

IXM One

URL: <https://docs.grassfish.com/docs/ixm-one>

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Grassfish's IXM One allows you to manage and connect all customer touchpoints into a cohesive digital in-store experience. This comprehensive approach enables the implementation of a connected store, where visual and interactive displays, personal devices, staff devices, sensory and retail tech all work together.

Evolved from a leading digital signage platform, IXM One supports the collaboration of all departments involved in creating, managing, and analyzing in-store experiences on a global scale. In this role, IXM One integrates tightly with other corporate platforms like CRM, DAM, PIM, ERP, and ECOM systems.

Your browser does not support the audio element.

[Read more on our website.](#)

DOOH and SSP Module

At Grassfish, we see a big trend towards intelligent mixes of editorial content, own advertisement, and third-party advertisement – often coming from programmatic platforms (SSPs/DSPs). In addition, Digital Out Of Home (DOOH) has become an established and fast-growing advertisement format. Advertisements on large displays and video walls are replacing traditional poster spaces everywhere. They add flexibility and motion, particularly in retail stores and public

areas where you can now see screens that show a variety of content. This has opened a new revenue stream for network owners.

With the DOOH and SSP module, IXM One offers an outstanding solution for supporting and combining all content and advertisement channels. You can flexibly design channel mixes as you like and the SSP integrations are transparent.

[Read more on our website.](#)

About IXM One

URL: <https://docs.grassfish.com/docs/about-ixm-one>

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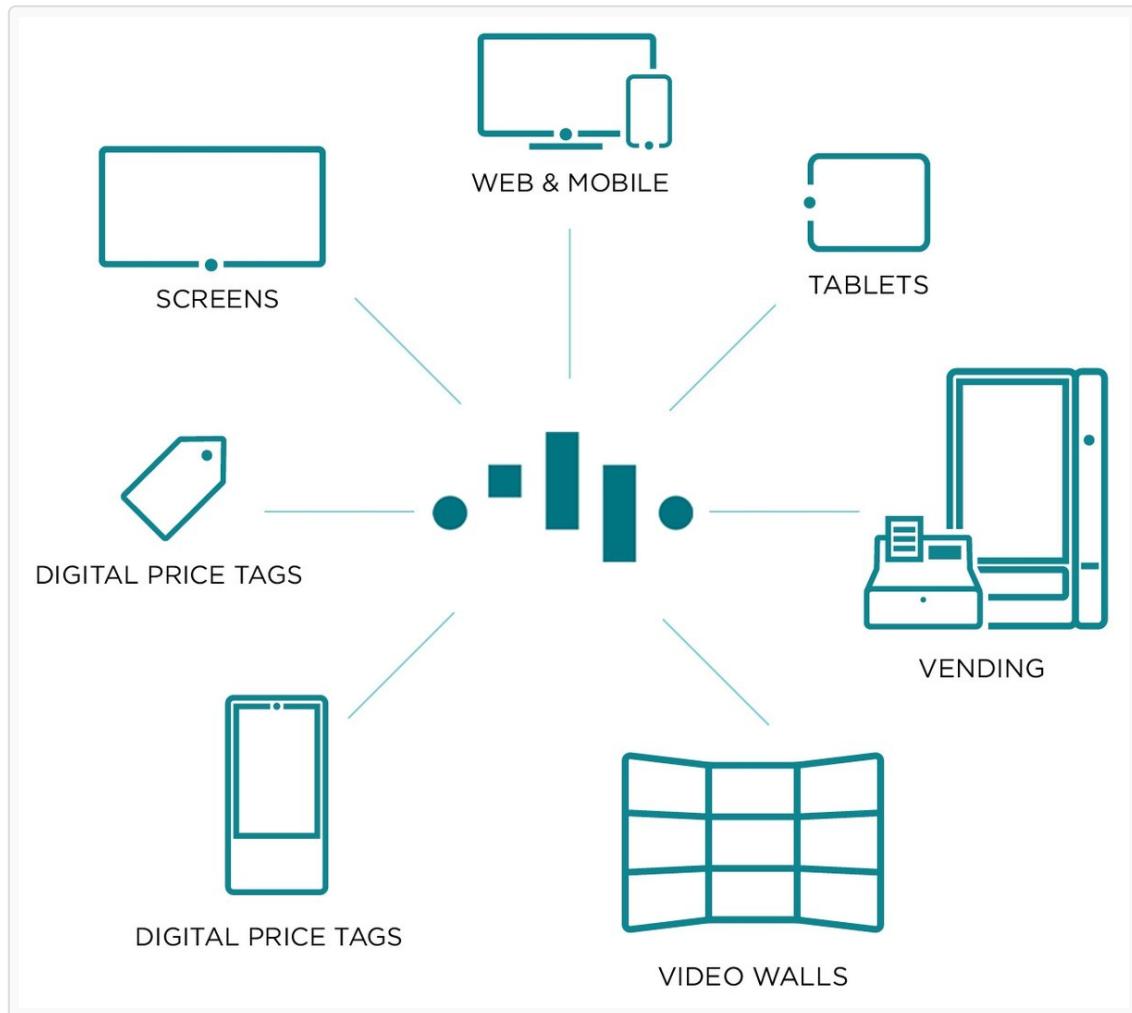
At Grassfish, we constantly develop innovative products for the dynamic management of digital signage networks. We operate on the cutting edge of technology and our solutions have a proven track record in large-scale, international projects.

We bring IT and marketing experts together to combine the best of both worlds and deliver excellent software, interactive solutions, and consulting services. We develop our products with the explicit goal of making them as easy as possible to use without time-consuming training or long implementation times.

Our future-proof solutions fully integrate into mobile communication and business intelligence applications. We develop our software with the specific goal of addressing the ever more stringent requirements placed on branding and corporate communications today. Grassfish combines state of the art data management with dynamic, fully integrated communication via public screen and tablet networks. Our customizable, highly secure system architecture is ideally suited for corporate and marketing communications in large organisations: scalable and incrementally expandable. You can adapt our system to your changing requirements at any time.

IXM One

With IXM One, Grassfish offers the innovative software of choice for large retail and corporate communication projects. It is one of the few products available that has been proven to be a stable solution for large digital signage projects and a best-fit for today's advanced requirements in large organisations. Managing an unparalleled set of different output devices, IXM One also integrates easily in a professional IT landscape. Due to its highly flexible structure, it adapts to the customer's organization - from centralized projects to multi-level retail implementations with editorial responsibilities at the head quarter, the country organization, and the dealership level.



Usability

The focus of the software is simple and fast usability combined with high functionality. To achieve this, it provides the following features:

- Attractive web based HTML5 user interface
- Intuitive graphical CMS with drag and drop features
- Support for various browsers and operating systems (MS Windows, Mac OS, Linux)
- Well-arranged user interface adapting to each user's access permissions
- Strict separation between system structure management and daily editorial work
- Multi-language support including Chinese, Cyrillic, Japanese, Hebrew, and Arabic character sets

Dynamic content management

Our software enables dynamic content management through the following features:

- Easy content handling via drag and drop
- Graphical representation of content and playlists
- Flexible setting of play-out rules for spots and playlists:
 - Time range, weekdays, time of day
 - Marketing attributes (such as product line, store type, demographics)
 - Regional attributes
 - Fall-back content to avoid black screens
 - Priority rules to overrule standard content in case of special events
 - Externally triggered dynamic content (such as controlled by audience measurement systems, age group and gender, sensors, RFID readers, and more)
- Configurable control via:
 - Playlists (specified content sequence or random order)
 - Content pools (such as two spots from pool A, then one spot from pool B)
 - Slots (common in advertising, like 6 slots filled at different levels)
- Extensive administration functions:
 - Automated generation of playlists
 - Copying of content between playlists
 - Preview for spots, playlists, and screens
 - Release workflows

Flexible output devices and screen layouts

By using a variety of player technologies, we support the following screen layouts:

- Portrait and landscape mode
- All screen formats and arrangements
- Video walls
- Full screen and split screen
- 4K resolutions and special formats (such as stretch displays)
- Flexible, visually appealing spot transitions (such as fly, seamless, crossfade, and more) between all content types (such as videos, HTML content, Composer spots, websites, and more)
- Overlays (logos, time, and more)

| | | | |
|------------------------------------|---------------------------------------|-------------------------------|---|
| 480x270 (16:9) Summer campaigns | 480x270 (16:9) Checkout desks | 960x540 (16:9) Winter 2013 | |
| 7 | 9 | | 4 |
| 480x270 (16:9) Employee TV | 480x270 (16:9) Women's departments | | |
| 8 | 10 | | |

| | | | |
|---------------------------------|--|------------------------------|------------------------------|
| 400x540 (20:27) Shop screens | 400x540 (20:27) Sports departments global | 800x540 (40:27) Entrances | 320x270 (32:27) New Sales |
| 11 | 13 | 15 | 17 |

| |
|--------------------------------|
| 320x270 (32:27) Winter 2013 |
| 18 |

Extensive media asset management

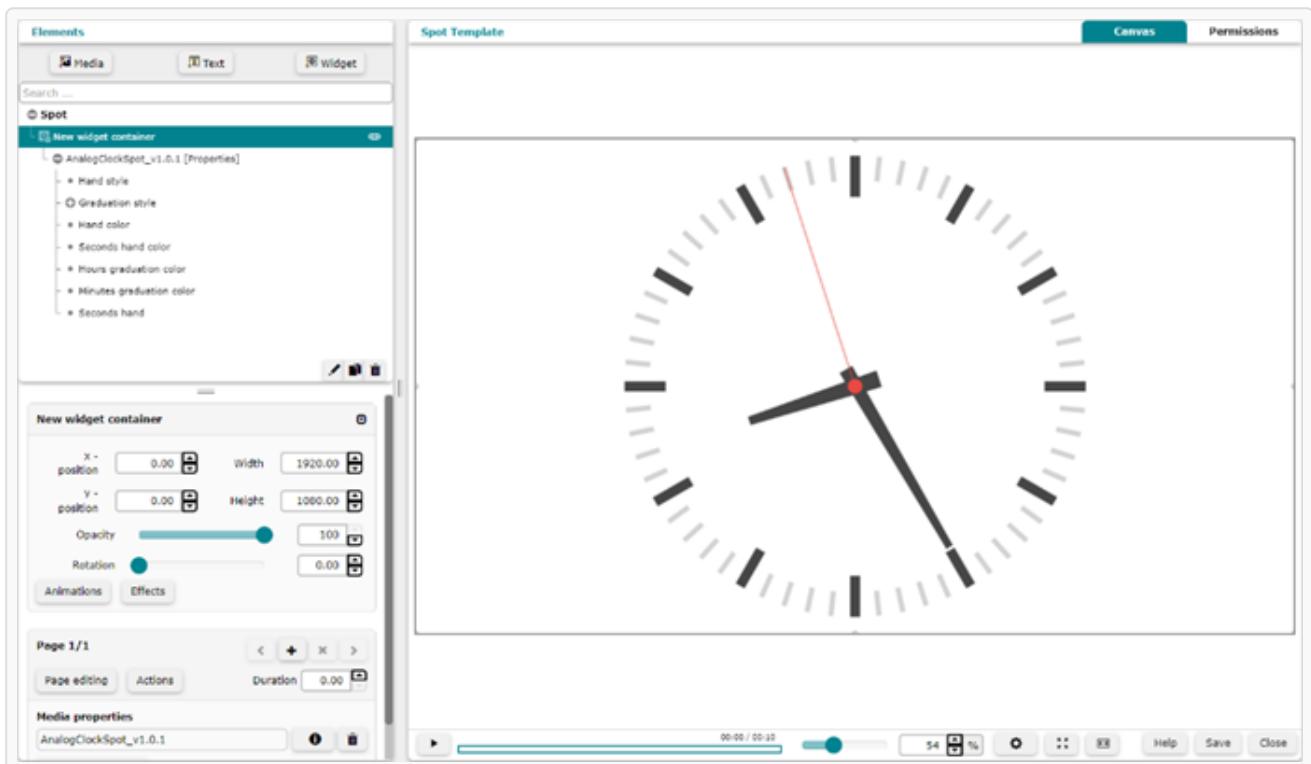
IXM One supports extensive media management via the following functions:

- Broad range of supported media formats such as:
 - Videos (AVI, MP4, and more)
 - Images (JPEG, BMP, TIFF, GIF, and more)
 - Audio (MP3)
 - Websites (HTML5) with preloading and whitelists
 - Local HTML5 content
 - Composer (integrated HTML-based spot and template editor)
 - Video streams
 - PDF
 - PPT
 - Text tickers
- Automated generation of thumbnails and preview videos
- Meta information for each media file for controlled media handling:
 - Keywords for searching
 - Validity period (media files can only be used during this period)

- Rules to specify where and in which context media files are allowed
- Dynamic spot filter rules during playback (for example for audience measurement integration)
- Folder structure to specify access rights
- Versioning of media files and playlists
- Archiving functions
- Management of variants of one content for different languages, countries, or channels

Content and template creation

Grassfish's built-in Composer tool makes it easy for marketing departments and other contributors to create or locally adapt content.



