle | 10:9F:A9:DE:DC |

Currently Viewing | Total Receivers: 3 | Idle: 3 | Busy: 0 | Offline: 0 | Selected: 0

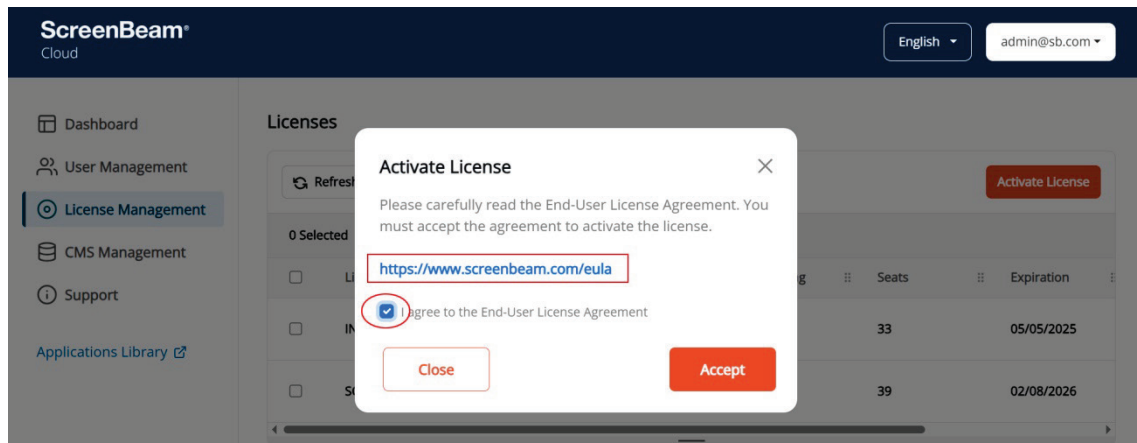
3.2 Activating Administrative Tools License on ScreenBeam Cloud

To activate an Administrative Tools license on ScreenBeam Cloud:

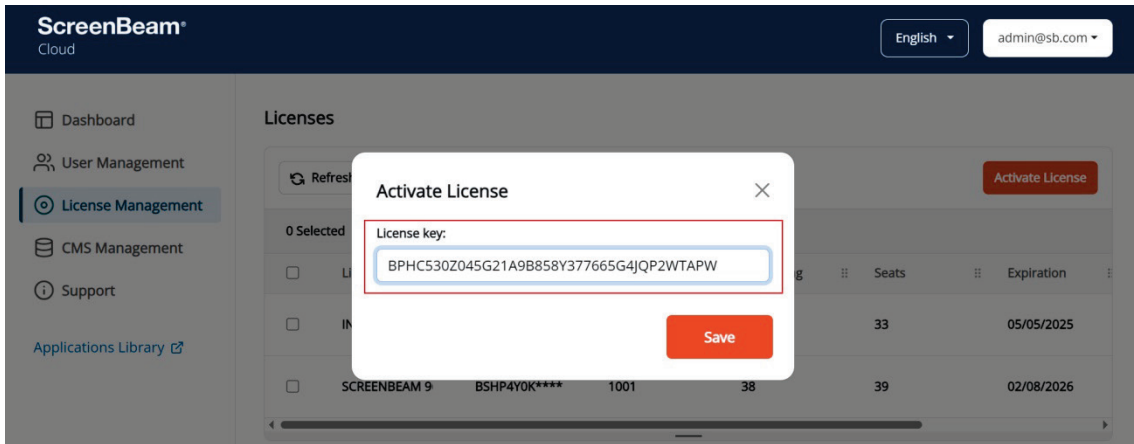
1. Procure an Administrative Tools license key from a ScreenBeam sales representative.
2. Log into ScreenBeam Cloud at <https://cloud.screenbeam.com/> with a user that has **License Manager** privileges.
3. Go to the **License Management** page and click on the **Activate License** button.



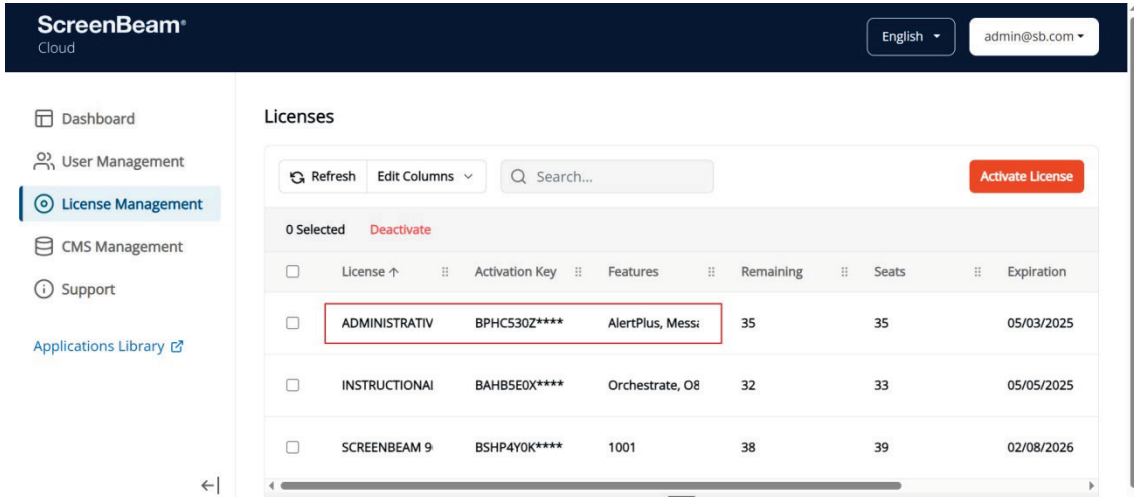
4. The **Activate License** box will appear. Click the EULA link and read the agreement carefully. Check the **I agree to the End-User License Agreement** box. And click **Accept** to continue.



5. Type (or copy and paste) your Administrative Tools license key in the **License Key** box. Click **Save**.



6. Your Administrative Tools license will be activated and displayed in the **Licenses** table.



7. The Signage Plus menu will appear in the left menu pane when a user with **Signage Administrator**, **Signage Owner** or **Signage User** privileges signs into the ScreenBeam Cloud website.



3.3 Assigning Administrative Tools License to ScreenBeam Player

Note: Refer to the CMSE deployment guide for detailed instructions.

To assign an Administrative Tools license to ScreenBeam players:

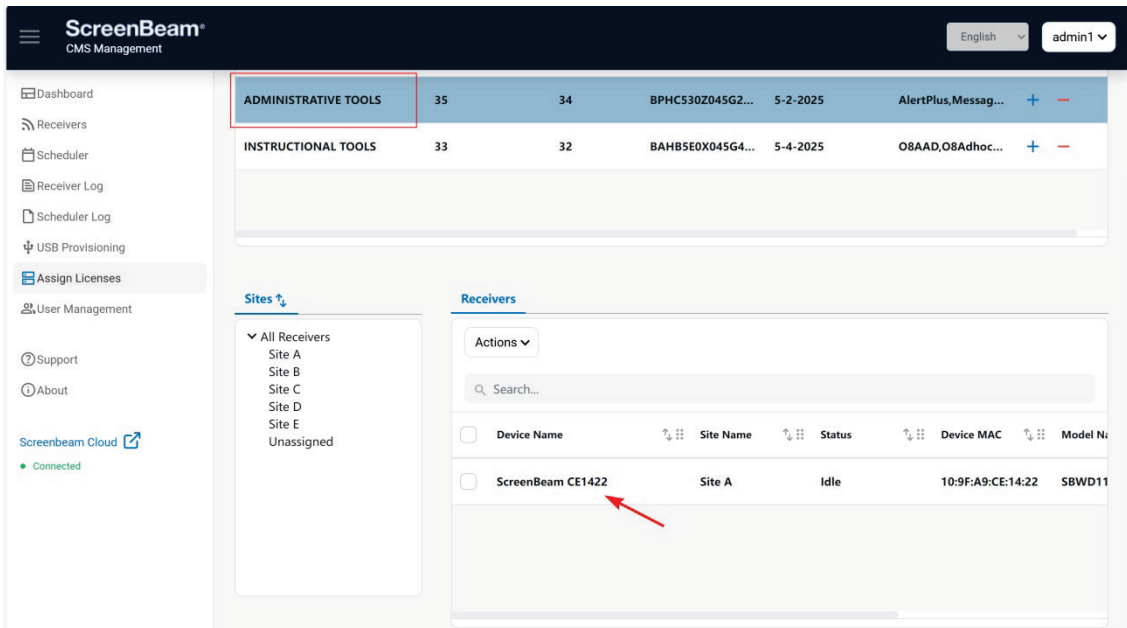
1. Ensure that your ScreenBeam players are connected to ScreenBeam CMSE.
2. Go to **Assign Licenses** page on ScreenBeam CMSE and ensure that adequate Administrative Tools license seats are available.
3. On the **Assign Licenses** page, select the target ScreenBeam player(s) in the **Receivers** section, then locate the **Administrative Tools** license entry in the **Licenses** table, and click on the plus sign (“+”) to assign an Administrative Tools license to the selected player(s).

The screenshot displays the ScreenBeam CMS Management interface. The top header shows 'ScreenBeam CMS Management' with a language dropdown set to 'English' and a user dropdown set to 'admin1'. The left sidebar contains navigation options: Dashboard, Receivers, Scheduler, Receiver Log, Scheduler Log, USB Provisioning, Assign Licenses (highlighted with a red box), User Management, Support, and About. The main content area is divided into two sections: 'Sites' and 'Receivers'. The 'Licenses' table at the top shows two entries: 'ADMINISTRATIVE TOOLS' (35 seats, 35 used) and 'INSTRUCTIONAL TOOLS' (33 seats, 32 used). A red box highlights the 'ADMINISTRATIVE TOOLS' entry, and a red arrow points to the plus sign next to it. The 'Receivers' table below shows a list of devices, with 'ScreenBeam CE1422' selected (checked) and highlighted with a red box. Other devices listed include 'ScreenBeam CE142A' and 'ScreenBeam DEDC6C'.

| License Type | Seats | Used | License ID | Expiration | License Name | Actions |
|----------------------|-------|------|------------------|------------|----------------------|---------|
| ADMINISTRATIVE TOOLS | 35 | 35 | BPHC530Z045G2... | 5-2-2025 | AlertPlus, Messag... | + - |
| INSTRUCTIONAL TOOLS | 33 | 32 | BAHB5E0X045G4... | 5-4-2025 | O8AAD,O8Adhoc... | + - |

| Device Name | Site Name | Status | Device MAC | Model No |
|---|-----------|--------|-------------------|----------|
| <input checked="" type="checkbox"/> ScreenBeam CE1422 | Site A | Idle | 10:9F:A9:CE:14:22 | SBWD1 |
| <input type="checkbox"/> ScreenBeam CE142A | Site A | Idle | 10:9F:A9:CE:14:2A | SBWD1 |
| <input type="checkbox"/> ScreenBeam DEDC6C | Site A | Idle | 10:9F:A9:DE:DC:6C | SBWD1 |

- Click on the **Administrative Tools** license entry to select it, and then confirm that the players that you have assigned the Administrative Tools license are displayed in the **Receivers** table. Only licensed players can play signage from ScreenBeam Signage Plus.



Note: The ScreenBeam player must stay connected to the CMSE that assigned its license. Otherwise, the player's Administrative Tools license will be deactivated.

The player is ready for playing the signage you schedule on *cloud.screenbeam.com* after the **Administrative Tools** license is assigned. Refer to the ScreenBeam Signage Plus deployment guide for details on how to schedule digital signage to play on your players.

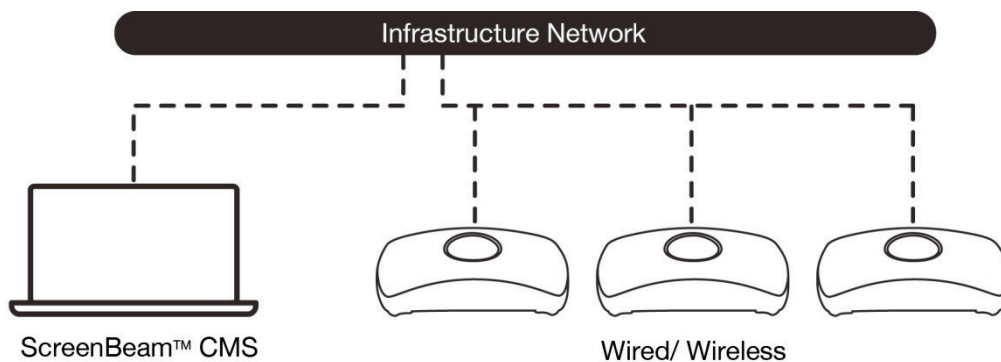
Part IV Device Management for IT Administrator

ScreenBeam Signage Player can be configured by using the ScreenBeam CMS software or accessing the ScreenBeam's Local Management Interface (LMI).

