

breeze

DIGITAL SIGNAGE SOFTWARE



Android Media Player
Installation Guide
BRZ-100 | Version 3.2

BRZ 100 Installation Guide

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Resources

Keywest Technology Support Department

Questions or issues can be submitted to the **Keywest Technology Technical Support** department via e-mail or through the helpdesk ticketing system.

Contact information:

- E-mail: tech@keywesttechnology.com
- Helpdesk: helpdesk.keywesttechnology.com

Breeze Software Documentation

Quick Start Tutorials:

helpdesk.keywesttechnology.com/portal/en/kb/articles/breeze-tutorials

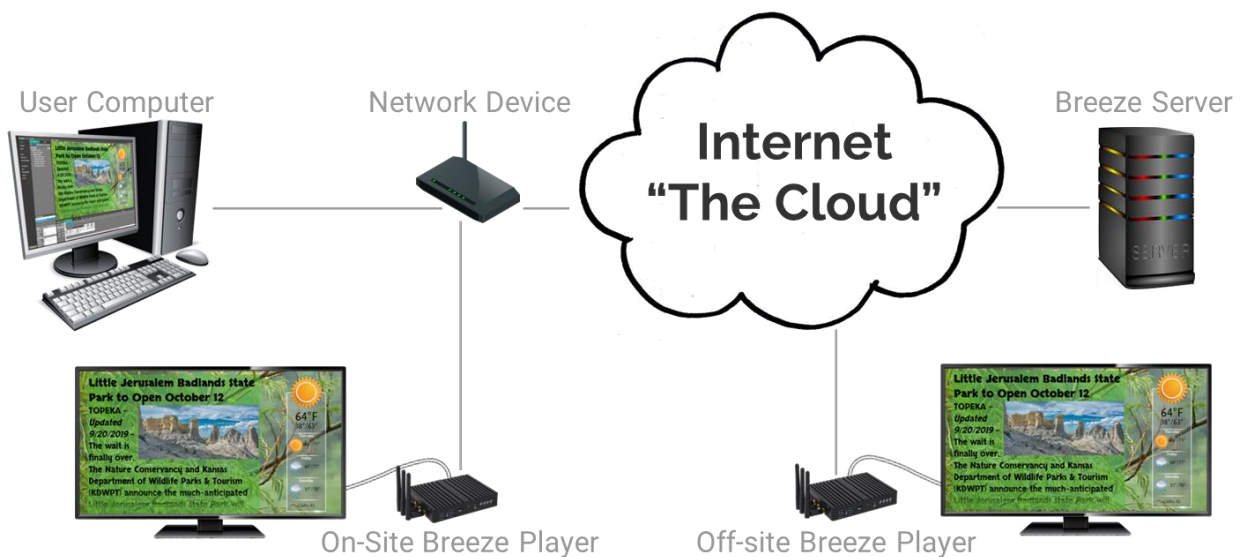
Knowledgebase:

helpdesk.keywesttechnology.com/portal/en/kb/keywest-technology-inc/breeze

Breeze Architecture

Breeze is a hybrid **SaaS** (Software-as-a-Service) product. A user accesses the **Breeze** server to upload and design new content, schedule and deploy content, manage players and more. Accessing the **Breeze** server with a web browser means access is reliant upon the local Internet connection.

Breeze Players are devices that sit behind screens and run the digital sign. The players rely on the local network and the Internet to communicate with the **Breeze** server. If the network connection between the server and players is interrupted or absent, the players are not able to receive updates from the server, such as changes in content, playlist, schedules and more.



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Breeze Player Hardware

Player Accessories

Your **Breeze Player** includes the following accessories:

- Power Cord
- Wireless antenna
- HDMI® cable
- Remote control

If the player equipment you received did not include the accessories listed above, please notify the **Keywest Technology Technical Support** department.

Physical Installation

The player requires three connections to function at the most basic level: Internet, video output and power.



Basic Connections

1. **Ethernet:**
 - a. Connect an Ethernet cable to the **Ethernet** port (#2) on the **Breeze Player**.
2. **Video Output:**
 - a. Connect the HDMI cable to the **HDMI** port (#1) on the **Breeze Player**.
 - b. Connect the other end of the HDMI cable to the monitor, television screen, or video distribution system.
3. **Power:**
 - a. Plug the power cord into the **Breeze Player** (#3).
 - b. Plug the other end of the power cord into an electrical outlet.



A wireless connection can be used instead of an Ethernet cable. More information is provided in the **Wireless Connection** section on page 11.

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Breeze Player Hardware

Physical Installation

An HDMI connection carries audio to the **Breeze Player** as part of the video signal. External speakers can provide audio when the screen or monitor connected to the player is not capable of audio output.

Audio Connection

4. **Audio (Optional):**
 - a. Connect external speakers to the audio port (#4) on the **Breeze Player**.



Audio Volume

There are many places to alter the audio volume, from muting a specific media item in a zone to turning down the volume on the connected screen.

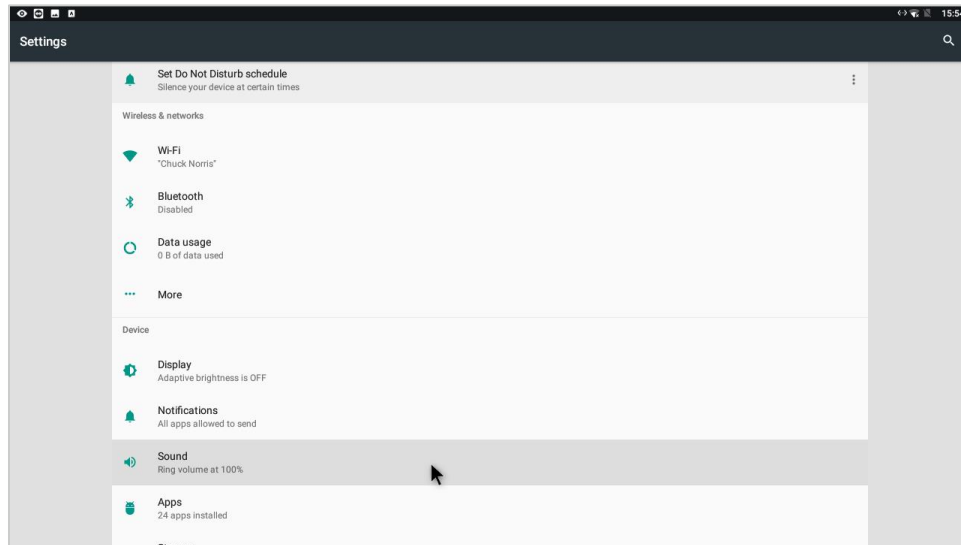
- Volume control for individual media items within a playlist is located in the **Breeze Editor Media Properties**
- Volume control for each zone, and all media in the zone, is located in the **Breeze Editor Zone Properties**
- Audio output volume control for the **Breeze Player** in the hardware device settings
- Audio output volume control of the attached screen or external speakers

