

breeze

DIGITAL SIGNAGE SOFTWARE



Hand Sanitizer Kiosk
Installation Guide
BRZ-22HS | Version 3.4

BRZ 22HS 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

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Kiosk Hardware

Wall Mounting Kiosk

The following accessories are included:

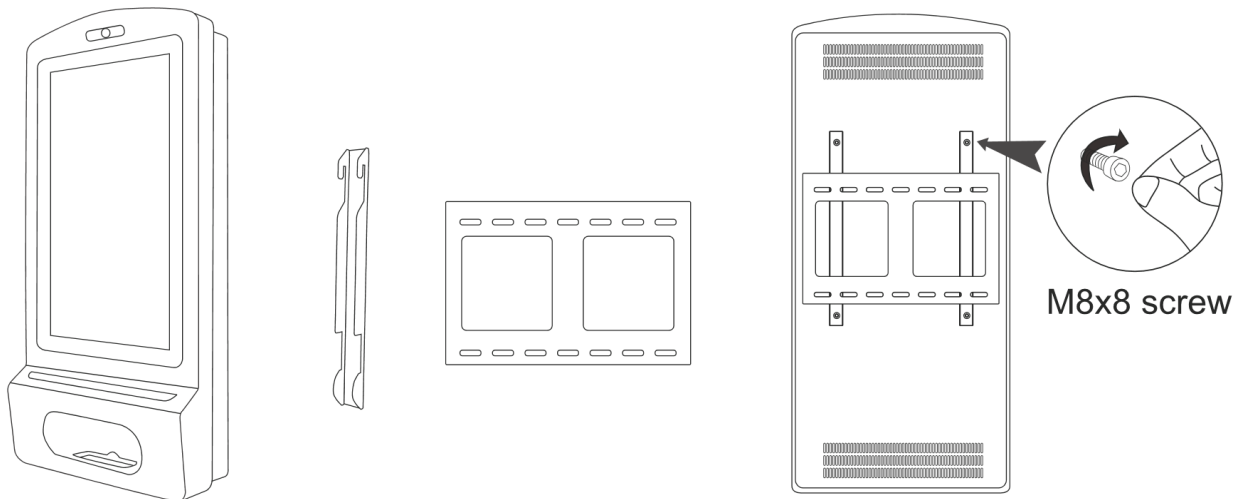
- Remote
- Door Keys (2)
- Power/Internet Key (2)
- Nozzles (1 liquid, 1 gel)
- **NanoShield Antibacterial Protector Film (DO NOT REMOVE)

If the equipment you received did not include the parts shown, please notify the **Keywest Technology Support** department.



Wall Mounting Kiosk Assembly

Attach the wall bracket to the back of the device.



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Kiosk Hardware

Floor Standing Kiosk

The following accessories are included:

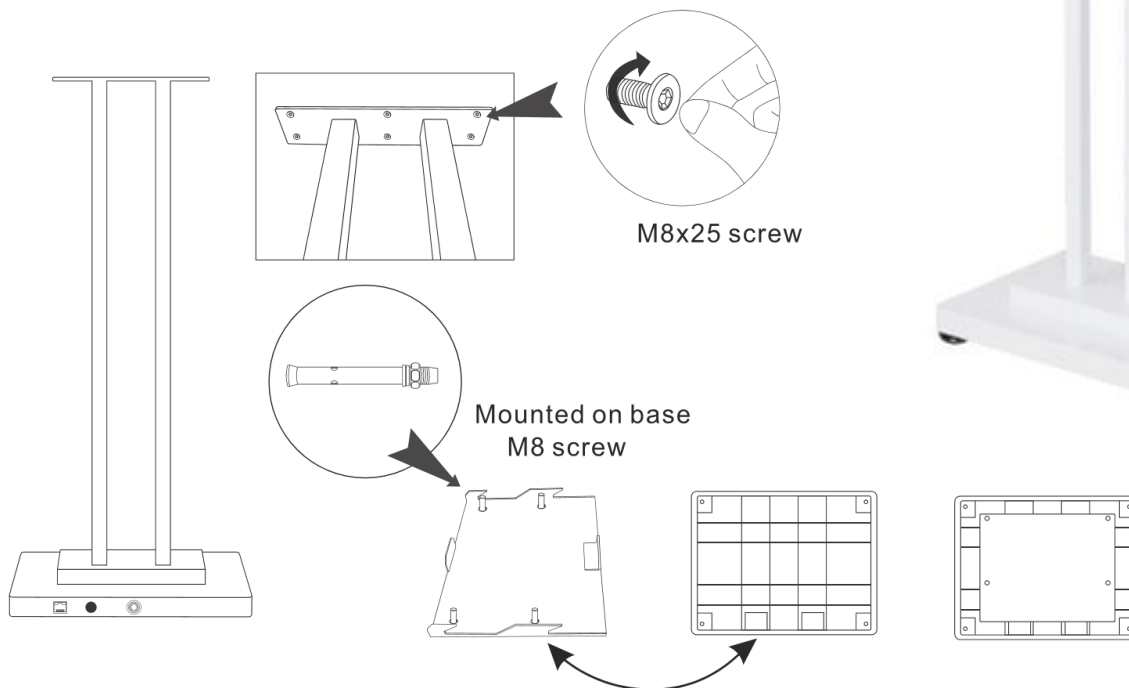
- Remote
- Door Keys (2)
- Power/Internet Key (2)
- Nozzles (1 liquid, 1 gel)
- Keys (4)
- Floor Mount Screws (6)
- Allen Wrench (1)
- Key to remove bottom panel (1)
- **NanoShield Antibacterial Protector Film (DO NOT REMOVE)

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



Floor Standing Kiosk Assembly

Attach the frame to the fuselage of the device using the floor mount screws.