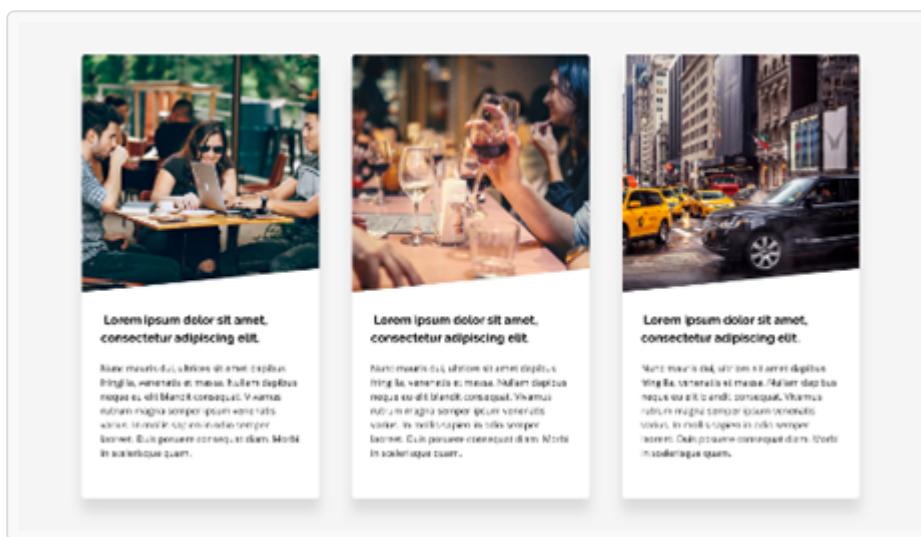
The Composer provides the following features:

- Creation and management of templates
- Control of editing rights to specify who can use which templates and which elements they can edit in them (such as whether fonts and sizes can be changed)
- Management of the central media pool and access to content
- Insertion of dynamic content from your databases into your templates
- Extension of the Composer's capabilities through project-specific widgets
- Generation and maintenance of HTML widgets and HTML templates by customers and their service providers

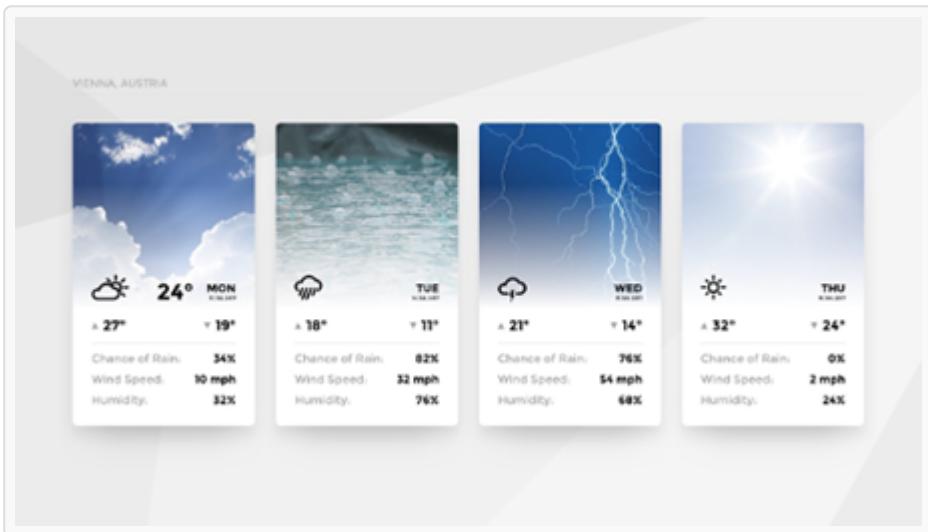
Data driven dynamic content

IXM One also supports data driven dynamic content with the following features:

- Data interface framework for easy integration of external data (news, weather, stocks, product databases, and more)
- Definition of rules for data distribution based on data properties
- Dynamic data access from templates and interactive applications
- Integration of image and media databases
- Integration of external advertisement sales systems
- Integration of on-site trigger sources (RFID readers, product holders, and more)
- Framework for content creation:
 - Access to external data (product data, and more)
 - Standard reporting interface
 - Heartbeat monitoring
- Access to information from external sources (audience measurement systems, RFID readers, and more)
- Content activation
- Customization rules for the content editor



News



Weather

Interactive application support

Interactive applications are a key element in most Grassfish projects. We support the following functions:

- Support of modern standard technologies:
 - HTML5
 - Integration of external systems (such as authentication or payment systems)
 - Framework for monitoring and generic reporting interface
- Customizable app selector on end devices
- Content control via tablets (2nd-screen applications)
- Content control via sensors (such as Lift&Learn applications)
- Control of light and audio systems

Organization and workflow support

Extensive user rights management

IXM One supports extensive user rights management:

- Detailed specification of access rights on functional and data levels
- Specification of user rights for:
 - Location management

- Content pool
- Playlists and playlist definition
- Workflows
- Meta information

Workflow support

Grassfish software supports your workflow in the following ways:

- Easy assignment of the right content to the right place, even in very complex organizational structures
- Extensive permission management options to suit your specific organizational structure and hierarchy
- Selective access to content for multi-tier and distributed editorial teams
- Changelogs for transparency (which changes were made to content and locations by whom and when)
- Version keeping for content and playlists
- Approval workflow for content creation and playlist changes
- LDAP/Active directory support

Real-time monitoring and reporting

With IXM One, you can keep track of all important developments using the following features:

- Central dashboard showing error conditions with e-mail notifications
- Monitoring of server environment and services
- Monitoring of player conditions:
 - Communication
 - Player hardware
 - Screen
 - Content
 - Interactive applications
 - Proactive monitoring

Target-oriented content (smart signage)

The Grassfish system provides the capabilities to turn a digital signage system into a smart signage system. Smart signage means that content is not statically defined in a playlist but calculated based on external information on the target groups. IXM One allow you to assign target groups (tags) to contents and locations. With these tags, the contents are dynamically assigned to locations. Additionally, you can use "live tags" to specify in real time which content from the assigned pool should be displayed.

Real-time content scheduling

With "live tags", the content/promotion loop automatically adapts in real time. IXM One can select content based on information that it receives from external systems like data feeds or sensors such as:

- Age group or gender (data coming from a camera-based audience measurement system)
- Customer clustering (attributes coming from the POS system, providing information to set up-selling promotions)
- Weather (data feed from the weather data provider)

For each content, you can set attributes such as, for example, "49 years+" or "Keno customer". The system uses these attributes during playback to match the trigger information that it receives.

Analytics and ROI

In the standard configuration, the Grassfish system provides the following playback and proof-of-play information:

- Number of playbacks for each content per day and screen
- Exact time of each playback (optional)
- Use of interactive applications and sensors

If you use external triggers such as audience measurement systems, IXM One can also report on data from these systems and information on the selected content.

For interactive applications, Grassfish provides a framework that allows the interactive applications to transmit usage data in a standardized way.

Camera-based analytics tools allow you to analyse viewers. For example, the number of people looking at the screen, age, gender, or duration. This information can be matched with the displayed content to provide information about the impact of specific content.

Scalable and secure system

The Grassfish system is scalable and secure. It consists of the following components:

- IXM One: controls the content on the display
- Grassfish Player: displays the contents on the screen network
- External data suppliers (optional): project-specific interfaces, for example, for delivering weather data, news or room booking information

The system structure is built as follows:

- Scalable from single server implementations up to distributed server cluster structures supporting tens of thousands of end devices
- Unlimited number of concurrent users
- Microsoft-based server architecture
- Professional MS SQL Server database

- Support of virtual server architectures and cloud services
- Optional hosting on Microsoft Azure cloud
- Support of multiple tenants
- High security level on server, player, and communication parts
- Successfully tested in several penetration tests
- Optional secure data transmission
- Customizable password policy rules
- Reporting, proof-of-play:
 - Number of playbacks/activations of interactive applications per day and player
 - Precise evaluation of playback time and place
 - Evaluation of content/template use by editorial teams

Note that the availability of functions depends on the software version, the hardware, and the operating system of the player.

How to guides

URL: <https://docs.grassfish.com/docs/how-to-guides-ixm>

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IXM One releases

URL: <https://docs.grassfish.com/docs/en/ixm-one-releases>

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Get the latest version

Please contact your Grassfish account manager to get the latest version.

IXM Version 12.0

11.07.2025

Update to 12.0

New name “IXM One”

As of this version, IXM One replaces the previous name IXM Platform.

API updates

This version includes the following updates:

- Optional name parameter for playlists: the name parameter in the `GET/Playlist` endpoint is now optional.
- Permission to assign spot tags: starting with this version, users must have write permissions for the spot group to assign spot tags via `PUT/Spots/Tags`.
- Permission to copy spots: starting with this version, users must have write permissions for the spot group to copy spots via `POST/Spots/CreateCopy`.

New features

With this version we've implemented the following features:

Create time-based event playlists

Starting with this release, you can schedule event playlists to start at regular intervals or specific times. This is especially useful when working with recurring or time-sensitive campaigns like promotions or announcements. For example, make sure your important announcement runs every 30 minutes, or run a meal voucher promotion at breakfast, lunch, and dinner times.

[Learn more in our webhelp ...](#)

Details panel always visible

The details panel in IXM One is now always visible to give you immediate access to important details of spots and media. However, you can change the configuration, so the panel is hidden and must be opened manually.

[Learn more ...](#)

Cleanup of empty directories

With this release, we're introducing a new empty directory cleanup process alongside the existing file cleanup. After cleaning up the files, the resulting empty directories are now also identified and deleted. This ensures a cleaner and better organized directory structure and reduces unnecessary clutter.

[Learn more ...](#)

Optional name parameter for playlists in API

The name parameter is now optional in the `GET /Playlists` API request. When you leave the name empty, the API returns all available playlists. However, you can still send API calls with a name like `GET /Playlists?name=DOOH` to get only playlists that match the specified name.

[Learn more about using the API ...](#)

Download all player logs

You can now download all log files from a player module in a single, compressed ZIP archive. This improvement makes it faster and more efficient to gather logs for analysis with one simple click. The ZIP format consolidates multiple logs into one file, making it easier to store and share.

[Learn more in our webhelp ...](#)

Automatically improve video uploads

We're introducing a new feature to automatically enhance video uploads. When you upload a video file, the system can now automatically analyze and convert the video into the optimal target codec for the best possible quality and compatibility. This enhancement eliminates the need for manual file conversion, saving valuable time and effort while ensuring your videos are compatible across various devices and platforms.

The video conversion process is tied to spot groups, meaning that if you upload a video to a specific spot group, the system automatically converts it if necessary.

[Learn more ...](#)

Clean up spot playtimes

We've implemented a new cleanup mechanism to address the accumulation of imported spot play times in the reporting database. Spot play times are now automatically deleted after 12 months to ensure optimal disk space usage and prevent server issues caused by full disk space.

Resolved issues

- We've fixed an issue where filtering dashboard messages for a specific range of days wasn't working.
- After the installer is finished and the services restarted, the webservices now stay up and running.
- After removing a player from the list, waiting list values are now updated in the DOOH chart.
- We've fixed the tooltip of the "Edit" icon that appears on a selectable media tile.
- We've fixed an issue where resetting the box and Box-ID wasn't working correctly.

- Filtering media is now possible when using the filter function in the “Select media file” dialog.
- We’ve fixed an issue with inconsistent behavior in LinkedList dependencies.
- We’ve fixed a typo and missing label text in the German version of the “Ticker” widget.
- After uploading a new video to IXM One, the metadata is now displayed in the spot details.
- The “Include not installed” setting in the “Player Online Offline” dashboard widget now works as expected.
- We’ve fixed the tooltip of the pie chart in the “Users Currently Logged In” dashboard widget to include all user types.
- We’ve added German translations for “on schedule” and “overdue” in the “Tasks Overview Per Plugin” dashboard widget.
- We’ve fixed a typo in the `GET/Spots` query parameter description.
- We’ve added a missing translation in the “Player licences” widget.
- We’ve fixed an issue where some logs were created even though all existing LogToFile keys were set to false in the master.config file.
- We’ve fixed an issue where unnecessary media preloading in the HTML Composer caused performance issues.
- The English version of the “Users login history” dashboard widget no longer loads the user count list values in German.
- We’ve fixed an API issue with `POST/Locations` where location users received a 403 forbidden message but the location was created correctly.
- We’ve fixed an API issue with `PUT/Spots` where the response was 200 instead of 400 when ValidFrom was greater than ValidTo.
- We’ve fixed an API issue with `PUT/Spots` where the response was 200 instead of 400 when ValidFrom was a different type than ValidTo.
- We’ve fixed an API issue with `DELETE/Spots` where it was not possible to delete a wizard spot uploaded via API.
- We’ve fixed an API issue with `POST/Spots/CreateCopy` where a spot was copied even though the user only had read permissions for the spot group.
- We’ve fixed an API issue with `PUT/Spots/Tags` where tags were assigned even though the user only had read permissions for the spot group.
- We’ve fixed an API issue with `PUT/Spots/Tags` where an existing tag was neither removed nor overwritten.
- We’ve fixed an API issue with `POST/Spots/CreateCopy` where the response was 200 even though the properties PlayerId and LocationId are mutually exclusive.
- We’ve fixed an API issue with `GET/Spots` where the response was 200 when the type value was valid, but no spots found for this type.
- We’ve fixed an issue where the spot pool preview was not available for website spots.
- For clarity, we’ve updated the descriptions of categories in `GET/Spots`.

- When creating a news item in IXM One, the visibility can no longer be set to a past date.
- We've fixed an API issue with `GET/Spots` where the response was 200 even though MinWidth value was negative.
- We've fixed an API issue with `GET/Spots` where the response was 200 even though MinHeigth value was negative.
- The online help icon now opens the correct pages from all areas of IXM One.
- We've fixed an issue where it was possible to edit the categories of multiple selected spots without selecting "Edit categories" but the changes were not saved.
- We've fixed an issue where the Player API couldn't detect its network settings and thus the server.
- We've fixed an API issue with `GET/Spots/AscContent` where ASC content was returned even though the user had no rights for the spot.
- The Player API endpoint `GET/api/v1.X/Updates` no longer fails, preventing players from receiving and installing updates.
- We've fixed an API issue where `GET/Spots/Preview` returned 200 OK even though the user had no rights for the spot or spot group.
- We've fixed an API issue where `GET/Spots/Thumbnail` returned 200 OK even though the user had no rights for the spot or spot group.
- We've fixed an API issue where `GET/Spots/Preview` returned 500 internal server error instead of 404 when the spot ID didn't exist.
- We've fixed an API issue with `POST/Spots/CreateCopy` where trying to delete a wizard spot that has copy caused a conflict.
- LinkLists now support relative URLs.
- We've fixed an issue where a server with version 11.17 was unable to cleanup staging data with more than two million rows.
- We've fixed an issue where the provisioning UI would hang if the player detected an unsupported server version or other critical error during initialization, and the player was incorrectly shown as online in IXM One.
- We've fixed an issue where an incorrect message appeared when re-initializing an already initialized player.
- We fixed an issue where the Player API and the Internet Broadcaster would fail when the file version of a spot changed.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

ASC means Advanced Spot Configurator. The ASC content of a spot refers to all editable elements of an HTML Wizard spot.

