



MEDIAZONE PRO PLAYER INSTALLATION GUIDE

VERSION 1.1 MARCH 2015

IMPORTANT ! REGISTRATION INFORMATION

♥ USE CID NUMBER BELOW FOR PRODUCT ACTIVATION ♥

GO TO REGISTRATION PAGE FOR FURTHER INSTRUCTIONS

http://www.mediazonepro.com/account/



SAVE THIS INFORMATION FOR FUTURE REFERENCE Call 800-331-2019 (#2) if you lose registration sticker

MEDIAZONE PRO SUPPORT

Technical

Technical support is included at no charge. Questions or issues can be submitted by phone, e-mail and online chat to **Keywest Technology Technical Support**.

Contact information:

- Phone: 1-800-331-2019, Option #2
- E-mail: tech@keywesttechnology.com
- Chat: live chat assistance is available at <u>http://helpdesk.keywesttechnology.com/</u>

Documentation

MediaZone Pro Editor User Manual:

http://helpdesk.keywesttechnology.com/index.php?/Knowledgebase/Article/View/4/31/mediazone-pro-editoruser-manual

Additional Documentation:

http://helpdesk.keywesttechnology.com/index.php?/Knowledgebase/Article/View/15/31/scheduling-playlists

http://helpdesk.keywesttechnology.com/index.php?/Knowledgebase/Article/View/208/31/retrieving-playlistsfrom-a-mediazone-pro-player

http://helpdesk.keywesttechnology.com/index.php?/Knowledgebase/Article/View/213/4/stop-and-restart-themediazone-pro-player-software

Training Videos

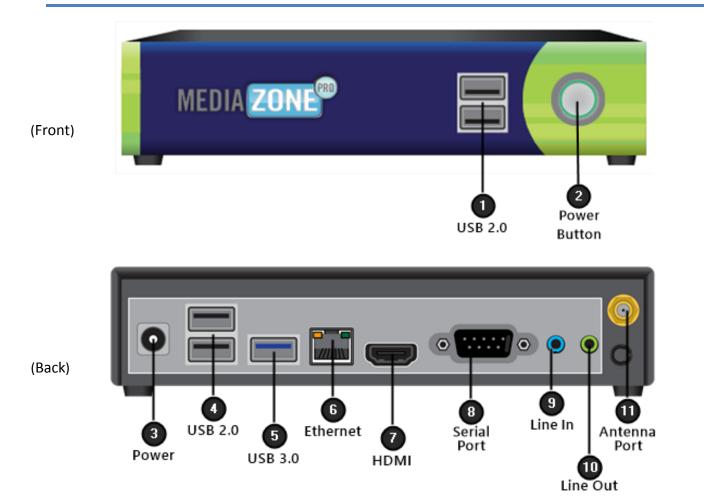
http://www.mediazonepro.com/demo-videos/

TABLE OF CONTENTS

MediaZone Pro Support	3
Technical	3
Documentation	3
Training Videos	3
Hardware	5
Player Diagrams	5
Player Accessories	5
Install Players	6
Stop and Start the Player Program	7
Stop and Start the Player Software	7
Stop the Background Application	8
Start the Background Application	9
Network Connections	10
Determine Player Network Address	10
Configure Players in the Editor Software	12
Static IP Address	14
Wireless Network Connection	17
Confirm Connectivity with Web Browser	19
Additional Installation Setup	20
Audio Configurations	20

HARDWARE

Player Diagrams



Note: The player hardware may not be exactly as pictured above. Please contact **Keywest Technology Technical Support** for additional assistance if needed.

Player Accessories

Your MediaZone Pro Player will include the following accessories.

Accessories:

- 1. 12 V power supply (1)
- 2. Wireless antenna (1)
- 3. High Speed HDMI[®] Cable With Ethernet with a Ferrite Core (1)
- 4. Mounting bracket (1)
- 5. Player-mounting screws (4)

Note: If the player kit that you received did not include these accessories, please notify **Keywest Technology Technical Support**.

HARDWARE

Install Players

Connect the MediaZone Pro Player:

Video Output:

- 1. Connect the HDMI cable to the HDMI output (#7) on the MediaZone Pro Player.
- 2. Connect the other end of the HDMI cable to a display monitor, television, or video distribution system.

