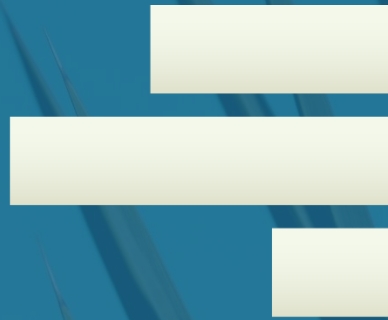


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# breeze

DIGITAL SIGNAGE SOFTWARE



Android Media Player with HDMI Input  
Installation Guide

BRZ-321 | Version 3.1

# BRZ 321 Installation Guide

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# BRZ 321 Installation Guide

## 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](mailto:tech@keywesttechnology.com)
- Helpdesk: [helpdesk.keywesttechnology.com](http://helpdesk.keywesttechnology.com)

### Breeze Software Documentation

#### Quick Start Tutorials:

[helpdesk.keywesttechnology.com/portal/en/kb/articles/breeze-tutorials](http://helpdesk.keywesttechnology.com/portal/en/kb/articles/breeze-tutorials)

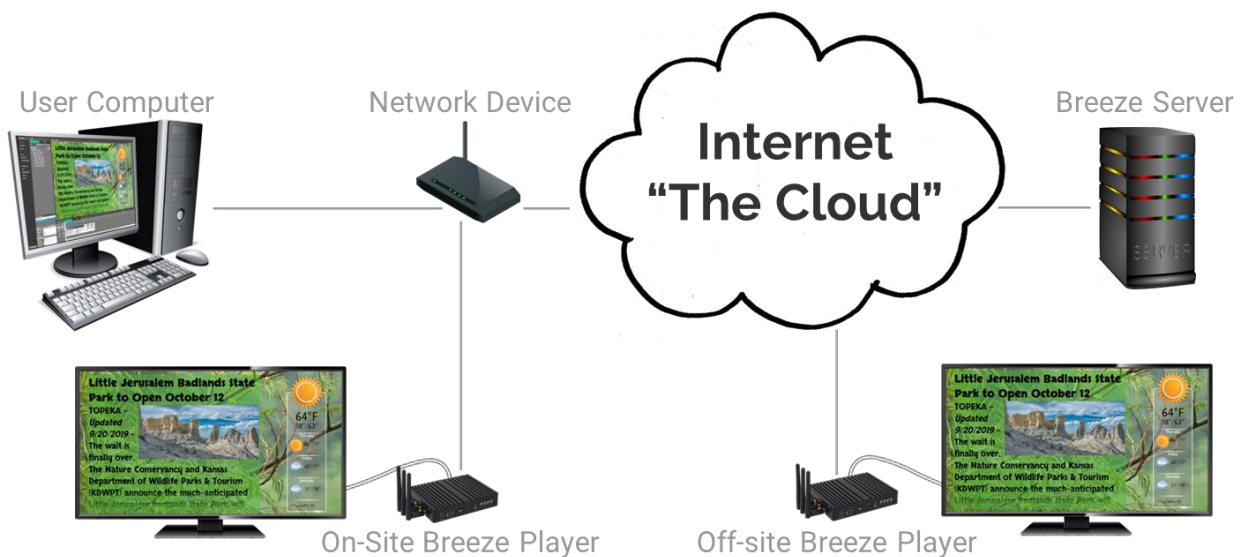
#### Knowledgebase:

[helpdesk.keywesttechnology.com/portal/en/kb/keywest-technology-inc/breeze](http://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.



# BRZ 321 Installation Guide

## Breeze Player Hardware

### Player Accessories

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

- 12V power supply
- Wireless antenna
- HDMI® cable
- Mounting kit

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

- Ethernet:**
  - Connect an Ethernet cable to the port marked **LAN** (#3) on the **Breeze Player**.
- Video Output:**
  - Connect the HDMI cable to the port marked **HDMI OUT** (#2) on the **Breeze Player**.
  - Connect the other end of the HDMI cable to the monitor, television screen, or video distribution system.
- Power:**
  - Plug the power supply into the port marked **DC 12V** on the **Breeze Player** (#1).
  - Plug the other end of the power supply into an electrical outlet.



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

# BRZ 321 Installation Guide

## 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 turning down the volume on the connected screen to muting a specific media item in a zone.

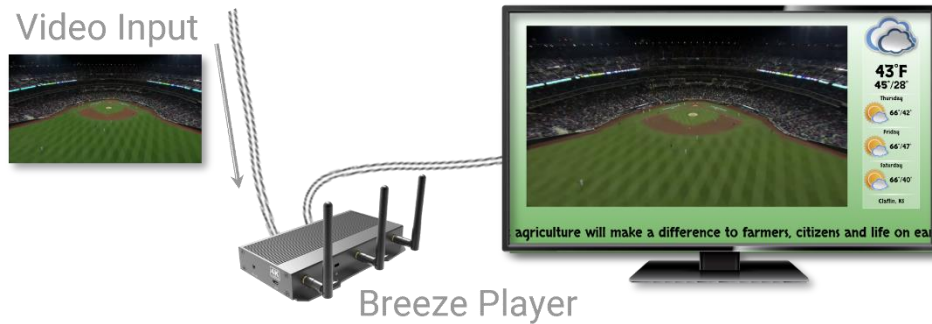
- Volume control for individual media items within a playlist is located in the **Breeze Editor Media Properties**
- Volume control for each zone, and all media in the zone, is located in the **Breeze Editor Zone Properties**
- Audio output volume control for the **Breeze Player** in the hardware device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

# BRZ 321 Installation Guide

## Breeze Player Hardware

### HDMI Input

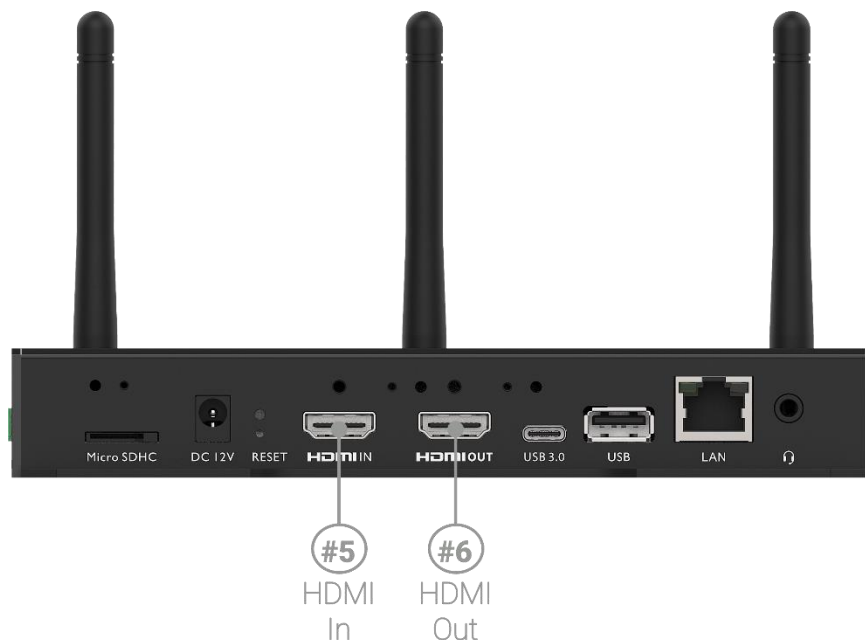
The **BRZ-321** player model allows video input from an external source to be included as part of the content on the digital sign.