Enable video conversion

URL: <https://docs.grassfish.com/enable-video-conversion>

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With the release of version 12.0, IXM One can automatically enhance video uploads to ensure optimal quality and compatibility. When a video is uploaded, the system evaluates the file format and codec. If it does not meet the expected standards, it's automatically converted without the need for additional manual intervention.

How it works

The video conversion process works via spot groups and requires the following steps:

- Create spot groups for video conversion in IXM One and [get their IDs](#). We recommend clear and descriptive spot group names to ensure easy identification.
- Enable and configure video conversion.
- Control user access to the selected spot groups in IXM One using write permissions.

Limitations

Note the following limitations of the video conversion feature:

- This feature applies exclusively to video files. It doesn't support other formats like images, PDFs, or website spots.
- By default, there is no visual indication to users showing which spot groups have the automatic video conversion feature enabled. Use descriptive spot group names for easy identification.

Get spot group IDs

You need the spot group IDs to configure in which spot groups uploaded videos are automatically converted.

To get the spot group IDs, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, double-click on the spot group that you want to use for video conversion.
3. Open the Developer Tools in your browser. For example, in Google Chrome go to **Customize and control Google Chrome > More Tools > Developer Tools**.
4. In the Developer Tools window, select the **Network** tab.
5. Read the ID from the list and write it down. You'll need it to configure video conversion.
6. Repeat these steps to get the IDs of other spot groups if needed.

Enable video conversion

To enable automatic video conversion, perform the following steps:

1. Open the master.config file on the server with a text editor like Notepad++.
2. Configure the following settings as needed:

| Setting | Default |
|--|-----------------------------|
| SpotGroupVideoConversion:{SpotGroupId}:argumentsTemplate | null |
| SpotGroupVideoConversion:{SpotGroupId}:extension | .mp4 |
| FfmegExeFullPath | MAINSERVERPATH/Tools/ffmpeg |

3. Make sure to replace **{SpotGroupId}** with the spot group ID.
4. Optionally, specify more than one spot group by adding and configuring **SpotGroupVideoConversion:{SpotGroupId}:argumentsTemplate** multiple times.
5. Save your changes and close the file.

Example configuration

```
<add key="SpotGroupVideoConversion:123:argumentsTemplate" value="-i @@input@@ -c:v libx264 -crf 18 -preset slow -tune film -vf scale=-1:720" />
<add key="SpotGroupVideoConversion:378:argumentsTemplate" value="-i @@input@@ -c:v libx264 -crf 18 -preset fast -tune fast -vf scale=-1:720" />
<add key="SpotGroupVideoConversion:123:extension" value=".mp4" />
<add key="FfmpegExeFullPath" value="MAINSERVERPATH/Tools/ffmpeg/ffmpeg.exe" />
```

Troubleshooting

URL: <https://docs.grassfish.com/docs/troubleshooting>

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The articles in this section provide troubleshooting tips and guidance in case you have trouble when using our products. Browse the navigation pane on the left, or use the search to find help with a specific issue.

Can't download server key

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

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Symptoms

You can't download the server key. When you try to download the server key by clicking on **Download server key**, nothing happens.

Resolution

The following steps can help you identify and solve the issue:

- Ensure that the URL you called matches the MainServerURL in the master.config file.
- Ensure that you are using HTTPS or HTTP correctly as specified in the MainServerURL.

```
<configuration>
  <appSettings type="global">
    <add key="MainServerPath" value="\\gf-01\GVServer2\"/>
    <add key="MainServerURL" value="https://grassfish.com/gf"/>
```

API key not enabled

URL: <https://docs.grassfish.com/docs/cant-activate-api-key>

Archiviert am: 2025-07-17 18:30:30

Symptoms

You can't see the API Key tab in IXM One user management. You can't retrieve your API key.

Resolution

The following steps can help you identify and solve the issue:

1. To ensure that API keys are enabled, access your database.
2. Find the customer ID and assigned API keys in the **dbo.datCustomers** table. You can use the following SQL statement:

```
SELECT Id, Name, ApiKeysEnabled FROM dbo.datCustomers ORDER BY ID DESC
```
3. In the table, check the value in the **ApiKeysEnabled** column. By default the value is 0, which means API Keys are disabled.
4. To change the API keys value, you can use the following SQL statement:

```
UPDATE dbo.datCustomers SET ApiKeysEnabled = 1 WHERE Id = 123
```

HTML Composer doesn't load fonts

URL: <https://docs.grassfish.com/docs/load-fonts-in-html-composer>

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Symptoms

You get an error message when you try to load fonts in the HTML Composer.

Resolution

The following steps can help you identify and solve the issue:

- Ensure that the URL you called matches the MainServerURL in the master.config file.
- Ensure that you are using HTTPS or HTTP correctly as specified in the MainServerURL.

```
<configuration>
  <appSettings type="global">
    <add key="MainServerPath" value="\\gf-01\GVServer2\"/>
    <add key="MainServerURL" value="https://grassfish.com/gf"/>
```

HTML Composer spot import fails

URL: <https://docs.grassfish.com/docs/composer-spot-import-fails>

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Symptoms

You get an error message when you try to import exported HTML Composer spots.

Resolution

The following steps can help you identify and solve the issue:

- Ensure that the fonts that are used in the spot are available.
- Download the fonts from the old server and upload them to the new server.

Note

For more information, see our article on [customizing fonts](#).

Can't upload license

URL: <https://docs.grassfish.com/docs/upload-license>

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Symptoms

You get an error message when you try to upload a license file.

Resolution

The following steps can help you identify and solve the issue:

- Ensure that the URL you called matches the MainServerURL in the master.config file.
- Ensure that you are using HTTPS or HTTP correctly as specified in the MainServerURL.

```
<configuration>
  <appSettings type="global">
    <add key="MainServerPath" value="\\gf-01\GVServer2\"/>
    <add key="MainServerURL" value="https://grassfish.com/gf"/>
```

Player doesn't load new content

URL: <https://docs.grassfish.com/docs/player-doesnt-load-new-content>

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Symptoms

Your player doesn't load new content and the transmission light doesn't change to orange or red.

Resolution

The following steps can help you identify and solve the issue:

- Ensure that the [DataCalculator service](#) on the server is running.
- Restart the service.

Screen controller doesn't work

URL: <https://docs.grassfish.com/docs/screen-controller-doesnt-work>

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Symptoms

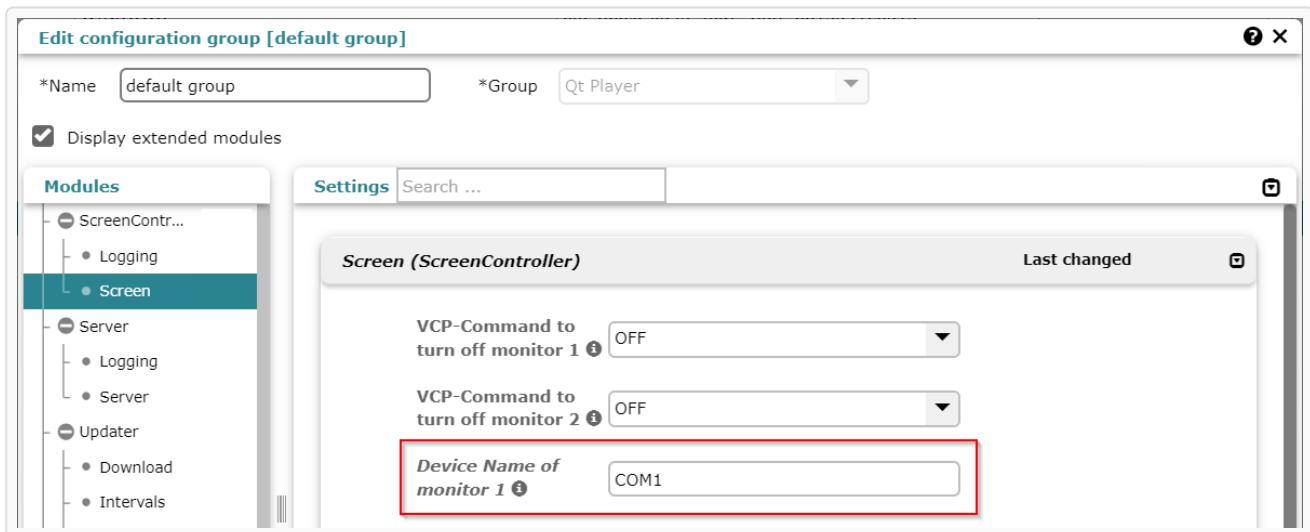
Screen controller doesn't work as intended with RS-232. Your screen controller configuration is incorrect.

Resolution

The following steps can help you identify and solve the issue.

Check the configuration

1. To ensure that you've added the COM port, go to the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, ensure that **Display extended modules** is selected.
3. Under **Modules**, select **ScreenController > Screen**.
4. Ensure that the **Device Name of monitor 1** matches the name of your COM port.



Check the hardware

In addition to the signal cable, usually an HDMI cable, RS-232 control also requires a control cable that must be connected to the RS-232 interface.

Ensure that this cable is present, correctly connected, and compatible with your system. Otherwise, the IXM One configuration can't take effect.

Composer has performance issues

URL: <https://docs.grassfish.com/docs/composer-has-performance-issues>

Archiviert am: 2025-07-17 18:30:46

Symptoms

When editing a spot in the HTML Composer, performance slows down due to media preloading.

Resolution

The following explanation and steps can help you identify and solve the issue.

Understand media retrieval

In the spot, the `getElementWrapper` function from the [gfWizardBase library](#) is used to get media data from the `ascData` field.

This function calls another function called `wrap`. When it handles a media element, it creates a DOM element called `clippedMediaHtml` using the `getMediaElements` function. This causes all related images and videos to load.

Loading all this media can slow down performance.

Switch functions

To avoid performance issues, you can use the `getElementValue` function instead. It lets you access media data through `getMediaData`, without creating the wrapper.

This prevents the media from loading unnecessarily and helps improve performance.

```
const mediaElement = window.gfWizardBase.getElementValue('Media');
const mediaDataObject = window.gfWizardBase.getMediaData(mediaElement[0]?.SpotId);
const mediaUrl = mediaDataObject?.FullPath || null;
```

Note

To learn more, see our articles on [HTML spot development](#).

End of Support

URL: <https://docs.grassfish.com/docs/end-of-support>

Archiviert am: 2025-07-17 18:30:49

:

Enable file cleaner

URL: <https://docs.grassfish.com/docs/enable-file-cleaner>

Archiviert am: 2025-07-17 18:30:52

The continuous operation of the server accumulates usage data. Grassfish provides a file cleaner to delete this data and avoid filling up the server file system.

To enable the file cleaner, perform the following steps:

1. Navigate to the master.config file.
2. Under **appSettings**, look for **DataGateway**.
3. Set the value of **FileCleaner:Enabled** to **true**.
4. Set the value of **FileCleaner:IntervalSeconds** to the desired number of seconds.
5. Set the value of **FileCleaner:ConfigFile** to the file path of the filecleaner.xml file.
6. Save your changes and close the file.

```
<appSettings type="DataGateway">
    <add key="FileCleaner:Enabled" value="true"/>
    <add key="FileCleaner:IntervalSeconds" value="120"/>
    <add key="FileCleaner:ConfigFile" value="\grassfish.local\GFServers\configs\filecleaner.xml"/>
</appSettings>
```

Note

If you upgrade from IXM One version 11.14 or earlier, you must migrate the configuration settings from DataSpots to DataGateway and update the keys and values.

Clean up directories

Note

This feature requires IXM One version 12.0.0 or later.

In addition to cleaning files, the file cleaner can also clean empty directories. In this case, the files are removed first and then any remaining empty directories are deleted. This makes for a cleaner and more organized directory structure and reduces unnecessary clutter.

You can configure your custom cleanup settings in the filecleaner.xml file.

Every cleanup setting requires a `name` and the following config parameters:

- `extensions` *Required*

Default: `string.Empty`

Specify wildcards for file extensions to search for during cleanup.

Examples: `*.log`, `*.jpg`, `*`

- `directory` *Required*

Default: `string.Empty`

Specify the directory to search for files to clean. Use `id` as a placeholder for a numeric ID.

Examples: `\path\to\main\folder\log`, `\path\to\main\folder\data\id\screenShot`

- `olderThanDays` *Optional*

Default: `30`

Specify after how many days files are deleted.

- `recursive` *Optional*

Default: `false`

Set to true to scan sub-directories for files or empty directories to clean or delete them.

- `deleteEmptySubDirectories` *Optional*

Default: `false`

Set to true to delete empty sub-directories.