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Hand Sanitizer

Auto-Dispenser Sensor

The border light surrounding the hand sanitizer dispenser is blue when it is idle, or not in use.



When a hand enters the dispenser area, the border light turns green for up to 3 seconds and a sensor triggers the dispenser to release sanitizer.



The border light returns to blue after the sanitizer is dispensed.



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Hand Sanitizer

Sanitizer Level

The light bar across the front of the device indicates when the level of hand sanitizer is low by turning red.



When the sanitizer is refilled, the light bar returns to green.



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Hand Sanitizer

Sanitizer Reservoir

The hand sanitizer reservoir is located on the back wall of the case. A key is required to open the machine and access the inside of the case.

Either liquid or gel can be added to the reservoir and nozzles are included for each kind of sanitizer.

Add Sanitizer Liquid

1. Open the machine. Unscrew the cap at the top of the reservoir and add hand sanitizer liquid.



2. Ensure the liquid dispenser nozzle is attached.

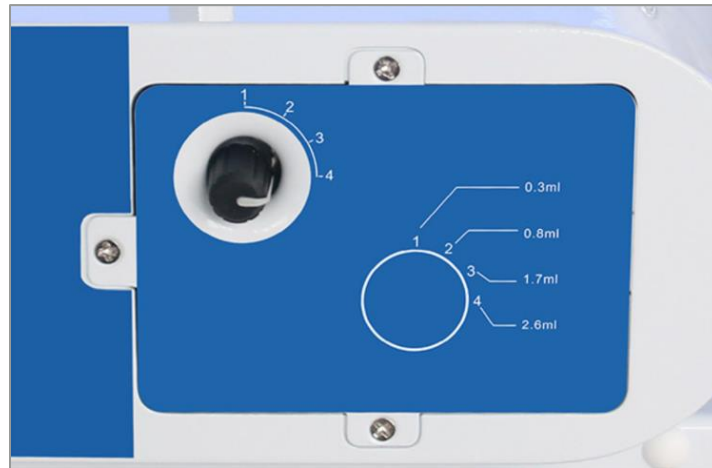


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Hand Sanitizer

Add Sanitizer Liquid

3. The amount of liquid that is dispersed is adjusted with the dial control located on the front wall of the case. The manufacturer's suggested setting for hand sanitizer liquid is 0.3mL or 0.8mL.



4. Enter a hand in the dispenser area and remain until hand sanitizer liquid is dispensed.



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Hand Sanitizer

Sanitizer Reservoir

Either liquid or gel can be added to the reservoir and nozzles are included for each kind of sanitizer.

Add Sanitizer Gel

1. Open the machine on the back wall of the case. Unscrew the cap at the top of the reservoir and add hand sanitizer gel.



2. Ensure the gel dispenser nozzle is attached.

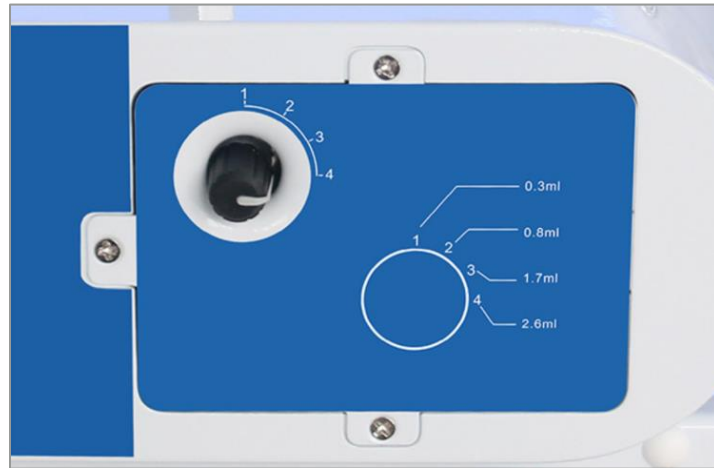


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Hand Sanitizer

Add Sanitizer Gel

3. A larger amount of hand sanitizer gel should be dispensed than hand sanitizer liquid. Adjust the dial control on the front wall of the case to the manufacturer's suggested setting of 1.7mL or 2.6mL.



4. Enter a hand in the dispenser area and remain until hand sanitizer gel is dispensed.



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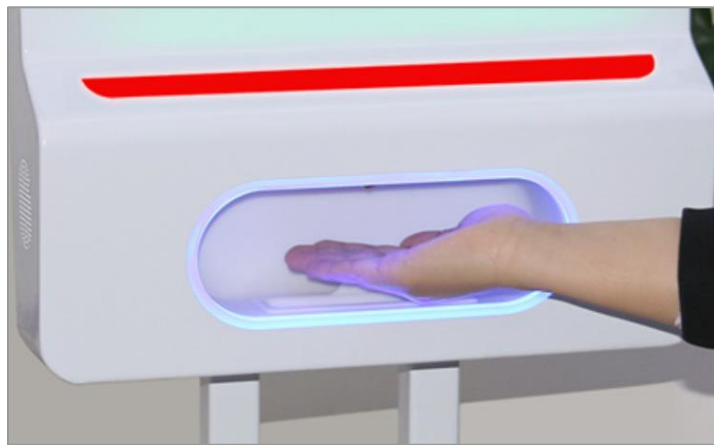
Hand Sanitizer

Liquid versus Gel

While either liquid or gel can be added to the hand sanitizer reservoir initially, there is a recommended process when switching from gel to liquid because of the thicker consistency of hand sanitizer gel.

