



IOT DIGITAL SIGNAGE

Digital Signage UWP Player Installation Guide

ABSTRACT

Remotely create, send, and display messages to televisions or other HDMI supported gadgets anywhere within your enterprise Wi-Fi network. Scheduling, targeting and managing your Playlists on your gadget kiosks are made easy.

TABLE OF CONTENTS

1. Introduction	2
1.1. Purpose of this document.....	2
2. Pre-requisites	2
3. Installation Process	2
3.1. Settings.....	7

DOCUMENT HISTORY

Date	Version	Particulars
03/30/2018	1.0	Created UWP Installation guide

1. Introduction

The Digital Signage application helps to develop a digital signage content management application with customer interaction. A smart Digital Signage device (OEM) communicates with platform and the signage content is displayed remotely from the content manager application. The digital signage content is controlled and monitored centrally by the content manager application.

Digital signage are displays which use technologies such as LCD, LED and projection to display content such as digital images, videos, streaming media, web pages, weather data, restaurant menu, or text. They can be found in public spaces, transportation systems, stadiums, retail stores, hotels, restaurants, and corporate buildings and so on to provide outdoor advertising.

1.1. Purpose of this document

The purpose of this document is to help you to install the Digital Signage UWP player.

2. Pre-requisites

Pre-requisite for Digital Signage UWP player installation is:

- Windows IOT Core 10.0.14393 version (Universal).

3. Installation Process

To install the Digital Signage UWP player:

1. Switch on the IoT core Device – NowMicro

Note: We are installing the Nowmicro device here. Steps 1 to 5 are applicable only to NowMicro.