### Video Input Connections

#### 5. External Video Input:

- Connect the HDMI cable from the external video source to the port marker **HDMI IN (#5)** on the **Breeze Player**.
- Connect another HDMI cable to the port marked **HDMI OUT (#6)** on the **Breeze player**.
- Connect the other end of the 2nd HDMI cable to the screen.

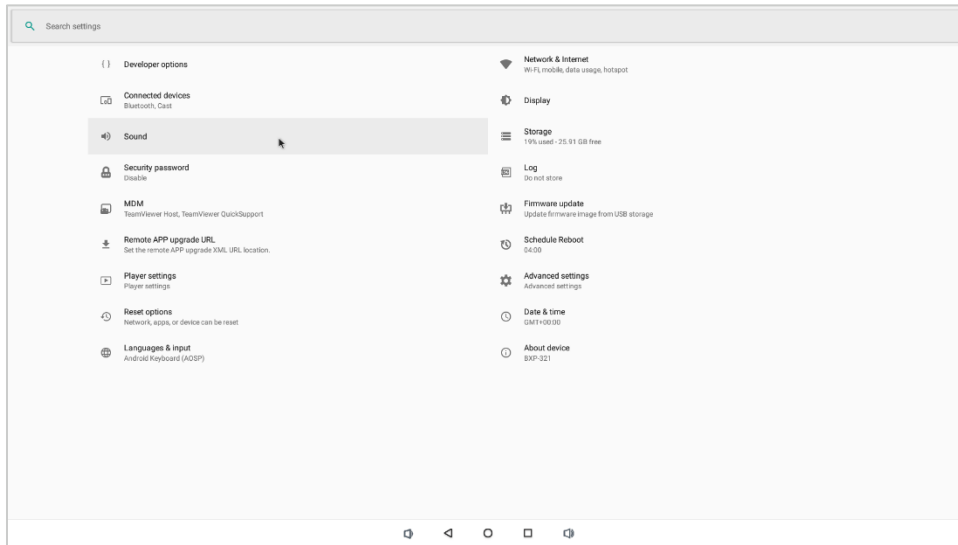


# BRZ 321 Installation Guide

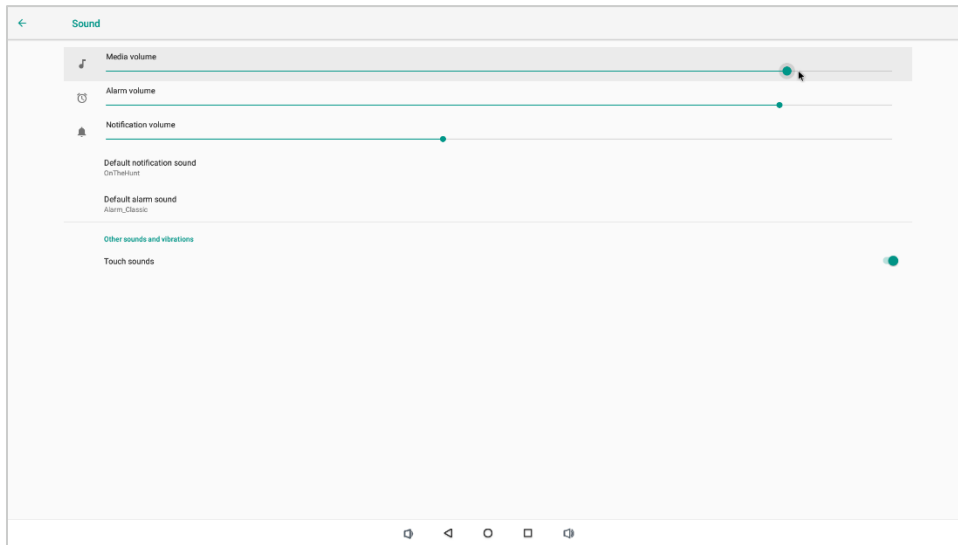
## Breeze Player Hardware

### 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.





# BRZ 321 Installation Guide

## Breeze Player Software

### Breeze Player Program

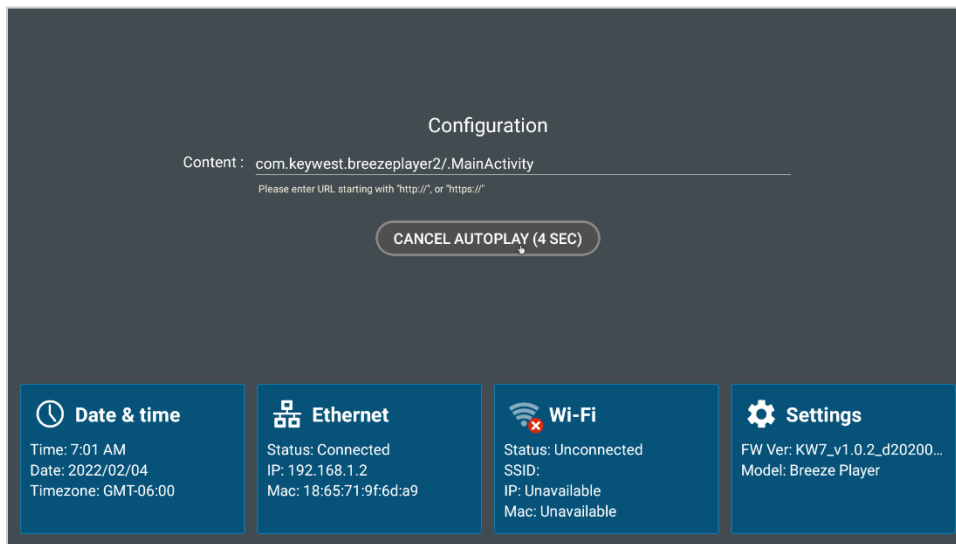
The **Breeze Player** software is the program responsible for running the digital sign. The **Breeze Player** program and the **Android Launcher** program must both be stopped in order to accomplish tasks such as altering device settings and verifying network connectivity.

To stop the **Breeze Player** program, you will need to physically connect a mouse and keyboard to the player device.



### Stop and Start the Breeze Player

1. Click the right mouse button to exit the **Breeze Player** program. The **Android Launcher** dashboard is visible when the **Breeze Player** is stopped.