Switch from Sanitizer Gel to Liquid

1. Empty the hand sanitizer reservoir of all hand sanitizer gel.
2. Clear the remaining hand sanitizer gel from the system by leaving hand in the dispenser area until all gel is dispensed.



3. Open the machine, unscrew the reservoir cap and add hand sanitizer liquid.



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Hand Sanitizer

Switch from Sanitizer Gel to Liquid

4. Place hand in the dispenser area and remain until liquid is dispensed.



5. Remove the gel dispenser nozzle and replace with the liquid dispenser nozzle.



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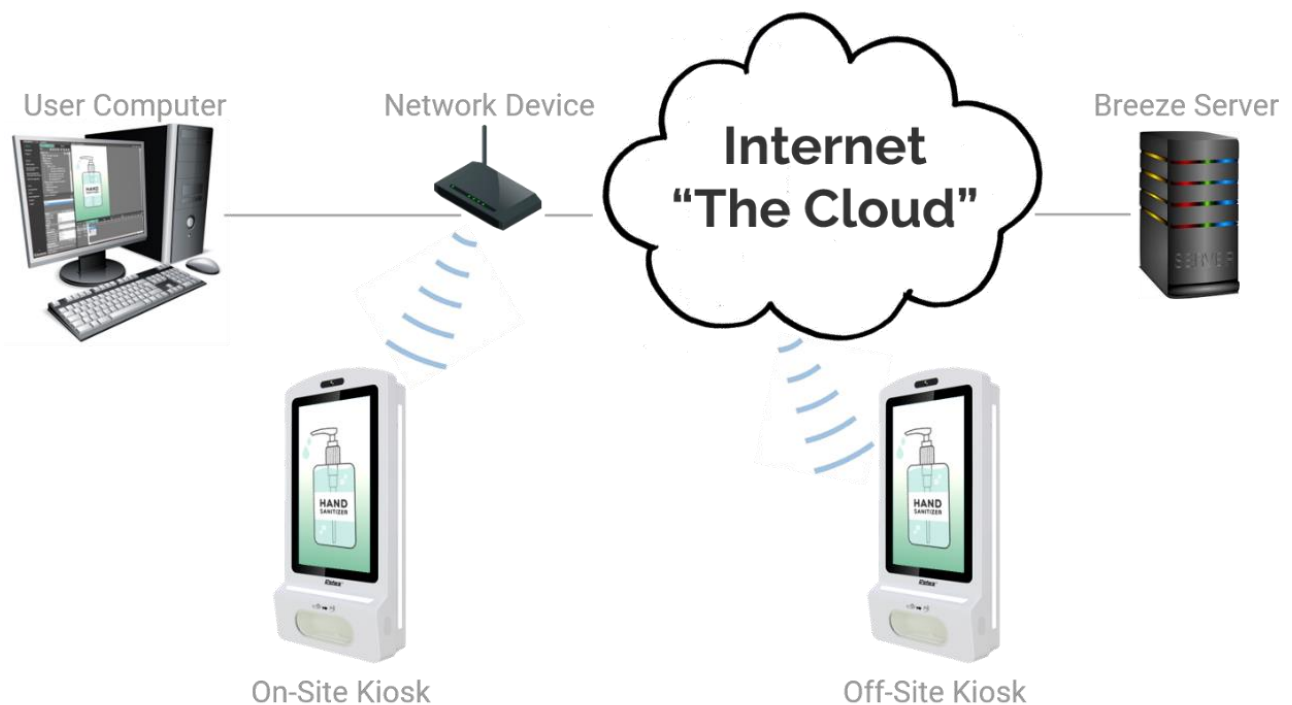
Breeze Software

Breeze Digital Signage software is a hybrid **SaaS** (Software-as-a-Service) product.

Breeze Architecture

A user accesses the **Breeze** server with a web browser to upload and design new content, schedule and deploy content, manage and update 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 signage. 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, playlists, schedules and more.



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Breeze Software

Breeze Player

The **Breeze Player** software is the program responsible for running content on the digital sign. The **Breeze Player** program and the **Android Launcher** program must be stopped in order to view the desktop and accomplish tasks such as modifying device settings and testing network connectivity.

To stop the **Breeze Player**, you will need to physically connect a mouse and keyboard to the player device. A USB port is available on the front of the inside of the case.