4.1 Using ScreenBeam CMS Software

ScreenBeam Central Management System (CMS) is a highly recommended complimentary tool for multi-unit deployment, configuration and administration.

1. To obtain CMS software and the CMS User Guide, go to:
<https://support.screenbeam.com/cms>.
2. Refer to the CMS User Guide for setup instructions.

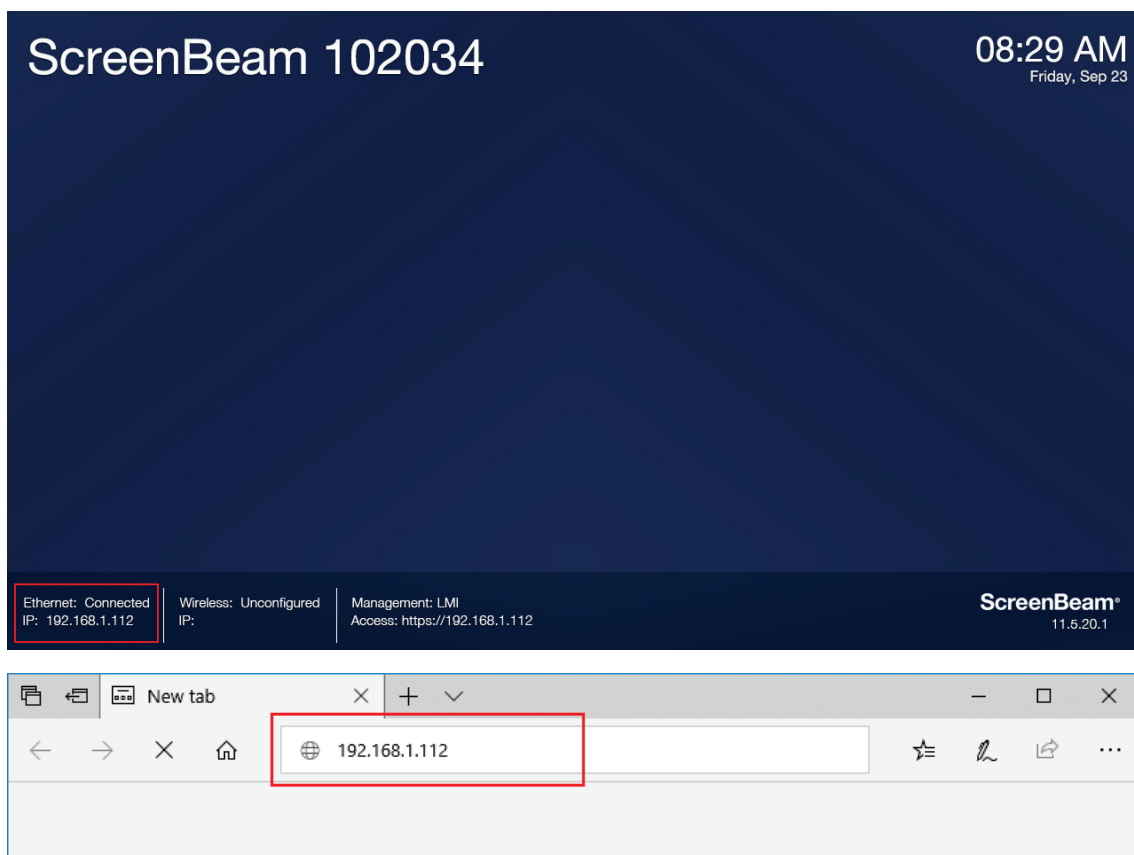


4.2 Using Local Management on ScreenBeam

The Local Management Interface can configure and update a single ScreenBeam at a time. ScreenBeam player's LMI can be accessed via the IP address (`https:// + player's IP address`) that the player obtained from a DHCP network.

Follow the procedure below to access the ScreenBeam player's LMI,

1. Using a shielded RJ-45-terminated Cat5e or better Ethernet cable, connect the ScreenBeam Ethernet port to a DHCP enabled network.
2. The player's idle screen on the display will show the IP address assigned to the ScreenBeam. Enter this address into the web browser on a device on the same network as the ScreenBeam.



3. The browser may give an error stating "The connection or site is not secure or private." Manually accept the connection as follows:
 - **Chrome** browser: click **Advanced**, and then click **Proceed to**
 - **Edge** browser: click **Advanced**, and then click **Continue to**
 - **Firefox** browser: click **Advanced**, then click **Accept the Risk and Continue**.

4. When the ScreenBeam management page appears, enter the Username **Administrator** and Password **screenbeam** (both case-sensitive).
By default, the Username is **Administrator**, and password is **screenbeam**.

Local Management Interface

Login

Username

Password

Login

4.3 Configuring ScreenBeam

After you have logged into the LMI, you are ready to configure ScreenBeam Signage Player.

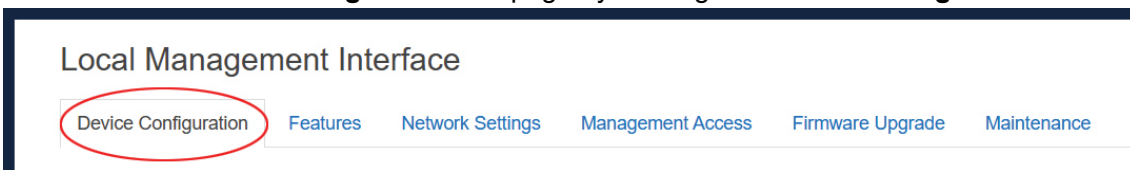
4.3.1 General Settings

This section introduces some general settings for the player.

4.3.1.1 Renaming the Player

To rename your player, follow this procedure:

1. Go to the **Device Configuration** tab page by clicking the **Device Configuration** tab.



2. Type a new name in the **Device Name** box.

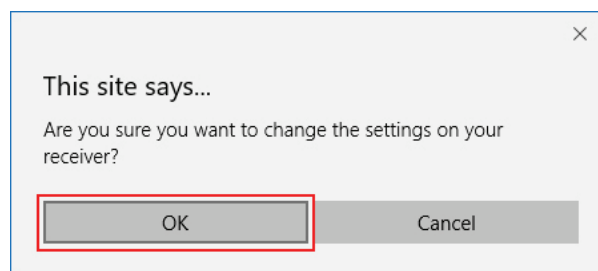
| | |
|-------------------|-------------------|
| Device Status | Idle |
| Device Name | ScreenBeam 102034 |
| Manufacturer Name | ScreenBeam Inc. |

The player's **Device Name** supports the characters listed below:

- A-Z, a-z, 0-9
- `~!@#\$%^&*()_+={}|~\|:~<>?/.,
- Japanese characters with Unicode in the following range: `\u3040-\u30FF`, `\u31F0-\u31FF`, and `\u4E00-\u9FBF`.
- Simplified and Traditional Chinese characters

And, length of the device name should be 1 - 32 characters.

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.

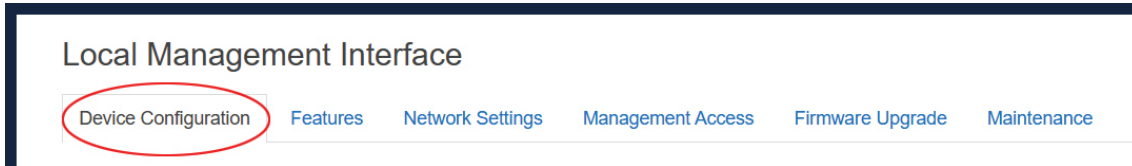


Note: New settings take effect immediately.

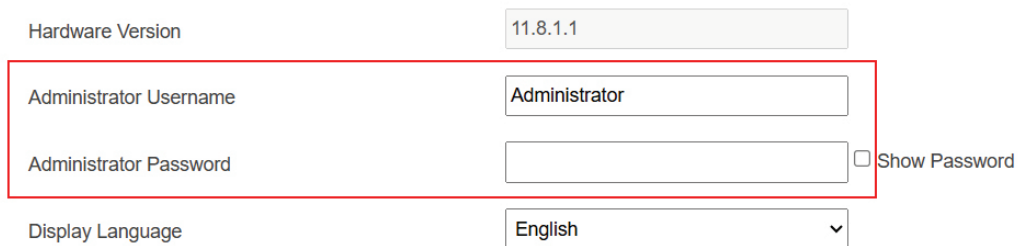
4.3.1.2 Setting up the Login Username and Password

To modify the username and password for user login, follow this procedure:

1. Go to the **Device Configuration** tab page by clicking the **Device Configuration** tab.



2. Go to the **Administrator Username** and **Administrator Password** lines, and type new username and password in the **Administrator Username** and **Administrator Password** boxes, respectively.

A screenshot of the configuration form. The 'Administrator Username' and 'Administrator Password' fields are highlighted with a red box. The 'Administrator Username' field contains the text 'Administrator'. The 'Administrator Password' field is empty. To the right of the password field is a checkbox labeled 'Show Password' which is currently unchecked. Other fields include 'Hardware Version' (11.8.1.1) and 'Display Language' (English).

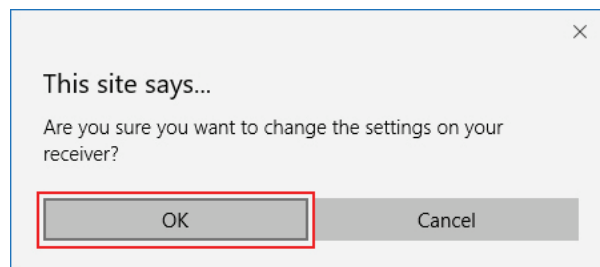
The supported characters for **Administrator Username** include: A-Z, a-z, 0-9, and @#\$_-

The length of Administrator Username should be 1-16 characters.

The supported characters for **Administrator Password** include: A-Z, a-z, 0-9, and @#\$_-

The length of Administrator Password should be 1-16 characters.

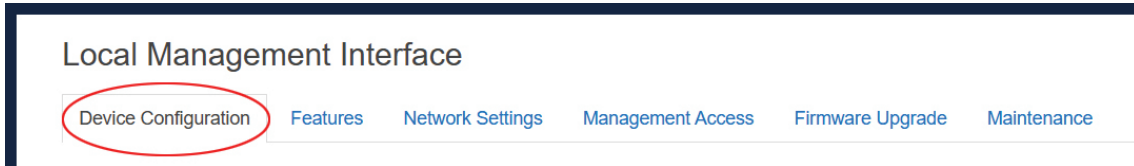
3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



4.3.1.3 Setting up the Player's Display Language

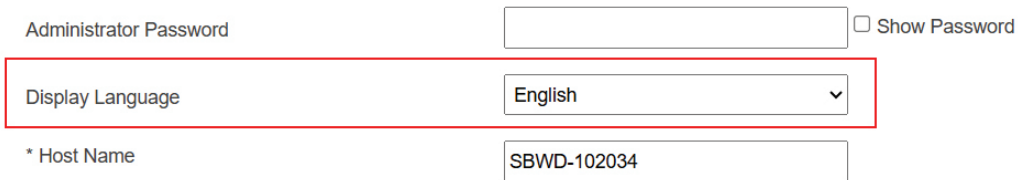
To set up the player's display language, follow this procedure:

1. Go to the **Device Configuration** tab page by clicking the **Device Configuration** tab.

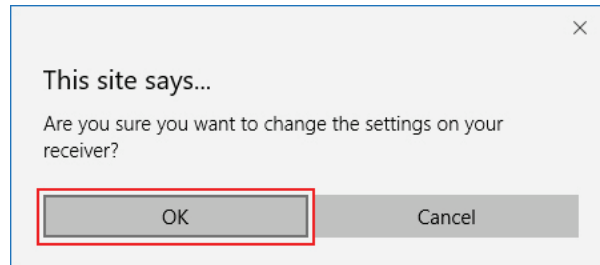


2. Go to the **Display Language** line, and choose a desired language from the **Display Language** drop-down box.

Note: This will change the language displayed on the TV screen, not the one on the configuration webpage.

A screenshot of the configuration page. It shows three rows of settings. The first row is 'Administrator Password' with a text input field and a 'Show Password' checkbox. The second row is 'Display Language' with a dropdown menu showing 'English'. This row is highlighted with a red rectangle. The third row is '* Host Name' with a text input field containing 'SBWD-102034'.

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.

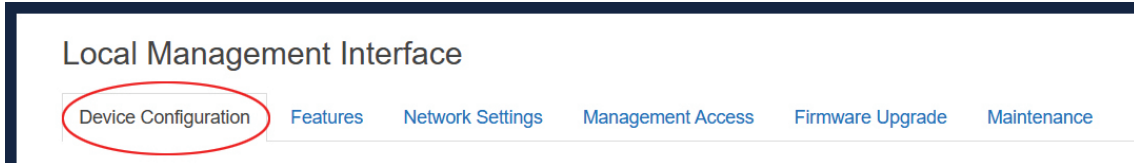


4.3.1.4 Modifying the Player's Host Name

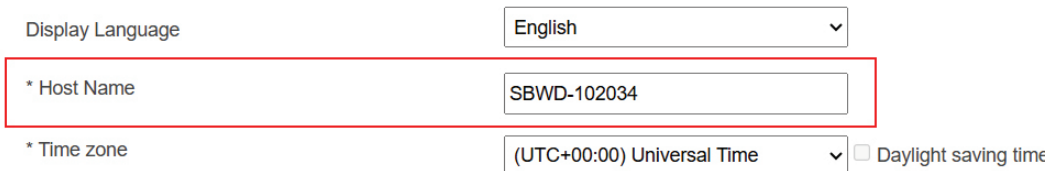
The host name is used to identify the player in a network.