Ethernet:

3. Connect the Ethernet cable to the Ethernet input (#6) on the **MediaZone Pro Player**.

Power:

4. Plug the power cord into to the 12V power supply and the electrical outlet. Plug the 12V power supply into the **MediaZone Pro Player** (#3).

Speakers (Optional):

5. Connect the audio cables from the display monitor to the speaker output (#10) on the **MediaZone Pro Player**.

Default Playlist:

After these connections are made, the default playlist loaded on your player will begin showing on the display monitor.





STOP AND START THE PLAYER PROGRAM

Stop and Start the Player Software

To stop the **MediaZone Pro Player** software, you will need to connect a mouse and keyboard to the player or establish a remote connection to the player.

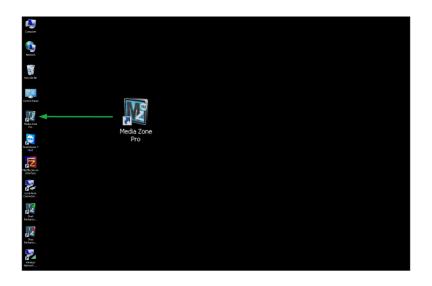
Stop the MediaZone Pro Player software:

1. To stop the **MediaZone Pro Player** software, click the **Escape** key on your keyboard or right-click on the mouse. If the **MediaZone Pro Player** does not stop, click **Escape** or right-click on the mouse until the **Windows** desktop is seen.

Note: Once the **MediaZone Pro Player** software has stopped, you'll also need to stop the **Background Application** to prevent the software from restarting automatically. For more information about this subject please see the section on the next section: **Stop the Background Application**.

Restart the MediaZone Pro Player software:

1. To restart the **MediaZone Pro Player** software, double click the **MediaZone Pro** desktop icon. Playback will begin immediately.



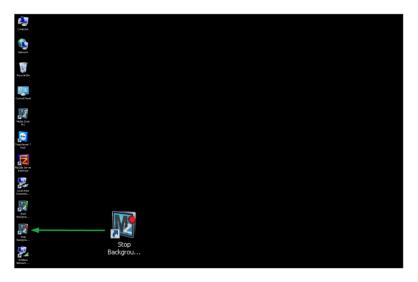
STOP AND START THE PLAYER PROGRAM

Stop the Background Application

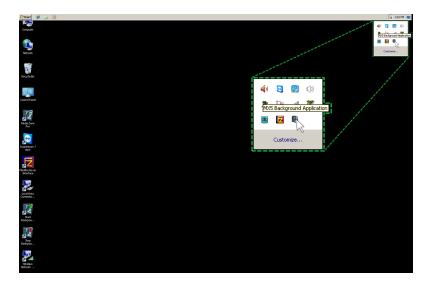
The **Background Application** is a watchdog program designed to restart playback anytime the program senses the playback content is not running. Failing to "stop" the **Background Application** will result in the program continually restarting the player while you are adjusting the player settings.

Stop the Background Application:

1. To stop the **Background Application**, double-click on the **Stop Background App** icon on the desktop.



Note: A command prompt screen will flash when the **Background Application** is successfully stopped. To be sure, check for a **MediaZone Pro** icon in the system tray indicating the application is running. If there is no icon in the system tray, the **Background Application** has successfully been stopped.



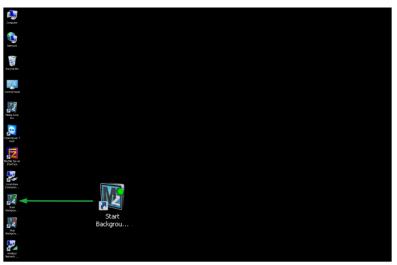
Be sure to restart the **Background Application** when you are finished adjusting the player settings!

STOP AND START THE PLAYER PROGRAM

Start the Background Application

Restart the Background Application:

1. To re-enable the **Background Application**, double-click on **Start Background App** on the desktop. The player will begin playback within two minutes. Click on the **MediaZone Pro** desktop icon to start immediate playback.



Determine Player Network Address

Out of the box, the **MediaZone Pro Player** is configured to use DHCP and will automatically obtain a network address for you. A network address is also called an IP address. If the player does not automatically obtain an IP address, please contact your network administrator.

The **MediaZone Pro Editor** uses a player's IP address to communicate over the network. Therefore, no communication is possible until the IP address is entered in the editor software.