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Breeze Software

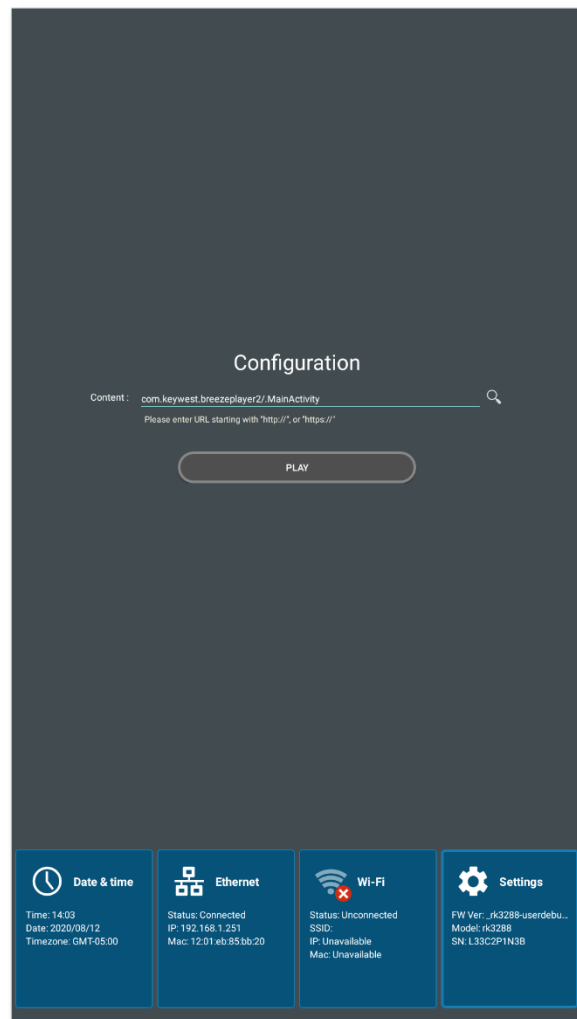
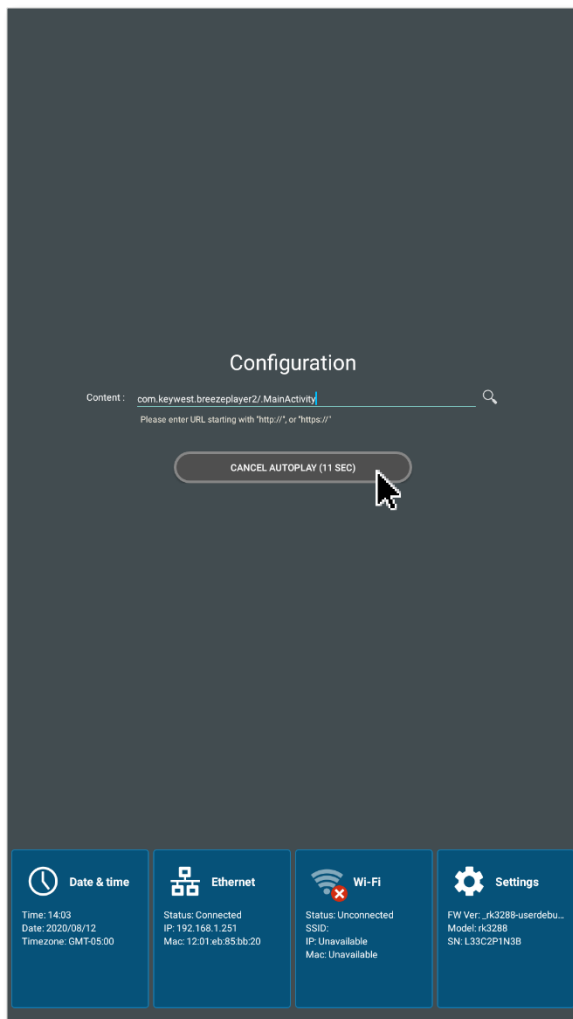
Breeze Player

The **Breeze Player** is an advanced media player program running media content, changing schedules at the correct time, updating widget information and more.

The **Android Launcher** program runs alongside the **Breeze Player** and attempts to restart the **Breeze Player** every twenty seconds anytime playback has stopped.

Stop the Breeze Player

1. Click the right mouse button to stop the **Breeze Player**.
2. The **Android Launcher** window appears. Select the **CANCEL AUTOPLAY** button within twenty seconds to stop the **Android Launcher** from restarting the **Breeze Player** software.



The **Android Launcher** window offers four buttons along the bottom of the screen to access hardware device settings: **Date & time**, **Ethernet**, **Wi-Fi** and **Settings**.

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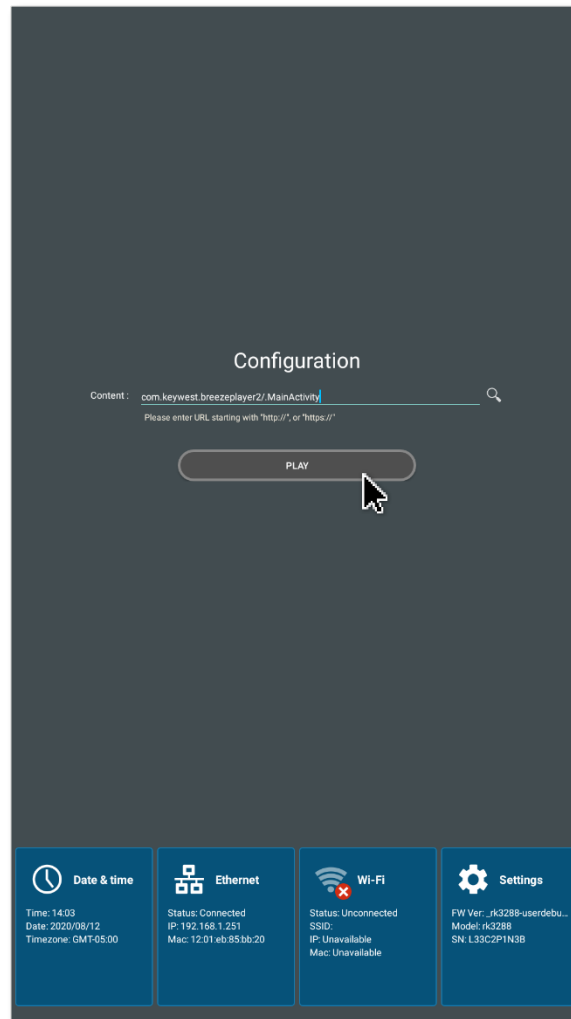
Breeze Software