To modify your player's host name, follow this procedure:

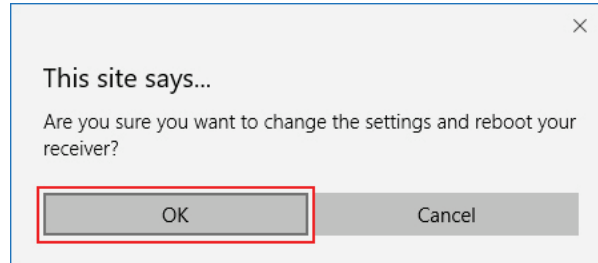
1. Go to the **Device Configuration** tab page by clicking the **Device Configuration** tab.



2. Go to the **Host name** line, and type a new host name in the **Host name** box.
The supported characters for **Host Name** include: A-Z, a-z, 0-9, and hyphen (-).
The length of Host Name should be 1-63 characters.

A screenshot of the configuration form. The 'Host Name' field is highlighted with a red box. The field contains the text 'SBWD-102034'. Other fields include 'Display Language' (English), '* Time zone' ((UTC+00:00) Universal Time), and a checkbox for 'Daylight saving time'.

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



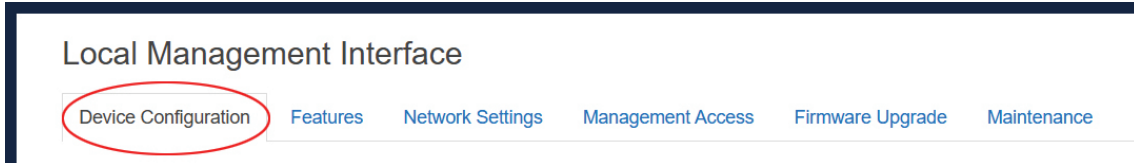
Note: The player's new host name takes effect after the reboot.

4.3.1.5 Setting up Time Zone and NTP Time Server

ScreenBeam Signage Player will synchronize its time with an NTP server.

To set up a time zone and an NTP time server for the player, follow this procedure:

1. Go to the **Device Configuration** tab page by clicking the **Device Configuration** tab.

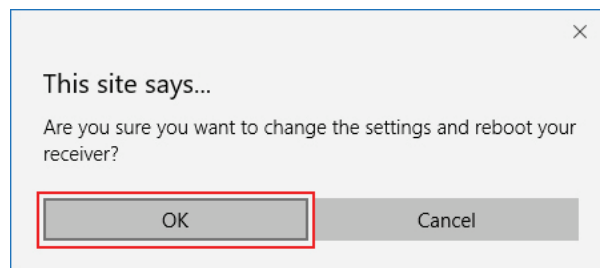


2. Select a desired time zone in the **Time zone** drop-down box, and type a new time server address in the **NTP Time Server** box if you want to change the default NTP time server. The length of NTP Time Server should be 1-128 characters.

| | |
|-------------------|---|
| * Host Name | <input type="text" value="SBWD-102034"/> |
| * Time zone | <input type="text" value="(UTC+00:00) Universal Time"/> <input type="checkbox"/> Daylight saving time |
| * NTP Time Server | <input type="text" value="pool.ntp.org"/> |
| Current Time | 02/12/2026 13:46:59 |

Note: Internet access is required for time synchronization.

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



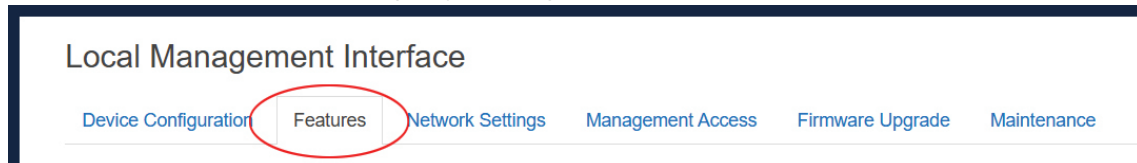
4.3.2 Display Settings

This section introduces display related features.

4.3.2.1 Setting up Network Information Display on Screen

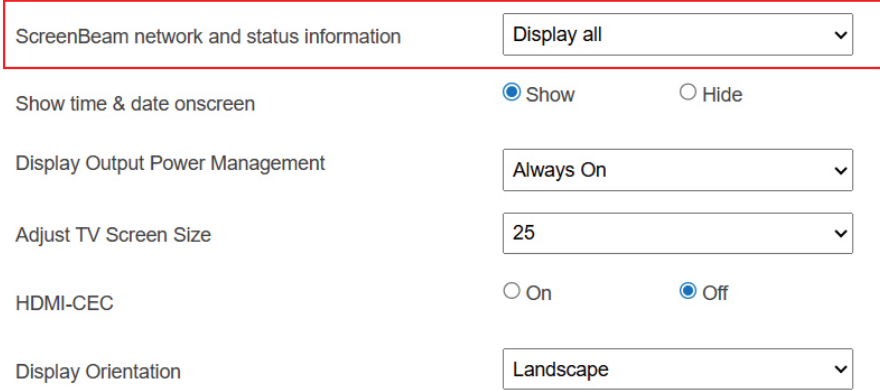
To set up the player's information display on the player's idle screen, follow this procedure:

1. Go to the **Features** tab page by clicking the **Features** tab.



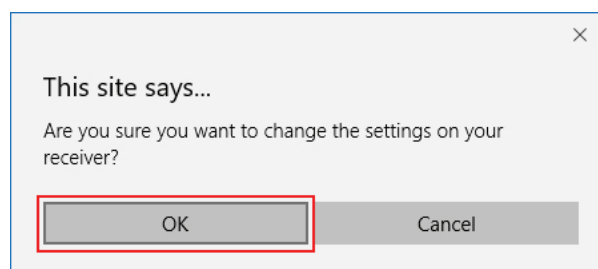
2. Go to the **Display Setting** section, and select a desired option from the **ScreenBeam network and status information** menu. Available options are: **Display all**, **Display minimal**, and **Display none**.
 - **Display all**: The player displays all network and status information on the connected display.
 - **Display minimal / Display none**: The player displays none of the network and status information on the connected display.

Display Setting

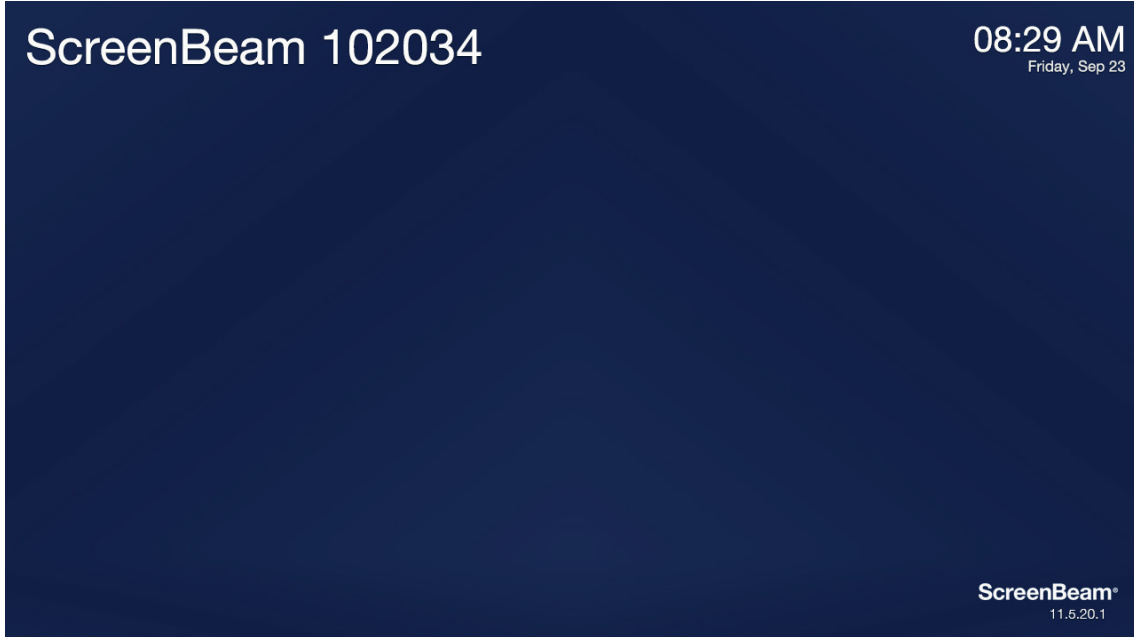
A screenshot of the 'Display Setting' configuration page. The page contains several settings with their corresponding values:

- 'ScreenBeam network and status information' is set to 'Display all' (highlighted with a red box).
- 'Show time & date onscreen' has radio buttons for 'Show' (selected) and 'Hide'.
- 'Display Output Power Management' is set to 'Always On'.
- 'Adjust TV Screen Size' is set to '25'.
- 'HDMI-CEC' has radio buttons for 'On' and 'Off' (selected).
- 'Display Orientation' is set to 'Landscape'.

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



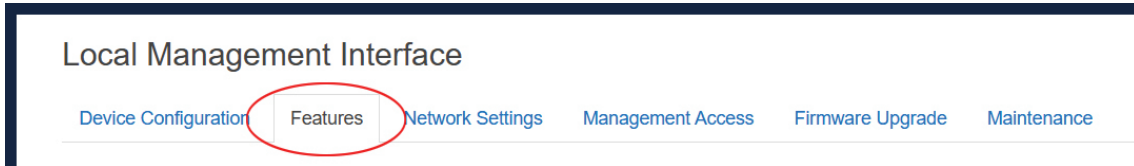
Here is an example after all these info are set to be hidden.



4.3.2.2 Setting up Date and Time Display on Screen

To set up date and time display on the player's idle screen, follow this procedure:

1. Go to the **Features** tab page by clicking the **Features** tab.



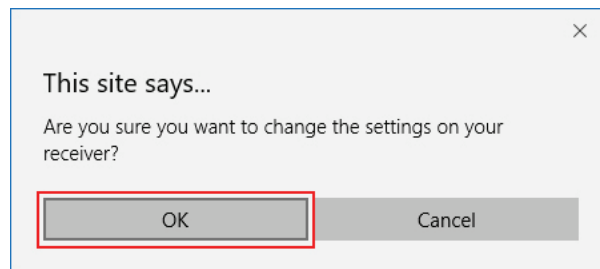
2. Go to the **Display Setting** section, and set **Show time & date onscreen** to **Show** or **Hide**.

- **Show**: Date and time will be displayed on the player's idle screen.
- **Hide**: Date and time will not be displayed on the player's idle screen.

Display Setting

| | |
|---|--|
| ScreenBeam network and status information | Display all |
| Show time & date onscreen | <input checked="" type="radio"/> Show <input type="radio"/> Hide |
| Display Output Power Management | Always On |
| Adjust TV Screen Size | 25 |
| HDMI-CEC | <input type="radio"/> On <input checked="" type="radio"/> Off |
| Display Orientation | Landscape |

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



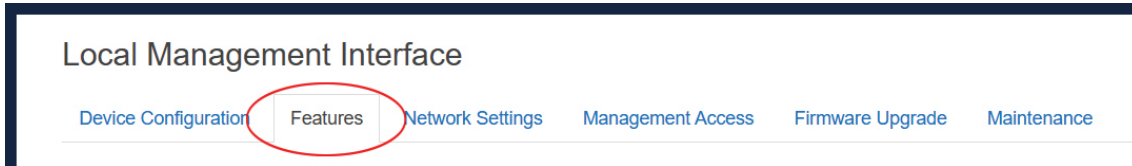
Time and date will be displayed on the player's idle screen if **Show time & date onscreen** is set to **Show**.



4.3.2.3 Display Output Power Management

To set up display output power management, follow this procedure:

1. Go to the **Features** tab page by clicking the **Features** tab.



2. Go to the **Display Setting** section, and select a desired option in the **Display Output Power Management** drop-down box. Available options are: **Always On**, **Screensaver**, and **Display Off**.

Display Setting

| | |
|---|--|
| ScreenBeam network and status information | Display all |
| Show time & date onscreen | <input checked="" type="radio"/> Show <input type="radio"/> Hide |
| Display Output Power Management | Always On |
| Adjust TV Screen Size | 25 |
| HDMI-CEC | <input type="radio"/> On <input checked="" type="radio"/> Off |
| Display Orientation | Landscape |

- **Always On:** Selecting this option, the HDMI[®] output is always on.
- **Screensaver:** Selecting this option, the system will run the screen saver after the defined idle time expires. Users can define the idle time (1-9999 seconds) in the **Wait** time box.