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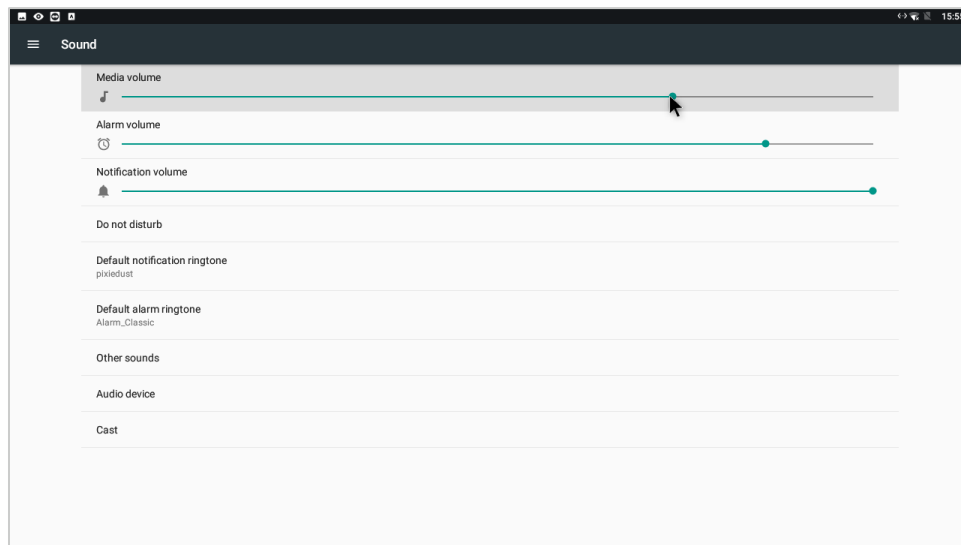
Breeze Player Hardware

Audio Settings

The audio output volume control is located in **Sound** settings of the **Breeze Player**. The next page provides steps to stop the **Breeze Player** software and access the hardware device settings.



The **Media volume** controls the output of the **Breeze Player** content.



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Breeze Player Hardware

Remote Control Functions

A remote control is included with the **BRZ 100** model of player. This accessory allows users to quickly and easily stop the **Breeze Player** program to verify device settings. All other **Breeze Player** hardware models require a user to physically connect a mouse and keyboard to the player device.



- **Mute / Volume** - alter the audio output of the **Breeze Player** hardware device
- **Selection / Back** - access device settings from the **Android Launcher** dashboard
- **Power** - turn **Breeze Player** device on/off, when used with **Power Off** command
- **Home** - stop the **Breeze Player** program and the **Android Launcher AUTOPLAY** timer

While the **Power** button can be used to turn the **Breeze Player** device on and off, the user cannot simply tap the **Power** button!

The **Power** button must be held until the **Power off** option appears. If the **Power** button on the remote control is used without the **Power off** command, the **Breeze Player** will not load correctly the next time it is powered on.



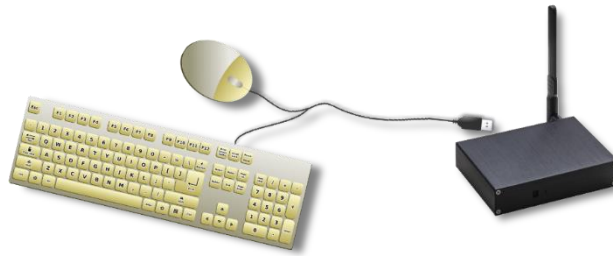
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Breeze Player Software

Breeze Player Program

The **Breeze Player** software is the program responsible for running the digital sign. The **Breeze Player** program and the **Android Launcher** program must both be stopped in order to accomplish tasks such as altering device settings and verifying network connectivity.

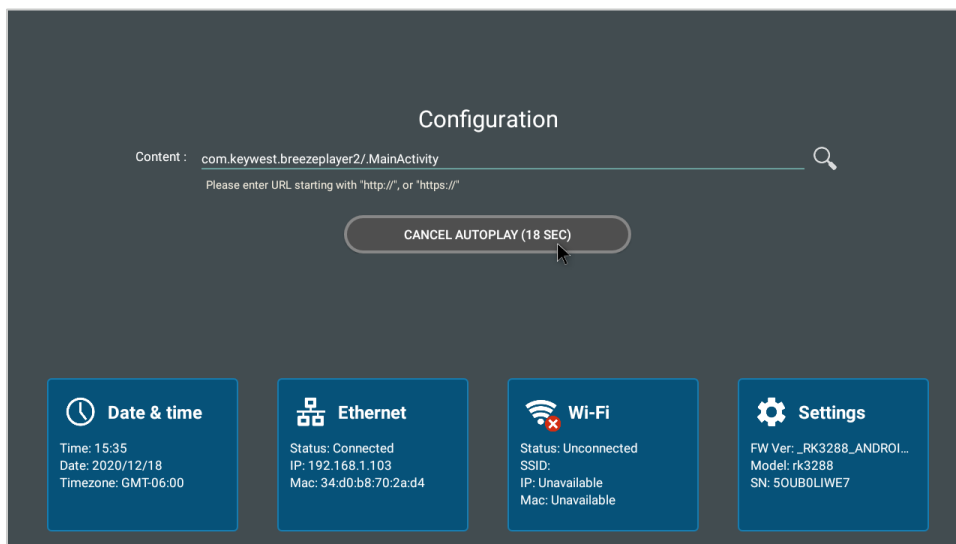
The **BRZ 100** player model includes a remote control that can be used to stop the **Breeze Player** program. A mouse and keyboard may still be needed for advanced player operations, such as assigning a static IP address.



Stop and Start the Breeze Player

1. Select the **Home** button on the remote control to exit the **Breeze Player** program. If a mouse and keyboard are connected, right-click the mouse to exit the **Breeze Player** program.

The **Android Launcher** dashboard is visible when the **Breeze Player** is stopped.



2. Select **CANCEL AUTOPLAY** within 20 seconds or the **Android Launcher** automatically starts the **Breeze Player** again. The **Home** button on the remote control stops both the **Breeze Player** program and the **Android Launcher AUTOPLAY** timer.

Various device settings can be verified and altered while the **Breeze Player** program and the **Android Launcher** program are stopped.

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Breeze Player Software

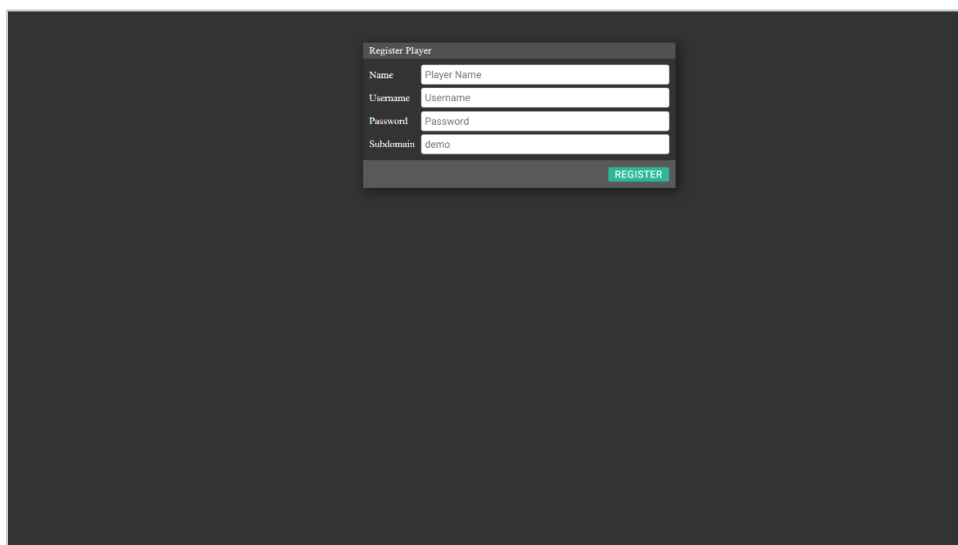
Stop and Start the Breeze Player

3. The **AUTOPLAY** timer restarts each time the **Android Launcher** dashboard is loaded. The **Breeze Player** is started each time the timer expires.