Example:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<itemList>
    <item name="Serverlogs">
        <extensions>*.log</extensions>
        <directory>\path\to\main\folder\log</directory>
        <olderThanDays>10</olderThanDays>
        <recursive>true</recursive>
    </item>
    <item name="ClientLogs">
        <extensions>*.log</extensions>
        <directory>\path\to\main\folder\data\logs</directory>
        <olderThanDays>30</olderThanDays>
        <recursive>true</recursive>
    </item>
    <item name="DataTemp">
        <extensions>*</extensions>
        <directory>\path\to\main\folder\data\tmp</directory>
        <olderThanDays>5</olderThanDays>
        <recursive>true</recursive>
    </item>
    <item name="Export">
        <extensions>*.csv</extensions>
        <directory>\path\to\main\folder\data\export</directory>
        <olderThanDays>60</olderThanDays>
        <recursive>true</recursive>
    </item>
    <item name="Screenshots">
        <extensions>*.jpg</extensions>
```

```
<directory>\path\to\main\folder\data\$id$\screenShot</directory>
<olderThanDays>90</olderThanDays>
<recursive>true</recursive>
</item>
<item name="TempData">
<extensions>*
```

Deploy legacy webservices as any CPU

URL: <https://docs.grassfish.com/docs/deploy-legacy-webservices-as-any-cpu>

Archiviert am: 2025-07-17 18:30:54

The following legacy webservices support both 32-bit and 64-bit applications:

- Rest/Gui
- API
- IS
- Common
- Customer
- SamlLogin

Note

For new webservice installations, the application pool uses 64-bit by default.

Edit legacy webservices

To set legacy webservice installations to 64-bit, perform the following steps:

1. Open IIS Manager.
2. Under **Connections**, click on **Application Pools**.
3. Select the application pool that you want to edit.
4. Under **Actions**, click on **Advanced Settings....**
5. Set **Enable 32-Bit Applications** to **False** to use 64-bit instead.
6. Click **OK** to save your changes.

Configure load balancer or reverse proxy

URL: <https://docs.grassfish.com/docs/configure-load-balancer-or-reverse-proxy>

Archiviert am: 2025-07-17 18:30:56

IXM One supports API access through load balancer and/or proxy setups that help manage server systems.

Load balancers distribute large amounts of traffic across a pool of available servers. A load balancer allows an application to scale beyond a single server, making processing more efficient. By configuration, a load balancer can also serve as a reverse proxy. A reverse proxy takes a request from a client, forwards it to an available server, and returns the server response to the client.

Seamlessly using a load balancer and/or reverse proxy with IXM One requires additional configuration of Internet Information Services (IIS) for Windows Server. Follow the instructions in this article to configure your system.

Prerequisites

Before you begin configuration, make sure you meet the following prerequisites:

- You are using IXM One version 11.16.0 or later.
- The URL Rewrite module is installed on each web server in your system. For more information, see the Microsoft documentation: <https://www.iis.net/downloads/microsoft/url-rewrite>

Note

Apply the following settings only if IIS is behind a load balancer.

Add allowed server variables

You must add allowed server variables to the URL Rewrite module. To do so, perform the following steps:

1. Open IIS Manager.
2. Under **Connections**, select your server.
3. Open **URL Rewrite**.
4. Under **Actions**, select **View Server Variables**.
5. Click **Add** and add the following variables:
 - HTTP_HOST
 - HTTPS
 - REMOTE_ADDR

- REMOTE_HOST
- SERVER_NAME
- SERVER_PORT

| Name | Entry Type |
|-------------|------------|
| HTTP_HOST | Local |
| HTTPS | Local |
| REMOTE_ADDR | Local |
| REMOTE_HOST | Local |
| SERVER_NAME | Local |
| SERVER_PORT | Local |

Set environment variable

To set the environment variable, perform the following steps:

1. Go to IXM_BASE_DIR\www.
2. Open the web.config file.
3. Add the environment variable ASPNETCORE_FORWARDEDHEADERS_ENABLED and set it to **true**.
4. Save your changes and close the file.

```
<configuration>
  <system.webServer>
    <aspNetCore>
      <environmentVariables>
        <environmentVariable name="ASPNETCORE_FORWARDEDHEADERS_ENABLED" value="true" />
      </environmentVariables>
    </aspNetCore>
  </system.webServer>
</configuration>
```

Add rewrite rules

There are two scenarios for the IIS binding:

- **The binding is different from the MainServerURL**

We recommend using this solution because performance is better when SSL is managed solely by the reverse proxy.

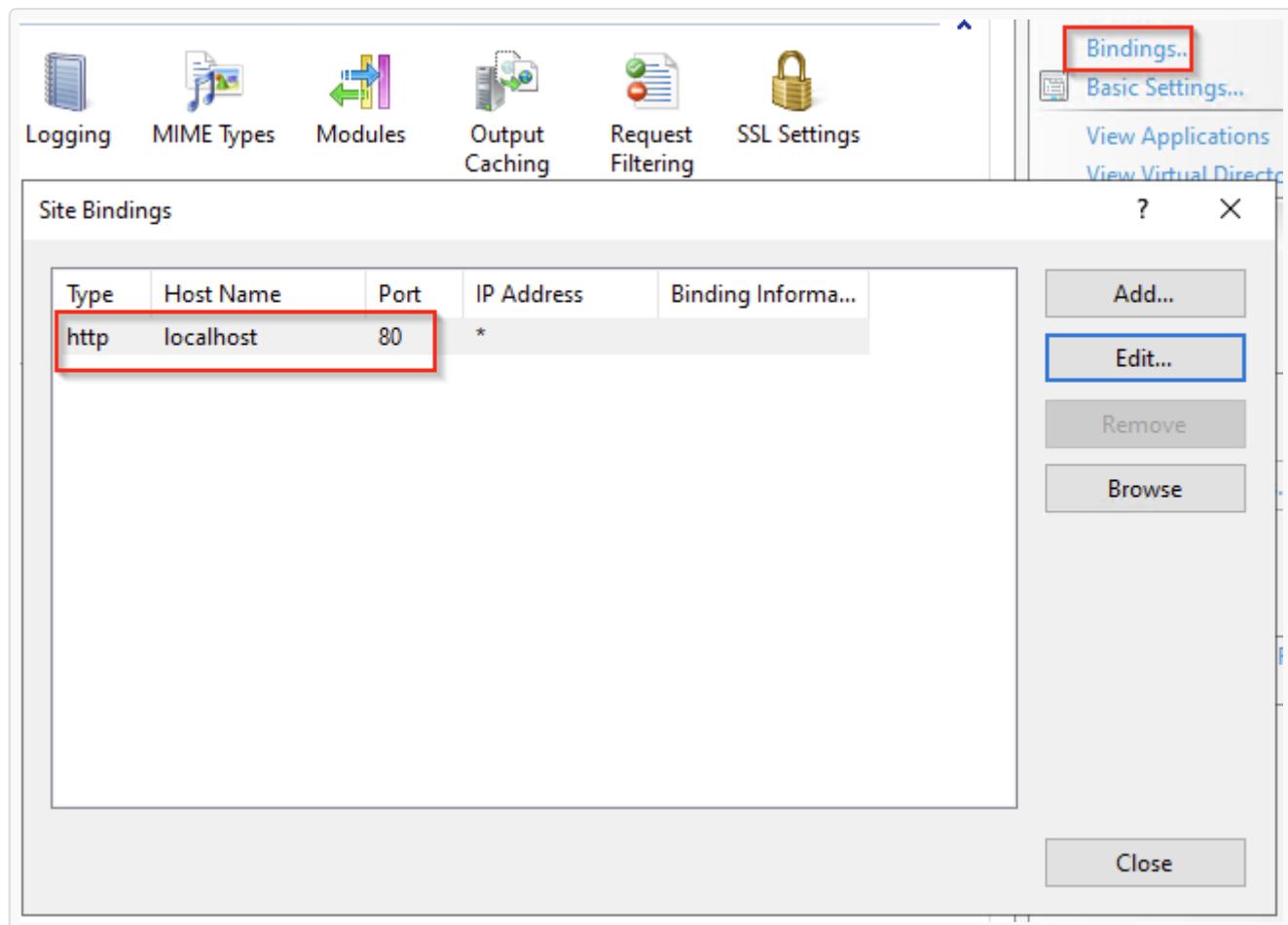
- **The IIS binding matches the MainServerURL**

This solution is simpler because you don't have to change the binding when adding a reverse proxy to an existing setup. However, it's slower due to the SSL overhead on the web server.

Select your scenario and follow the matching instructions below.

IIS binding is different from MainServerURL

In this scenario, your external URL and internal IIS binding are different. For example: <https://external.domain> and <http://localhost>.



To add the required rewrite rules, perform the following steps:

1. Go to IXM_BASE_DIR\www.
2. Open the web.config file.
3. Add the following code for your rewrite rules:

```
<?xml version="1.0" encoding="utf-8"?>
<configuration>
```

```

<system.webServer>
    <rewrite>
        <rules>
            <!-- add rules here -->
        </rules>
    </rewrite>
</system.webServer>
</configuration>

```

4. Add the following rewrite rules:

```

<rule name="X-Forwarded-Host">
    <match url=".*" />
    <serverVariables>
        <set name="HTTP_HOST" value="{C:0}" />
        <set name="SERVER_NAME" value="{C:1}" />
        <set name="SERVER_PORT" value="{C:3}" />
    </serverVariables>
    <action type="None" />
    <conditions>
        <add input="{REMOTE_ADDR}" pattern="^192\.168\.175\.1$" />
        <add input="{HTTP_X_FORWARDED_HOST}" pattern="^([\w\-\.\.]+)(\:(\d+))?\$" />
    </conditions>
</rule>
<rule name="X-Forwarded-Proto-Https">
    <match url=".*" />
    <serverVariables>
        <set name="HTTPS" value="on" />
    </serverVariables>
    <action type="None" />
    <conditions>
        <add input="{REMOTE_ADDR}" pattern="^192\.168\.175\.1$" />
        <add input="{HTTP_X_FORWARDED_Proto}" pattern="^https$" />
    </conditions>
</rule>
<rule name="X-Forwarded-Proto-Http">
    <match url=".*" />
    <serverVariables>
        <set name="HTTPS" value="off" />
    </serverVariables>
    <action type="None" />
    <conditions>
        <add input="{REMOTE_ADDR}" pattern="^192\.168\.175\.1$" />
        <add input="{HTTP_X_FORWARDED_Proto}" pattern="^http$" />
    </conditions>
</rule>
<rule name="X-Forwarded-For">
    <match url=".*" />
    <serverVariables>
        <set name="REMOTE_ADDR" value="{C:0}" />
        <set name="REMOTE_HOST" value="{C:0}" />
    </serverVariables>
    <action type="None" />
    <conditions>
        <add input="{REMOTE_ADDR}" pattern="^192\.168\.175\.1$" />
        <add input="{HTTP_X_FORWARDED_FOR}" pattern=".+" />
    </conditions>
</rule>

```

- Replace each occurrence of `^192\.168\.175\.1$` with the load balancer's IP address. You must precede special characters such as a period (.) with a backslash (\) because this pattern is a regular expression.
- Save your changes and close the file.

IIS binding matches MainServerURL

In this scenario, your external URL and the internal IIS binding match. For example: <https://external.domain> and <https://external.domain>.

| Type | Host Name | Port | IP Address | Binding Information |
|-------|-----------------|------|------------|---------------------|
| https | external.domain | 443 | * | |

Buttons:

- Add...
- Edit...
- Remove
- Browse
- Close

Note

Because of the HTTPS binding, you must install the SSL certificate on the web server. HTTPS encryption creates additional CPU load on the web server.

To add the required rewrite rule, perform the following steps:

- Go to `IXM_BASE_DIR\www`.
- Open the `web.config` file.
- Add the following code for your rewrite rule:

```

<?xml version="1.0" encoding="utf-8"?>
<configuration>
    <system.webServer>
        <rewrite>
            <rules>
                <!-- add rules here -->
            </rules>
        </rewrite>
    </system.webServer>
</configuration>

```

4. Add the following rewrite rule:

```

<rule name="X-Forwarded-For">
    <match url=".*" />
    <serverVariables>
        <set name="REMOTE_ADDR" value="{C:0}" />
        <set name="REMOTE_HOST" value="{C:0}" />
    </serverVariables>
    <action type="None" />
    <conditions>
        <add input="{REMOTE_ADDR}" pattern="^192\.168\.175\.1$" />
        <add input="{HTTP_X_FORWARDED_FOR}" pattern=".+" />
    </conditions>
</rule>

```

5. Replace each occurrence of **^192\.168\.175\.1\$** with the load balancer's IP address. You must precede special characters such as a period (.) with a backslash (\) because this pattern is a regular expression.

6. Save your changes and close the file.

Configure player selection

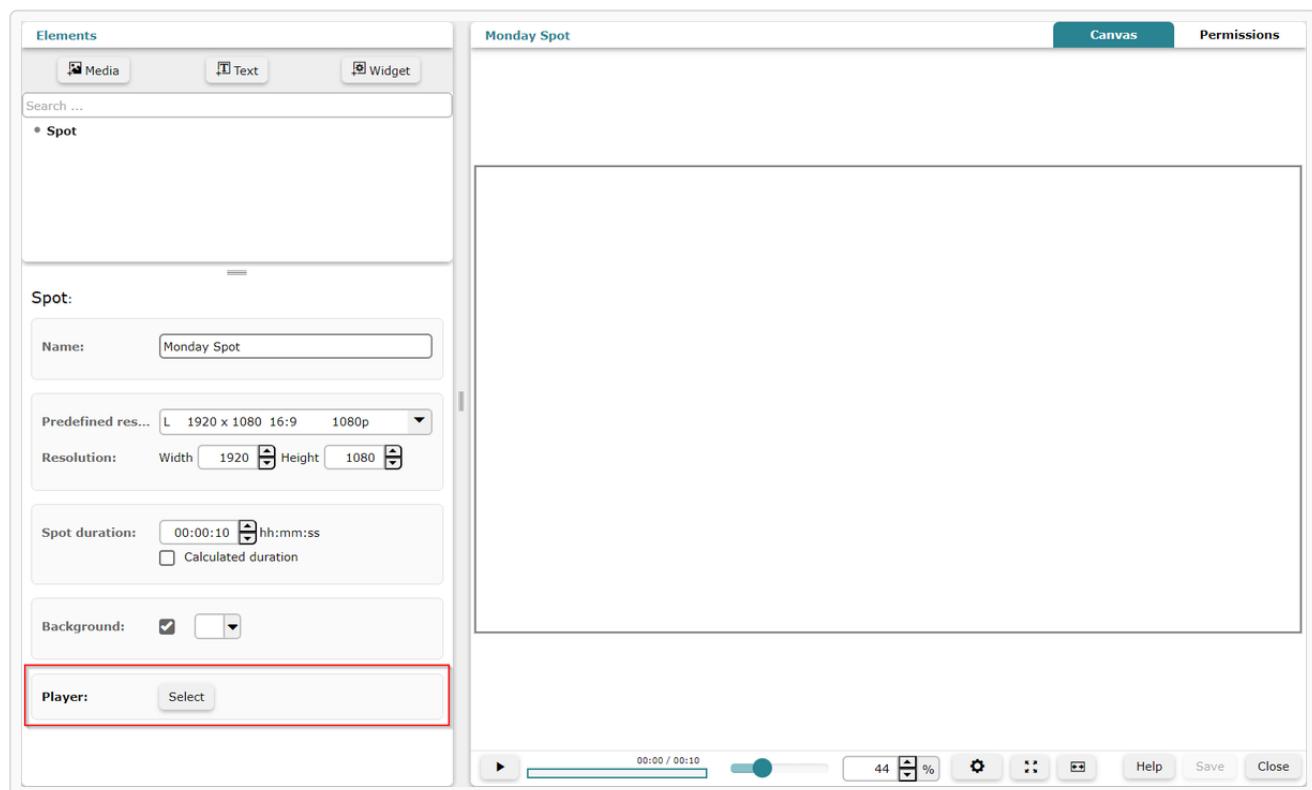
URL: <https://docs.grassfish.com/docs/configure-player-selection>

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The HTML Wizard and HTML Composer provide player-specific previews. This means that users who edit spots in the HTML Wizard or Composer can select a player from a dropdown menu and preview the spot they're currently working on.

By default, the player selection dropdown menu is disabled. You can enable it in the following ways:

- **HTML Composer:** You can generally activate the player selection for the Composer. This means that it will always appear when a spot is edited in Composer.
- **HTML Wizard:** You can't activate player selection generally for the HTML Wizard, but in your HTML Wizard spots. This means that the spot decides whether the player selection is available when editing it in the Wizard or not.



Configure the HTML Composer

To configure player selection in the HTML Composer, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\

2. Open one of the following folders:

- **00000**: edit configurations for the entire server, which means for all customers.
- **000xxx**: edit customer-specific settings. xxx is the customer ID.

3. Open the config.json file in your folder with a text editor like Notepad++.

4. Go to **cms > showPlayerSelectionAlways** and set it to **true**.

5. Save your changes and close the file.