Display Setting

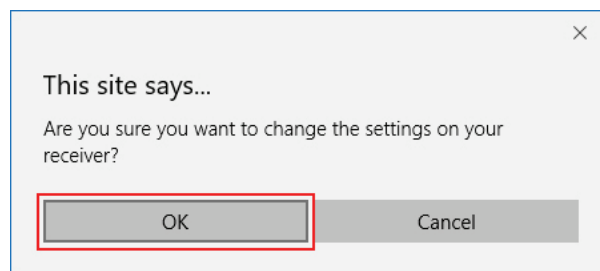
| | |
|---|--|
| ScreenBeam network and status information | Display all |
| Show time & date onscreen | <input checked="" type="radio"/> Show <input type="radio"/> Hide |
| Display Output Power Management | Screensaver |
| Wait | 180 |
| Adjust TV Screen Size | 25 |
| HDMI-CEC | <input type="radio"/> On <input checked="" type="radio"/> Off |
| Display Orientation | Landscape |

- **Display Off:** Selecting this option, the HDMI® output will be turned off after the defined idle time expires. Users can define the idle time (1-9999 seconds) in the wait time box.

Display Setting

| | |
|---|--|
| ScreenBeam network and status information | Display all |
| Show time & date onscreen | <input checked="" type="radio"/> Show <input type="radio"/> Hide |
| Display Output Power Management | Display Off |
| Wait | 180 |
| Adjust TV Screen Size | 25 |
| HDMI-CEC | <input type="radio"/> On <input checked="" type="radio"/> Off |
| Display Orientation | Landscape |

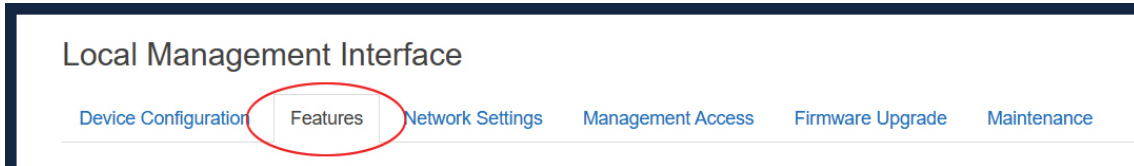
3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



4.3.2.4 Adjusting TV Screen Size

To adjust the size of your TV screen, follow this procedure:

1. Go to the **Features** tab page by clicking the **Features** tab.



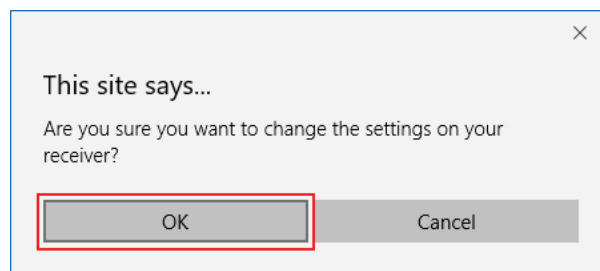
2. Go to the **Display Setting** section, and select a desired option in the **Adjust TV Screen Size** drop-down box.

The value for TV screen size ranges from 0 to 25. The larger the value is, the bigger the screen will be.

Display Setting

| | |
|---|--|
| ScreenBeam network and status information | Display all |
| Show time & date onscreen | <input checked="" type="radio"/> Show <input type="radio"/> Hide |
| Display Output Power Management | Always On |
| Adjust TV Screen Size | 25 |
| HDMI-CEC | <input type="radio"/> On <input checked="" type="radio"/> Off |
| Display Orientation | Landscape |

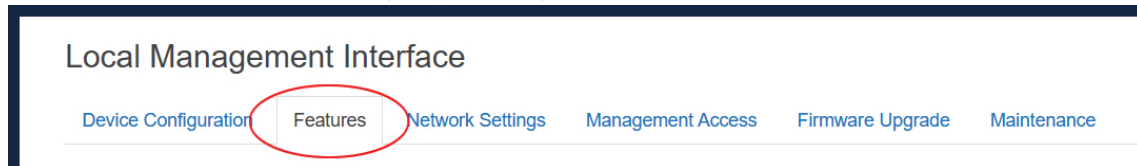
3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



4.3.2.5 Setting up HDMI-CEC

To set up the HDMI-CEC feature, follow this procedure:

1. Go to the **Features** tab page by clicking the **Features** tab.



2. Go to the **Display Setting** section, and set the **HDMI-CEC** feature to **On** or **Off**. After this function is enabled, the player can wake up the connected display device and the display device will switch to the source that the player connects to.

Note: The display device must support HDMI-CEC and this feature is turned on.

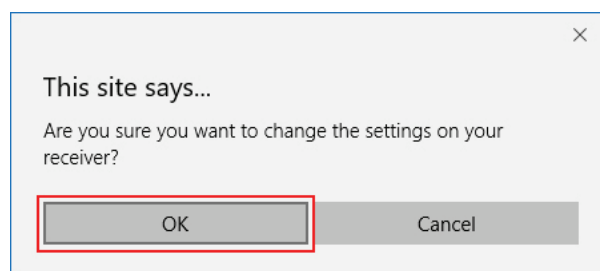
The display device will be waked up in one of the following conditions:

- when the player is powered on;
- when a power-on player is connected to the display device.

Display Setting

| | |
|---|--|
| ScreenBeam network and status information | Display all |
| Show time & date onscreen | <input checked="" type="radio"/> Show <input type="radio"/> Hide |
| Display Output Power Management | Always On |
| Adjust TV Screen Size | 25 |
| HDMI-CEC | <input type="radio"/> On <input checked="" type="radio"/> Off |
| Display Orientation | Landscape |

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



4.3.2.6 Setting up Display Orientation

The player supports two types of display orientation: Landscape and Portrait. And in Portrait mode, it is allowed to rotate left or right.

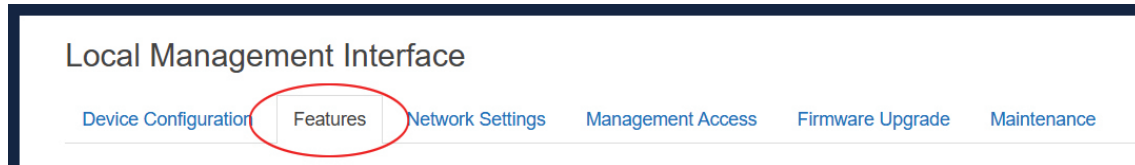
By default, the player displays in Landscape mode.

Note: In Portrait mode, signage playback may have poor user experience.

To switch your player to Portrait mode, follow this procedure:

To set up the HDMI-CEC feature, follow this procedure:

1. Go to the **Features** tab page by clicking the **Features** tab.



2. Go to the **Display Setting** section, and select **Portrait (Rotate Left)** or **Portrait (Rotate Right)** from the **Display Orientation** feature.

Display Setting

| | |
|---|--|
| ScreenBeam network and status information | Display all |
| Show time & date onscreen | <input checked="" type="radio"/> Show <input type="radio"/> Hide |
| Display Output Power Management | Always On |
| Adjust TV Screen Size | 25 |
| HDMI-CEC | <input type="radio"/> On <input checked="" type="radio"/> Off |
| Display Orientation | Landscape |

3. Click **Apply** to save your settings. Your player will display in the selected display mode soon.

4.3.3 Network Settings

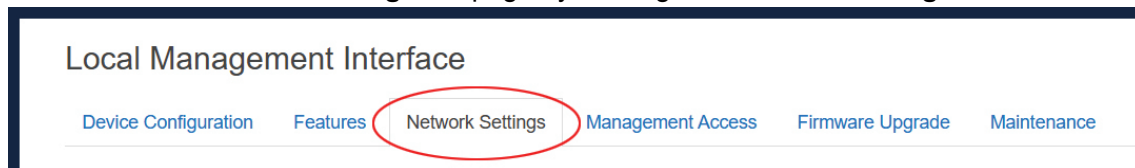
This section introduces settings about network connection, such as CMS interface assignment, connection and TCP/IP settings for Ethernet/Wireless interface, etc.

4.3.3.1 Setting up an Interface for CMS Connection

ScreenBeam Signage Player allows customizing an interface for connecting to CMS.

To define an interface for connecting to CMS, follow this procedure:

1. Go to the **Network Settings** tab page by clicking the **Network Settings** tab.

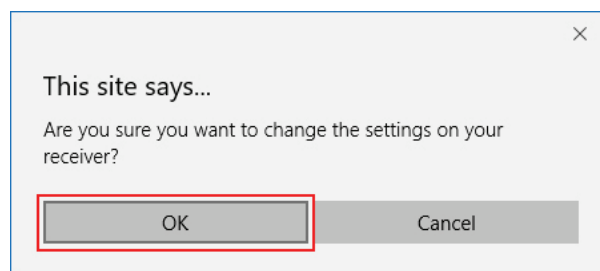


2. Go to the **Interface Feature Assignment** section, and select an option from the **Select Internet CMS Interface** box. Available options include: **Auto**, **Ethernet**, and **Wireless**.
 - **Auto**: The player will automatically select an interface to connect to CMS.
 - **Ethernet**: The player will connect to CMS using the Ethernet interface only.
 - **Wireless**: The player will connect to CMS using the wireless interface only

Interface Feature Assignment

A screenshot of the 'Interface Feature Assignment' section. It shows a form with a label 'Select CMS Interface' and a dropdown menu. The dropdown menu is currently set to 'Auto' and has a small downward arrow on the right side. The entire form is enclosed in a red rectangular box.

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.

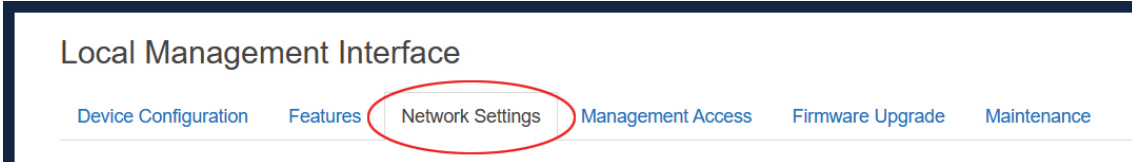


4.3.3.2 Renaming Ethernet Interface's Network Name

Ethernet interface's network name can remind users which Ethernet network the player is connecting to.

To rename the Ethernet interface's network name, follow this procedure:

1. Go to the **Network Settings** tab page by clicking the **Network Settings** tab.



2. Go to **Network Interface Settings > Ethernet Interface**, and rename the **Network Name**.

The supported characters for the network name include: A-Z, a-z, 0-9, and _ -

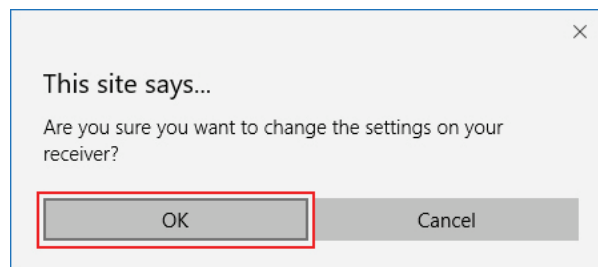
The length of the network name should be 1-16 characters.

Network Interface Settings

Ethernet Interface

| | |
|--------------|------------------|
| Network Name | Internal network |
|--------------|------------------|

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.

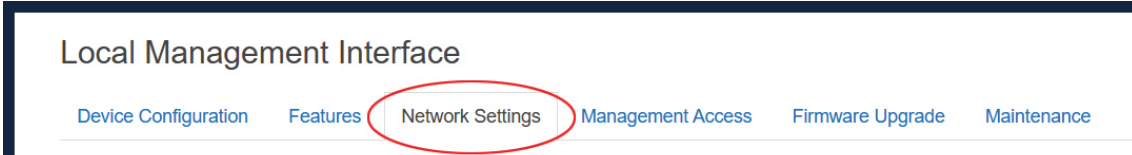


4.3.3.3 Setting up the Player's IP Address

The player provides both Ethernet and wireless interfaces for connecting to networks. Separate IP configuration is required for these interfaces. By default, the player is set to obtain an IP address automatically. Make sure a DHCP server is available on your network. IP configuration procedures for the Ethernet and the wireless interfaces are same.

To set up the player's IP address, follow this procedure:

1. Go to the **Network Settings** tab page by clicking the **Network Settings** tab.



2. Go to **Network Interface Settings > TCP/IP Setting**, and set **IP Assignment** to **Auto** or **Static**.
 - **Auto**: The player will be assigned an IP address by the DHCP server.
 - **Static**: Users are allowed to define the IP address, subnet mask, and default gateway for the player.