2. Connect to a wireless network on the device by clicking F8.

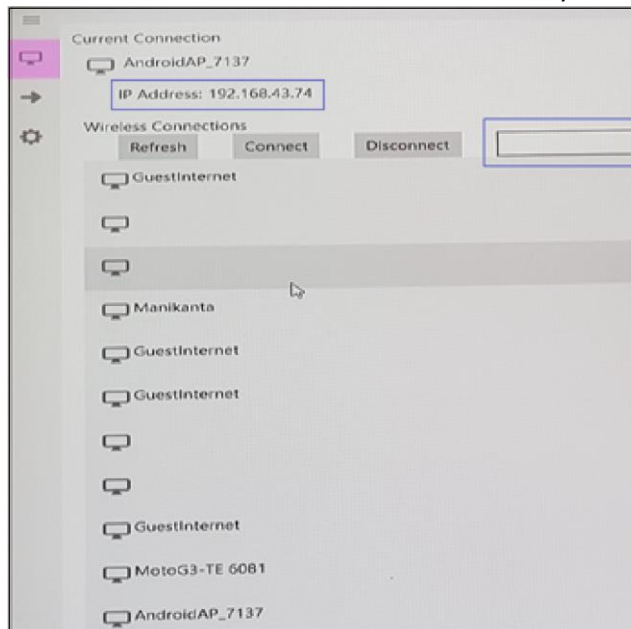


Figure 1: Wireless network settings

3. Enter the **PIN 63949** and Click **Login** to connect to WPA2 PSK network.

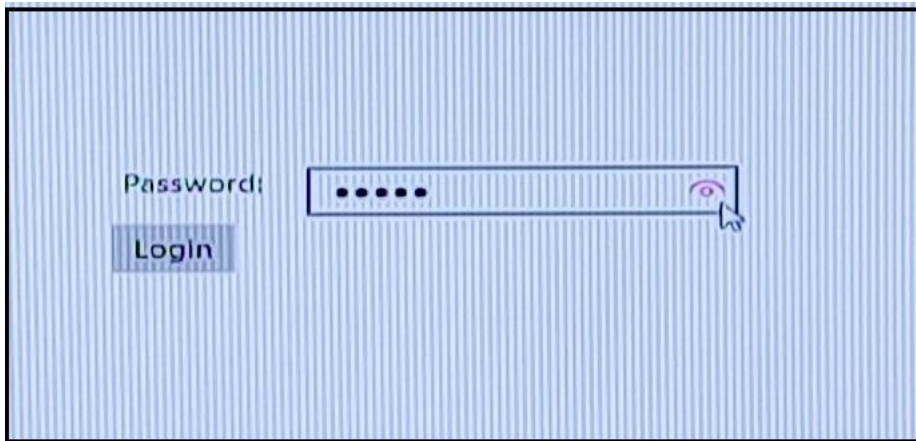


Figure 2: Connecting to WPA2 PSK network

4. A pop-up window appears. Enter the login credentials.
Username: **Administrator**
Password: **CrispyUnicorn3268**
Click **Log in**.

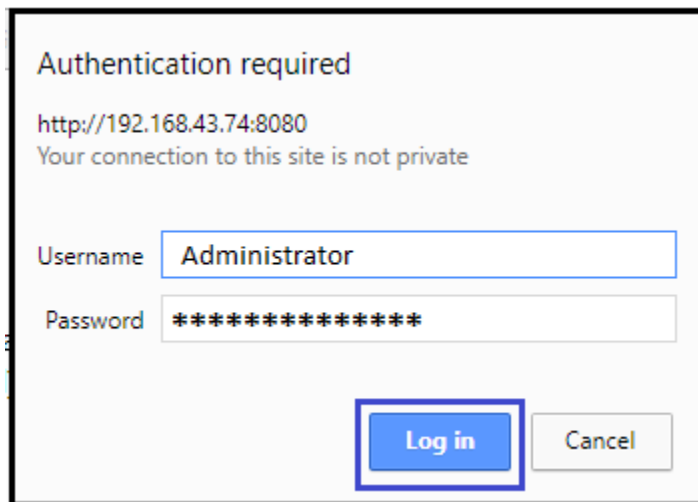


Figure 3: Login

5. Connect using the same IP address as mentioned in Step 3 and add suffix 8080 in your browser.