Verify the player is connected to the network before proceeding.

Configure the Player IP address in the Editor software:

1. First, the IP address of the player must be determined. Right-click on the **Network** desktop icon and select **Properties** from the menu.



2. In the **Network and Sharing Center**, select the current network connection by clicking on the connection in the **View your active networks** area.

				_
🔨 😰 🔹 Control Panel 🔹 All Con	trol Panel Items 👻 Network and Sharing	g Center	👻 🌆 Search Control Pan	el
Control Panel Home	View your basic network informat	ion and set up conne	ctions	
Manage wireless networks	N	— 🌗 -	🥥	See full map
Change adapter settings Change advanced sharing settings	MZP111414BA (This computer)	keywest.local	Internet	
	View your active networks			Connect or disconnect
	keywest.local Work network		Access type: Internet Connections: Decal Area Conn	ection,2
	Change your networking settings			
	Set up a new connection or i Set up a wireless, broadban		V connection; or set up a router or a	access point.
	Connect to a network Connect or reconnect to a w	iireless, wired, dial-up, o	r VPN network connection.	
	Choose homegroup and sha Access files and printers loca		mputers, or change sharing setting	s.
See also HomeGroup	Troubleshoot problems Diagnose and repair network	problems, or get troubl	eshooting information.	
Internet Options Windows Firewall				

Determine Player Network Address (continued)

3. A window opens showing the connection status. IPv4 Connectivity status is the first item listed.

🎙 Local Area Connect	ion 2 Statu	15	x
General			
Connection IPv4 Connectivity: IPv6 Connectivity: Media State: Duration: Speed: Details	-	No Inter	Internet net access Enabled 00:18:51 1.0 Gbps
Activity			
	Sent —	-	Received
Bytes:	83,952	- L	433,728
Properties	🕑 Disable	Diagnose]
			Close

4. Click on the **Details...** button to determine the specific IP address currently assigned to the player.

N	etwork Connection Detai	ls	x
	Network Connection Details:		
	Property	Value	•
	Connection-specific DN	keywest.local	
	Description	Qualcomm Atheros AR8171/8175 PCI	
	Physical Address	D0-50-99-2F-34-D2	
	DHCP Enabled	Yes	
	IPv4 Address	192.168.1.106	
	IPv4 Subnet Mask	255.255.255.0	
	Lease Obtained	Monday, January 19, 2015 2:52:30 PM	
	Lease Expires	Monday, January 19, 2015 3:52:30 PM	
	IPv4 Default Gateway	192.168.1.231	
	IPv4 DHCP Server	192.168.1.4	
	IPv4 DNS Servers	192.168.1.4	
		64.126.4.212	
		64.126.4.216	
	IPv4 WINS Server	192.168.1.4	
	NetBIOS over Tcpip En	Yes	_
	Link-local IPv6 Address	fe80::45c2:be63:4e95:ec32%17	
	IPv6 Default Gatewav		-
	1		
			_
		Close	
			_

Configure Players in the Editor Software

After determining the player IP address, this specific address must be entered in **MediaZone Pro Editor** software so the editor can communicate with the player.

Configure the Player IP address in the Editor software:

1. Click on Manage Player and Groups in the Share tab of the MediaZone Pro Editor toolbar.

👔 🕞 🖌 MediaZone Editor Pro ^{ve} – 🗆 🗴					
Home Share View Media Attributes Zone Layout					
Manage Revert and Groups Rave File Send Retrieve Manage Revert Manage Revert Send Retrieve File Imanfer Transfer Manage Revert Manage Revert					
Manage Players and Groups	-				
Add, remove or edit players and groups	zone 1 (drag and drop media	a berel		zone 2 (drag and drop media here)	Enabled True
					D Location 15, 15 LockRatio False
					MedialtemsL (Collection) b Size 1277, 925
blueVec					Tabindex 1
blueVector.jpg					Type Page ZoneNumbe 1
Type: JPG File E Modified: 11/13/2014 12:38 PM				zone 4	
Size: 132.58 KB Dimensions: 1700 x 900 busines				(drag and drop media here)	
Dimensions: 1700 X 900					
clouds,					
	zone 3			zone 5	
	(drag and drop media	a here)		(drag and drop media here)	Enabled
<					indicates whether the control is enabled.
	Zone 1			Zone 4	Zone 5
Background		Zone 2	Zone 3		
Name Dwell Total Name	Dwell Total	Name Dwell Total	Name Dwell	Total Name Dwell Total	Name Dwell Total
Zone 1					667, 22 .::