Network Interface Settings

Ethernet Interface

| | |
|--------------|------------------|
| Network Name | Internal network |
| Status | Connected |
| Speed | 1000 Mbps |

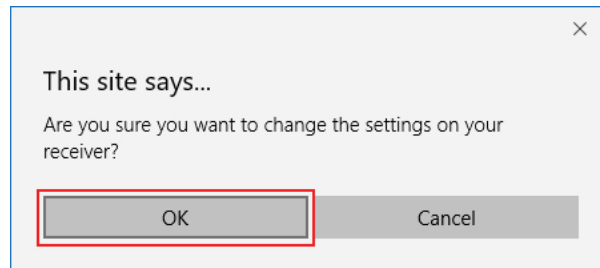
802.1x Settings

| | |
|----------------|------|
| Authentication | Open |
|----------------|------|

TCP/IP Settings

| | |
|----------------------|--|
| IP Assignment | <input checked="" type="radio"/> Auto <input type="radio"/> Static |
| IP Address | 192 . 168 . 1 . 112 |
| Subnet Mask | 255 . 255 . 255 . 0 |
| Default Gateway | 192 . 168 . 1 . 1 |
| DNS Assignment | <input checked="" type="radio"/> Auto <input type="radio"/> Static |
| Primary DNS Server | 192 . 168 . 1 . 200 |
| Secondary DNS Server | |

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



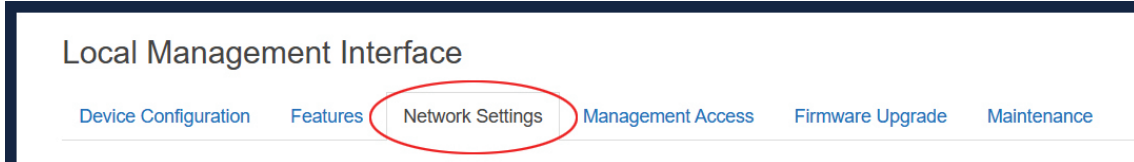
4.3.3.4 Specifying a DNS Server for the Player

The player provides both Ethernet and wireless interfaces for connecting to networks. Separate DNS configuration is required for these interfaces. By default, the player is set to obtain DNS configuration automatically.

DNS configuration procedures for the Ethernet and the wireless interfaces are same.

To specify a DNS server for the player, follow this procedure:

1. Go to the **Network Settings** tab page by clicking the **Network Settings** tab.



2. Go to **Network Interface Settings > TCP/IP Setting**, and set **DNS Assignment** to **Auto** or **Static**.
 - **Auto**: The player will be assigned a DNS server automatically.
 - **Static**: Users are allowed to define a DNS server for the player. If **Static** is selected, a DNS server must be defined.

Network Interface Settings

Ethernet Interface

| | |
|--------------|---|
| Network Name | <input type="text" value="Internal network"/> |
| Status | <input type="text" value="Connected"/> |
| Speed | <input type="text" value="1000 Mbps"/> |

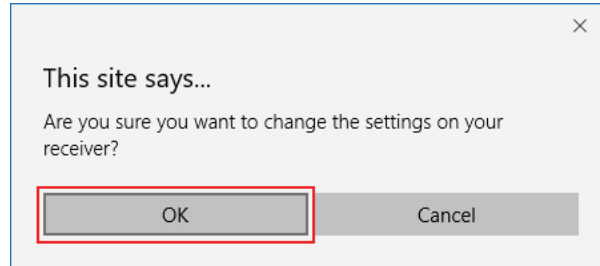
802.1x Settings

| | |
|----------------|-----------------------------------|
| Authentication | <input type="text" value="Open"/> |
|----------------|-----------------------------------|

TCP/IP Settings

| | |
|----------------------|---|
| IP Assignment | <input checked="" type="radio"/> Auto <input type="radio"/> Static |
| IP Address | <input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="1"/> <input type="text" value="112"/> |
| Subnet Mask | <input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="255"/> <input type="text" value="0"/> |
| Default Gateway | <input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="1"/> <input type="text" value="1"/> |
| DNS Assignment | <input checked="" type="radio"/> Auto <input type="radio"/> Static |
| Primary DNS Server | <input type="text" value="192"/> <input type="text" value="168"/> <input type="text" value="1"/> <input type="text" value="200"/> |
| Secondary DNS Server | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



4.3.4 Player Management Access Settings

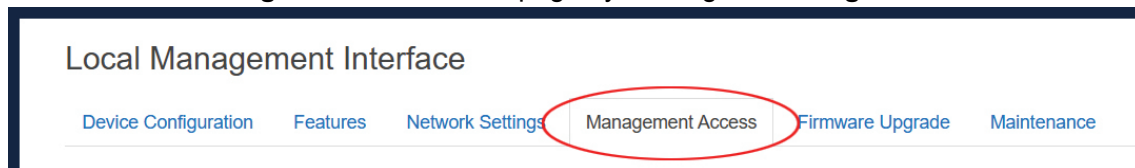
This section introduces settings for player management.

4.3.4.1 Setting up CMS Management for the Player

ScreenBeam CMS can make managing ScreenBeam devices easy. However, it is also allowed to disable CMS management on purpose.

To set up CMS management for a ScreenBeam device, follow this procedure:

1. Go to the **Management Access** tab page by clicking the **Management Access** tab.

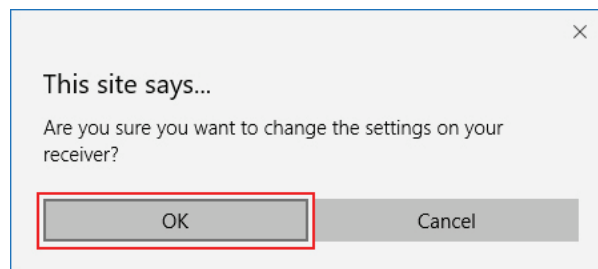


2. Go to the **Central Management System Settings** section, and set **CMS Management** to **Disable** or **Enable**.
 - **Enable**: The player will connect to the specified ScreenBeam CMS for management. The player will try connecting to the specified ScreenBeam CMS even if it is connected to a network that is not able to connect to the CMS.
 - **Disable**: The player will NOT connect to ScreenBeam CMS.

Central Management System Settings:

| | |
|---------------------------|---|
| CMS Management | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| CMS Server | <input type="text" value="aeisbcms"/> |
| CMS Communication Port | <input type="text" value="7237"/> |
| Web Communication Port | <input type="text" value="443"/> |
| Service Platform CMS Port | <input type="text" value="6388"/> |

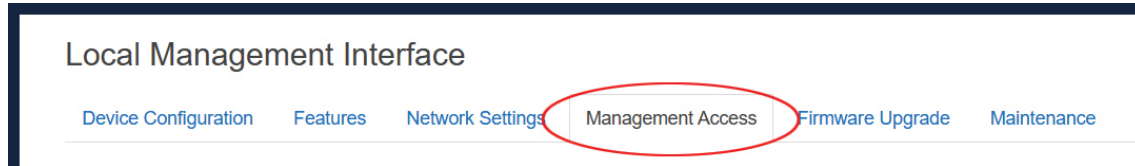
3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



4.3.4.2 Specifying ScreenBeam CMS for the Player

To specify a CMS server for the player, follow this procedure:

1. Go to the **Management Access** tab page by clicking the **Management Access** tab.

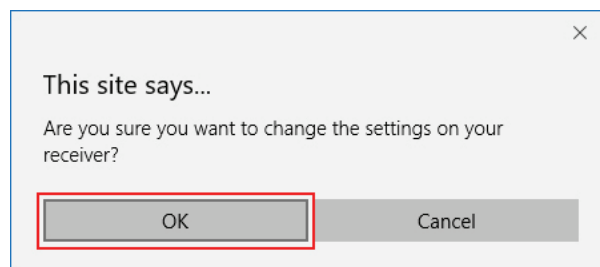


2. Go to the **Central Management System Settings** section, and define the **CMS Server**, the **CMS Communication Port**, and the **Service Platform CMS Port**.
 - **CMS Server:** It is the IP address or the FQDN/hostname/domain name/alias name (if a DNS server and a DHCP server are properly configured) of the server that hosts the ScreenBeam CMS. It supports a domain with six labels at most.
Note: It is recommended to use DNS configuration for CMS Server.
 - **CMS Communication Port:** It is the communication port between a ScreenBeam player and the ScreenBeam CMS. The port range is from 5000 to 65535. By default, 7237 is used.
 - **Service Platform CMS Port:** It is the communication port between a ScreenBeam player and the Service Platform CMS. The port range is from 5000 to 65535. By default, 6388 is used. It is reserved for use with ScreenBeam CMSE 4.3.10.13 or older.

Central Management System Settings:

A screenshot of the 'Central Management System Settings' form. At the top, there is a 'CMS Management' section with two radio buttons: 'Enable' (selected) and 'Disable'. Below this are four input fields, each with a red border: 'CMS Server' (value: aeisbcms), 'CMS Communication Port' (value: 7237), 'Web Communication Port' (value: 443), and 'Service Platform CMS Port' (value: 6388).

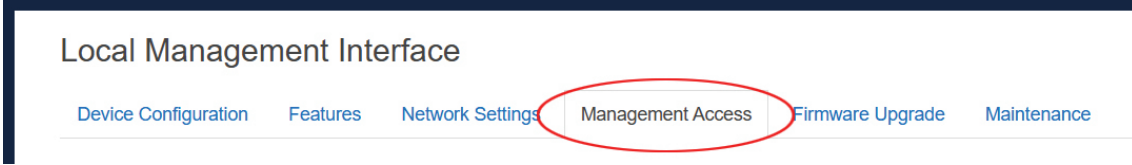
3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



4.3.4.3 Specifying a Port for Accessing the Player's LMI

To specify a communication port for the player's local management interface, follow this procedure:

1. Go to the **Management Access** tab page by clicking the **Management Access** tab.

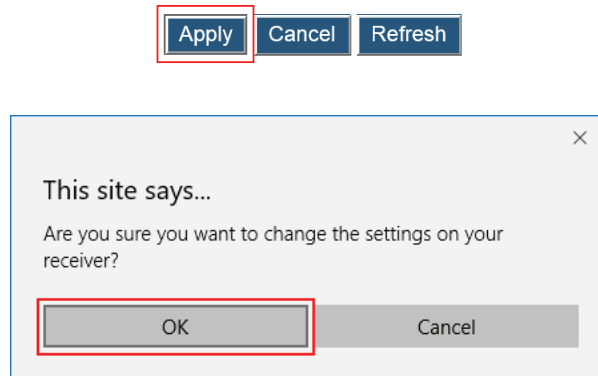


2. Go to the **Central Management System Settings** section, and define a port for **Web Communication Port**.
- **Web Communication Port:** It is the communication port for the player's Local Management Interface. The port range is from 5000 to 65535 (except 5555). By default, port 443 is used.

Central Management System Settings:

| | |
|---------------------------|---|
| CMS Management | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| CMS Server | <input type="text" value="aeisbcms"/> |
| CMS Communication Port | <input type="text" value="7237"/> |
| Web Communication Port | <input type="text" value="443"/> |
| Service Platform CMS Port | <input type="text" value="6388"/> |

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



Part V Updating Firmware for the Player

ScreenBeam Signage Player allows updating its firmware wirelessly through the LMI or locally through a USB flash drive.

5.1 Firmware Update via LMI

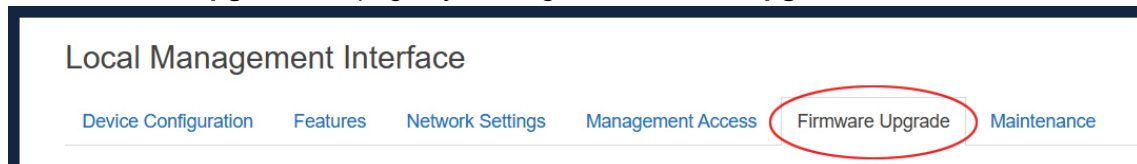
There are two ways to update the player's firmware via LMI: from a local PC or from the ScreenBeam firmware update server.

5.1.1 Updating Firmware from a Local PC

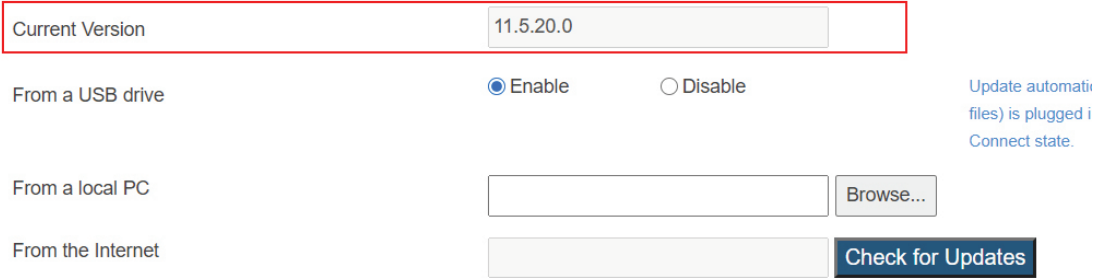
Users can wirelessly update the player's firmware by transferring the firmware update file from a local PC.