Breeze Player

It is very important to remember to restart the **Breeze Player** after it has been stopped. Failure to restart the **Breeze Player** results in a digital sign that continues to display the **Android Launcher** window.

Start the Breeze Player

1. Click **Escape** on the keyboard to exit the **Settings** menu.
2. Select the **PLAY** button in the **Android Launcher** window to restart the **Breeze Player**.



Note: If a **Register Player** window appears after the **PLAY** button is selected, the player is not connected to a **Breeze** server. Please refer to the **Breeze Server Communication** section on page 22 for more information about this topic.

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Breeze Software

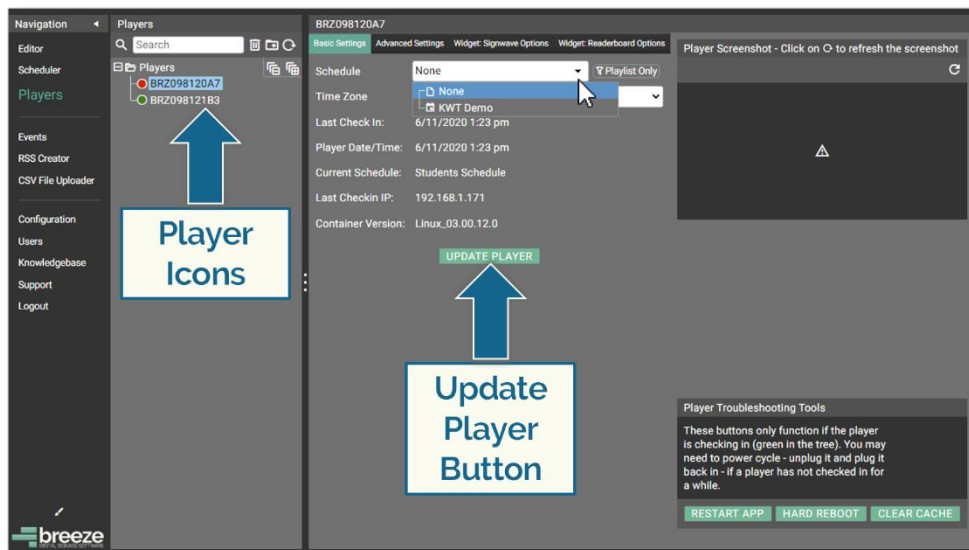
Players Tool

The **Players** tool is the interface between users and **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.

New **Keywest Technology** players are pre-registered and sent a schedule with a demo playlist prior to shipping. Playback of the demo schedule begins as soon as a player is provided with power and connected to a screen.



Each player icon has a green or red indicator, signaling at a glance if the player is online. An update must be sent to the player using the **UPDATE PLAYER** button to inform the player of ANY changes to content, playlists, schedules or player settings.



Please refer to the [Breeze Quick Start Tutorial - Part II tutorial](#) for more information about the **Players** tool.