To restart the **Breeze Player** program immediately, a user can select **CANCEL AUTOPLAY** and then **PLAY**.



Note: If the **Register Player** window appears instead, the player is not connected to a **Breeze** server. More information about this topic is provided in the **Breeze Server Communication** section on page 18.



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Breeze Player Software

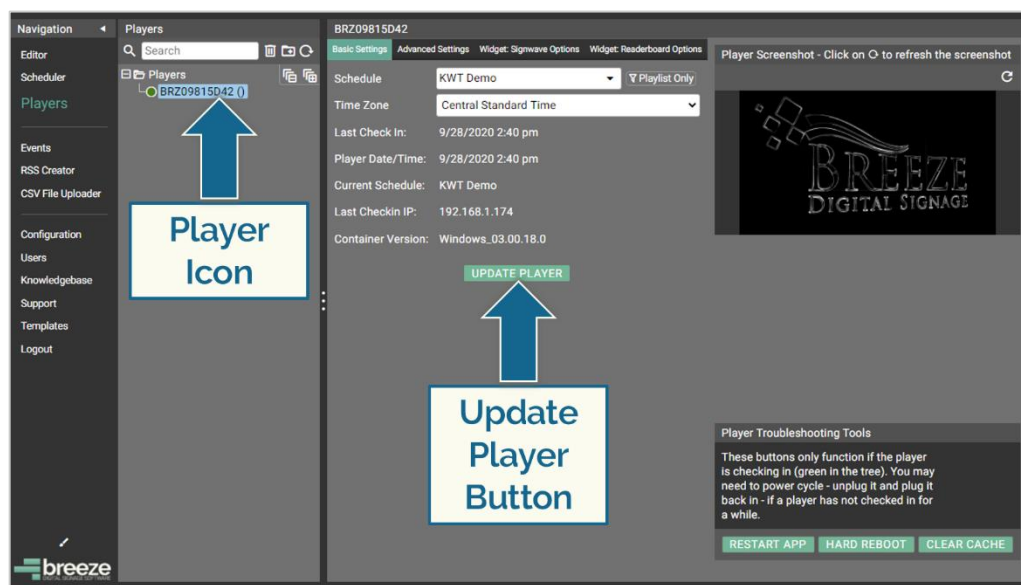
Players Tool

Playback of the demo schedule begins as soon as a player is provided with power and connected to a screen.



The **Players** tool is the interface between users and the **Breeze Players**, providing a central location to review and edit player information and operations. Each player registered to a **Breeze** server is represented by an icon in the **Players** tool.

Each player icon has a green or red indicator, signaling if the player is online with a glance. An update must be sent to the player via the **UPDATE PLAYER** button to load any changes to content, playlists, schedules, and player settings.



More information about the **Players** tool is provided in the [Breeze Quick Start Tutorial - Part II](#).

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Network Connections

Wireless Connection

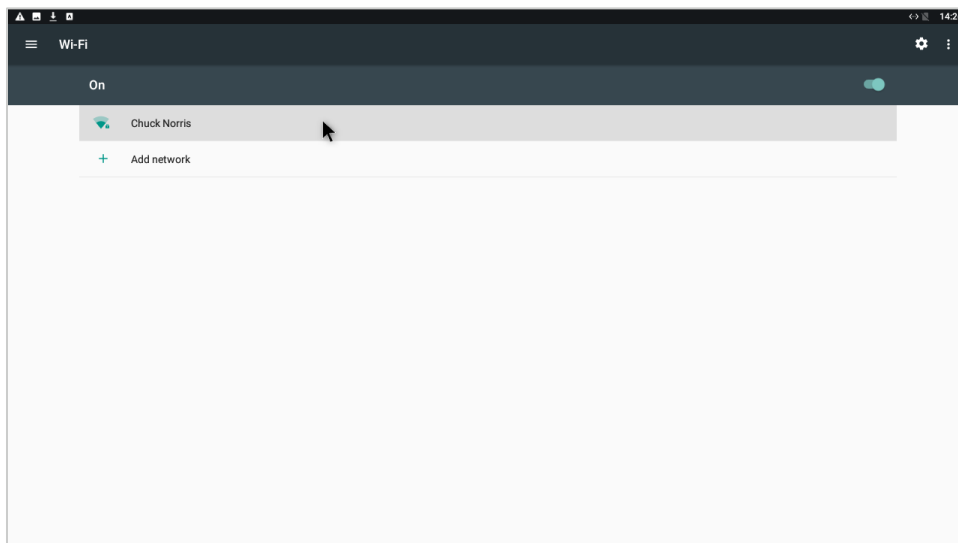
A wireless signal can be used to connect the **Breeze Player** to the Internet instead of an Ethernet cable.

Assign a Wireless Connection

1. Stop the **Breeze Player** and the **Android Launcher**.
2. Select **Wi-Fi** on the **Android Launcher** dashboard.



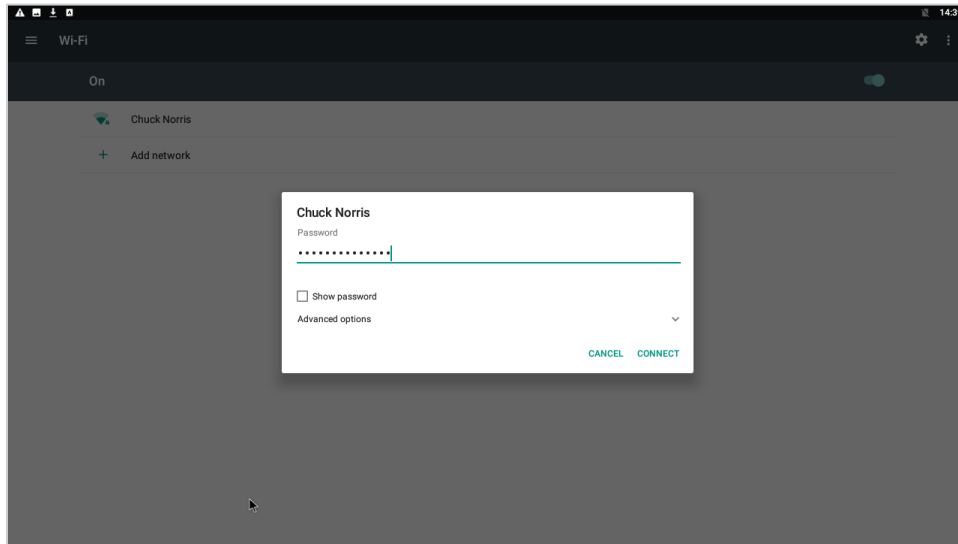
3. Available wireless networks are listed in **Wi-Fi** menu. If no wireless networks are shown, **Wi-Fi** may need enabled using the toggle switch at the right.