To upgrade the player from a local PC, follow this procedure:

1. Download the latest firmware from ScreenBeam's website:
<https://support.screenbeam.com>.
2. Log into Local Management Interface on ScreenBeam Signage Player, and go to the **Firmware Upgrade** tab page by clicking the **Firmware Upgrade** tab.



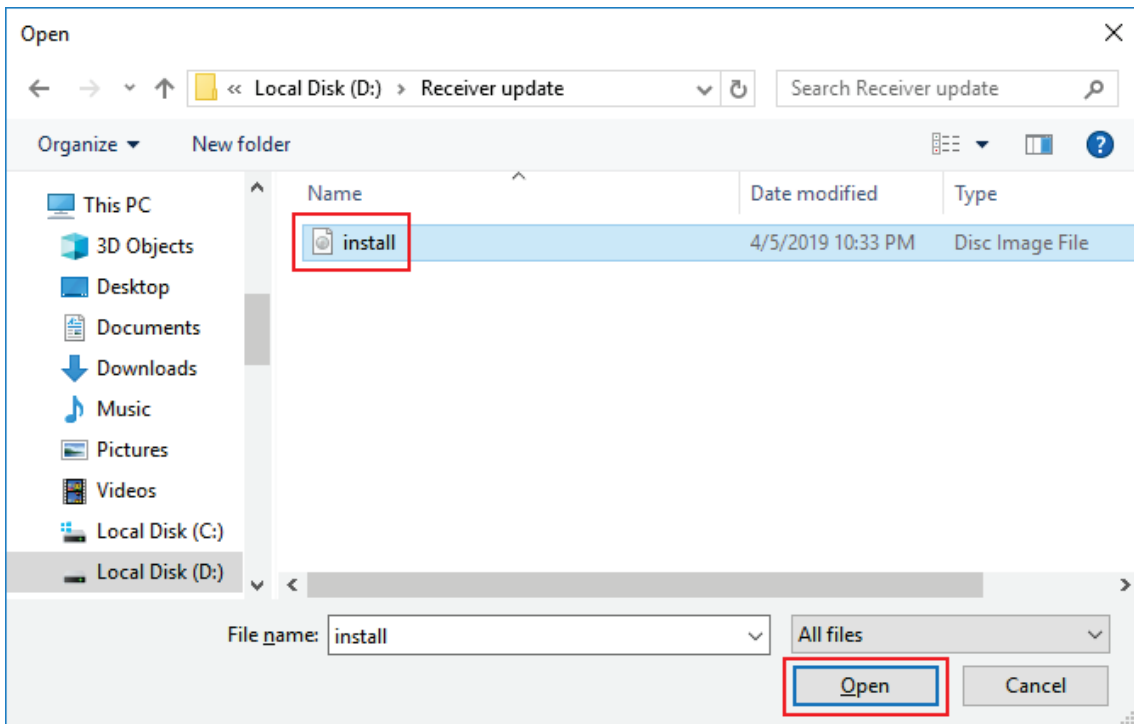
On the **Firmware Upgrade** tab page, users can check the current firmware version in the **Firmware Version** section.

A screenshot of the Firmware Upgrade section in the LMI. It shows a 'Current Version' field with the value '11.5.20.0'. Below this are three options for updating: 'From a USB drive' with 'Enable' selected, 'From a local PC' with a 'Browse...' button, and 'From the Internet' with a 'Check for Updates' button. A note on the right says 'Update automatic files) is plugged i Connect state.'

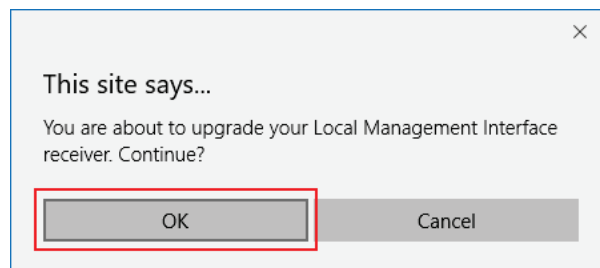
3. Select the **Browse** button next to the **From a local PC** box.

| | | |
|-------------------|---|---|
| Current Version | <input type="text" value="11.5.20.0"/> | |
| From a USB drive | <input checked="" type="radio"/> Enable <input type="radio"/> Disable | Update automatic files) is plugged in. Connect state. |
| From a local PC | <input type="text"/> | <input type="button" value="Browse..."/> |
| From the Internet | <input type="text"/> | <input type="button" value="Check for Updates"/> |

4. The **Open** window appears. Navigate to the extracted firmware file folder. Select the firmware file (“**install.img**”) and click the “**Open**” button to continue.



5. Click the **Apply** button, and then click **OK** on the pop-up message box to continue.



6. The web server starts transferring the firmware file to the player.

| | | |
|-------------------|---|--|
| Current Version | <input type="text" value="11.5.20.0"/> | |
| From a USB drive | <input checked="" type="radio"/> Enable <input type="radio"/> Disable | Update automatic files) is plugged i Connect state. |
| From a local PC | <input type="text" value="install.img"/> | <input type="button" value="Remove"/> |
| From the Internet | <input type="text"/> | <input type="button" value="Check for Updates"/> |


Transferring the firmware may take several minutes, please wait...

7. The player reboots and upgrades itself after the file is uploaded successfully. Firmware upgrade status is displayed on the connected display.
8. When the player returns to the idle screen, the player has been upgraded. You can check the version number in the lower right corner of the display.

Warning! Do NOT power off your player during the upgrade process. The upgrade will take some time. Please be patient.

5.1.2 Updating Firmware from the Internet

Users can wirelessly update the player's firmware with the online update server.

To upgrade your player from the Internet, follow this procedure:

1. Ensure the player is connected to a network that has access to the Internet.
2. Log into Local Management Interface on ScreenBeam Signage Player, and go to the **Firmware Upgrade** tab page by clicking the **Firmware Upgrade** tab.

Local Management Interface

Device Configuration Features Network Settings Management Access **Firmware Upgrade** Maintenance

On the **Firmware Upgrade** tab page, users can check the current firmware version in the **Firmware Version** section.

| | | |
|-------------------|---|--|
| Current Version | 11.5.20.0 | |
| From a USB drive | <input checked="" type="radio"/> Enable <input type="radio"/> Disable | Update automatic (files) is plugged in. Connect state. |
| From a local PC | <input type="text"/> | Browse... |
| From the Internet | <input type="text"/> | Check for Updates |

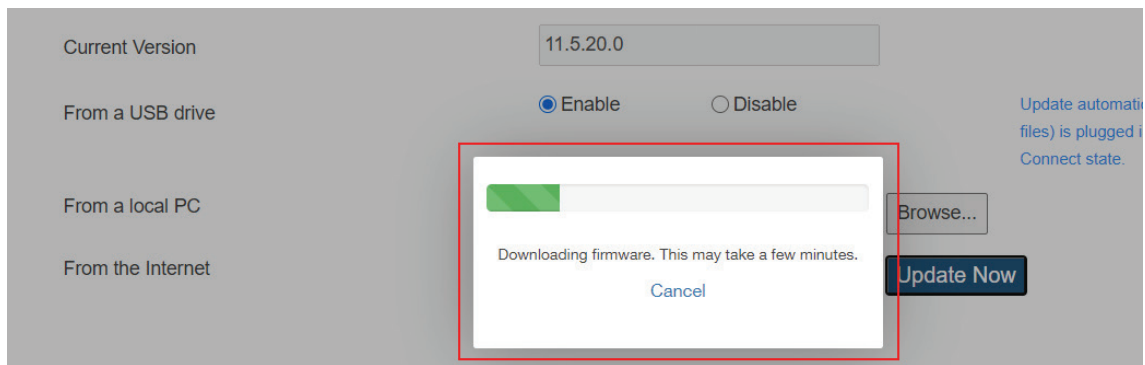
3. Click the **Check for Updates** button next to the **From the Internet** box. If there is new firmware update available, a message will show in the **From the Internet** box as "Newer version is available".

| | | |
|-------------------|---|--|
| Current Version | 11.5.20.0 | |
| From a USB drive | <input checked="" type="radio"/> Enable <input type="radio"/> Disable | Update automatic (files) is plugged in. Connect state. |
| From a local PC | <input type="text"/> | Browse... |
| From the Internet | <input type="text"/> | Check for Updates |

4. Click the **Update Now** button to start firmware update for the player.

| | | |
|-------------------|---|--|
| Current Version | 11.5.20.0 | |
| From a USB drive | <input checked="" type="radio"/> Enable <input type="radio"/> Disable | Update automatic (files) is plugged in. Connect state. |
| From a local PC | <input type="text"/> | Browse... |
| From the Internet | Newer version is available | Update Now |

5. The player downloads firmware from the Internet update server.



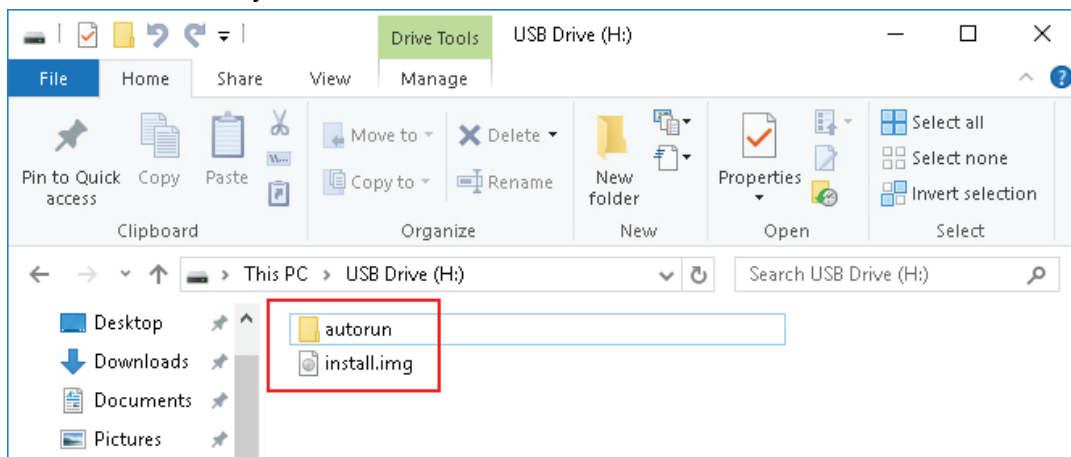
6. The player reboots and upgrades itself after the file is downloaded successfully. Firmware upgrade status is displayed on the connected display.
7. When the player returns to the idle screen, the player has been upgraded. You can check the version number in the lower right corner of the display.

Warning! Do NOT power off your player during the upgrade process. The upgrade will take some time. Please be patient.

5.2 Firmware Update using a USB Flash Drive

To update the player's firmware with a USB flash drive, follow this procedure:

1. Download the latest firmware from ScreenBeam's website:
<https://support.screenbeam.com>.
2. Extract the downloaded file and copy the "install.img" file and the "autorun" file folder to the root directory of a USB flash drive.



Note:

- Do not use a portable hard drive. It is recommended to use a FAT/FAT32 formatted USB flash drive only.
 - Do not make any change to the extracted files.
3. Ensure the player's idle screen appears on your TV.
Note: Ensure that the player is in idle state before starting the upgrade process.
 4. Log into the player's LMI. Go to the **Firmware Upgrade** page, and make sure **From a USB Drive** is set to **Enable**.

| | |
|-------------------|--|
| Current Version | <input type="text" value="11.5.20.0"/> |
| From a USB drive | <input checked="" type="radio"/> Enable <input type="radio"/> Disable Update automatic files) is plugged in. Connect state. |
| From a local PC | <input type="text"/> <input type="button" value="Browse..."/> |
| From the Internet | <input type="text"/> <input type="button" value="Check for Updates"/> |

5. Plug the USB flash drive into the USB port on the player.
6. The player starts to update its firmware automatically. Firmware upgrade status messages appear on your TV.
Warning! Do not power off the player or remove the USB flash drive while the upgrade is in progress. Otherwise, firmware upgrade fails.
7. The player reboots after firmware update completes.
8. You may now remove the USB flash drive when you see the idle screen again. You can check the version number in the lower right corner of the display.
Note: Ensure that the **sbrun.txt** file is not present on the USB flash drive if you want to use the same USB flash drive to upgrade the same player again.

Part VI Device Maintenance

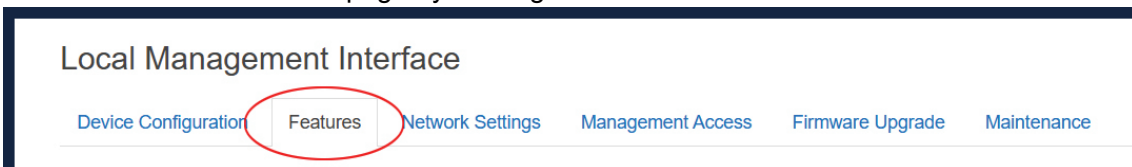
This section introduces setups for device maintenance.