```
{  
    "cms": {  
        "showPlayerSelectionAlways": true  
    }  
}
```

Configure HTML Wizard spots

To configure player selection in your HTML Wizard spots, perform the following steps:

1. Open the spot's [ascData.json file](#).

2. Go to **Document > Options > EnablePlayerSelection** and set it to **true**.

3. Save your changes and close the file.

```
{  
    "Document": {  
        "SpotIdentifier": "Sample",  
        "SpotVersion": "1.0.0",  
        "ApiVersion": 1,  
        "Width": 1920,  
        "Height": 1080,  
        "Options": {  
            "PossibleResolutions": [],  
            "EnablePlayerSelection": true  
        },  
        "Elements": []  
    }  
}
```

Time DataGateway maintenance

URL: <https://docs.grassfish.com/docs/time-datagateway-maintenance>

Archiviert am: 2025-07-17 18:31:03

You can set a time frame for the DataGateway maintenance. That is, cleaning up the database.

To do so, perform the following steps:

1. Open the master.config file on the server with a text editor like Notepad++.

2. Under **DataGateway**, add the following lines:

- <add key="Maintenance.WindowFromHour" value="1"/>
- <add key="Maintenance.WindowToHour" value="3"/>

3. To set the maintenance period, change the value in each row to the desired hour in 24-hour format.

For example, set **Maintenance.WindowFromHour** to **1** and **Maintenance.WindowToHour** to **3** to set the maintenance window from 1:00 AM to 3:00 AM.

4. Save your changes and close the file.

```
<appSettings type="DataGateway">
    <add key="Maintenance.WindowFromHour" value="1" />
    <add key="Maintenance.WindowToHour" value="3" />
</appSettings>
```

Set cleanup of deleted bookings

URL: <https://docs.grassfish.com/docs/set-datagateway-cleanup>

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By default, DataGateway regularly cleans up deleted bookings and booking items. It removes deleted bookings from the following tables:

- dooh.Bookings
- dooh.BookingItems
- dooh.SpotInstances
- dooh.BookingItemScreens
- dooh.BookingItemAnalogScreens
- dooh.BookingItemHandlingCosts
- dooh.BookingItemCategoryGroups
- dooh.BookingItemTags
- dooh.SalesPeople
- dooh.Printouts

The cleanup happens during the [scheduled maintenance period](#) and after the deleted bookings have been retained for a configurable period of time. To configure the cleanup, perform the following steps:

1. Open the master.config file on the server with a text editor like Notepad++.
2. Under **DataGateway**, configure the following settings:
 - Set the value of **Maintenance.DoohBookingCleanupBatchSize** to the number of items to delete.
 - Set the value of **Maintenance.DoohBookingCleanupEnabled** to **false** if you want to disable the cleanup. The default value is **true**.
 - Set the value of **Maintenance.MaxDaysForDeletedBookingsToKeep** to the maximum number of days for which you want to keep deleted bookings. The minimum is 1 day.
3. Save your changes and close the file.

```
<appSettings type="DataGateway">
    <add key="Maintenance.DoohBookingCleanupBatchSize" value="500" />
    <add key="Maintenance.DoohBookingCleanupEnabled" value="true" />
    <add key="Maintenance.MaxDaysForDeletedBookingsToKeep" value="90" />
</appSettings>
```

Enable detailed spot statistics

URL: <https://docs.grassfish.com/docs/enable-detailed-spot-statistics>

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Using the detailed spot statistics, you can track which spots have been played. The player sends every single playout of the spot to the server. Based on this data, you can create a CSV file report in IXM One.

Prerequisites

Creating detailed spot statistics requires multiple components. Ensure that you meet the following prerequisites before you enable the setting:

- The CommonDataImporterPlugin is installed on the server. That means, you've copied all files from Server.zip\Plugins\ReportingGateway\CommonDataImporterPlugin to ReportingGateway\Pipeline\Addins.
- The SpotPlaytimesImporter is installed on the server. That means, you've copied all files from Server.zip\Plugins\ReportingGateway\SpotPlaytimesImporter to ReportingGateway\Pipeline\Addins.
- The generic report files are located on the server at GVServer2\GenericReports\SpotPlayTimes. This should happen during IXM One installation.

Configure IXM One

To enable detailed spot statistics in IXM One, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **enableDetailedSpotStatisticForUserType** to one or more of the following options:
 - **Admin**: admin users can access detailed spot statistics.
 - **StandardUser**: standard users can access detailed spot statistics.
 - **LocationUser**: location users can access detailed spot statistics.
5. Save your changes and close the file.

```
{  
  "cms": {
```

```
        "enableDetailedSpotStatisticForUserType": [
            "Admin",
            "LocationUser",
            "StandardUser"
        ]
    }
}
```

Configure the player

To enable detailed spot statistics on the player, perform the following steps:

1. In IXM One, go to the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Enable the setting as required by your player:
 - For a Windows and Linux Player, go to the module **InternetReceiver > Logging** and select **Transmit spot statistics that are accurate to the second**.
 - For an Android Player, go to the module **Common > Common** and select **Transmit spot statistics that are accurate to the second**.
 - For a Tizen Player, go to the module **Player > Statistic** and select **spotStatisticPlaytimes**.
4. Click **Save** to save your changes.

Download spot statistics

To download the detailed spot statistics, perform the following steps:

1. In IXM One, go to **Reports > Reports > Spot statistics**.
2. Select **For every playback**.
3. Click **Load spot statistics** to generate a CSV file.

DOOH and SSP releases

URL: <https://docs.grassfish.com/docs/release-notes-dooch-and-ssp>

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Get the latest version

Please contact your Grassfish account manager to get the latest version.

DOOH and SSP Version 12.0

11.07.2025

New features

With this version we've implemented the following features:

Create bookings based on budget

To simplify the booking process, you can now set a budget instead of individual playback parameters. This way you don't have to spend time on calculations or technical requirements. Simply configure your bookings by specifying a total budget and let the system calculate the playback parameters automatically.

[Learn more in our webhelp ...](#)

Set DOOH and SSP airtime on player

You can now set an airtime percentage for SSP ads in the player configuration. This complements the existing option for DOOH ads, giving you greater control over airtime allocation. Manage SSP and DOOH airtime more flexibly, ensuring consistent playback across Android, Windows, and Linux players.

[Learn more in our webhelp ...](#)

Detailed report for multi-content spots

The playback report now provides detailed insights for each video in a multi-content spot. Instead of just showing the overall number of times the container was played, you can now see the playback counts for each individual video, giving you a clearer understanding of their individual performance. Reporting is available for the [Random Media Viewer](#) and the [Planned Media Viewer](#) spot.

Export DOOH chart

With this release, you can export the DOOH chart as an XLSX file that you can open in Microsoft Excel. The export includes all data from the chart such as product information, booking dates and times, and the booking status.

[Learn more in our webhelp ...](#)

Notify users about missing media

You can now set up notifications to inform the sales person if a booking item without media is going to start soon. This helps ensure that campaigns are properly set up and gives you time to add media well in advance. The notification can be sent as a news center message and email.

[Learn more in our webhelp ...](#)

Create multiple booking items with different dates

You can now create multiple booking items with different dates and times at once, without leaving the booking item window. This new option allows you to easily and efficiently manage a non-continuous campaign that runs on different days.

[Learn more in our webhelp ...](#)

Configure the SSP provider in IXM One

You can now set up and manage your SSP provider directly in IXM One without having to manually edit configuration files. This simplifies and streamlines the SSP configuration process and reduces the risk of manual errors. The new SSP administration tab is easily accessible and provides all the necessary fields for SSP configuration.

[Learn more ...](#)

Improved DOOH report calculation

With this release, we've improved the calculation of DOOH digital reports to better reflect DOOH performance. This includes the following updates:

- Dynamic air time ratio: The system now uses the actual, user-configured air time ratio rather than a static value.
- Operating time integration: The calculation also incorporates actual operating hours, ensuring that all metrics accurately reflect real-world usage.

[Learn more in our webhelp ...](#)

Resolved issues

- We've fixed an issue where only the waiting list was visible in the chart and the not available bar was not.
- Edit buttons are no longer displayed in the context menu of read-only bookings.
- We've fixed an issue where the system froze when deleting a reserved booking from a product that had another booking item on the waiting list.
- When clicking on "Show" next to "Includes deactivated locations", only deactivated locations are displayed.
- We've fixed an issue where it wasn't possible to assign categories to DOOH products.

Links to webhelp

| |
|--------------------------------------|
| English |
| Administrator manual |

DOOH and SSP Version 11.18.0

24.01.2025

Update to 11.18.1

We recommend to update to version 11.18.1 to ensure consistency and reliability of the Player API.

Update to 11.18

Note the following important information, before you update to 11.18.0.

DOOH Lite: only one DOOH playlist

As of this version, it's no longer possible to create multiple DOOH playlists. DOOH Lite users who have more than one DOOH playlist must review their DOOH playlists and decide how to merge or delete them. Note that this change doesn't affect DOOH Platform users.

New features

With this version we've implemented the following features:

Optional client number

Starting with this release, you can configure whether the client number field is visible and optional. This gives you the flexibility to enter a client number when required, while ensuring one is captured for reporting purposes.

[Learn more ...](#)

Delete bookings

You can now delete bookings if you no longer need them, as long as they're not ordered or running. This will help you keep track of your bookings.

Transfer only required SSP spots

You can now use SSP with screen playlists so that only spots required for a specific player are transferred, rather than all SSP spots. This requires no additional configuration. You simply add the playlist ID when [configuring the AdServing API](#) as before. If this playlist is a screen playlist in IXM One and not a general playlist, the SSP spot is only transferred to the specified player.

Only one DOOH playlist

Since multiple DOOH playlists lead to erratic behavior in the DOOH system, it's no longer possible to create more than one DOOH playlist. If you try to do so, you'll now see an error message.

More frequent capacity calculation for deactivated locations

The system now performs capacity calculations for deactivated locations every two hours instead of every 12 hours. With more timely and accurate data, it's easier to maintain current information and improve decision-making processes when working with bookings.

Copy bookings

As of this release, you can copy DOOH bookings. This allows you to reuse bookings easily and efficiently, simplifying your workflow and reducing redundant work. You can copy any booking regardless of its state.

Use DOOH in different time zones

It's now possible to use DOOH in different time zones. We've implemented measures to ensure that DOOH spots always play correctly, even if servers and players are in different time zones.

Select ad spaces flexibly

When creating a DOOH product, you can now select multiple locations as advertising space regardless of their hierarchical relationship - that is, regardless of the parent location. You no longer have to interrupt the selection process if you have multiple locations at different hierarchy levels.

Resolved issues

- We've fixed an issue where it was not possible to save changes to a product after deleting a location from it.
- The "Reserved until" column in the chart is no longer empty when the booking item is on the waiting list.
- We've fixed an issue where IXM One would sometimes freeze when deleting a booking with a waiting list item.
- We've fixed an issue where a read-only text box called "Short name" appeared when creating a new DOOH product with "Generate product short name automatically" enabled.
- We've fixed an issue with the chart where both ordered and reserved bookings were present but only the reserved bar was visible.
- We've fixed an issue where reserved bookings were not displayed in the chart if they included deactivated locations.
- We've fixed an issue with the chart where the "Not available" bar was not visible in some cases.
- After taking a player off the waiting list, the chart now switches from "Waiting list" to "Not available".
- We've fixed an issue where the end date of a booking item was incorrect by one hour.
- We've fixed an issue where available bookings were displayed as a bar in the chart but not listed in the booking viewer.
- The context menu of a selected booking now only contains buttons related to the selected element and not to the modal.
- For read-only bookings, the buttons in the context menu and button bar are now only for viewing, not for editing.
- Changing the air time ratio on a parent location no longer removes a DOOH deactivation in child locations.
- We've fixed an issue where the PlaybackDefinition.json file didn't contain live tags and playbacks when the offline interval was low and the server not in UTC timezone.
- We've added a line between the bars of the DOOH chart to make it easier to distinguish their values.

- Users can no longer add media files and edit a spot in completed or canceled bookings.
- We've improved the use of different server and player time zones to avoid issues with playout times.
- We've fixed an issue where the "Visitors" field in the campaign report dialog was empty even though there were visitors.

Links to webhelp

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| English |
| Administrator manual |
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DOOH and SSP Version 11.17.2

11.12.2024

Resolved issues

When creating a new DOOH product, the "Price" field may reset to zero if you change the price unit.

Links to webhelp

| |
|--------------------------------------|
| English |
| Administrator manual |
| Standard user manual |

DOOH and SSP Version 11.17.1

24.10.2024

Resolved issues

We've fixed an issue where the PlaybackDefinition.json file didn't contain live tags and playbacks when the offline interval was low and the server not in UTC timezone.

Links to webhelp

English

[Administrator manual](#)

[Standard user manual](#)

DOOH and SSP Version 11.17.0

08.08.2024

Update to 11.17.0

Note the following important information, before you update to 11.17.0.

Prepare the installation

Before installing the latest version, ensure that you stop all application pools and Windows services. Don't forget to restart them after the installation.

Important changes

Note the following important changes in this version.

Download reports

When working with DOOH playback reports, the "Download report" button is now visible by default. Make sure you have configured a report before attempting to download it to avoid errors.

Updated DOOH chart display and calculation

We've changed the display of the bars and the calculation of the booked percentage in the DOOH chart. This may affect how your existing bookings are displayed, even if they haven't changed. For example, the chart no longer shows more than 100%, but a new representation of booked and reserved percentages.

New features

With this version we've implemented the following features:

Improved workflow for lack of capacity

We have improved the workflow when bookings can't be reserved due to lack of capacity. You'll now receive concrete information about which ad spaces are fully booked, during which period, and which players are affected. This will help you better understand your overall booking capacity and to make adjustments to your bookings.

New button to quickly create bookings

As of this version, you can easily create a new booking directly from the chart. When you show your bookings, you will now see a new button that allows you to immediately create a booking from there. This saves time and makes creating a new booking right there even easier.

Updated chart display

We've updated the DOOH chart to make it easier to see how much capacity is left for a booking. Thanks to a new color system and a better arrangement of bookings in different statuses, the distinction between available and unavailable time slots is now clearer at first glance. It's also easier to check if there are already bookings on the waiting list, making it less likely that a new booking will get a free spot.

Automatic chart data cleanup

Since outdated chart data is of little use and takes up unnecessary space in the database, we've now implemented automatic data cleansing. This new task is part of daily data maintenance and deletes chart data older than 365 days. If you want to disable the cleanup or change the retention period, please contact your Grassfish account manager.

New color for digital media

With this release, we've updated the media color scheme. The colors indicate whether a booking contains media or not and the booking status. To give you an even better insight at first glance, we've added gray for bookings that are complete and contain at least one digital product. This new color helps you distinguish between analog and completed digital bookings, as white now only indicates analog bookings.

Improved location sorting

We've improved the sorting of locations in the DOOH chart. They now appear in alphabetical and numerical order, making list navigation easier and more intuitive.

See SSP spot creation date

To improve usability, we've now added the creation date of SSP spots in IXM One interface. You can see it in the spot properties as well as in the selectable spots table. This helps SSP users manage their various spots more easily and keep track of old and new content.

Improved explanation of booking states

In our effort to continually improve the usability of our platform, we've taken measures to make the transition from an ordered to a running booking more understandable for DOOH users. For this purpose, you'll see a new tool tip next to the booking status when updating a booking. It explains that it can take up to an hour for the booking status to change from ordered to running.

Play same advertisement back-to-back

In general, the same advertisement shouldn't be played consecutively. However, if you only have a small number of DOOH spots, the system may unintentionally play too much filler content or nothing for the rest of the allocated time. To prevent this, we've created a new player setting to allow the same advertisement to be played back-to-back.

Cleanup of deleted bookings

To prevent the accumulation of old data, we've implemented a cleanup task in DataGateway that regularly removes deleted bookings and booking items. The cleanup happens during the scheduled maintenance period and after the deleted bookings have been retained for a configurable period of time.

Resolved issues

- SSP spots are now only played back if "Prioritize programmatic advertisements" is selected.
- Scrolling is now possible when the content editor is in read-only mode.
- It's no longer possible to save bookings whose end time is set before the start time.
- The initial start date is now set to the current date when adding a booking from the chart.
- We've added a message to explain that it's not possible to use a new product in the chart immediately while it's being calculated.
- We've fixed an issue where the booking list wasn't updated when selecting a different the client.
- Products are no longer active if they belong to a deactivated product group.
- It's now possible to add a booking item that fits into the available capacity even if there is a waiting list for booking items that don't.
- Media viewer spots are now compatible with Tizen 4.
- The "maxDate" in the chart logs is now in ISO format instead of MM/DD/YYYY.
- The setting "enableDoohPlaybackReportDownload" is now set to true by default.
- We've fixed an issue where AdServing API logging settings impacted performance.
- For better understanding, we've changed the name of the setting "DOOH spots will be taken into consideration during playback" to "Prioritize programmatic advertisements".
- We've fixed an issue where too many SSP requests were sent.
- We've fixed an issue where the share of voice percentage was not correct in the digital report.
- We've fixed an issue where the digital report didn't show the playouts after a booking item was completed.
- We've fixed an issue where assigning multiple live tags to a product and saving caused the UI to freeze.

Links to webhelp

| |
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| English |
| Administrator manual |

Standard user manual

DOOH and SSP Version 11.16.2

10.06.2024

Note

Install this version if you use DOOH to ensure that all statistical data is stored correctly.

Resolved issues

We've fixed an issue where the digital report didn't show the playouts after a booking item was completed.

Links to webhelp

English

[Administrator manual](#)

[Standard user manual](#)

DOOH and SSP Version 11.16.1

29.04.2024

Resolved issues

We've fixed an issue where the DOOH Playback Importer didn't provide any data in IXM One after an update to 11.16.0.

Links to webhelp

English

[Administrator manual](#)

DOOH and SSP Version 11.16.0

27.03.2024

Update to 11.16

Note the following important information, before you update to 11.16:

Mandatory script before update

Before upgrading an IXM server with DOOH to 11.16.0 or later, you must run the following script. Previous versions contained an issue where the total provision of multiple sales persons could exceed 100%. The script will help you find critical entries that you need to correct in the database before updating to 11.16.