For example: **http://<ip address>:8080**.
Note: Ensure that the iot core Device and your laptop are connected to the same network.
6. After entering the details, the IoT Core Management Dashboard for the device opens.

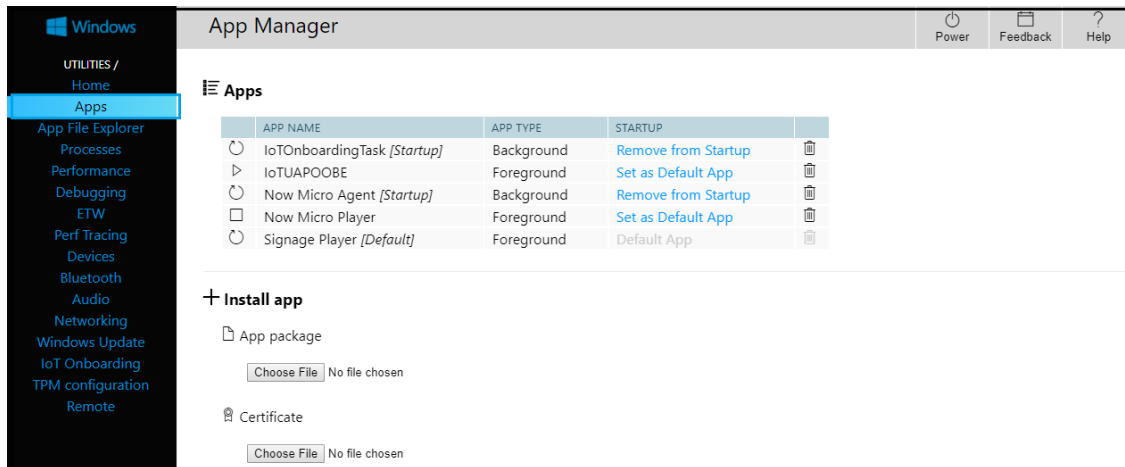


Figure 4: IoT Core Management Dashboard

7. Download the Digital Signage UWP player from [<link>](#) and unzip it.
8. In the IoT Core Management Dashboard, click **Apps**, and install **Apps**. The App file will have. Appx file extension. Browse for .appx File.