6.1 Setting up Auto Reboot

After a long period of continuous running, the player may not react as responsively as it should be. We can restart the device to restore its responsiveness.

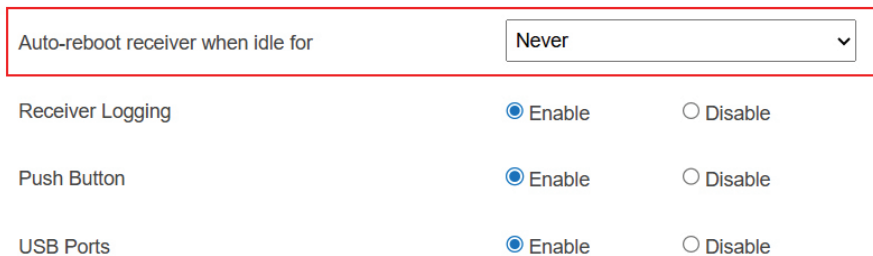
To set the player to reboot automatically, follow this procedure:

1. Go to the **Features** tab page by clicking the **Features** tab.

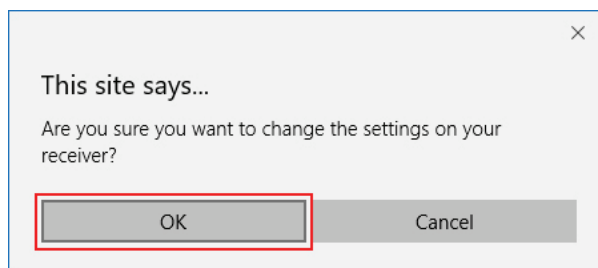


2. Go to the **Operation** section, and select an option from the **Auto-reboot receiver when idle for** box.
 - **Never** indicates that the player will not restart automatically. This is the default setting.
 - **xx hour(s)** indicates that the player will restart automatically after the player is idle for xx hour(s).

Operation

A screenshot of the 'Operation' section in the Local Management Interface. It shows a form with three rows of settings. The first row is 'Auto-reboot receiver when idle for' with a dropdown menu set to 'Never'. The second row is 'Receiver Logging' with radio buttons for 'Enable' (selected) and 'Disable'. The third row is 'Push Button' with radio buttons for 'Enable' (selected) and 'Disable'. The fourth row is 'USB Ports' with radio buttons for 'Enable' (selected) and 'Disable'. A red box highlights the 'Auto-reboot receiver when idle for' dropdown menu.

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.

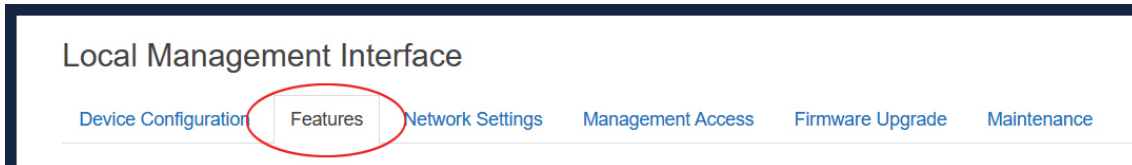


6.2 Setting up Player Logging

ScreenBeam player can save events in logs, and these logs can be retrieved by the player's LMI or ScreenBeam CMS. Refer to the ScreenBeam CMS user guide for details.

To set up the player's logging, follow this procedure:

1. Log into the player's LMI, and go to the **Features** tab page.



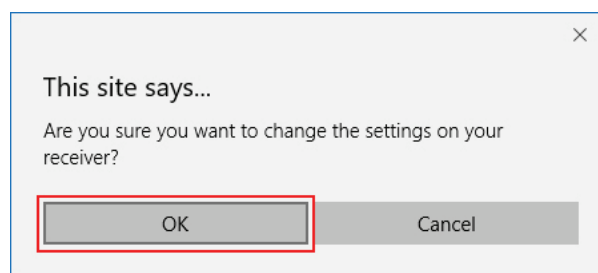
2. Go to the **Operation** section, and set **Receiver Logging** to **Enable** or **Disable**.

- **Enable**: The player will record logs when there are events happen.
- **Disable**: The player will NOT record any events.

Operation

| | |
|------------------------------------|---|
| Auto-reboot receiver when idle for | <input type="text" value="Never"/> |
| Receiver Logging | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| Push Button | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| USB Ports | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |

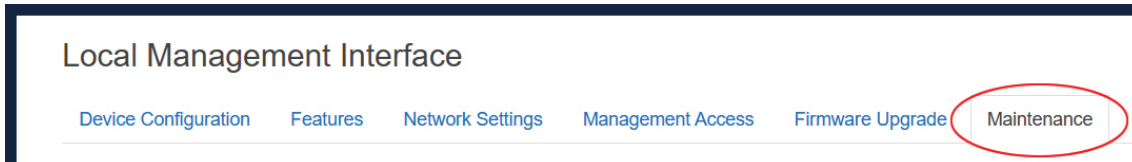
3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



6.3 Exporting Player Log with LMI

To export logs from the player, follow this procedure:

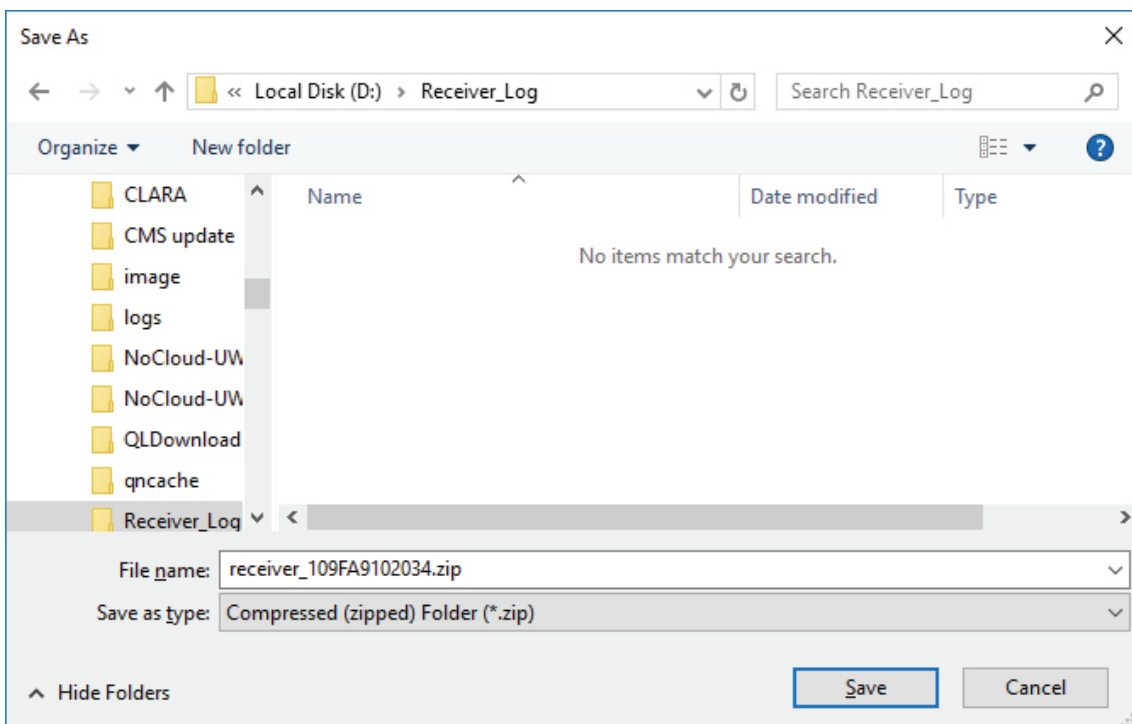
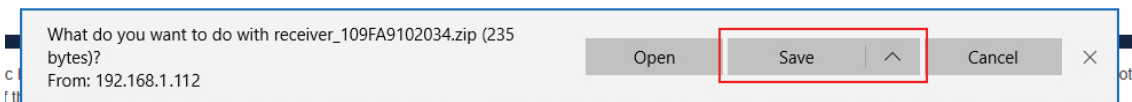
1. Ensure player logging is enabled. Refer to Section 6.2 **Setting up Player Logging** for details.
2. Log into the player's LMI, and go to the **Maintenance** tab page.



3. Go to the **Export Logs** section, and click the **Export** button next to **Export Receiver Logs**.



4. The file download dialog box appears. Click **Save** or **Save as** to save the player log.

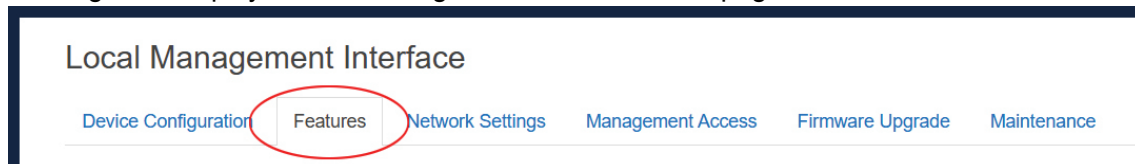


6.4 Setting up the Reset Button

ScreenBeam Signage Player provides a button to reset the player to default settings. It is the reset button. ScreenBeam Signage Player also allows users to disable the function of this button.

To enable or disable functions of the reset button, follow this procedure:

1. Log into the player's LMI, and go to the **Features** tab page.

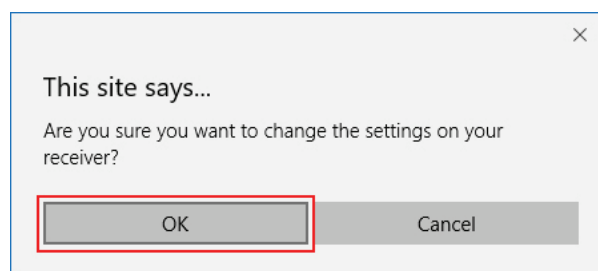


2. Go to the **Operation** section, and set **Push Button** to **Enable** or **Disable**.
 - **Enable**: Functions of the reset button are available.
 - **Disable**: Functions of the reset button are not available.

Operation

| | |
|------------------------------------|---|
| Auto-reboot receiver when idle for | <input type="text" value="Never"/> |
| Receiver Logging | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| Push Button | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| USB Ports | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |

3. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.

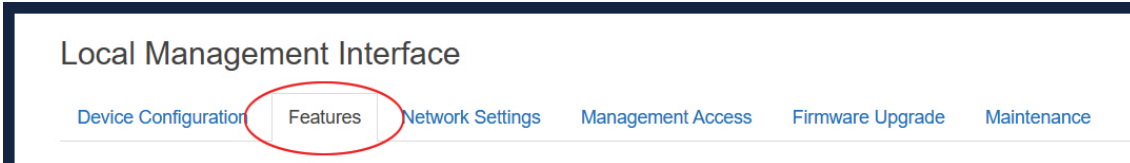


6.5 Setting up the USB Ports

ScreenBeam Signage Player provides two USB 2.0 ports and one USB 3.0 port for performing various tasks, such as player configuration and USB firmware upgrade. ScreenBeam Signage Player also allows users to disable functions of these ports.

To disable or enable functions of the USB ports, follow this procedure:

1. Log into the player's LMI, and go to the **Features** tab page.



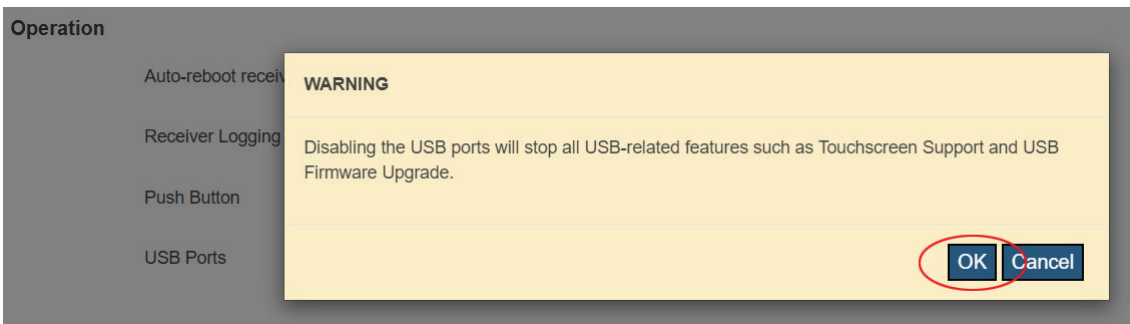
2. Go to the **Operation** section, and set **USB Ports** to **Enable** or **Disable**.

- **Enable:** Functions of the USB ports are available.
- **Disable:** Functions of the USB ports are not available.