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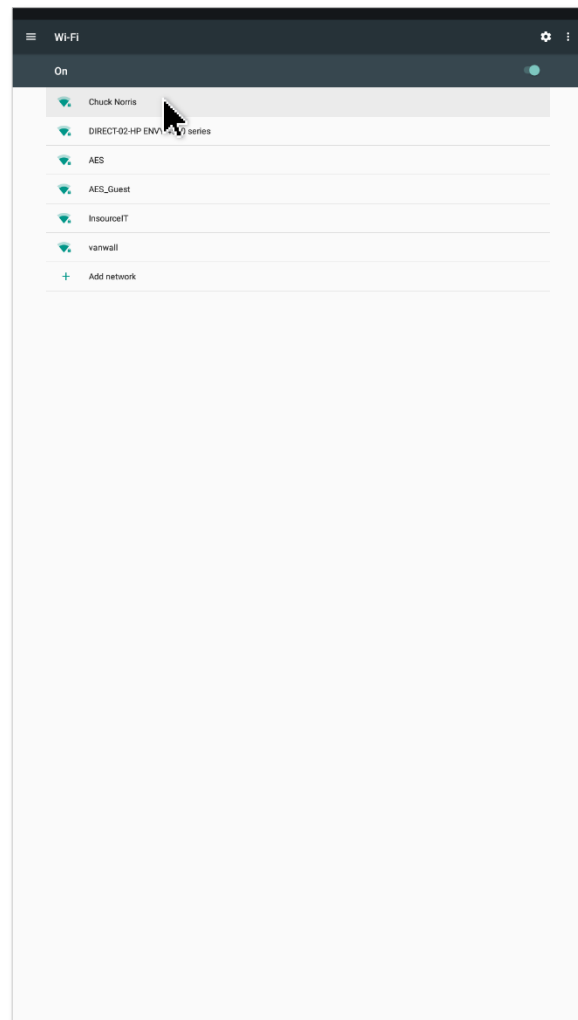
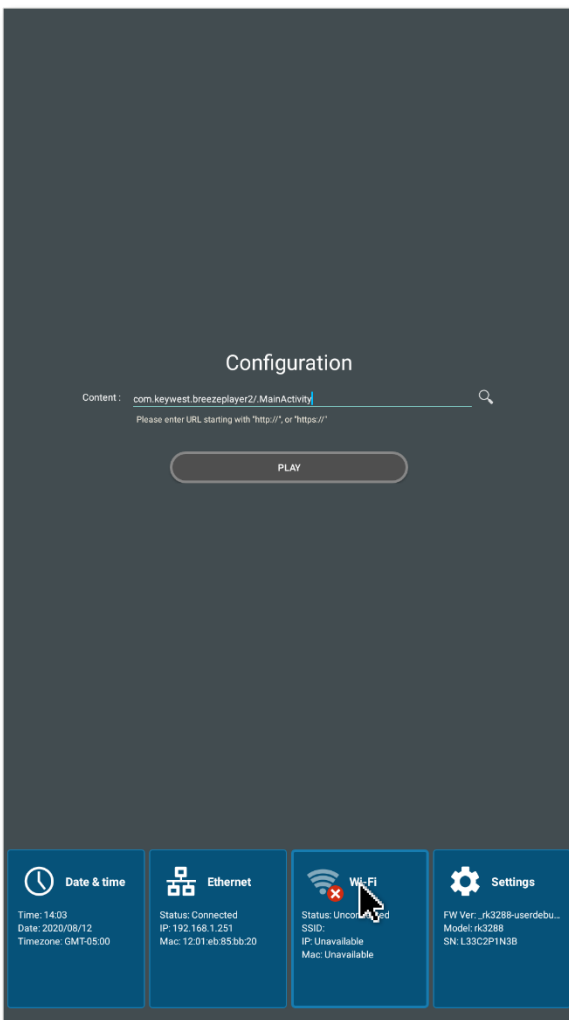
Network Connections

Wireless Connection

A wireless network 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**.
2. Select the **Wi-Fi** button in the **Android Launcher** window.
3. Enable **Wi-Fi** toggle switch if it is not enabled.
4. The detected wireless networks are listed in the **Wi-Fi** menu. Select the wireless network to connect to the **Breeze Player**.



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Network Connections

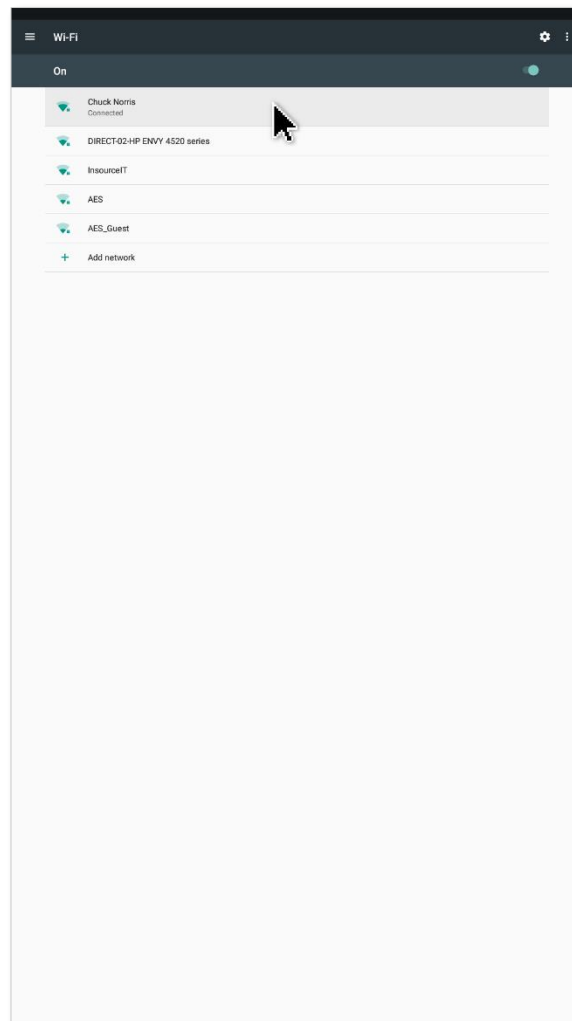
Assign a Wireless Connection

- If the wireless network is secured, a window titled the name of the wireless connection appears to obtain the password for access to the secured wireless network.



The player device begins the process of obtaining an IP address from the wireless network, first authenticating when access is secured. (If the authentication process fails, the password may be incorrect.)

- Once the player device has received an IP address from the wireless network, the word **Connected** appears below the name of the selected wireless network.



- Click **Escape** on the keyboard to exit the **Settings** menu. Select the **PLAY** button in the **Android Launcher** window to restart the **Breeze Player**.