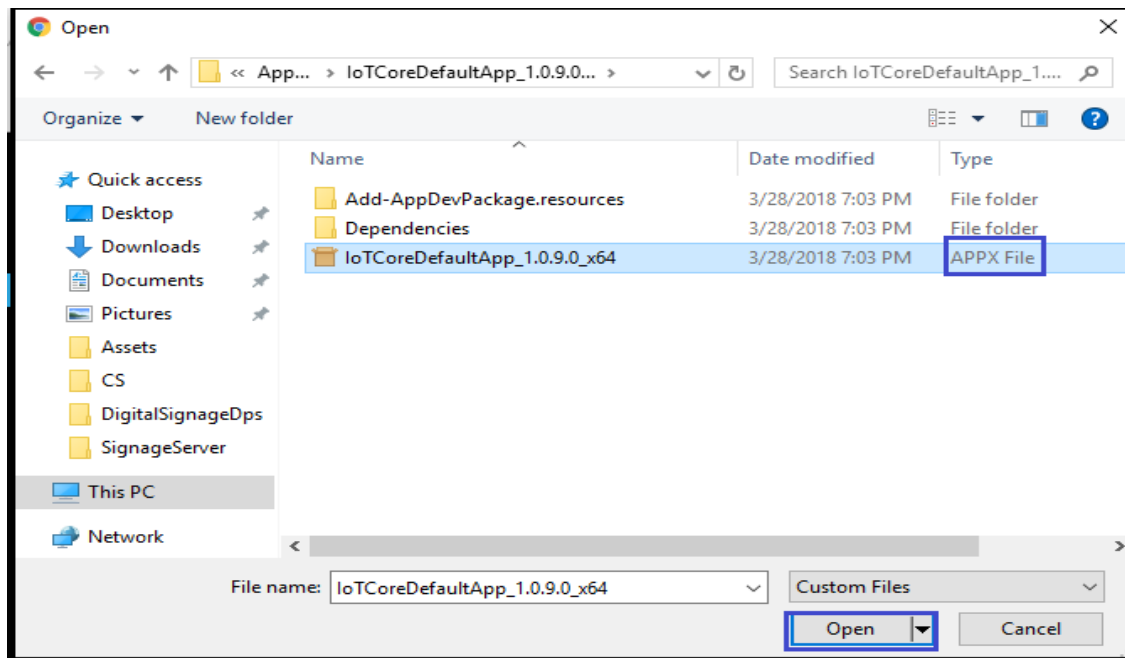


Figure 5: App file

9. Browse the Security Certificate and upload it in the IoT Core Management Dashboard.

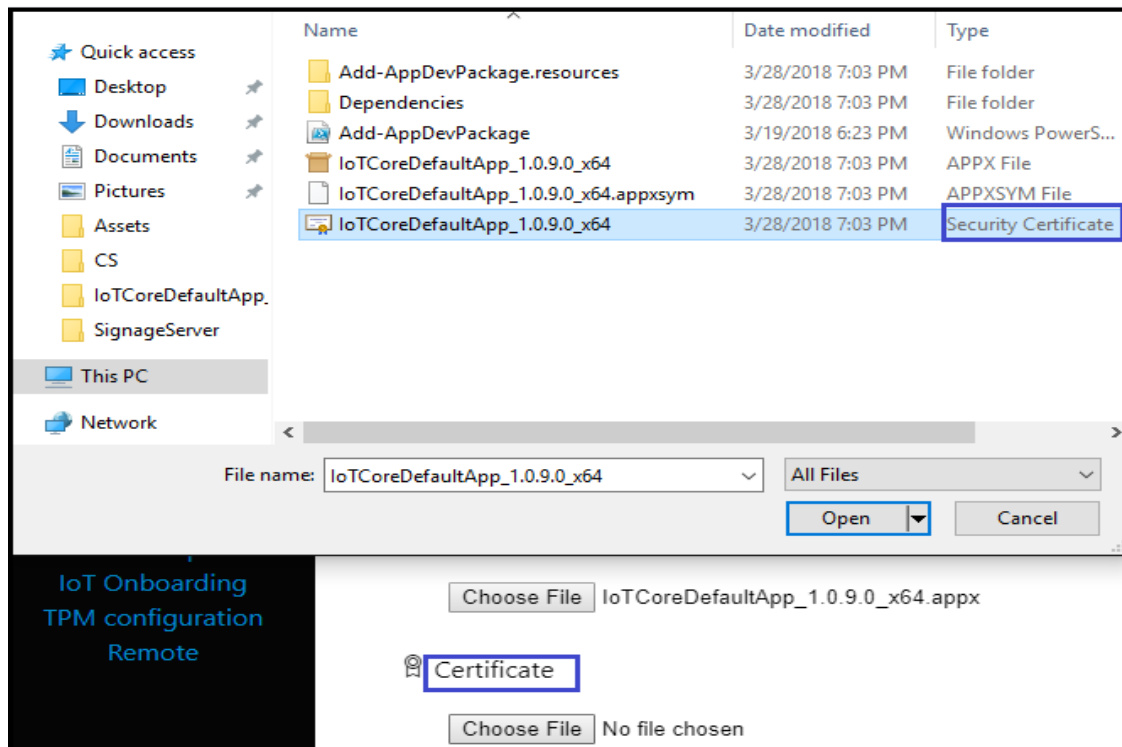