2. Select **CANCEL AUTOPLAY** within 5 seconds or the **Android Launcher** automatically starts the **Breeze Player** again.

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



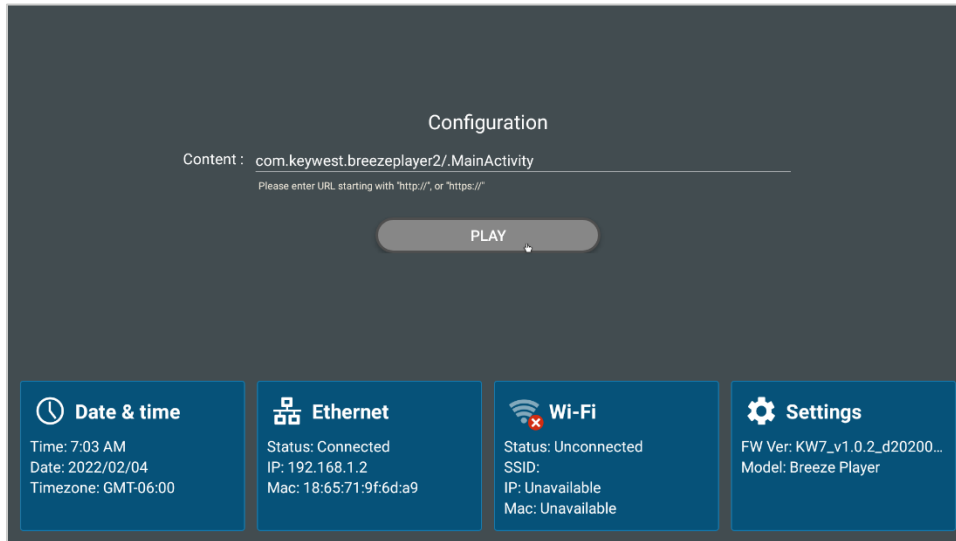
# BRZ 321 Installation Guide

## Breeze Player Software

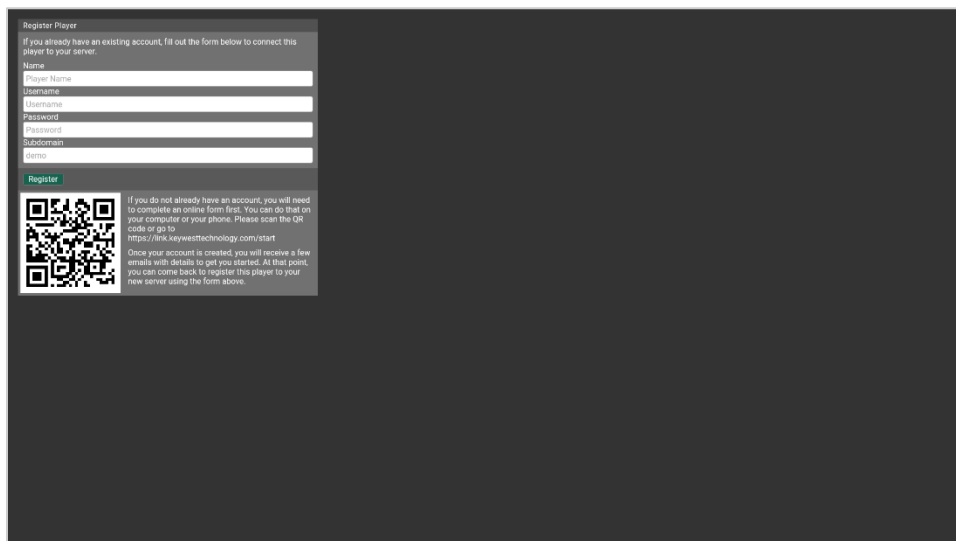
### Stop and Start the Breeze Player

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

To restart the **Breeze Player** after selecting **CANCEL AUTOPLAY**, select the **PLAY** button.



**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.



# BRZ 321 Installation Guide

## Breeze Player Software

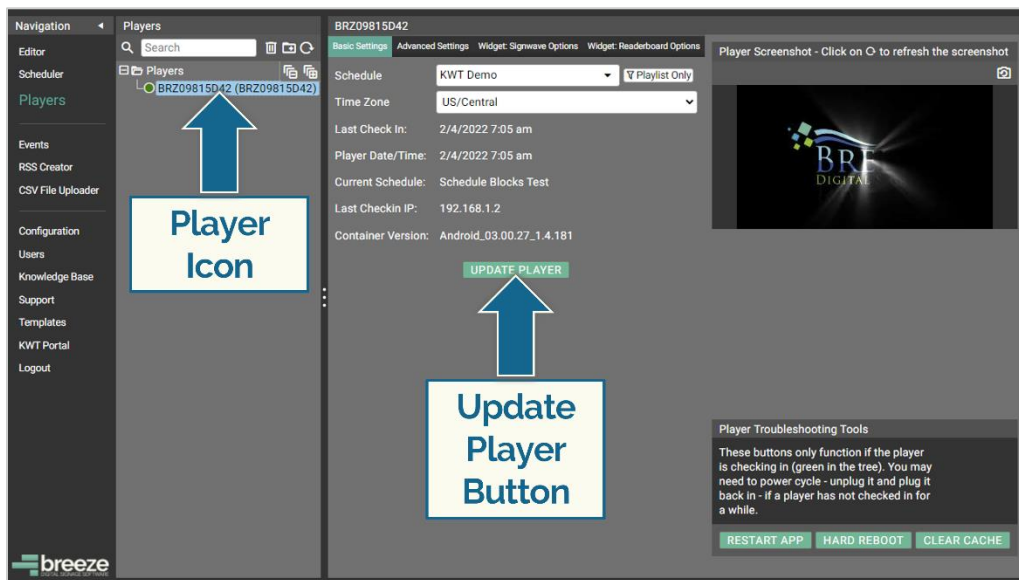
### Players Tool

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](#).