2. Click the **Add...** button to add a player by entering the player's IP address. Each newly installed player will need to be added in the **MediaZone Pro Editor** software.

l	Manage Players and Gro	oups
Players Groups		
Add, Edit or Dele	te the collection of available playe	ers
🕂 Add 🛋 Edit 🗡	Delete	
Name	IP Address	Group
		ОК

Configure Players in the Editor Software (continued)

3. Enter a name for the player. For clarity, it is recommended that players are named according to their location. Then, enter The IP address of that player.

	Add Player ×
Name:	New Player
IP Address:	192.168.1.1 Port: 21
	Verify Address
	OK Cancel

4. The **Verify Address...** button will verify the editor software can communicate with the IP address over the network. If the IP address of the player is not successfully found, please contact the IT department or network administrator.



5. Click OK to close the **Add Player** window. The newly added player now appears in **Manage Players and Groups** window.

R.	Manage Players and Group	s ×
Players Groups Add, Edit or Delete ♣ Add ➡ Edit × D	: the collection of available players Velete	
Name	IP Address	Group
New Player	192.168.1.106:21	none
		ОК

Static IP Address

Computers have two methods of obtaining an IP address: DHCP or static addresses. DHCP allows for maximum flexibility within a network and is also the most secure because IP addresses will change over time. However, since the **MediaZone Pro** system uses a player's IP address to communicate over the network, the editor software will no longer be able to communicate with the player after an IP address has changed. The new player IP address must be updated in the editor software each time it changes.

For this reason, a static IP address may be the preferred method for addressing. Static IP addresses can be assigned to wired or wireless connections.

A third method of communication may be implemented using the player's serial number; please contact **Keywest Technology Technical Support** for more information about this subject.

Assign a static IP address:

1. Repeat Steps 1-3 in the **Determine Player Address** section to open the **Local Area Connection Status** window. Click on the **Properties** button.

🖞 Local Area Connection 2 Status	×
General	
Connection	-
IPv4 Connectivity: Interne	.t
IPv6 Connectivity: No Internet acces	s
Media State: Enable	d
Duration: 00:18:5	1
Speed: 1.0 Gbp	s
Details	
Activity	_
Sent — 📃 — Received	- I
Bytes: 83,952 433,72	8
🛞 Properties 🛛 🛞 Disable 🔹 Diagnose	
N	
Clo	se

2. In the Local Area Connections Properties window, select Internet Protocol Version 4 (TCP/IPv4) and click the Properties button.

🖞 Local Area Connection 2 Properties	×			
Networking Sharing				
Connect using:				
Qualcomm Atheros AR8171/8175 PCI-E	iigabit Ethernet			
	Configure			
This connection uses the following items:				
✓ Client for Microsoft Networks ✓ Client for Microsoft N ✓ Elient of Microsoft N ✓ Elient Sharing for Microsoft N ✓ Eliont Sharing for Microsoft N ✓ Link-Layer Topology Discovery Respo ✓ A Inik-Layer Topology Discovery Respo ✓ A Reliable Multicast Protocol ✓ A Internet Protocol Version 6 (TCP/IPv6 ✓ Internet Protocol Version 4 (TCP/IPv4 ✓ Install	I/O Driver			
Description Transmission Control Protocol/Internet Proto wide area network protocol that provides cor across diverse interconnected networks.				
OK	Cancel			

Static IP Address (continued)

3. The Internet Protocol Version 4 (TCP/IPv4) Properties window opens. By default, the radio button 'Obtain an IP address automatically' is selected. This is DHCP, or Dynamic Host Configuration Protocol, in action.

Internet Protocol Version 4 (TCP/IPv4) Properties	x
General Alternate Configuration	
You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.	
Obtain an IP address automatically	
O Use the following IP address:	
IP address:	
Subnet mask:	
Default gateway:	
Obtain DNS server address automatically	
Preferred DNS server:	
Alternate DNS server:	
Validate settings upon exit.	
OK Cancel	

4. To assign a static address to the player, select the '**Use the following IP address'** radio button. A static IP address (as well as the subnet mask and default gateway) must be compatible with the connected network. This information is typically provided by the IT department or network administrator.