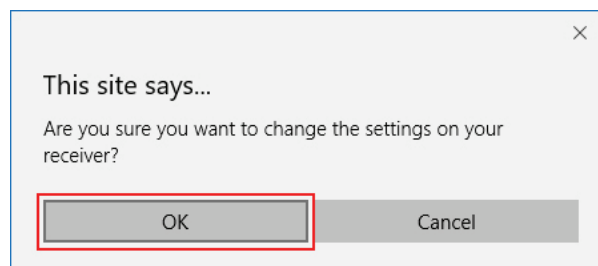
Operation

| | |
|------------------------------------|---|
| Auto-reboot receiver when idle for | Never |
| Receiver Logging | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| Push Button | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |
| USB Ports | <input checked="" type="radio"/> Enable <input type="radio"/> Disable |

3. A warning message box appears if **USB Ports** is set to **Disable**, saying that USB port related features will be disabled as well. Click **OK** to continue.



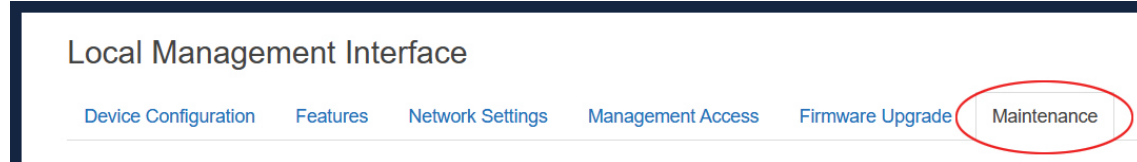
4. Click the **Apply** button, and then click **OK** on the pop-up message box to confirm.



6.6 Viewing System Uptime

To view the player's system uptime, follow this procedure:

1. Log into the player's LMI and go to the **Maintenance** tab page.



2. Go to the **System Uptime** section, and check the time period displayed on the **Time since last boot** line.

System Uptime

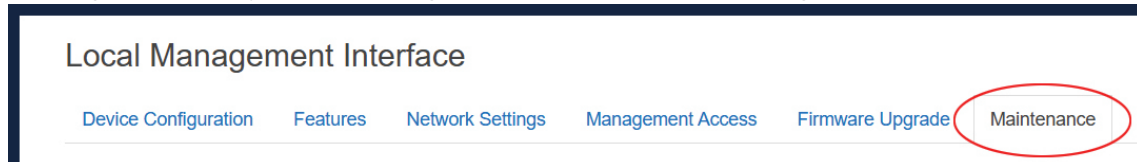
| | |
|-----------------------|-----------|
| Time since last boot: | 0d,1h,17m |
|-----------------------|-----------|

6.7 Rebooting the Player

To reboot your player, unplug the power adapter from the power outlet, wait 5 seconds and then plug it in.

If you can't access the player locally, you can reboot the player through the player's LMI. To reboot the player with LMI, follow this procedure:

1. Log into the player's LMI and go to the **Maintenance** tab page.

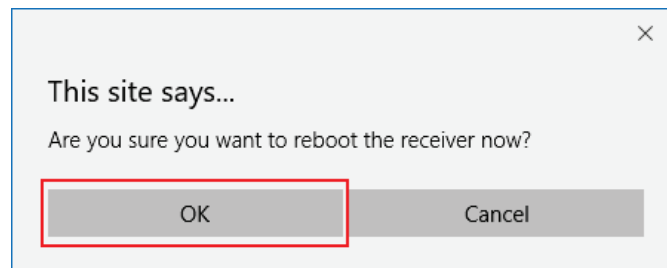


2. Go to the **Device Utilities** section and click the **Reboot** button next to "Reboot Receiver".

Device Utilities



3. Click **OK** on the pop-up message box to confirm.



6.8 Resetting the Player to Default

To reset all settings of the player to default, follow this procedure:

1. Power on the player and wait until the player's idle screen appears.
2. Ensure that the **Push Button** feature is enabled. Refer to Section **6.4 Setting up the Reset Button** for details.
3. Press and hold the player's reset button.
4. When the "**Resetting to factory defaults**" screen appears on the HDTV, release the reset button.

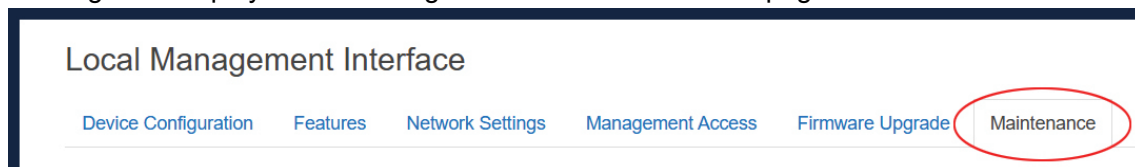
The player reboots, and it will be running with its default settings.

Note: This method will reset all settings to defaults.

If you can't access the player locally, you can reset the player through the player's LMI.

To reset the player with LMI, follow this procedure:

1. Log into the player's LMI and go to the **Maintenance** tab page.

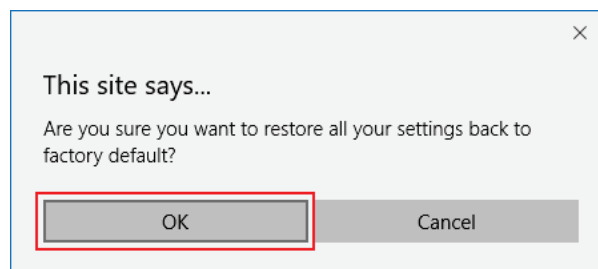


2. Go to the **Device Utilities** section and click the **Reset** button next to "**Reset**". This button works the same as the physical button on the player.

Device Utilities



3. Click **OK** on the pop-up message box to confirm.



4. The player reboots, and the player is reset to factory defaults after the reboot.

5. If you want to reset the player but retain the network connection settings and remote management settings, click the **Reset** button next to “**Soft Reset**”.

Device Utilities

| | |
|-----------------|---------------|
| Reboot Receiver | Reboot |
| Reset | Reset |
| Soft Reset | Reset |

When you soft-reset your player through the LMI, the following settings will be retained:

| | |
|---|---|
| <ul style="list-style-type: none">● CMS Server IP address● CMS communication port● Service Platform CMS port● Player IP setting (DHCP or Static IP)● Player IP address● Player Subnet Mask● Player Gateway● Player DNS setting (Dynamic or Static) | <ul style="list-style-type: none">● Primary DNS● Secondary DNS● Host Name● Wired connection settings● Wireless connection settings● Timezone |
|---|---|

Appendix I Troubleshooting and FAQs

This chapter describes some problems you may encounter using ScreenBeam Signage Player, and possible solutions to those problems. Also included are frequently asked questions (FAQs), and answers to those questions.

Troubleshooting

I have scheduled signage on cloud.screenbeam.com, but the player doesn't play it.

You should check the following items if your player doesn't play your signage scheduled on ScreenBeam Cloud:

- Check if it is in the scheduled time frame.
- Check if your player has network connection and if internet access is available.
- Check if your firewall has blocked access to *cloud.screenbeam.com*.
- Check if the Administrative Tools license is assigned to the player. You can check the license information on your ScreenBeam CMSE.
- Check if the Administrative Tools license has expired. You can check the license information on your ScreenBeam CMSE.

FAQs

Does the ScreenBeam Signage Player support WiFi Miracast / Airplay / Chrome Cast / Browser Cast?

No. It can only play digital signage scheduled on cloud.screenbeam.com.

Appendix II Notices

Warranty

This product has a one-year Limited Hardware Warranty and 90-day free software updates from the date of purchase.

- **Local Law**

This Limited Warranty Statement gives the customer specific legal rights. The customer may also have other rights which vary from state to state in the United States, from province to province in Canada, and from country to country elsewhere in the world.

To the extent that this Limited Warranty Statement is inconsistent with local law, this Statement shall be deemed modified to be consistent with such local law. Under such local law, certain disclaimers and limitations of this Warranty Statement may not apply to the customer.

GPL Info

For GNU General Public License (GPL) related information, go to <https://opensource.screenbeam.com>.

Technical Support

For FAQs, troubleshooting tips, documentation, firmware update and support, visit:

<https://support.screenbeam.com>

To open a ticket for support, visit:

<https://support.screenbeam.com/ticket>

Website: www.screenbeam.com

FCC Warning

This device complies with part 15 of the FCC Rules. Operation is subject to the condition that (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the 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 player.
- Connect the equipment into an outlet on a circuit different from that to which the player is connected.
- Consult the dealer or an experienced radio/TV technician for help.

To maintain compliance with FCC's RF Exposure guidelines, this equipment should be installed and operated with a minimum distance of 20cm between the radiator and your body. Use only the supplied antenna.

CE Statement

Manufacturer's name: ScreenBeam Inc.

Address: 220 Devcon Dr., San Jose, CA 95112 USA

Product Name: ScreenBeam Signage Player;

Trade Mark: ScreenBeam

Model Number: SBWD1000G1-PLYR

Operating Temperature: 0° C to 40° C

This device is in compliance with the essential requirements and other relevant provisions of Directive 2014/53/EU. All essential radio test suites have been carried out.

Detailed DOC file please visit our website: www.screenbeam.com/



Testing standards:

EN IEC 62368-1:2020+A11:2020

EN 62311:2020;

ETSI EN 301 489-1 V2.2.3 (2019-11);

ETSI EN 301 489-3 V2.1.1 (2019-03);

ETSI EN 301 489-17 V3.2.4 (2020-09);

ETSI EN 300 328 V2.2.2 (2019-07);

ETSI EN 301 893 V2.1.1 (2017-05);

ETSI EN 300 440 V2.2.1 (2018-07);

EN 55032:2015+A1:2020;

EN 55035:2017+A11:2020;

EN IEC 61000-3-2:2019+A1:2021;

EN 61000-3-3:2013+A2:2021;

The device complies with RF specifications when the device used at 20cm from your body.

Operating Frequency Range band 5150-5350MHz "for indoor use only."

Care for the environment! Must not be discarded with household waste!

RF Specification:

| Function | Operation Frequency | Max RF output power: | Limit |
|--|---|----------------------|-----------|
| BT(BLE) | 2402MHz~2480MHz | -0.31dBm | 20 dBm |
| Wi-Fi 2.4G (802.11b/g/n20/n40) | 802.11b/g/n20: 2412MHz~2472MHz; 802.11n40: 2422MHz~2462MHz; | 19.98dBm | 20 dBm |
| Wi-Fi 5.2G (802.11a/n20/n40/a c20/ac40/ac80) | 802.11a/n(20MHz): 5180~5240MHz 802.11n/ac(40MHz): 5190~5230MHz 802.11ac(80MHz): 5210MHz | 22.93dBm | 23 dBm |
| Wi-Fi 5.3G (802.11a/n20/n40/a c20/ac40/ac80) | 802.11a/n(20MHz): 5260~5320MHz 802.11n/ac(40MHz): 5270~5310MHz 802.11ac(80MHz): 5290MHz | 22.98dBm | 23 dBm |
| Wi-Fi 5.6G (802.11a/n20/n40/a c20/ac40/ac80) | 802.11a/n(20MHz): 5500~5700MHz 802.11n/ac(40MHz): 5510~5670MHz 802.11ac(80MHz): 5530~5610MHz | 22.95dBm | 23 dBm |
| Wi-Fi 5.8G (802.11a/n20/n40/a c20/ac40/ac80) | 802.11a/n(20MHz): 5745~5825MHz 802.11n/ac(40MHz): 5755~5795MHz 802.11ac(80MHz): 5775MHz | 13.96dBm | 13.98 dBm |

Restrictions in the 5 GHz band:

According to Article 10 (10) of Directive 2014/53/EU, the packaging shows that this radio equipment will be subject to some restrictions when placed on the market in Belgium (BE), Bulgaria(BG), the Czech Republic (CZ), Denmark (DK), Germany (DE), Estonia (EE), Ireland(IE), Greece (EL), Spain(ES), France (FR), Croatia (HR), Italy(IT), Cyprus (CY), Latvia (LV), Lithuania(LT), Luxembourg(LU), Hungary(HU), Malta(MT), Netherlands(NL), Austria(AT), Poland (PL), Portugal(PT), Romania (RO), Slovenia(SI), Slovakia (SK),Finland (FI), Sweden(SE), Turkey (TR), Norway(NO), Switzerland (CH), Iceland(IS), and Liechtenstein(LI).



| | | | | |
|----|----|----|----|----|
| ES | LU | RO | CZ | FR |
| HU | SI | DK | HR | BE |
| BG | DE | EE | IE | EL |
| IT | CY | LV | LT | SK |
| MT | NL | AT | PL | PT |
| FI | SE | LI | TR | NO |
| CH | IS | | | |

TELEC Statement

Indoor use only (except when communicating with 5.2 GHz high power base stations or relay stations).

NCC 警语

取得審驗證明之低功率射頻器材，非經核准，公司、商號或使用者均不得擅自變更頻率、加大功率或變更原設計之特性及功能。低功率射頻器材之使用不得影響飛航安全及干擾合法通信；經發現有干擾現象時，應立即停用，並改善至無干擾時方得繼續使用。前述合法通信，指依電信管理法規定作業之無線電通信。低功率射頻器材須忍受合法通信或工業、科學及醫療用電波輻射性電機設備之干擾