# BRZ 321 Installation Guide

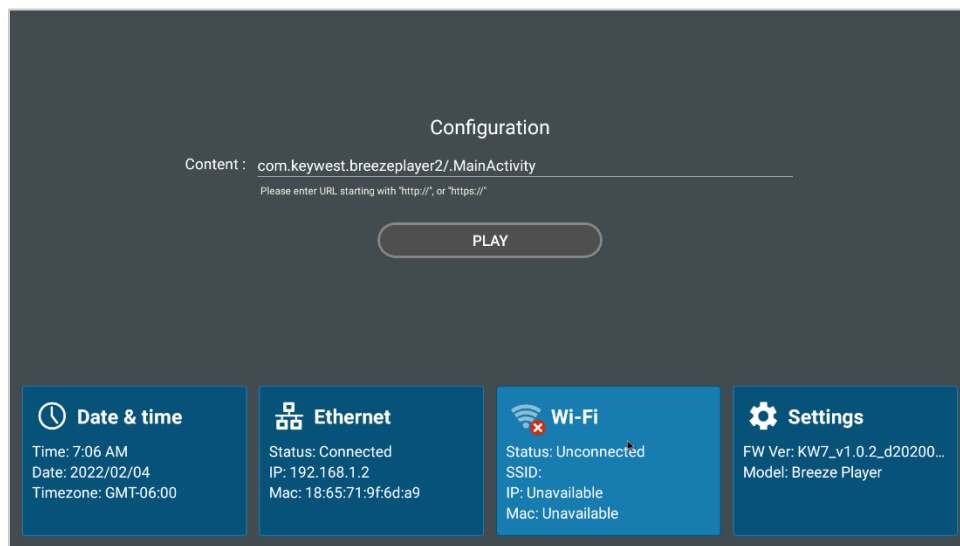
## Network Connections

### 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.



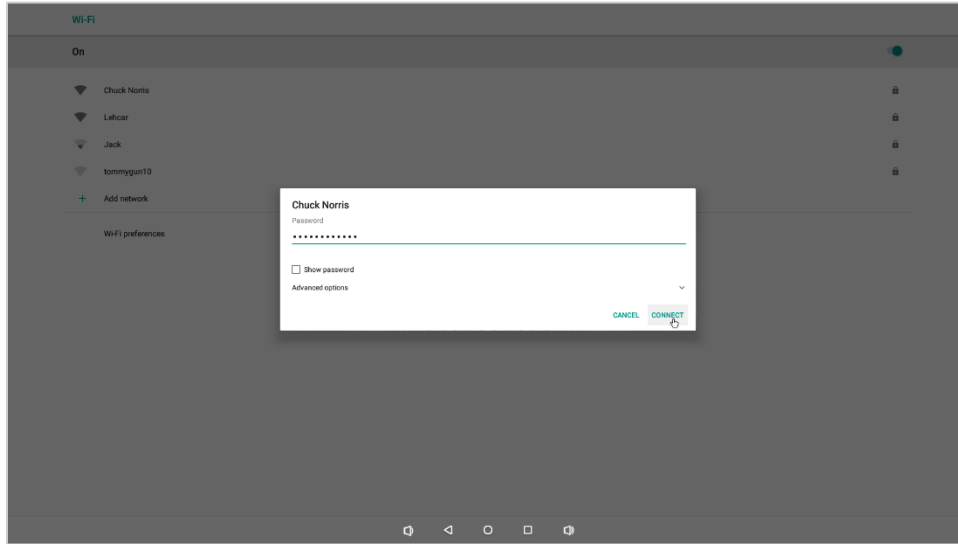
3. Available wireless networks are listed in **Wi-Fi** menu. If no wireless networks are shown, **Wi-Fi** may need enabled using the toggle switch at the right.



## Network Connections

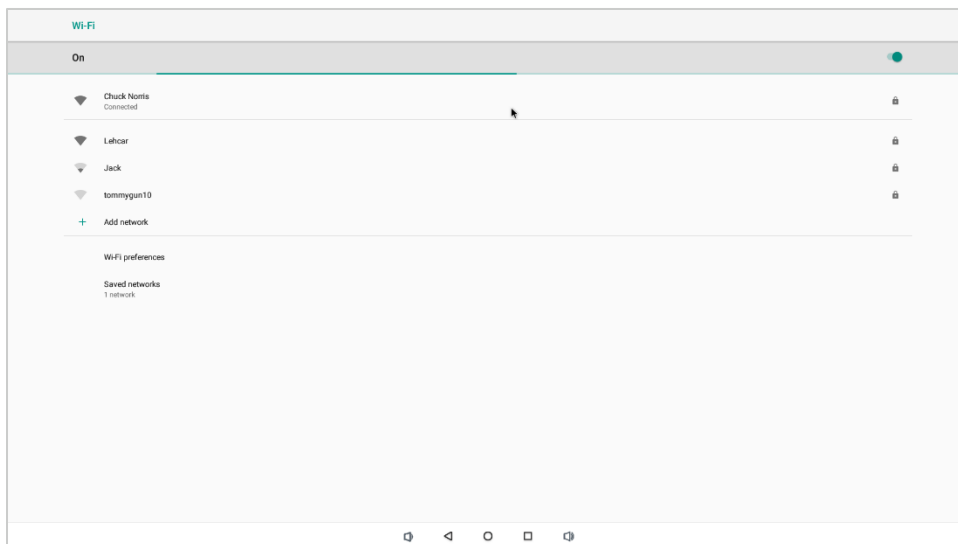
### Assign a Wireless Connection

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...** and finally **Connected**.

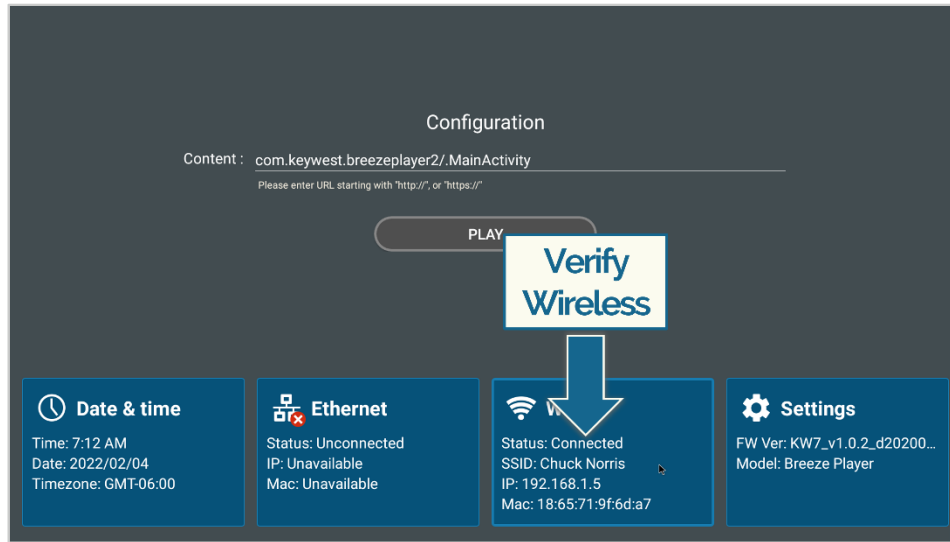
If an **Ethernet** connection is active, the network label is **Saved**. The **Wi-Fi** connection must be active to see the connection status.