Internet Protocol Version 4 (TCP/IPv	r4) Properties 🛛 🙎 🗙			
General				
You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.				
C Obtain an IP address automatical	ly 🔤			
• Use the following IP address:				
IP address:	192.168.1.129			
Subnet mask:	255.255.255.0			
Default gateway:	192 . 168 . 1 . 231			
C Obtain DNS server address autor	natically			
• Use the following DNS server add	resses:			
Preferred DNS server:	192.168.1.4			
Alternate DNS server:	64 . 126 . 4 .			
Validate settings upon exit	Advanced			
	OK Cancel			

Note: DNS server addresses must also be provided when using a static IP address.

Static IP Address (continued)

5. Click OK in the Internet Protocol Version 4 (TCP/IPv4) Properties window and the Local Area Connections Properties window. Click on the Details... button in the Local Area Connection Status window to confirm the statically assigned IP address is being used.

Ne	Network Connection Details			
	Network Connection Details:			
	Property	Value		
	Connection-specific DN			
	Description	Qualcomm Atheros AR8171/8175 PCI-E I		
	Physical Address	D0-50-99-2F-34-D2		
	DHCP Enabled	No		
	IPv4 Address	192.168.1.129		
	IPv4 Subnet Mask	255.255.0.0		
	IPv4 Default Gateway	192.168.11.231		
	IPv4 DNS Servers	192.168.1.4		
		64.126.4.212		
	IPv4 WINS Server			
	NetBIOS over Topip En	Yes		
	Link-local IPv6 Address	fe80::45c2:be63:4e95:ec32%17		
	IPv6 Default Gateway			
	IPv6 DNS Server			
		Close		

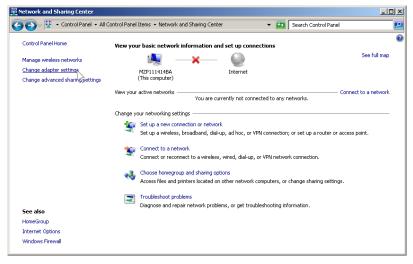
Note: There are a myriad of IT methods that can be applied to truly complicate connections (such as virtual private networks, host files, and aliasing). It is best to work cooperatively with the IT department to ensure smooth operations.

Wireless Network Connection

A wireless connection can be used with both DHCP and statically assigned addresses.

To Connect to a Wireless Network:

- 1. Right-click on the **Network** desktop icon and select **Properties**. (See Step 1 in the **Determine Player Network Address** section for an illustration.)
- 2. The **Network and Sharing Center** will look similar to the image below. Select **Change adapter settings** from the list on the left.



Note: If the player is connected to the network via an Ethernet cable, the **Network and Sharing Center** will look similar to the image in Step 2 of the **Determine Player Network Address** section.

3. In the **Network Connections** window, double-click on the **Wireless Network** icon to see the available wireless network connections.

Conclet		Not connected 49			
Constant and the second	Important Connection Important Connectiont Important Connectiont Import	Wheless Network Connection 4	1		£4
interest an	Lodd Area Carveston 2 Quantum Romes Artist 71,111,127 PC-1	KWT Gradove all Chuck Marris all		Not connected	.,
Control frend		Open Network and Sharing Center		Wireless Network Connection 4	
Muda Jina Pro				KWT hpsetup	-वर्ष हेर्दु
Realized 2				KWT Creative	-ul
Recia crow Storke				Chuck Norris	-411
Localetta Koranetta					
Sar Bedgra					_
and the second s			Ĭ	Open Network and Sharing Center	
Winden Netrod					

Wireless Network Connection (continued)

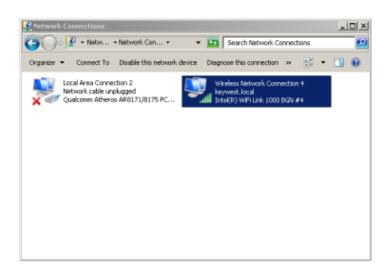
4. A **Connect** button and **Connect automatically** checkbox appear after a wireless network is selected. **Connect automatically...** instructs the player to connect to this wireless network automatically whenever it is available.