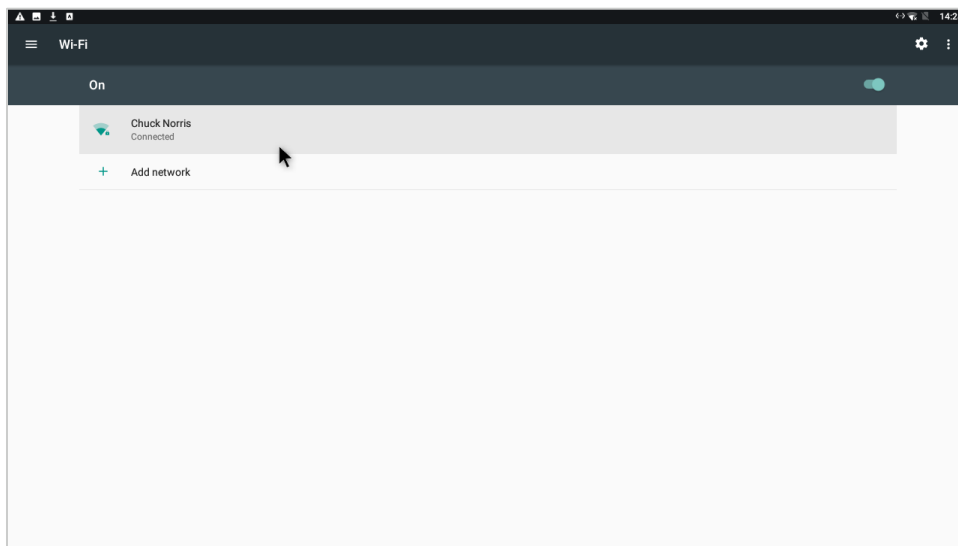
Network Connections

Assign a Wireless Connection

4. Select the wireless network to connect to by clicking on it. If the network is secured, a window opens to obtain the password.



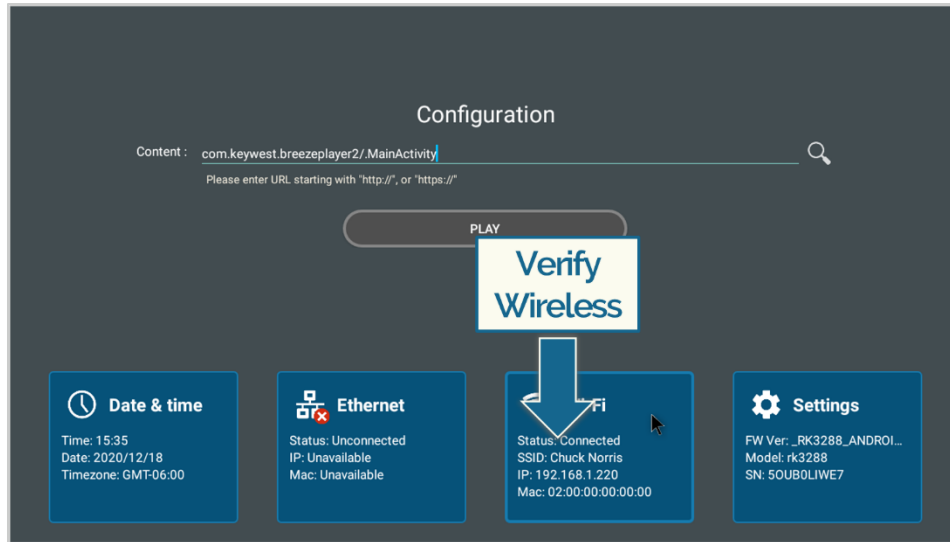
5. A label below the network name in **Wi-Fi** menu displays the connection status. The network status processes several stages during the first connection to a new network: **Authenticating...** **Obtaining IP address...** **Connected** and finally **Saved**.



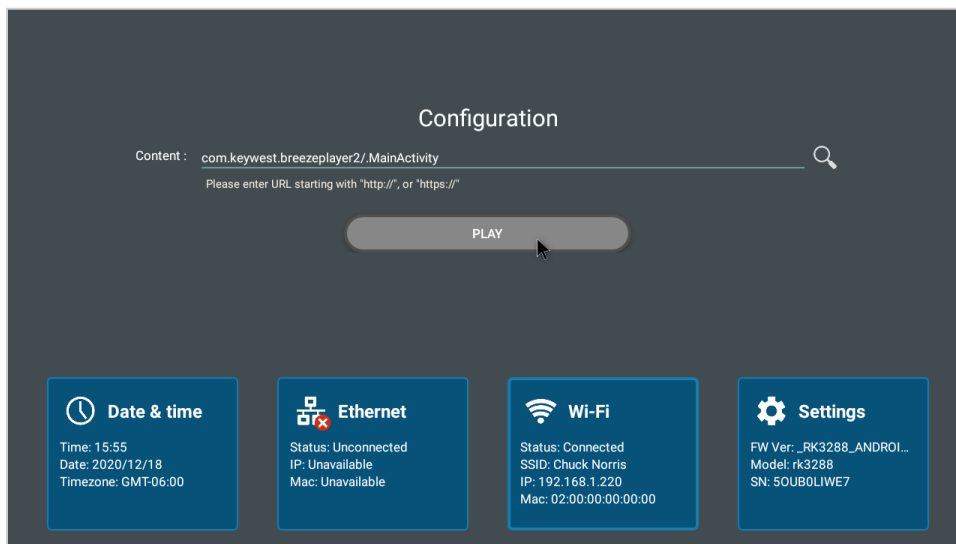
Network Connections

Assign a Wireless Connection

6. Select the **Back** button on the remote control or click **Escape** on the keyboard to exit **Settings**. The **Wireless** connection is verified in the **Wi-Fi** button on the **Android Launcher** dashboard.



7. Restart the **Breeze Player** by selecting the **PLAY** button or wait for the **AUTOPLAY** timer to expire and start the **Breeze Player** to automatically.



Network Connections

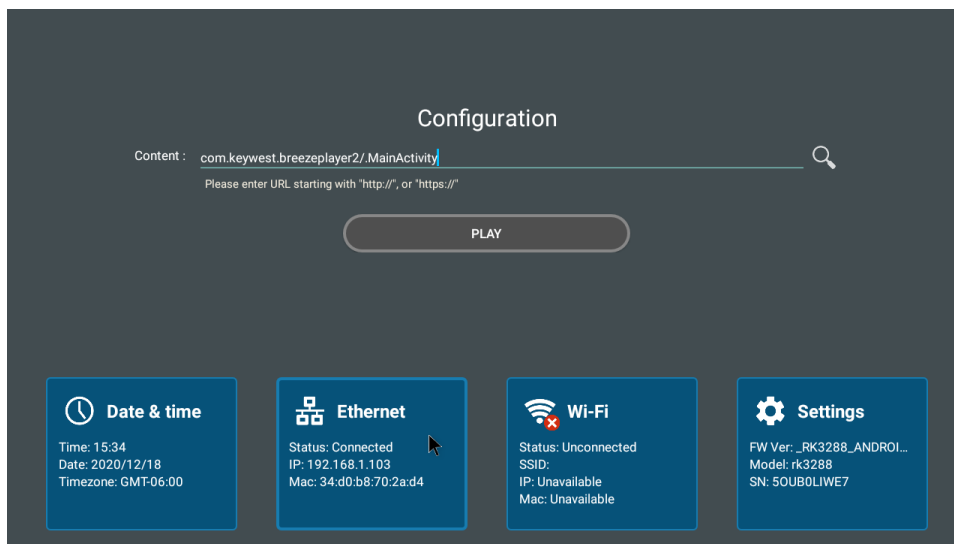
Out of the box, a **Breeze Player** device is configured to use DHCP. DHCP is a network protocol that automatically obtains an IP address for the player device after physical installation is complete. If the player device does not receive an IP address automatically, please contact your network administrator or IT technician.