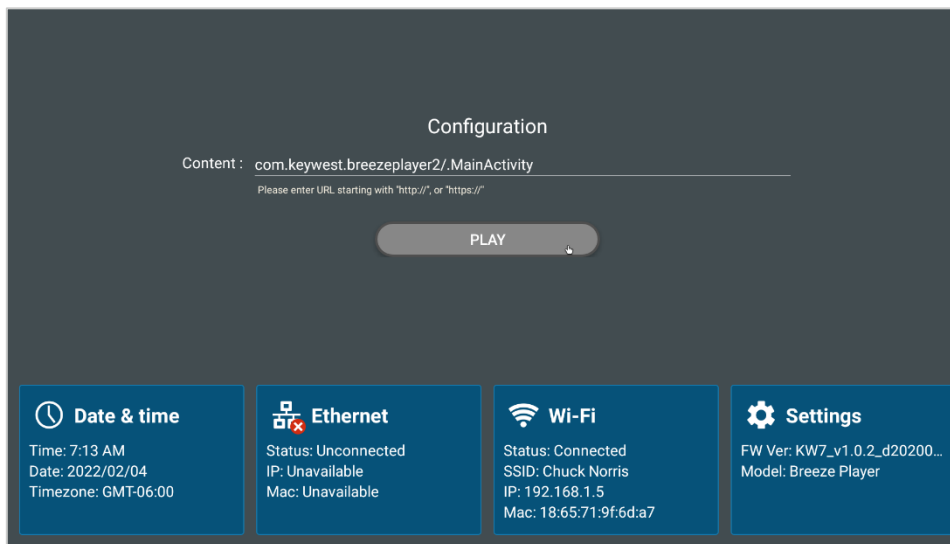
## Network Connections

### Assign a Wireless Connection

6. Click **Escape** on the keyboard to exit **Settings**. The **Wireless** connection can be verified via the **Wi-Fi** 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.



## Network Connections

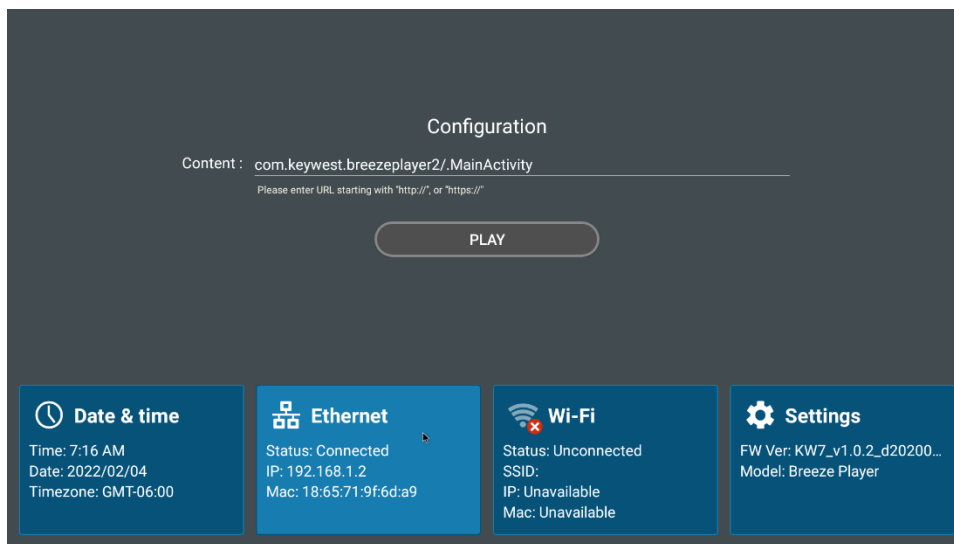
Out of the box, a **Breeze Player** device is configured to use DHCP. DHCP is a network protocol that automatically obtains an IP address for the player device after physical installation is complete. If the player device does not receive an IP address automatically, please contact your network administrator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

### Static IP Address

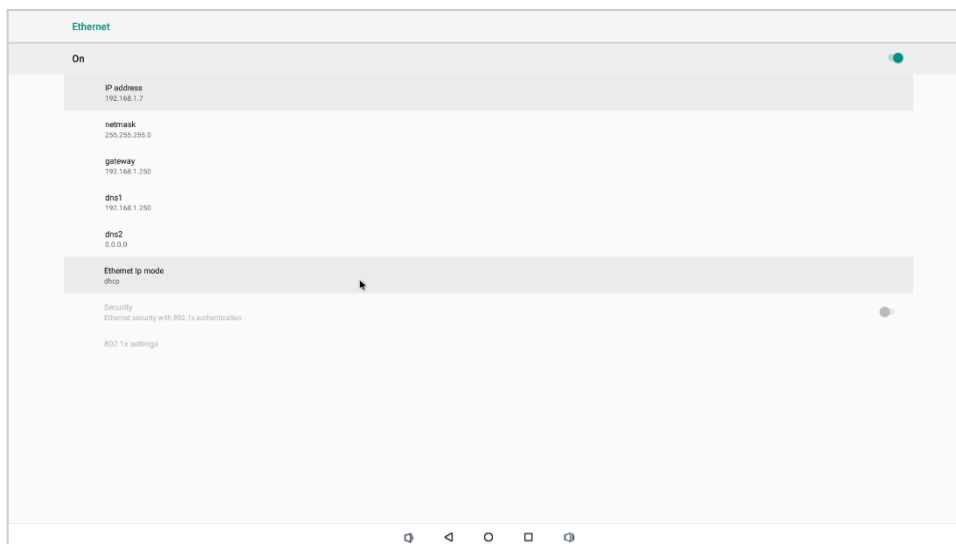
A static IP address can be configured for a wired or wireless connection. Please contact your network administrator to be assigned an open static IP address for each player.

#### Assign a Static IP Address

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



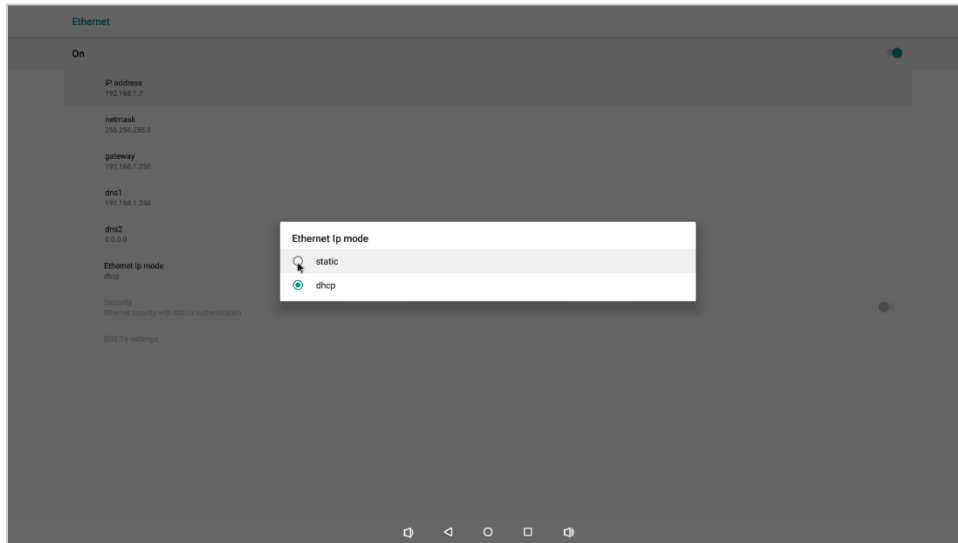
3. Select **Ethernet Ip mode** in **Ethernet** menu.