Figure 6: Certificate

10. In Dependency folder, attach the three dependencies and click **Add dependency**.

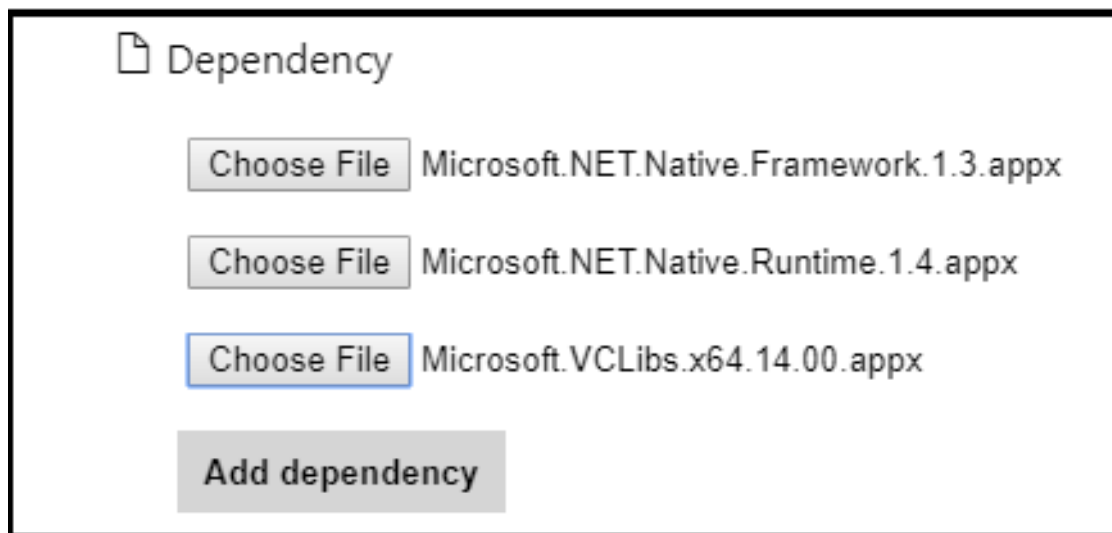
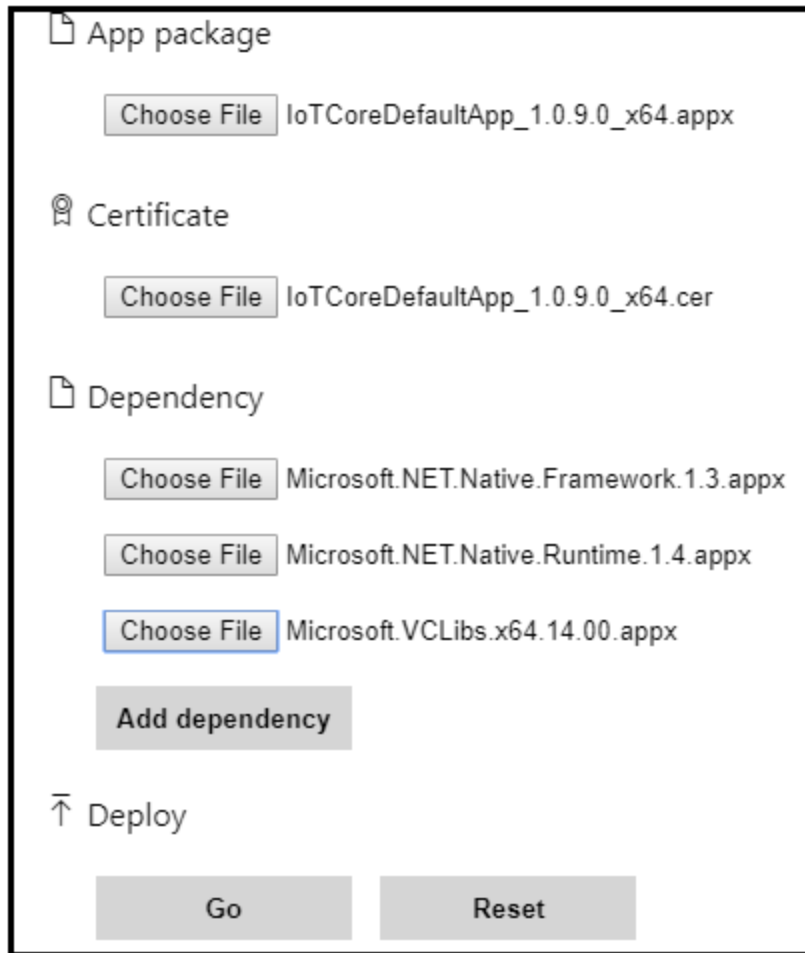