Static IP Address

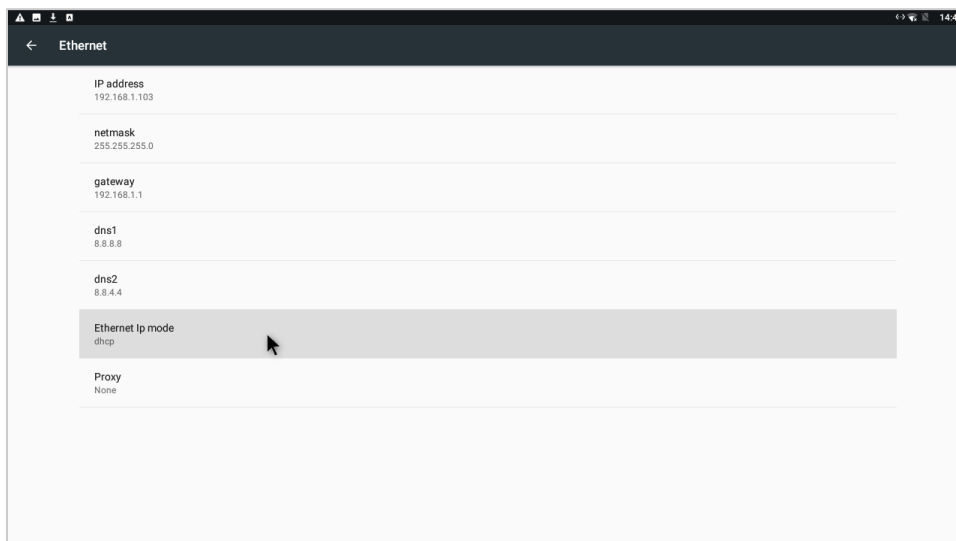
A static IP address can be configured for a wired or wireless connection. Please contact your network administrator to be assigned an open static IP address for each player.

Assign a Static IP Address

1. Stop the **Breeze Player** and the **Android Launcher**.
2. Select **Ethernet** on the **Android Launcher** dashboard.



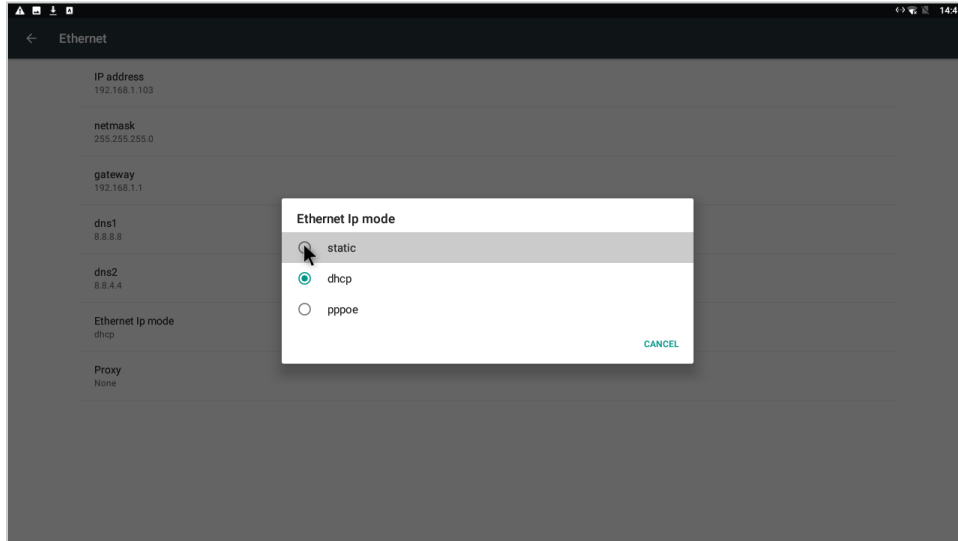
3. Select **Ethernet Ip mode** in **Ethernet** menu.



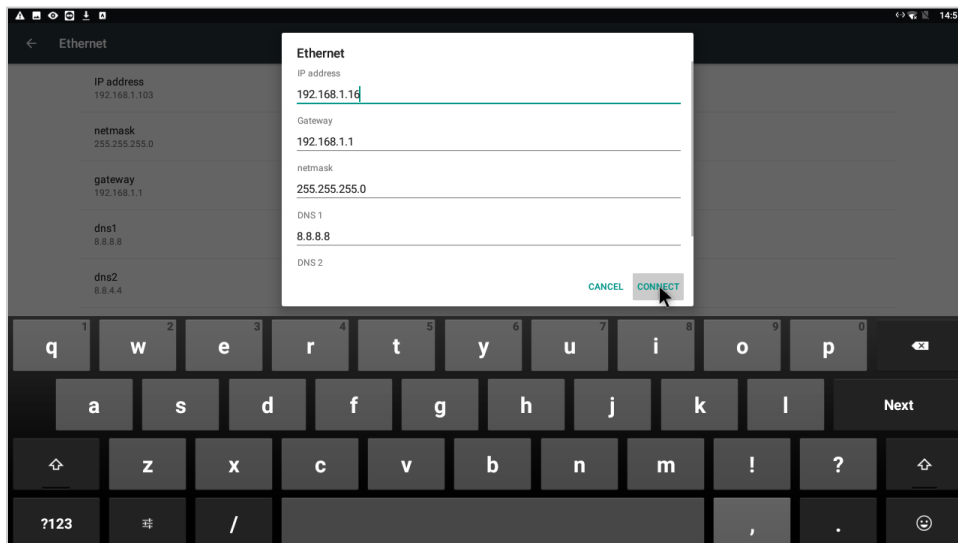
Network Connections

Assign a Static IP Address

4. In the **Ethernet Ip mode** window, **dhcp** is selected by default. Select the **static** radio button instead.



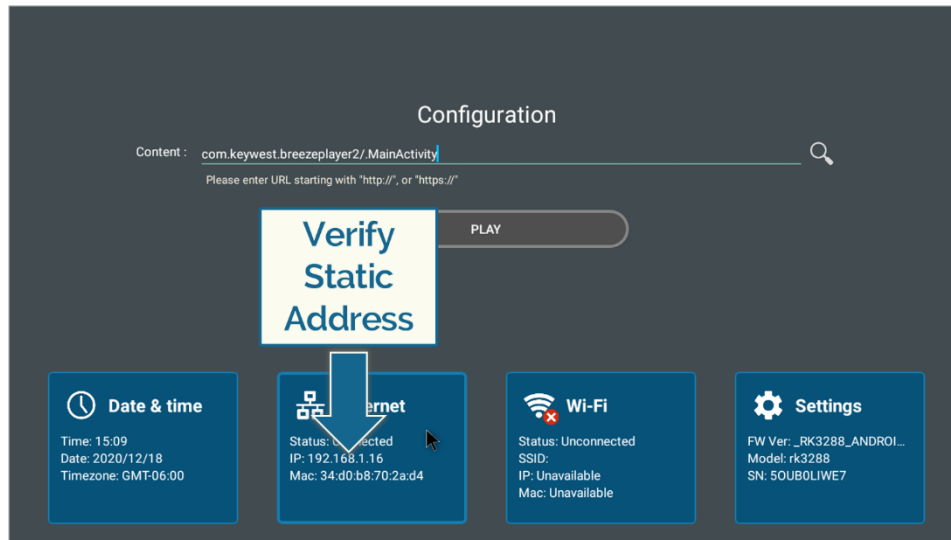
5. The **Ethernet** window appears after **static** is selected. Enter the appropriate network information in the fields. It is highly recommended to obtain a static IP and other network addresses from your network administrator.