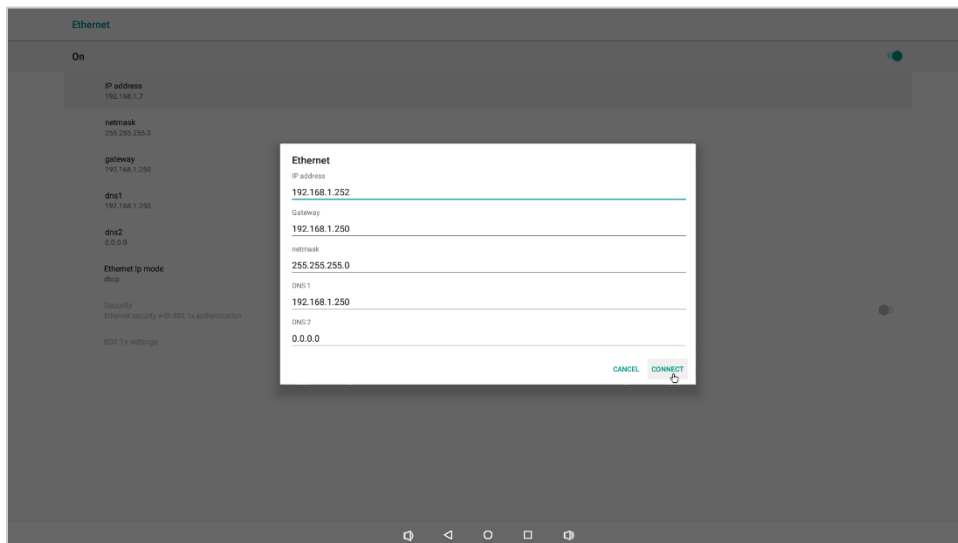
## Network Connections

### 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.

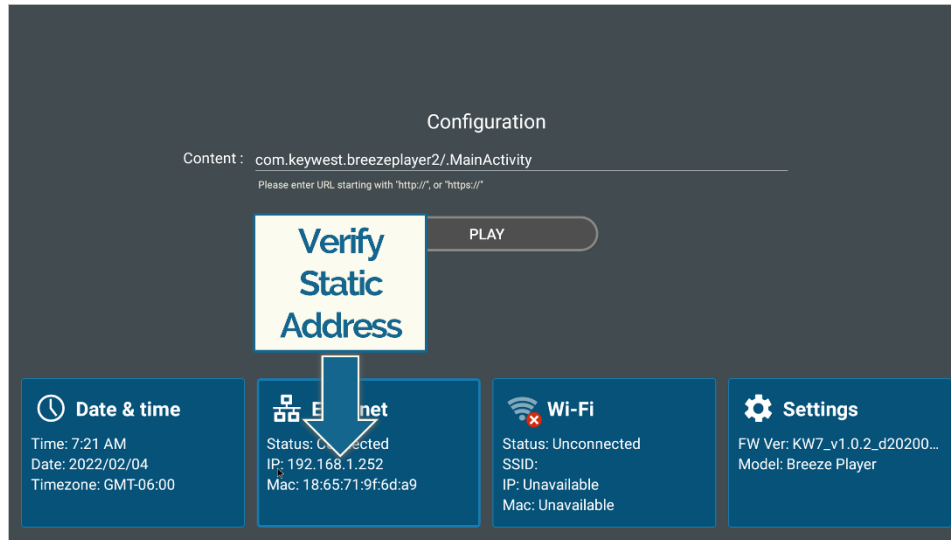




## Network Connections

### Assign a Static IP Address

6. 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.



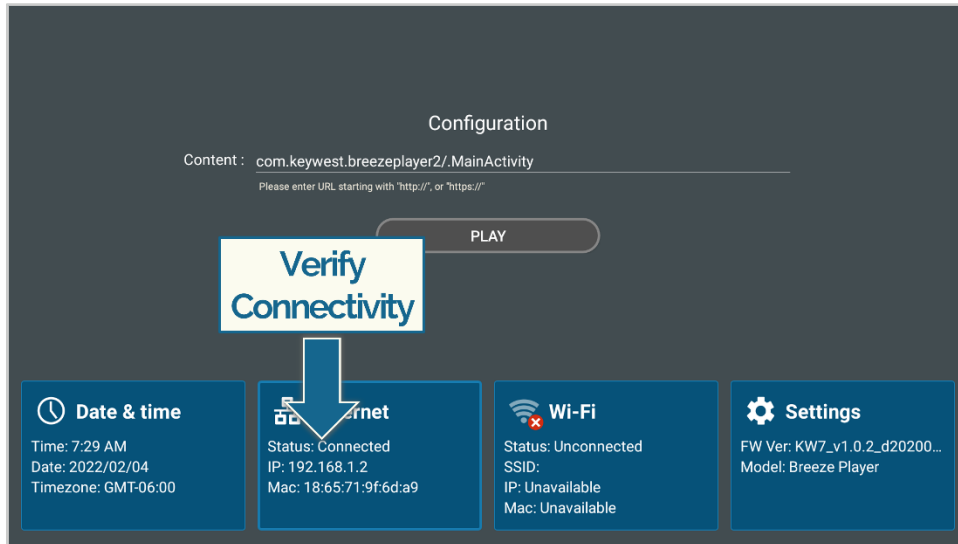
7. Restart the **Breeze Player** by clicking on the **PLAY** button or wait for the **AUTOPLAY** timer to expire and the **Android Launcher** to start the **Breeze Player** program.

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.