Figure 7: Dependencies

11. Click **Go** in **Deploy** menu.



App package

Choose File IoTCoreDefaultApp_1.0.9.0_x64.appx

Certificate

Choose File IoTCoreDefaultApp_1.0.9.0_x64.cer

Dependency

Choose File Microsoft.NET.Native.Framework.1.3.appx

Choose File Microsoft.NET.Native.Runtime.1.4.appx

Choose File Microsoft.VCLibs.x64.14.00.appx

Add dependency

Deploy

Go Reset

Figure 8: Deploy

12. The NodeServe EndPoint has a dynamic address. Note the Device name.

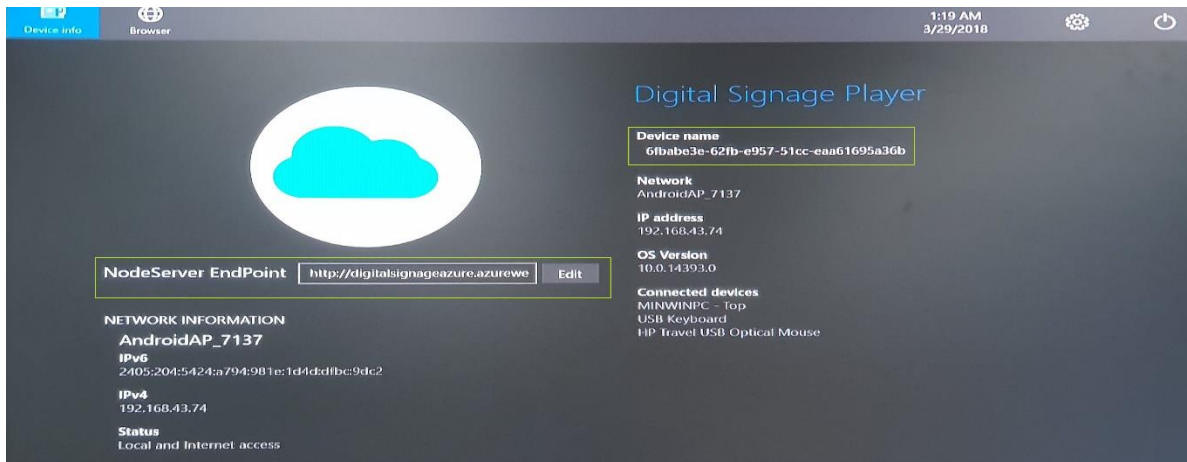
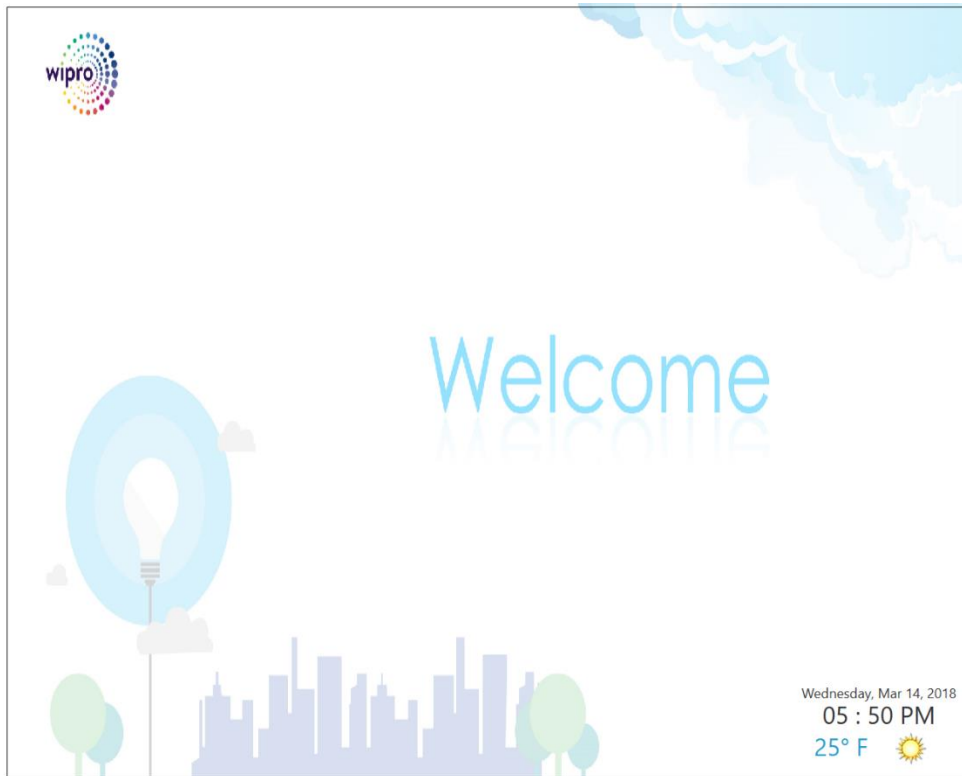


Figure 9: NodeServer EndPoint

13. After installing, Run the Digital Signage Player.



14. To make the signage player as default application. After installation, go to the IOT core management Dashbaord< **App manager**> **Default app**.

3.1.Settings

- **Language** - To set change your language preference, use the Language menu.
- To toggle between Player and Settings, click F1.
- **Network** - To select the network.