Network Connections

Assign a Static IP Address

6. Select the **Back** button on the remote control or click **Escape** on the keyboard to exit **Settings**. The static ip address assigned to the connection can be verified in the **Ethernet** button on the **Android Launcher** dashboard.



7. Restart the **Breeze Player** by clicking on the **PLAY** button or wait for the **AUTOPLAY** timer to expire and the **Android Launcher** to start the **Breeze Player** program.

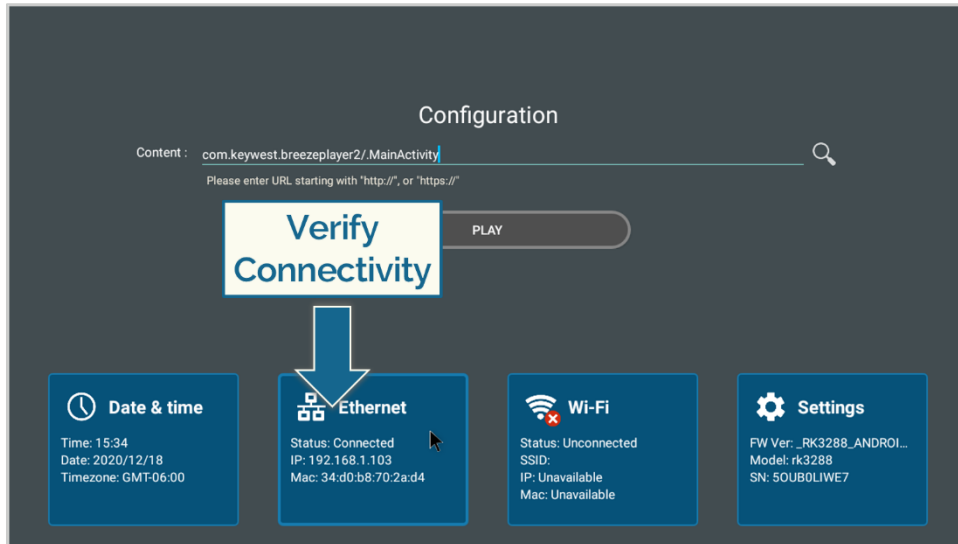
There are a myriad of IT methods that can be applied to truly complicate connections (such as virtual private networks, host files, and aliasing). It is best to work cooperatively with the IT department to ensure smooth operations.

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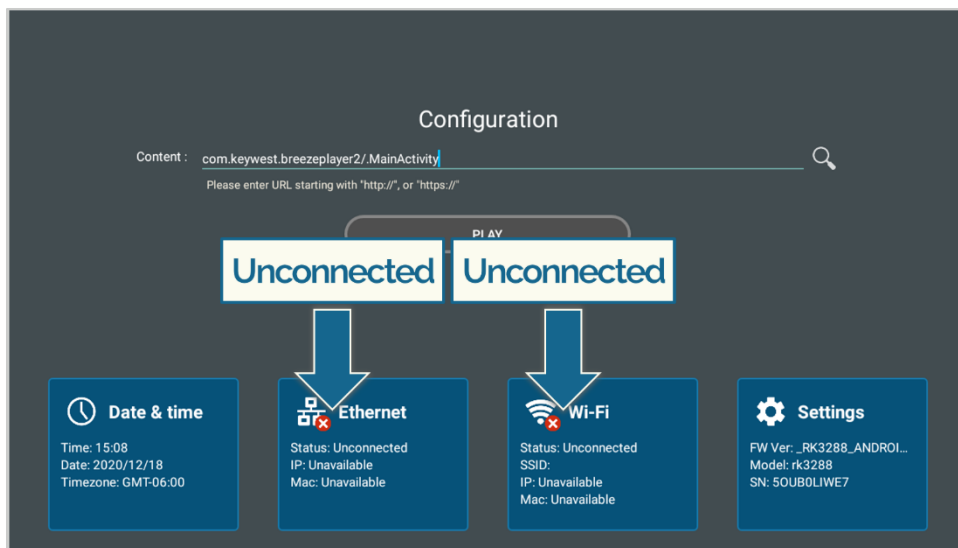
Network Connections

Confirm Connectivity

The **Breeze Player** must be connected to the Internet with either **Ethernet** or **Wi-Fi**. Connectivity is verified on the **Android Launcher** dashboard via the **Ethernet Status** or **Wi-Fi Status**.



When both the **Ethernet Status** and the **Wi-Fi Status** are “Unconnected,” the **Breeze Player** is offline and unable to receive updates from the server.



Updates from the server include changes in content, playlists, schedules, and more. Players can run offline with cached information for many days or sometimes even weeks before a lack of internet connection begins to affect playback.

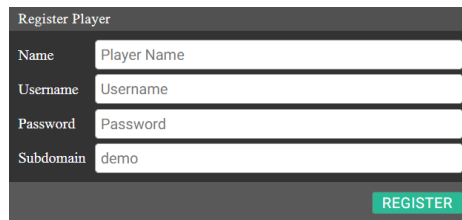
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Network Connections

Breeze Server Communication

A player’s registration is the method by which a **Breeze Player** connects to a **Breeze** server. A player must be connected to the Internet and registered to communicate with a server.

Players are pre-registered to the server in the **Keywest Technology Production** department before shipping. However, if a player is deleted in the **Players** tool, the player must be registered to the **Breeze** server again. While a player is unregistered, the **Register Player** window opens whenever the **Breeze Player** software is started.



The screenshot shows a 'Register Player' dialog box with the following fields:

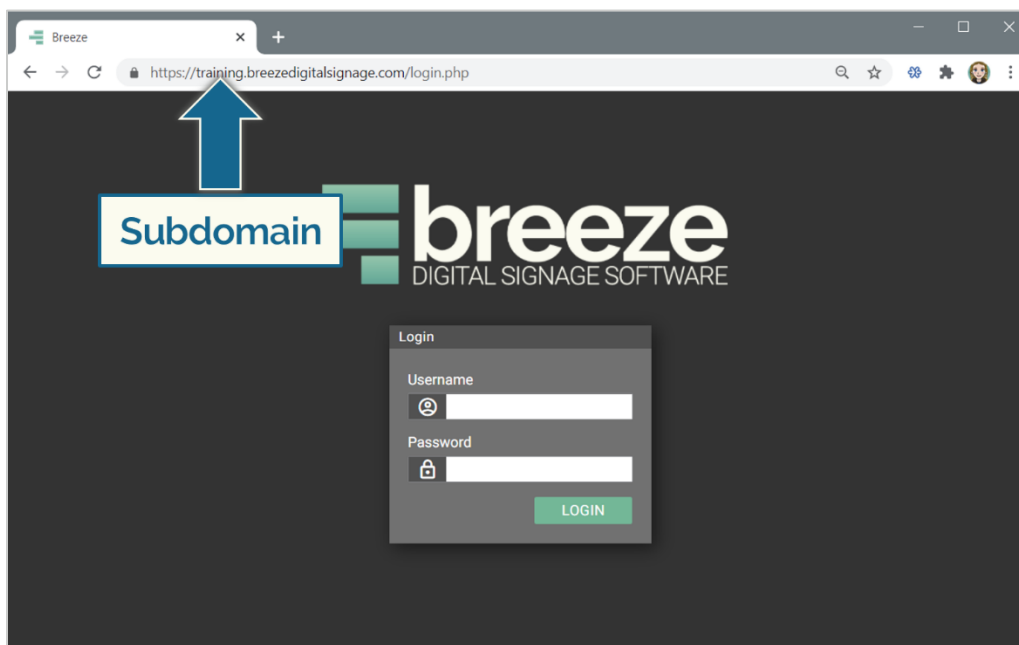
- Name: Player Name
- Username: Username
- Password: Password
- Subdomain: demo

A green 'REGISTER' button is located at the bottom right of the dialog.