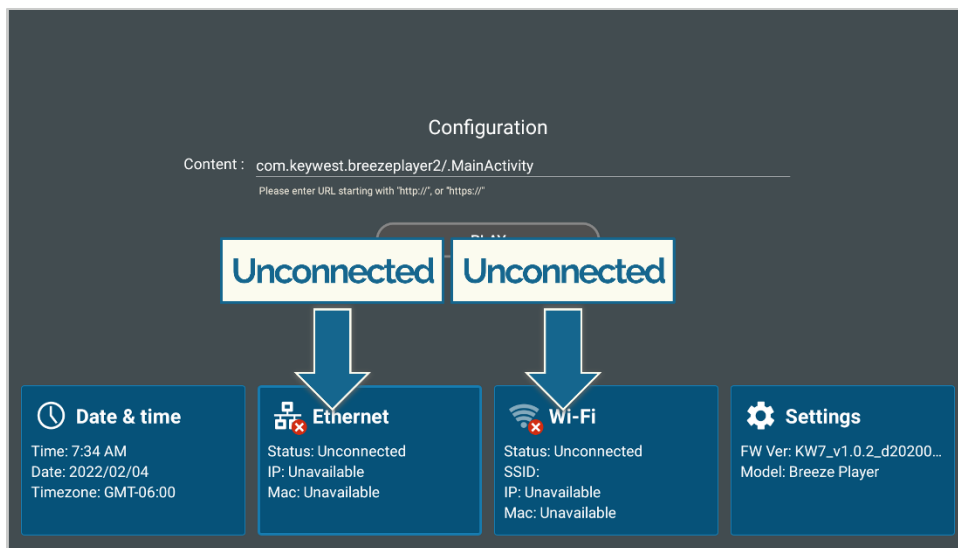
## Network Connections

### 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.

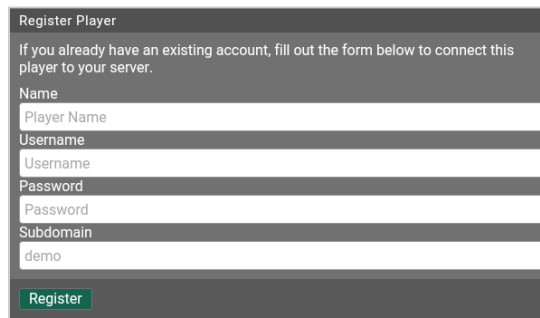
# BRZ 321 Installation Guide

## Network Connections

### Breeze Server Communication

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

Players are pre-registered to a 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 any time the **Breeze Player** software is started.



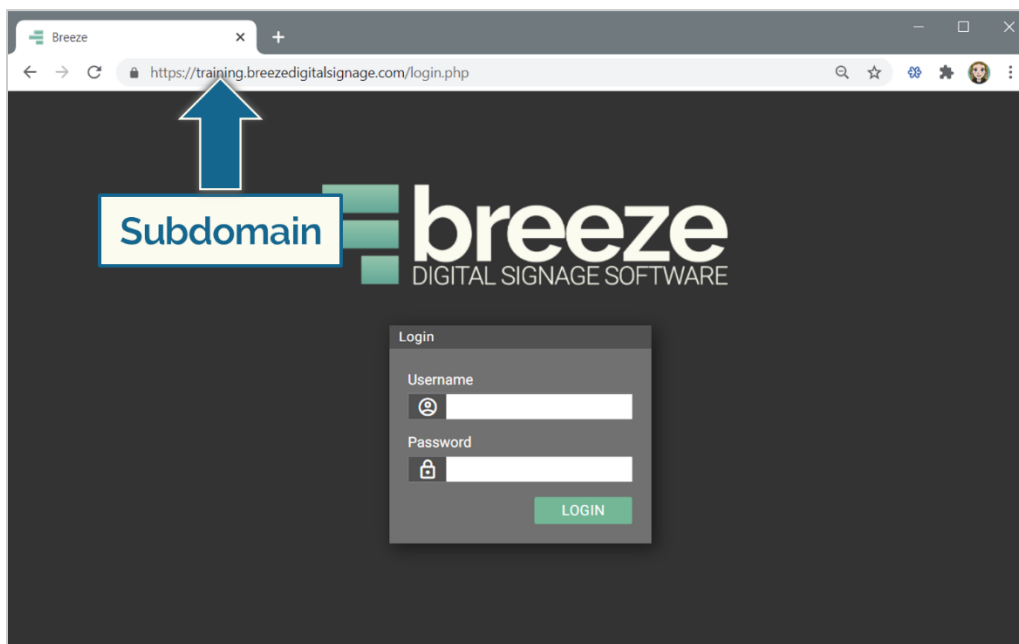
The 'Register Player' window is a dark-themed dialog box. It contains the following fields and text:

- Title: Register Player
- Text: If you already have an existing account, fill out the form below to connect this player to your server.
- Section: Name
- Field: Player Name
- Section: Username
- Field: Username
- Section: Password
- Field: Password
- Section: Subdomain
- Field: demo
- Button: Register

**Name** is the label for the player icon in the **Players** tool. It is usually helpful to name a player according to its 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.



## 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.

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.

The 'Register Player' form contains the following fields and values:

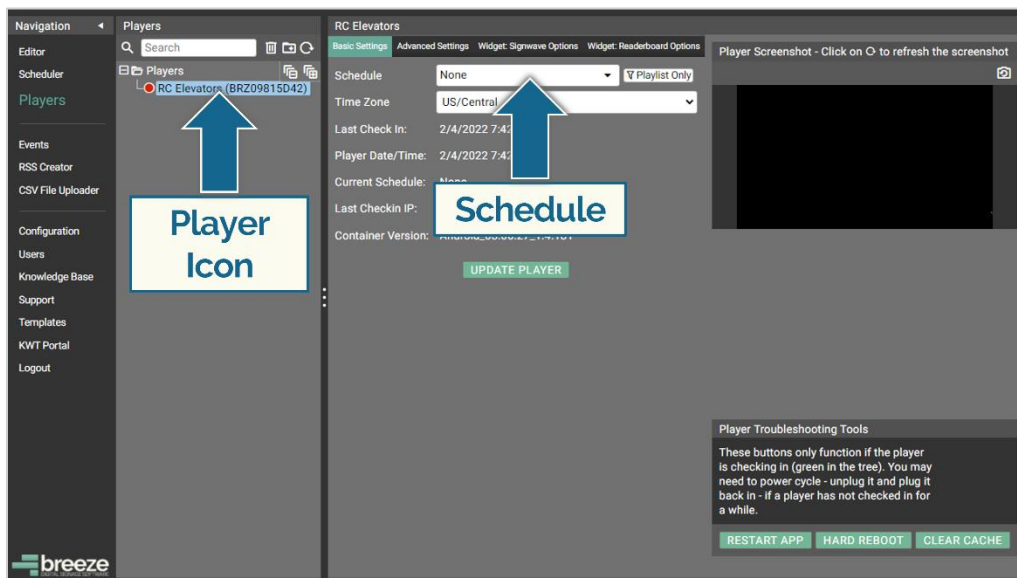
- Name: RC Elevators
- Username: keywest
- Password: .....
- Subdomain: training

A green 'Register' button is located at the bottom of the form.

### 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!



# BRZ 321 Installation Guide

## Resolution & Screen Settings

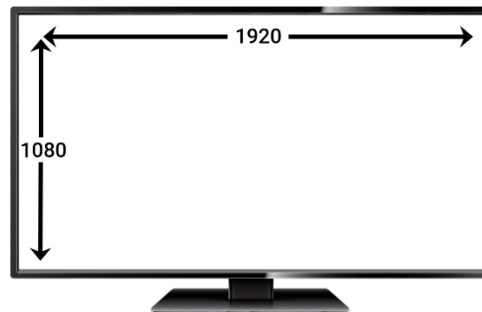
Resolution is the number of pixels a screen can display in each direction. The correct resolution is a critical factor in achieving great-looking digital signage!