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Network Connections

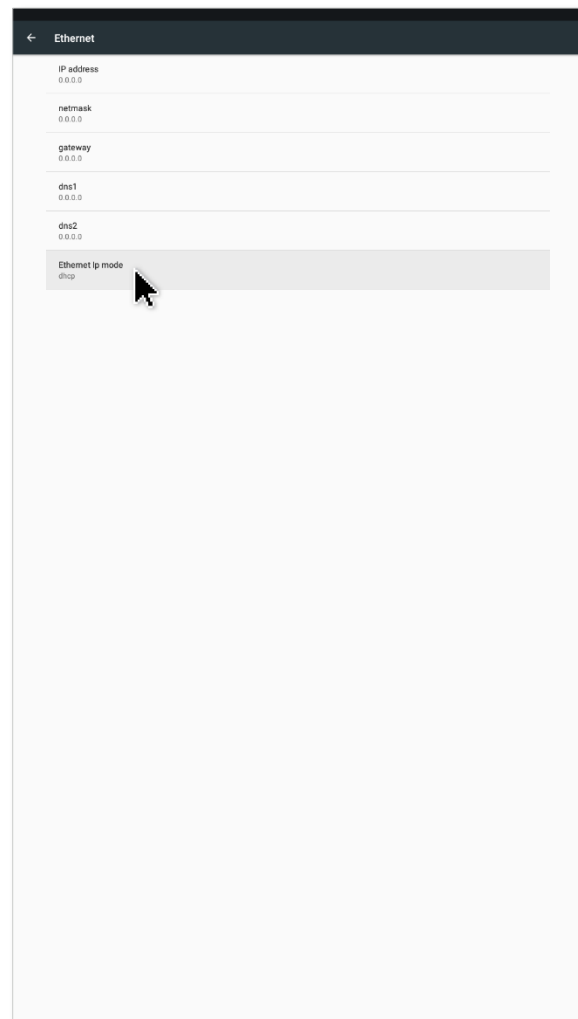
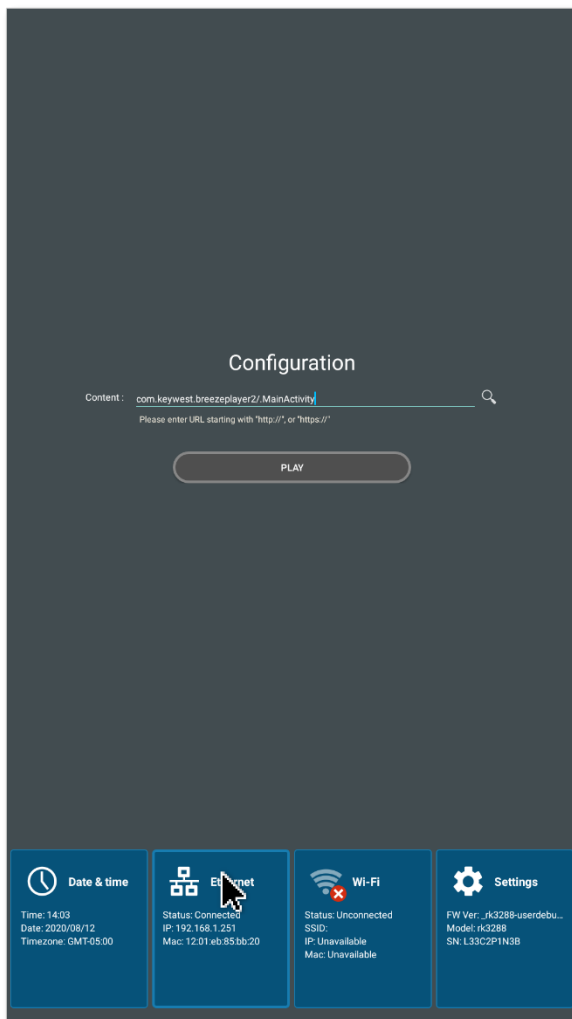
Out of the box, the **Breeze Player** device is configured to use DHCP. DHCP is a network protocol which automatically obtains an IP address for the player device after installation is complete. If the player device does not receive an IP address automatically, please contact your network administrator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

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**.
2. Select the **Ethernet** button in the **Android Launcher** window.
3. In the **Ethernet** menu, select **Ethernet Ip mode**.

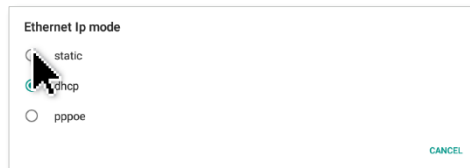


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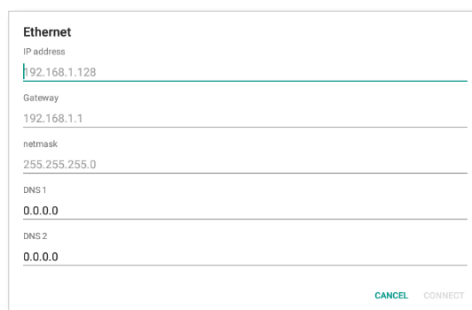
Network Connections

Assign a Static IP Address

4. In the **Ethernet Ip mode** window, select **static**.



5. After selecting **static**, the **Ethernet** window appears. 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 or IT department.



6. When the network information is complete in the **Ethernet** window, select the **CONNECT** button.
7. Click **Escape** on the keyboard to exit the **Settings** menu. Select the **PLAY** button in the **Android Launcher** window to restart the **Breeze Player**.