Name is the label for the player icon in the **Players** tool. It is usually helpful to name a player according to location, especially when managing multiple players.

Username and **Password** correspond to a set of credentials used to login to the **Breeze** server.

The **Subdomain** field requires the subdomain of the **Breeze** server. A **Breeze** server with a web address of <https://training.breezedigitalsignage.com> has a subdomain of “training.” A user should type “training” in the **Subdomain** field of the **Register Player** window.

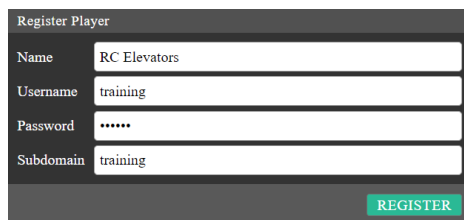


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Network Connections

Breeze Server Communication

Once a user has gathered the necessary information, registering a **Breeze Player** is simply a matter of entering the correct information in the fields while the player is connected to the Internet.



Register Player

Name: RC Elevators

Username: training

Password: *****

Subdomain: training

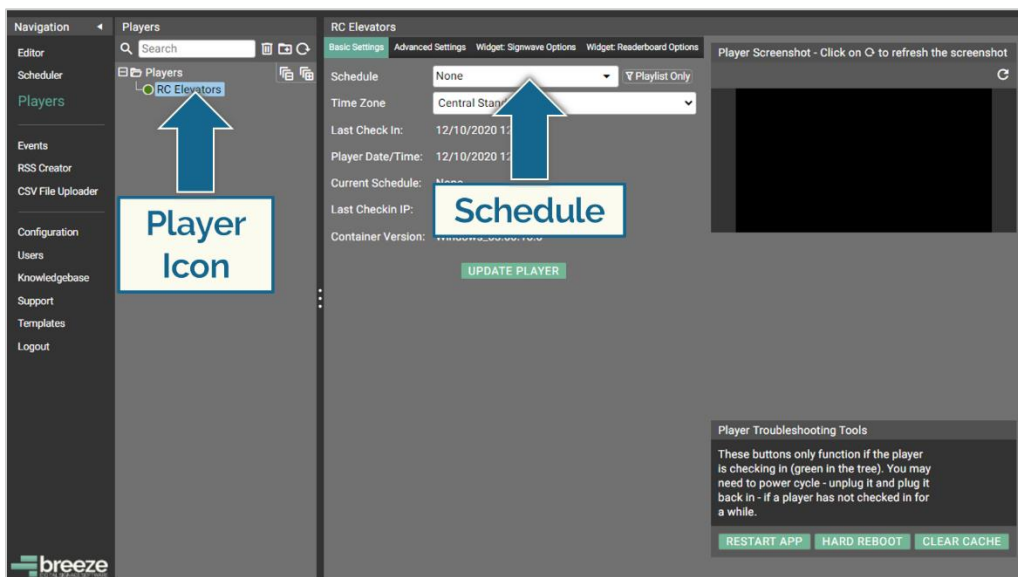
REGISTER

A newly registered player must be assigned content! The player will continue to display a black screen, or "None," until a user selects a schedule for the player.

Register a Breeze Player

1. Enter a label for the player in the **Name** field.
2. Enter credentials used to login to the **Breeze** server in the **Username** and **Password** fields.
3. **Subdomain** is the subdomain of the **Breeze** server, detailed on the previous page.
4. Select the **REGISTER** button.
5. Confirm an icon for the player is present in the **Players** tool of the **Breeze** server.

Select the player icon, choose a **Schedule** and click on the **UPDATE PLAYER** button to deliver content to the player!



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Resolution & Screen Settings

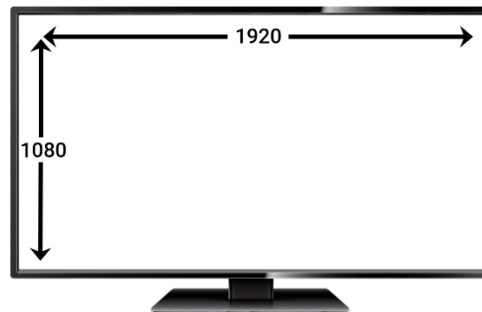
Resolution is the number of pixels a screen can display in each direction. The correct resolution is a critical factor in achieving great-looking digital signage!

The **HDMI** menu offers three settings that affect **Breeze Player** content: **HDMI Resolution**, **Screen Zoom** and **HDMI Rotation**.

Screen Resolution

Screens possess two sets of width and height measurements: physical and digital. While most people are familiar with physical screen sizes, like 60 inches, screens also possess a digital size measurement known as [display resolution](#).

The resolution of a screen is the number of pixels the screen can display in each direction. A pixel is the smallest unit of measure for digital graphics. Numerous pixels combine together to create the “picture” displayed on a screen.



New playlists should be created in dimensions matching the resolution of the screen connected to the player. The playlist resolution is entered in the **Screen Units** fields of the **New Playlist** window.

More information about the **New Playlist** window is provided in [Breeze Quick Start Tutorial - Part I](#).

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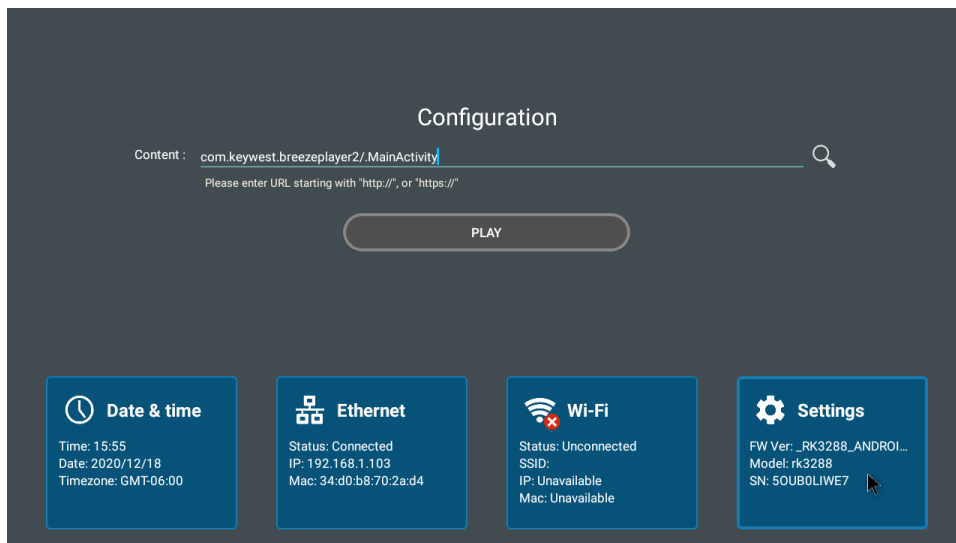
Resolution & Screen Settings