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](#).

# BRZ 321 Installation Guide

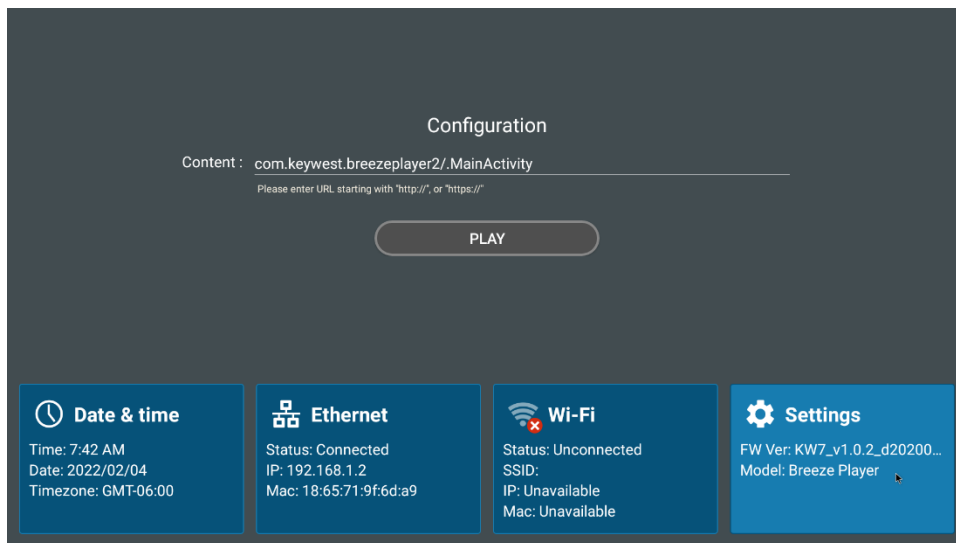
## Resolution & Screen Settings

### Screen Resolution

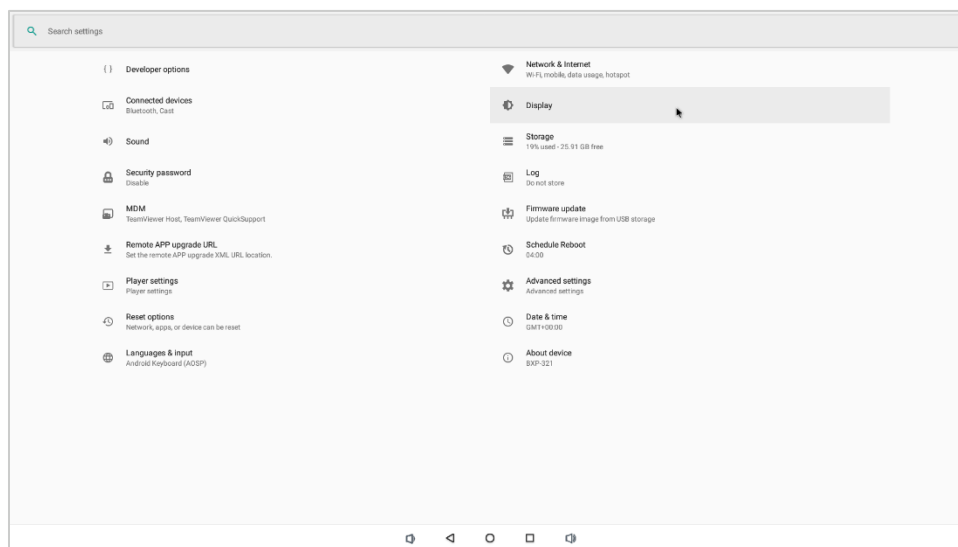
Supported screen resolutions are automatically detected by the **Android** operating system and can be found in the **HDMI** menu settings.

### Locate Supported Screen Resolutions

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



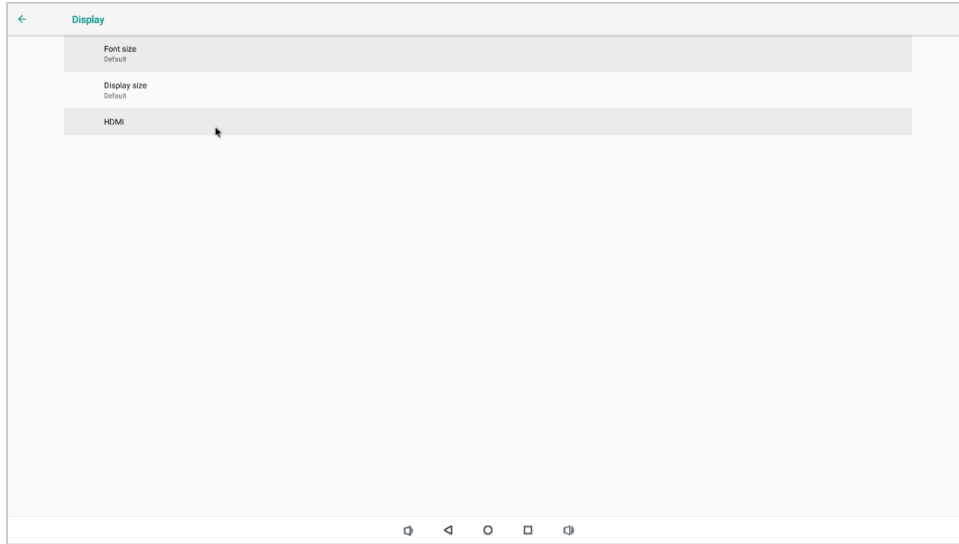
3. Select **Display** from the **Settings** menu.



## Resolution & Screen Settings

Locate Supported Screen Resolutions

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



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

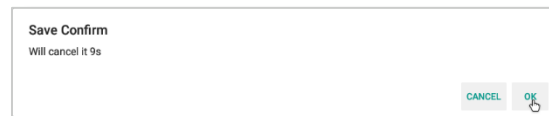
The supported resolutions for the screen connected to the player are listed in **HDMI** window. The first two digits are the resolution (width x height) in pixels and the third digit represents frame rate.



**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. 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 **Android Launcher** to start the **Breeze Player** program.



# BRZ 321 Installation Guide

## 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 to 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.

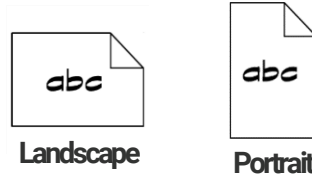


# BRZ 321 Installation Guide

## 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 scenarios, 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 **Screen Orientation** in the **HDMI** menu.
4. Select the **90** radio button. If the screen is upside down, select **270** instead.



5. 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 **Android Launcher** to start the **Breeze Player** program.