

# Configure the server

URL: <https://docs.grassfish.com/docs/configure-server>

Archiviert am: 2025-07-17 18:41:23

The DOOHPlayBackImporter UDC plugin transmits booked DOOH spot instances to the player, regardless of which player you use. You must activate and configure the UDC importer to enable the player to play DOOH content. This happens on the server.

If you need help finding the UDC importer, please contact your Grassfish account manager.

## Note

For DOOHPlaybackImporter version 2.6 or earlier you must install the file Dapper.dll in addition to the DoohPlaybackImporter.dll. Copy and paste both files from the release folder to \\GVServer2\UdcService\Plugins on the server and restart the UDC service.

To activate the UDC importer on the server, perform the following steps:

1. Log in to the server admin account of the IXM One.
2. Go to **Administration > Global > Customer management**.
3. Double-click on the customer.
4. In the **Edit client** window, switch to the **Data importer** tab.
5. Select **Assigned** for the DOOH Playback Importer.
6. Click **Save** to save your changes.

Edit client

General

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Data importer

Name	Imported	Version	Assigned	Share
DOOH Playback Importer	12/02/2020 1...	2.6	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ExchangeCalendarImpor...	17/02/2020 0...	0.11	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Generic Foreca Weather...	27/01/2023 1...	1.2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

## Configure the UDC importer

Configure the UDC importer with the configuration file that is located on the server.

### Note

For the configuration, note that the importer only transmits booked DOOH spot instances to players that have been online. If no player is or was online, the importer generates no result file.

To configure the UDC importer, perform the following steps:

1. Open the DoohUdcImporterConfig.json file.
2. Change the following settings according to your requirements:

Setting	Default value	Description
BufferPercentage	10	Specify the percentage to add to the target playback count which is transmitted to the player.
OfflineIntervalMin	30	<p>Specify the maximum time span from the last access date of a player until it's considered offline.</p> <p>If a player is offline, it's not included in the calculation for the distribution of playouts among all players.</p>
OfflineIntervalMinSpecialDistributions	4320 (=3 days)	Specify the maximum time span from the last access date of a player until it's considered offline.
LogDbQueryResultForAllSiBoxes	false	Set to <b>true</b> to log all players, online players, and spot instances if the log level is set to <b>debug</b> .

ExtendedLogging	false	Set to <b>true</b> to log additional information if the log level is set to <b>debug</b> .
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3. Save your changes and close the config file.

#### Example configuration of the DoohUdcImporterConfig.json file

```
{  
  "BufferPercentage": 10,  
  "OfflineIntervalMin": 360  
}
```

UDC stands for Universal Data Controller. The UDC importer imports external data into the IXM system. UDC plugins specify which data should be imported and how it should be transformed for use by spots and players.