Screen Resolution

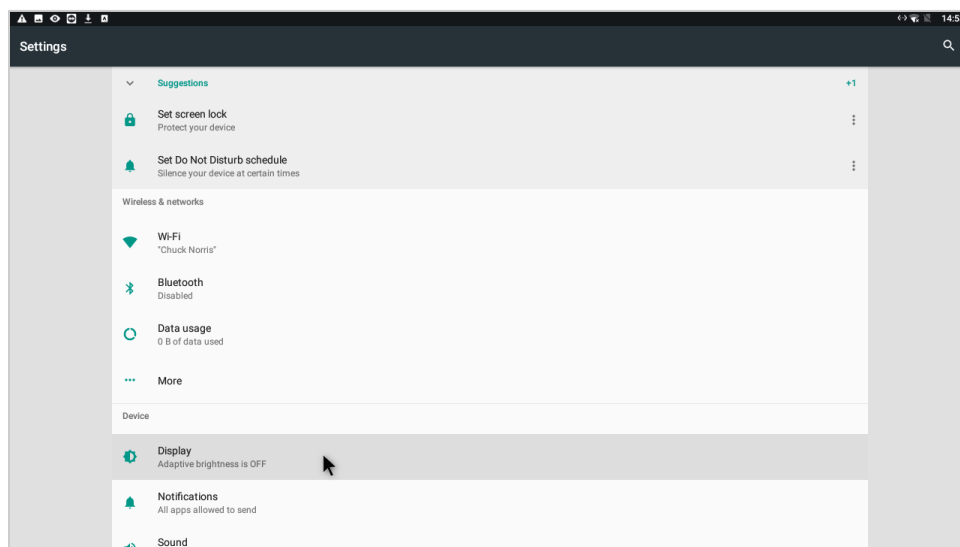
Supported screen resolutions are automatically detected by the **Android** operating system and can be found in the **HDMI** menu settings.

Locate Supported Screen Resolutions

1. Stop the **Breeze Player** and the **Android Launcher**.
2. Select **Settings** on the **Android Launcher** dashboard.



3. Select **Display** from the **Device** menu.

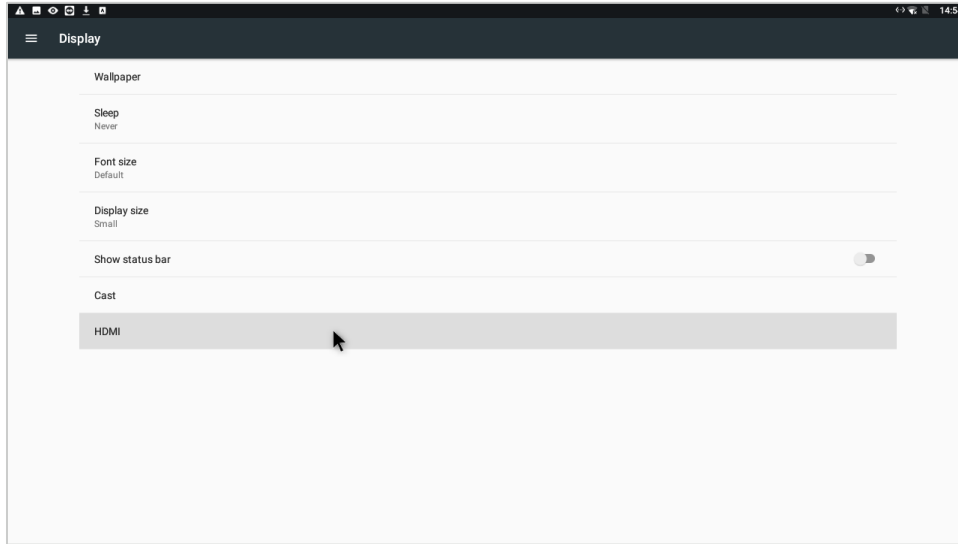


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Resolution & Screen Settings

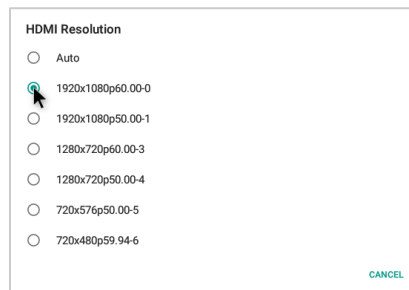
Locate Supported Screen Resolutions

4. Select **HDMI** in the **Display** menu.



5. Select **HDMI Resolution** from the **HDMI** menu.

The supported resolutions for the screen connected to the player are listed in **HDMI** window. The first two digits are the resolution (width x height) in pixels and the third digit represents frame rate.



Auto allows the player device to automatically select the native resolution of the attached screen. The native screen resolution is typically the highest resolution a screen can support.

6. Record the current resolution or select a new resolution.

The new resolution is applied to the screen immediately and must be saved to be retained. If the timer expires before OK is selected, the previous resolution is restored.



7. Select the **Back** button on the remote control or click **Escape** on the keyboard to exit **Settings**. Restart the **Breeze Player** by clicking on the **PLAY** button or wait for the **AUTOPLAY** timer to expire and the **Breeze Player** to start automatically.

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Resolution & Screen Settings

Screen Zoom

Another helpful setting in the **HDMI** menu is the **Screen Zoom**. This tool corrects overscanning or underscanning produced between the player and the screen. Underscan occurs when the video signal does not fill the screen.



Underscanning can be corrected in the **Screen Zoom** control, by clicking on the arrow buttons to increase the width and height of the video signal.



The **Screen Zoom** control is located in the **HDMI** menu. Steps 1-4 in the **Screen Resolution** section on page 21 provide access the **HDMI** menu.

Overscan is the opposite effect, with a video signal that overfills the screen and is cut off at the edges. A similar process is used to correct overscan by clicking on the arrow buttons to decrease the width and height of the video signal.

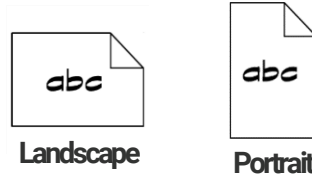


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Resolution & Screen Settings

Screen Orientation

Screen Orientation typically refers to two possible layouts: **Landscape** or **Portrait**.



While less common than **Landscape** mode, **Portrait** mode is highly desirable for certain signs, such as large interactive kiosks.



Screen Orientation is altered in the **HDMI Rotation** menu, rotating the screen in 90 degree intervals.

Configure Portrait Mode

1. Stop the **Breeze Player** and the **Android Launcher**.
2. Select **Settings** on the **Android Launcher** dashboard.
3. Select **Display** in the **Device** menu. Select **HDMI** in the **Display** menu and **HDMI Rotation** in the **HDMI** menu.
4. Select the **90** radio button. If the screen is upside down, select **270** instead.



5. Select the **Back** button on the remote control or click **Escape** on the keyboard to exit **Settings**. Restart the **Breeze Player** by clicking on the **PLAY** button or wait for the **AUTOPLAY** timer expire and the **Breeze Player** to start automatically.