```
SELECT
    DISTINCT BookingId, SUM(provision) as TotalProvision, COUNT(*) as SalesPeopleCount
FROM
    [dooh].[SalesPeople]
GROUP BY
    BookingId
HAVING SUM(provision)<>100
```

No DOOH for location users

As of this version, location users can no longer use DOOH or any DOOH-related features in IXM One. It's no longer possible to enable DOOH for this user type.

Advanced permission system

With this release, we've updated the DOOH permissions system with new user groups. These user groups work in conjunction with the existing permissions system of IXM One. You can still set general IXM One permissions that apply to all users, such as read and write rights. In addition, you can now control who has access to which

DOOH clients and bookings via new DOOH user groups.

This leads to the following changes when updating to 11.16.0:

- The system automatically creates a default DOOH user group
- The default DOOH user group is automatically assigned to DOOH users at first. You can select a different group later.
- The default DOOH user group is automatically assigned to DOOH clients at first. You can select a different group later.

New booking owner system

You can now differentiate between the owner of a booking and an additional sales person. From now on, every booking must have an owner who is the primary sales person. Optionally, you can select another sales person who may receive a provision from the sales. This leads to the following changes when updating to 11.16.0:

- The owner of a booking now appears in DOOH reports.
- In the database, the owner is now included in the dooh.SalesPeople table to store their provision and to make the changes backwards compatible.

Changed structure of cmsContentSummary

We've changed the CMSContentSummary at /common/webServices/gui/user/CmsContentSummary.mjs.

New features

With this version we've implemented the following features:

Advanced permission system

We've created a new DOOH permission systemDOOH permissions system which provides a better way to control who has access to clients and bookings. A new type of user group that we've developed specifically for DOOH allows you to stay on top of things and manage your sales persons, clients, and bookings more efficiently.

With the update to 11.16, the system automatically creates a default DOOH user group and assigns it to all existing DOOH clients and users. You can create your own DOOH user groups and assign your own DOOH user groups instead.

[Learn more ...](#)

New booking owner system

You can now differentiate between the owner of a booking and an additional sales person. The owner is the primary sales person of a booking and usually its creator. In addition, you can select another sales person who may receive a provision from the sales.

Templates for simple content creation

To simplify the creation of DOOH content and bookings, this release includes new and improved DOOH templates. With our ready-to-use templates, you can design and manage your content exactly how you want and create a more vibrant user experience in a few simple steps:

- We've created the new Weekday Media Viewer spot where you can select the video by weekday.
- The Random Media Viewer spot can now play videos in the same order as stored.
- The Live Tag Media Viewer spot can now play content based on categories.
- The Daytime Media Viewer spot can display multiple spots at selected times of the day.

[Learn more ...](#)

New VAT solution

Value added tax (VAT) may not be the same for all DOOH clients, for example if their companies are registered in another country. To provide our users with a comprehensive and global solution to this very real challenge, we have expanded our VAT settings to include the option of whether or not a customer must pay VAT.

More DOOH product data

Based on customer feedback, we've implemented measures to add more data to DOOH products. This allows us to help you tailor the DOOH user experience to your needs. Each DOOH product can now be customized with a new tab and fields for additional data - what data you want to add is entirely up to you. Please contact Grassfish for more information on this solution.

Redesigned DOOH booking calculation

With this version, we've fundamentally revised the calculation of DOOH bookings. This redesign of the calculation process allows us to maximize the performance of our platform which means that you can expect faster and more accurate processing of your bookings. Note that analog products now behave like digital products in the chart. If an analog screen is part of multiple products, the space in each product is occupied accordingly.

Expanded booking list search

We have expanded the search field functionality of the DOOH booking list. You can now search for a booking description, customer reference ID, agreement number, sales person, contact person, and brand.

SSP audience recognition

With audience recognition, you no longer have to preset live tags in IXM One. The Windows and Linux Player can now pass live tag information to an SSP provider through the AdServing API.

[Learn more ...](#)

Resolved issues

- Booking a spot length that exceeds the frequency is no longer possible.
- We've added a missing translation in German and Swedish in the DOOH system parameters.
- Bookings are no longer deleted if you set them to "cancel and set to reseverd" and then click "Close".
- We've fixed an issue where it wasn't possible to create a new booking item due to a JS error.
- We've fixed an issue where the capacity exception logged "AvailableSeconds" as an object instead of indicating a value.
- It's now possible to place an order for a digital product without selected media.
- It's now possible to copy and save an older booking item.
- We've fixed an issue where a not selecting a DOOH spot group for a new customer in the system parameters lead to an error.
- It's no longer possible to copy a booking item with a deactivated product.
- We've fixed an issue where it wasn't possible to delete a second sales person.
- We've fixed an issue where a deactivated location was not crossed out if the booking's start date didn't match the deactivation start date.
- We've fixed an issue where the campaign report was blank if there were no completed booking items.
- The default duration of a reservation can no longer exceed the specified maximum.
- We've fixed an issue where resetting ordered bookings worked although it wasn't allowed.

- We've fixed an issue where saving DOOH product subgroups after changing their names to the same name and back.
- We've fixed an issue where the dialog for entering a new reservation date couldn't be canceled when changing an ordered or running booking to reserved.
- Changing time ranges in the DOOH chart no longer triggers two webservice requests.
- DOOH product live tag assignment now shows the assigned live tags instead of only the parents.
- We've fixed an issue where the "Cancel" button did the same as the "Apply" button in the DOOH product live tag assignment dialog.
- We've fixed an issue where using of the advanced filter for users, product groups, and products incorrectly showed no results.
- The "Report digital" button is no longer available when "Use prices" is not selected in the DOOH system parameters.
- We've fixed an issue where printing a digital report took a long time if a lot of locations were involved.
- Opening the webhelp from the DOOH tab in IXM One section now opens the DOOH webhelp instead of IXM One webhelp.
- Opening the webhelp from the DOOH tab via right click now opens the DOOH webhelp instead of IXM One webhelp.
- The main location of deactivated locations is now displayed correctly in the player selection and no longer called "Root".
- We've added a missing German translation for "Network" when working with deactivated locations.
- We've fixed an issue where the date of a deactivated location wasn't displayed correctly.
- We've fixed an issue where editing a DOOH product resulted in an error.
- We've fixed an issue where booking item dates were not named for UTC but local player time.
- We've added a new DOOH booking order confirmation dialog.
- We've fixed the title of the deactivated locations window.
- We've changed the name of the "Locations" pane in the DOOH chart to "Locations (digital ad-spaces)".
- Standard users now see the selected client's name in the filter instead of "Do not filter".
- All filter options in DOOH now work for standard users.
- We've fixed an issue where a small number of reserved bookings wasn't displayed correctly in the chart.
- Users with permission "See bookings of others" can no longer add or delete a spot in other's bookings which lead to an error when trying to save.
- We've fixed an issue where using "Reserved" and "Waiting list" filters, "Waiting list" could no be deselected independently of "Reserved".
- The context menu is now available in the chart's location view.
- When opening a booking item, the request `GV2/Webservices/rest/gui/api/dooh/affectedScreens/list` is now only called once.
- User who can only see but not edit bookings of other users no longer see the "Reserve", "Order", "Back to registered", and "Prolong reservation" buttons.

- We've fixed a calculation issue when using share of voice in the DOOH chart.
- We've fixed an issue where if a location had a specified deactivation start date but no end date it wasn't marked as inactive.
- The Dooh ImporterPlugin task "ImportDoohBookingItems" no longer returns a wrong error message concerning the original price column.
- We've added translations for an error message when trying to create a booking but no DOOH products are available.
- Bookings are no longer deleted when the reservation time expires without the booking being ordered.
- We've fixed an issue where the "ReservedUtc" date when reserving a booking contained the correct date but a wrong time.
- We've fixed an issue where a server exception occurred when trying to edit a deactivated client.
- We've fixed links to the DOOH webhelp.

Known issues

- If your advanced filter is active and you select a client under "DOOH > Booking > Clients", this client is automatically used in the filter and prevents the system from displaying another client even if you select one.
- After upgrading to 11.16.0, IXM One throws an error if you add additional data that contains at least one boolean value to a DOOH product that existed before.
- The player report may contain more entries than the player list in IXM One because the report only displays digital players for DOOH users, but the player list may include analog screens.

Links to webhelp

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DOOH and SSP Version 11.15.3

22.12.2023

New features

With this version we've implemented the following features:

Improved order confirmation template

With this version, we've expanded the contractual terms field in the DOOH order confirmation to allow more text to be entered. This helps improve communication and documentation.

Resolved issues

- We've fixed an issue where the default end time was 01 when adding a booking in the chart but the default end time was 24 when adding it in the "Booking" tab.

Links to webhelp

| |
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| English |
| Administrator manual |
| Standard user manual |
| Location user manual |

DOOH and SSP Version 11.15.2

01.12.2023

Resolved issues

- We've fixed an issue where prices were not updated correctly when changing the time of a booking item.
- We've fixed an issue where the VAT was reset to 20% after setting it to 0% in the system parameters.

Known issues

- When you add a booking via the chart, the default end time is 01. When you add booking via the "Bookings" tab, the default end time is 24.

Links to webhelp

| |
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| English |
|-------------------------|

[Administrator manual](#)

[Standard user manual](#)

[Location user manual](#)

DOOH and SSP Version 11.15.0

18.08.2023

New features

With this version we've implemented the following features:

Week numbers in the chart

In the monthly view of the DOOH chart, you can now see the week number in addition to the weekdays. This information can be useful for sales persons when selling DOOH bookings. The beginning of each week is now marked with the abbreviation CW and the week number like "CW 20".

Copy booking items

As of this version, you can copy booking items. This is particularly useful if you want to create multiple similar booking items without starting from scratch each time. When you copy a booking item, important values like the DOOH product, spot length, and tags are inherited from the original item. In the copied item, you can change these values as you like.

Price display in the DOOH chart

We've improved the display of prices in the DOOH chart to make the pricing easier to read and understand. For each product distribution type, there's now an exact pricing text in the tooltip such as "Price per day per 10 sec. spot length for 100 sec. frequency".

Display of deactivated locations

If a location is deactivated, for example due to renovations or repair work, it shouldn't be booked for DOOH playouts during this time. To make it easier to work with activated and deactivated locations, IXM One now displays an info message in the booking item if there are deactivated locations and an option to show them.

Set product price per year

As of this version, you can set a price per year for digital and analog DOOH products that use frequency or share of voice as content distribution. This new pricing option is now available in addition to price per day, started week, and started month.

Playback report for booking items

With this version, you can create playback reports for booking items even if the booking isn't completed yet. This is particularly useful for long-term bookings that contain booking items for different time periods. This new option also allows you to create reports on demand while a booking is still running.

Cancel booking items

It's now possible to cancel a running or ordered booking item without changing the other items in the booking. Canceling can be useful, for example, if you want to end a booking item early.

Missing media indicator

With the help of the new "Media" column, you can quickly find out whether any of your booking items are missing media files. You can simply check the color-coded media indicator in the bookings and booking items list. This helps you not to forget to add media to a booking item before it runs.

Notify sales persons of booking item status change

IXM One can now automatically send a notification to the sales person when a booking item's status changes from waiting list to reserved. You can specify whether they receive a news center message, an email, or both in IXM One news center settings.

Switch product while editing booking item

You can now switch the DOOH product while editing a booking item without losing your prior changes. IXM One keeps the start date, end date, and discount that you've specified.

Use players with display times for bookings

As of this version, you can use players with configured display times for DOOH bookings with the content distributions frequency, playback, and live tag. The capacity calculation now considers the specified play times of each player.

Resolved issues

- The price text in the product details is now correct for DOOH products with the content distribution "Playbacks" and "Live-Tags".
- We've fixed an issue where DOOH spot playbacks were not distributed correctly over time.
- We've changed the wording in the print dialog from "offer" to "business proposal".