Not connected	÷9	
Connections are available		
Wireless Network Connection 4		
кwт	.cif	
🔽 Connect automatically	<u>C</u> onnect	
hpsetup	2 V	
KWT Creative		
Chuck Norris		
Open Network and Sharing Center		

5. A window displays informing the user that the player is connecting to the selected network.

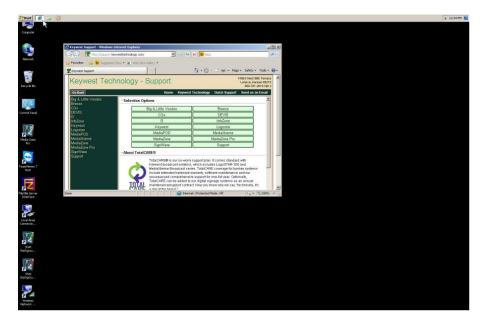
Connect to a Network	X
Connecting to KWT	
	Cancel

6. The player is now connected to the wireless network.



Confirm Connectivity with Web Browser

Once your player is connected to the wired or wireless connection, you can then use the **Internet Explorer** web browser to confirm the player is connected to the network (assuming your network has Internet access).



ADDITIONAL INSTALLATION SETUP

Audio Configurations

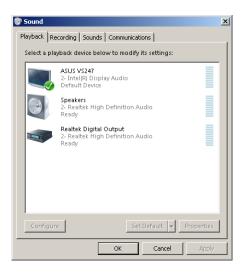
Your **MediaZone Pro Player** will be configured to use the connected display monitor's audio output by default. If the monitor does not have audio output, speakers can be connected to the **MediaZone Pro Player**. The audio output type and volume level are adjusted in the **Sound** tool.

Open the Sound tool:

- 1. Double-click on the **Control Panel** icon on the desktop.
- 2. Click on **Sound** in the **Control Panel** window.

📴 All Control Panel Items				
00	📴 🔹 Control Panel 👻 All Control	Panel Items 🔹 🛛 👻 🚱	Search Control Panel	<u> </u>
Adjust yo	our computer's settings		View by: Small icons 🔻	
r Action	Center	administrative Tools	Ref AutoPlay	
🐌 Backup	and Restore	Real BitLocker Drive Encryption	🕎 Color Management	
Creder	ntial Manager	Pate and Time	🍘 Default Programs	
📑 Deskto	p Gadgets	🚔 Device Manager	devices and Printers	
🖳 Display	,	🕒 Ease of Access Center	Folder Options	
🚺 Fonts		🍓 HomeGroup	🔏 Indexing Options	
🔡 Intel(R) HD Graphics	💮 Internet Options	📖 Keyboard	
🖾 Locatio	on and Other Sensors	I Mouse	👯 Network and Sharing Ce	enter
🔜 Notific	ation Area Icons	Network Performance Information and T	ools 🦉 Personalization	
🛄 Phone	and Modem	Power Options	Programs and Features	
🐷 Realte	k HD Audio Manager	P Recovery	🔊 Region and Language	
to Remot	eApp and Desktop Connections	Sound	🖶 Speech Recognition	
🔞 Sync C	lenter	🛃 System 😾	🛄 Taskbar and Start Menu	.
📧 Troubl	eshooting	🚨 User Accounts	📑 Windows CardSpace	
🔐 Windo	ws Firewall	🖑 Windows Update		

3. This opens the **Sound** tool window where audio settings can be modified. The audio output of the connected display monitor will be selected by default.



ADDITIONAL INSTALLATION SETUP

Audio Configurations (continued)

Changing the audio output:

1. Select the desired audio output; speaker output is selected in the image below.



2. Click on the **Set Default** button to change the audio output used by the **MediaZone Pro Player**. A green check shows next to the icon indicating the audio output currently selected as the default audio.

💱 Sound		×	
Playback Recording Sounds Communications			
Select a playback device below to modify its settings:			
	ASUS VS247 2-Intel(R) Display Audio Ready		
Speakers 2- Realtek High Definition Audio Default Device			
	Realtek Digital Output 2- Realtek High Definition Audio Ready		
Configure Set Default v Properties			
OK Cancel Apply			

3. Clicking on the **Properties** button opens a window with settings for the currently selected audio. The volume can be adjusted in the **Levels** tab of this window.

🕄 Speakers Properties	×
General Levels Enhancements Advanced	
Realtek HD Audio output	
Microphone 0 to Balance	
FrontMic Balance	
Rear 100Balance	
Front 100 Balance	
OK Cancel A	pply