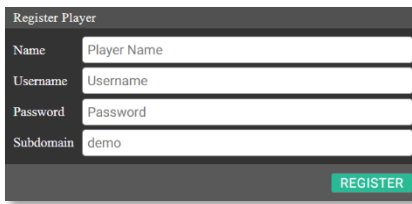
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Network Connections

Breeze Server Communication

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

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



The Register Player dialog box contains the following fields:

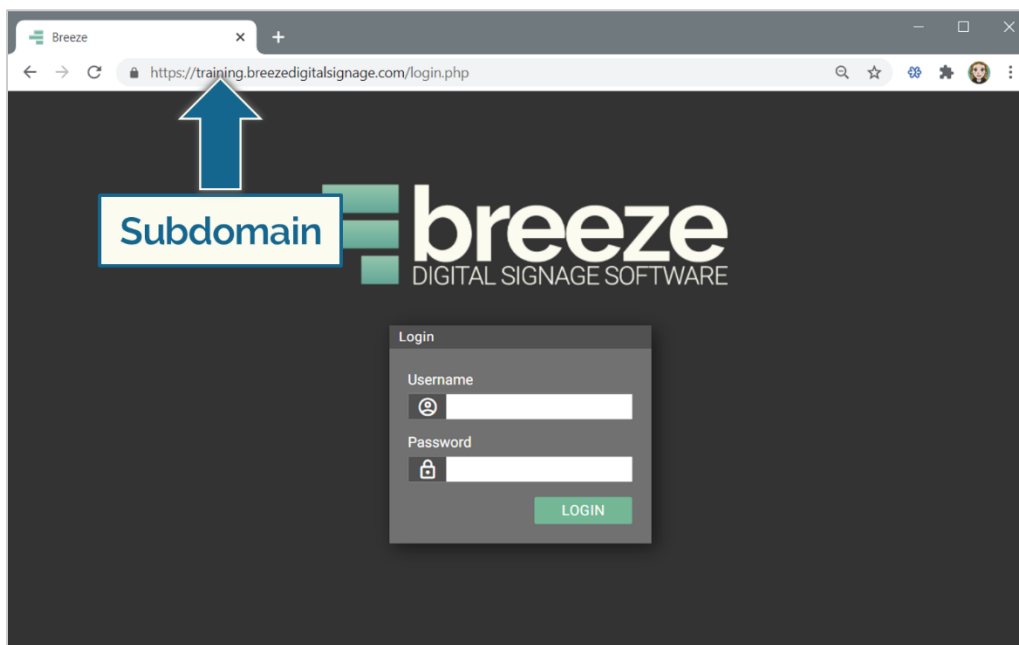
Name	Player Name
Username	Username
Password	Password
Subdomain	demo

A 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

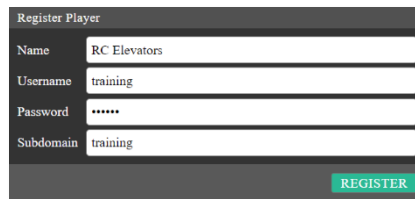
Breeze Server Communication

Once a user has 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 “None,” or a black screen, until a user selects a schedule for the player.

Register a Breeze Player

1. Enter a name for the player icon in the **Players** tool.
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.



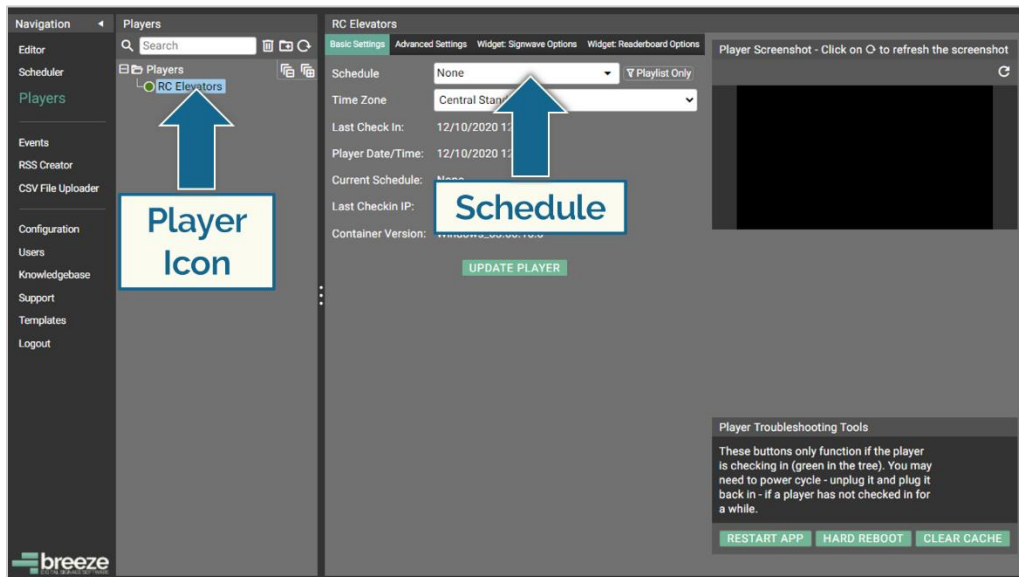
The screenshot shows a 'Register Player' form with the following fields and values:

Name	RC Elevators
Username	training
Password	*****
Subdomain	training

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

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 **UPDATE PLAYER** to deliver content to the player.



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