- We've fixed an issue where the "Create a booking item" window didn't open automatically in the DOOH chart.
- The column "Reserved until" is no longer empty when a booking is on the waiting list.
- It's no longer possible to add a booking item when the booking status is ordered/ running/ cancelled/ completed or if it's a read-only booking.
- We've fixed an issue where IXM One froze when trying to select a spot from a spot group in the booking item.
- It's now possible to book a frequency based booking for more than one day with a player that has set display times.
- We've fixed an issue where a live tag booking couldn't be booked despite enough ad-spaces.
- Switching the product group while creating a DOOH product no longer results in incorrect details in the "Price" tab.
- We've corrected the word "Canceled" in the booking window.
- We've fixed an issue where it wasn't possible to open the digital report PDF.
- We've added a toast message that appears when you activate or deactivate DOOH product groups.
- We've fixed an issue in the DOOH chart where the button for adding a new booking item was sometimes disabled.

- We've fixed an issue where it wasn't possible to make a booking for one day from 00:00 to 24:00 if "Enable reserved for bookings" was disabled.
- The campaign report no longer shows 0 in the field "Total number of views, purchased" even though a value has been set for target views.
- We've fixed an issue where a user with read/write rights couldn't select a spot from the spot group when creating a booking.
- We've fixed an issue where the PDF was sometimes corrupt when printing a DOOH report.

Known issues

- The capacity check calculates the available seconds per hour to check whether there is enough space to order a booking. However, if the display times don't start and/or end at the beginning of the hour, e.g. 07:15 - 18:00, the available seconds are calculated on the hour (07:00), but the check doesn't take into account when exactly the seconds are available.
- After a booking has been reserved, it's possible to select a start date in the past for a booking item and order it.
- In the DOOH chart, the calendar week in the month and week view may start with Monday when it should be Sunday.

Update to 11.15

Update plugins

When you update from a previous version to 11.15, the installer updates the following plugins automatically:

- CommonDataImporterPlugin
- CommonOnlineOfflinePlayerImporterPlugin
- DashboardDataImporter

You must manually update all other UDC and ReportingGateway (RG) plugins that you use.

To update RG plugins, stop the service and exchange each required plugin folder (e.g. DoohImporterPlugin). We recommend deleting the old folder and copy/pasting the new folder instead of overwriting it. Don't forget to restart the service afterwards.

To update UDC plugins, stop the service and copy all relevant plugin files into the plugins folder. Note that there are no subfolders per plugin here. Restart the service afterwards.

Links to webhelp

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[Standard user manual](#)

[Location user manual](#)

DOOH and SSP Version 11.14.2

30.05.2023

New features

With this version we've implemented the following features:

Use players with display times for frequency bookings

As of this version, you can use players with configured display times for DOOH bookings with the content distribution method frequency. The capacity calculation for these bookings now considers the specified play times for each player. That means it checks for capacity within the display times of the player.

Resolved issues

- We've fixed an issue where IXM One froze when trying to select a spot from a spot group in the booking item.
- We've fixed an issue where a live tag booking couldn't be booked despite enough ad-spaces. The target playtimes are now defined for the time range from start date to end date and not for every single day in that time range.

Hotfix 1

- We've fixed an issue where it wasn't possible to open the digital report PDF for bookings that contained digital and analog products.
- We've fixed an issue where it wasn't possible to make a booking for one day from 00:00 to 24:00 if "Enable reserved for bookings" wasn't selected.

Links to webhelp

[English](#)

[Administrator manual](#)

[Standard user manual](#)

DOOH and SSP Version 11.14.1

10.03.2023

Resolved issues

- We've fixed an issue where the default duration of a booking was less than specified if undercutting was allowed.
- It's no longer possible to add a booking item if the status is ordered/running/cancelled/completed or in case of a read-only booking.

Hotfix 2

- We've fixed an issue where bookings with the content distribution method frequency didn't work with players that have specific display times.

Links to webhelp

[English](#)

[Administrator manual](#)

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DOOH and SSP Version 11.14.0

13.02.2023

New features

With this version we've implemented the following features:

Improved spot selection

With this version, we've improved the spot selection when you create a DOOH booking and add a spot. Users can now select a spot group or template group if they have the proper permission.

Set airtime ratio per player or location

As of this version, you can set the airtime ratio directly for players and locations. This allows you to set different percentages of screen time for advertising on a more individual level than the whole network.

Change list price flexibly

You can now flexibly change the list price for a booking to a higher price if this option is enabled. For example, you can easily increase the list price of a booking that is restricted to Sundays and, therefore, more expensive without having to create a new DOOH product.

Add client reference ID

If a client submits a reference number for a booking, you can now add it in your booking details and see it on your order confirmations.

Campaign optional

As of this version, the DOOH campaign field is optional. You no longer have to enter a campaign when you create a booking.

New default start/end date and time

As of this version, we've improved the default values of start/end date and time when you create a booking item. The start date is now the current date plus one and the end date is the current date plus two unless there's a minimal booking duration or undercutting is allowed. The default start time is now 0 and the end time 24.

Offer is now called business proposal

As of this version, offer has been renamed to business proposal. With this new wording, DOOH adjusts to the working language of advertisers who need to be able to differentiate between non-binding business proposals and offers with a guarantee.

Client number optional

As of this version, the DOOH client number can be set to optional or mandatory depending on the project requirements. In addition, you can now configure that the client number is not displayed at all.

Select the brand by customer

The same brands often book again. To facilitate the booking data entry, you can now either select the client as brand from a dropdown list or enter the brand manually as before.

Brand visible in booking info from chart

When you show bookings directly from the DOOH chart, you can now see the brand in a newly added column.

Report improvements

To make report creation more intuitive, we've reduced the two previous fields "Potential contacts" and "Contacts" to one field where you can enter the number of "Visitors".

DOOH chart improvements

We've made multiple improvements to the DOOH chart:

- The quarterly view now displays a full quarter instead of three months from the selected date. For example, if you've selected August the quarterly view displays July, August, and September.
 - The "Price" column is now smaller, which creates more space for other columns that contain important information.
 - When you select a product group in the chart, the products within a subgroup are now displayed in alphabetical order. This helps to find products more easily.

Resolved issues

- We've fixed an issue where it was no longer possible to copy the content of a DOOH playlist.
- When creating a booking item, the alphabetical sorting of DOOH products in the dropdown is no longer case-sensitive.
- We've fixed missing or incorrect translations.

Known issues

- In some cases, the price description in the product details is incorrect. The wording of "Price unit" or "Price per" may not match the selected price settings, but prices are still calculated correctly.
- If a newly created booking with a booking item is quickly set to ordered, the "New" button remains active. As it's not allowed to add a new booking item to an ordered booking, trying to insert a new booking item will result in an exception.

Links to webhelp

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DOOH and SSP Version 11.13.4

17.02.2023

Resolved issues

- We've fixed an issue with the DOOH chart where the "Create a booking item" window didn't open automatically when adding a new booking item to an existing booking.
- We've fixed missing or incorrect translations.
- We've fixed an issue with the DOOH chart where the button to add a new booking item was sometimes not enabled.

Links to webhelp

| |
|--------------------------------------|
| English |
| Administrator manual |
| Standard user manual |
| Location user manual |

DOOH and SSP Version 11.13.2

07.11.2022

Resolved issues

- In the "Ad-spaces" tab, the "Locations" pane no longer displays "Network: ROOT" but "Network: [All locations]".
- We've fixed an issue where the price was sometimes incorrect when you added a booking in the chart.
- In the system parameters, the name of the selected spot group is no longer changed to "Root" after saving.
- We've changed the wording in the booking and price information window.

Links to webhelp

| |
|--------------------------------------|
| English |
| Administrator manual |
| Standard user manual |

Location user manual

IXM Platform releases

URL: <https://docs.grassfish.com/docs/ixm-platform-releases>

Archiviert am: 2025-07-17 18:31:21

Get the latest version

Please contact your Grassfish account manager to get the latest version.

IXM Version 11.18.1

12.02.2025

Update to 11.18.1

Update to this version to ensure consistency and reliability of the Player API.

Resolved issues

- We've fixed an issue where thumbnails were blurry or missing.
- We've fixed an issue where the UDC date format was incorrect on players using the Player API.
- We've fixed an API issue where POST playlist resulted in 500 internal server error when trying to create standard playlist.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Standortbenutzerhandbuch |

IXM Version 11.18.0

24.01.2025

Update to 11.18.1

Update to version 11.18.1 to ensure consistency and reliability of the Player API.

Update to 11.18

Note the following important information, before you update to 11.18.0.

Unique license labels

With this release, we provide unique license labels which prevents errors when selecting license types. If you need to change the labels, make sure they remain unique. This applies to all IXM Platform versions.

New features

With this version, we've implemented the following new features:

Display more data import information

To provide immediate and valuable insights into the data import process, we've added new columns under Administration > Content > Data importer. This UI enhancement makes useful information like the import status and time stamp easily accessible and improves transparency and efficiency when importing data.

External access to HTML editor

In this release, we've enabled opening the HTML editor from an external application. By adding the session hash to the editor URL, users can now be authenticated and access content for viewing and editing in the HTML Wizard or Composer.

Enhanced API for retrieving user data

We've enhanced the API endpoint GET /v{version}/Users with an optional parameter that allows you to include user group details directly in the response. This way the client can retrieve user groups for each user in a single request, rather than making multiple requests per user. This also allows user groups to be filtered, making the response smaller.

Resolved issues

- Returning to the "Notifications" tab after saving a new email address and then navigating away from it no longer causes an error.
- When filtering by creation date, the advanced filter now also returns templates from the spot pool instead of just spots.
- We've fixed an issue where the spot pool didn't differentiate between archived and active spots in tabular view.
- When filtering for trusted content, only the visibility of the selected spot is now displayed and no other spots.

- We've fixed an issue where the API incorrectly reported an error due to identical paths when calling two unique endpoints.
- We've fixed an issue where previewing a video embedded in a Composer spot wasn't working in Firefox.
- Closing the "Add data source" dialog with X instead of the "Cancel" button no longer causes a console error.
- We've fixed an issue where the API returned 200 but the screen layout didn't change when updating the screen layout of a player.
- We've fixed an issue where the license type dropdown didn't display license types that were not unique.
- We've fixed an issue where it wasn't possible to import a spot or category with an empty name.
- We've fixed an API issue where POST SpotGroups returned 403 forbidden for location users.
- We've fixed an API issue where PUT SpotGroups returned 403 forbidden for location users.
- We've fixed an API issue where GET SpotGroups by ID returned 403 forbidden for location users.
- We've fixed an API issue where POST SpotGroups returned 500 instead of 400 bad request.
- The Monitoring.DeviceDataSet plugin now performs a cleanup deleting all imported and accumulated data to save space.
- We've fixed an API issue where DELETE SpotGroups returned 500 instead of 409 conflict when the spot group had children.
- We've fixed an API issue where DELETE SpotGroups returned 500 instead of 409 conflict when the spot group had a spot.
- We've fixed an API issue where POST SpotGroups returned 500 instead of 400 when a non-admin tried to set permissions.
- We've fixed an API issue where PUT SpotGroups returned 500 instead of 400 when a non-admin tried to set permissions.
- We've fixed an API issue where DELETE MediaGroups returned 500 instead of 409 conflict when the media group had children.
- We've fixed an API issue where DELETE MediaGroups returned 500 instead of 409 conflict when the media group had media.
- We've fixed an API issue where POST MediaGroups returned 403 forbidden when the creator was location user.
- We've fixed an API issue where PUT MediaGroups returned 403 forbidden when the creator was location user.
- We've fixed an issue where setting general filter settings wasn't possible when adding or editing media of an HTML Composer or Wizard spot.
- We've fixed an API issue where POST SpotGroups returned 200 even though the assigned location was not accessible to the user.
- We've fixed an API issue where PUT SpotGroups returned 200 even though the assigned location was not accessible to the user.
- We've fixed an API issue where POST MediaGroups returned 200 even though the assigned location was not accessible to the user.

- We've fixed an API issue where PUT MediaGroups returned 200 even though the assigned location was not accessible to the user.
- We've fixed translations in the German version of the "Content for Categories" widget.
- We've fixed translations in the German version of the "Player installations" widget.
- We've fixed translations in the German version of the "Image slider" widget.
- We've fixed an issue where the file cleaner sometimes deleted newly copied files while they were still in use.
- We've fixed an API issue where spot groups deleted via DELETE SpotGroups were still visible in the administration menu.
- We've fixed an API issue where media groups deleted via DELETE MediaGroups were still visible in the administration menu.
- We've fixed translations in the "Small weather" widget.
- We've fixed translations in the "News Sender" widget.
- "Save as" is no longer read-only when creating an advanced filter.
- We've fixed inconsistencies to ensure that linked lists work independently of each other.
- We've fixed some German translations in the "Date Time" widget.
- We've fixed an issue where an empty widget container caused the spot to hang.
- IXM Platform version is now displayed correctly in the SamlLogin.dll file properties.
- Double-clicking in a screen layout with an assigned program scheme followed by "Cancel" no longer removes the program scheme from the screen layout.
- We've fixed an issue where switching the event type in an event playlist resulted in an invalid playlist.
- We've fixed an issue where loading all players was slow in some cases.
- We've fixed an issue where it was not possible to generate an API key for yourself or when the generation was just unlocked.

Known issues

- Composer spot previews will not start in Firefox unless the browser's default autoplay configuration "Block audio" is changed to "Allow Audio and Video".

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |

IXM Version 11.17.2

11.12.2024

Update to 11.17.2

Note the following important information, before you update to 11.17.2.

Mandatory update for player configurations

You must use version 11.17.2 for all future updates to ensure consistency and reliability of player configurations.

Previous versions allowed unintended overrides of default configuration values, including critical settings like IgnoreSSL. This could lead to broken configurations and operational inconsistencies. Starting with this version, this can no longer happen.

No session ID via URL

As of 11.16, the setting common > preventSessionIdViaUrl in the config.json file is set to true by default. That means no session information is passed via the URL. However, you can set preventSessionIdViaUrl to false if the session ID needs to be included in the URL in your use case. This might affect your dashboard widgets and HTML Wizard spots.

New features

With this version, we've implemented the following new features:

Updated player configuration

This release introduces improved logic for player configuration update scripts that allows existing default settings to be retained. The update can now distinguish between new and existing settings, so default settings are only applied to new settings, even on older servers.

Resolved issues

We've fixed an issue where the spot would hang if a widget container added in the AscComposerPlayer was empty.

Links to webhelp

| | |
|--------------------------------------|--------|
| Administrator manual | Admini |
| Standard user manual | Stand |
| Location user manual | Loca |

IXM Version 11.17.1

24.10.2024

Update to 11.17.2

Update to version 11.17.2 to ensure consistency and reliability of player configurations.

Resolved issues

- We've fixed an issue where it wasn't possible to import a spot or category with an empty name.
- We've fixed an issue where LinkedList didn't replace placeholders in the URL properly when configuring an HTML Wizard spot.
- We've fixed an issue where LinkedList didn't resolve dependencies of complex values when configuring an HTML Wizard spot.
- We've fixed an issue where LinkedList saved data int ascData.json but didn't populate the form when configuring an HTML Wizard spot.
- Only configuring a linked list now enables the "Save" button of the editor without having to change any common settings.
- We've fixed an issue where name entries could not be filled with response values when configuring an HTML Wizard spot.
- When configuring an HTML Wizard spot, dropdown lists now have a fixed length.
- We've fixed an issue where LinkedList were not saved when editing an ASC template.
- We've fixed an issue where the dropdown in the LinkedList was not reset correctly after saving and selecting a new model.
- LinkedList values are now correctly resolved within templates.
- We've fixed an issue where LinkedList dropdowns were sometimes disabled.
- We've fixed an issue where linked list dropdowns only related to the last template when creating more than one.
- Selecting "--Please select--" now resets all dependent dropdowns when working with linked lists.

- We've fixed an issue where fields with dependency were not reset properly when working with linked lists.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Standortbenutzerhandbuch |

IXM Version 11.17.0

08.08.2024

Update to 11.17.2

Update to version 11.17.2 to ensure consistency and reliability of player configurations.

Update to 11.17.0

Note the following important information, before you update to 11.17.0.

Prepare the installation

Before installing the latest server version, ensure that you stop all application pools and Windows services. Don't forget to restart them after the installation.

Important changes

Note the following important changes in this version.

New response 429 for password requests

If there are too many password requests, the system now responds with the status code 429. Previously the only possible response was 400.

Custom values for password regex

If you use custom regex for the password validation, you must set it in the columns PasswordRegex and PasswordRegexInvalidOnMatch in the table datCustomers. If you leave the values empty, you'll get a wrong match.

HTML Wizard spots reporting disabled

There's a new setting for the RandomMediaViewer, LiveTagMediaViewer, WeekDayMediaViewer, and DayTimeMediaViewer that disables their reporting by default. This prevents the creation of many logs that are not being used by any service and filling up the server. However, you can change the setting if needed.

AT removed as language

It's no longer possible to select AT as the language in the DateTime spot. Please use DE for German instead.

Custom Box-ID regex rules

If you configure a custom Box-ID regex, adhere to the following rules to avoid issues on the Windows and Linux Player:

- Maximum 30 characters
- Uppercase letters: A-Z
- Lowercase letters: a-z
- Numbers: 0-9
- German Umlauts: Ää Üü Öö (Your database must support Western European characters.)
- Special characters: ß - .

New features

With this version we've implemented the following features:

Regex validation via API

With this release, we've created new API endpoints to validate passwords according to the server's regular expressions (Regex). This means that the API will now inform you whether the provided Box-ID for a player or IXM Platform user password is valid or not.

Security improvements

With this release, we have further improved the security of IXM Platform, especially the security of passwords and user names.

New API parameter for locations

With this release, we've added a new parameter which allows you to query additional data for multiple locations instead of each location individually. The new boolean parameter includeAdditionalData includes an array containing each location's additional data fields in the response.

Add live tags via API

We've added new endpoints to the IXM API that make managing live tags easier and faster. Application developers can now add a parent live tag and an unlimited number of child live tags via the API.

Configure spot variants visibility

By default, spot variants are now hidden from location users. Only admin and standard users can see spot variants in the spot properties by default. If you want locations users to see spot variants, please contact your Grassfish account manager.

Spot transparency by user type

Transparency settings in the spot properties are no longer visible for location users. Only admin users can now see the transparency settings in the spot properties by default. If you want to standard or locations users to see this setting, please contact your Grassfish account manager.

Upload Wizard spots to template groups

To improve spot management and organization, you can now easily upload HTML Wizard spots to spot template groups. Simply put your asc.zip spot files into the desired spot group. This can be useful, for example, when using a wizard spot as a template. With this improvement, the upload process is less tedious as you no longer need to export and re-import Wizard spots from IXM Platform.

Create linked lists in HTML Wizard spots

As a spot developer, you can now configure linked lists whose list items are dynamically populated based on the values of other lists. This means dependent dropdown lists, where selecting items from one list affects the available options in another. The lists are dynamically populated with information from a webservice.

New installer security message

The IXM Server installer now delivers a text file that contains a security message. This message file contains information on IXM Platform installation, important links, and contact details.

Install player provisioning with IXM Platform

As of this version, player provisioning is part of IXM Platform installation. This makes creating a connection between the player and IXM Platform via the provisioning website even easier.

Resolved issues

- You can now apply a new filter when selecting an existing template when "Display the last few days" is not selected.
- The Weekday Media Viewer Spot now works on Tizen 4 players.
- When editing website spot properties, password and username fields are no longer read-only and mandatory at the same time.
- Adding a spot to a playlist that has already been added in a simultaneous session no longer triggers a server error.
- Standard users can now set and save a data source when editing HTML Wizard spot properties.
- It's now possible to directly upload HTML Wizard spots into template spot groups.
- We've added a dialog when clicking on "Cancel" while creating or editing a user group to prevent the loss of changes.
- We've fixed an issue where it wasn't possible to create a new user because the initial password couldn't be set.
- We've removed "AT" from the language dropdown of the Date Time Spot.
- We've fixed an issue where IXM Platform froze when copying a player with a data source for which the user has no read permission.
- We've fixed an issue where the web spot preview triggered a console error and the website didn't load.
- We've fixed an issue with SQL timeouts when changing properties of locations and deleting spots from playlists.

- We've fixed an issue where a Composer spot that uses the shape widget was skipped on the player.
- We've fixed an issue where services were not running after a server update.
- The password visibility toggle on the login page is now consistently available in Chrome and Firefox.
- The Player API now responds to the GetContentFiles request in less than 60 seconds, so the player timeout is not exceeded.
- We've fixed a typo in the player's license type dropdown.
- The font is now included as a file when exporting a Composer spot with a text element.
- We've fixed an API issue where GET Screen playlists returned 200 instead of the available screen playlists.
- We've fixed an issue with restricting content downloads during player operating hours.
- We've fixed an issue where the automated backup folder was not always accessible.
- We've fixed an issue where some players were sending the same log lines multiple times, resulting in duplicate entries in the actLogs table and storage issues.
- We've added missing translations for "player provisioning" in the application groups settings.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Standortbenutzerhandbuch |

IXM Version 11.16.2

10.06.2024

Resolved issues

- The Player API now responds to the GetContentFiles request in less than 60 seconds, so the player timeout is not exceeded.
- We've fixed an issue with restricting content downloads during player operating hours.

Links to webhelp

| English | German |
|--------------------------------------|--------------------------------------|
| Administrator manual | Administrator Manual |
| Standard user manual | Standard User Manual |
| Location user manual | Location User Manual |

IXM Version 11.16.1

29.04.2024

Resolved issues

- SNI files for downloading content to the players are no longer missing from the installation package.
- When updating the spot instances within a screen playlist via PUT `https://{{server}}/gv2/webservices/API/v1.11/Players/{{locationId}}/PlaylistVersions/{{bild}}` all spot instances in the request body are now be stored as spot instances in IXM Platform.
- We've fixed an issue where PUT `/v{{version}}/Playlists/{{PlaylistId}}/Tags` didn't update the tags but returned "Value cannot be null".

Links to webhelp

| English | German |
|--------------------------------------|--------------------------------------|
| Administrator manual | Administrator Manual |
| Standard user manual | Standard User Manual |
| Location user manual | Location User Manual |

IXM Version 11.16.0

27.03.2024

Update to 11.16

Note the following important information, before you update to 11.16:

New restrictions by user type

With this version, we've introduced a breaking change to user type restrictions. Viewing user groups and permission groups is now restricted by user type. That means Standard, StandardPlus, and Location users can no longer see all user groups and permission groups when using the [IXM Platform API](#). As of this version, the following restrictions apply:

- Admin users: can see all user and permission groups.
- StandardPlus users: can see user groups they belong to and Standard and Location permission groups.
- Standard and Location users: can't see any user and permission groups.

No session ID via URL

As of 11.16, the setting common > preventSessionIdViaUrl in the config.json file is set to true by default. That means no session information is passed via the URL. However, you can set preventSessionIdViaUrl to false if the session ID needs to be included in the URL in your use case.

This might affect your dashboard widgets and HTML Wizard spots.

New features

With this version we've implemented the following features:

.NET Core upgrade

With this version, we've migrated to the latest version of .NET LTS which prepares our software for future challenges and offers you a variety of advantages. For example, .NET 8 allows us to seamlessly integrate modern technologies such as AI and machine learning, which in turn enables the development of more innovative and intelligent applications. Additionally, the improved performance and scalability of .NET 8 provides a faster and more efficient user experience.

The following services have been updated to .NET 8: DataCalc, FileSyncService, SyncService WEb, ChromeScreenshotTool, AppModuleHost, and Player API.

Select player in HTML Wizard and Composer

As of this version, you no longer need to provide a UDC data source to enable the player selection in the HTML Wizard and HTML Composer. The player-specific preview functionality, where users can select a player from a dropdown list, can now be enabled more easily via new settings in IXM Platform config.json file or in your HTML Wizard spot's Data.json file.

[Learn more ...](#)

API access with load balancer and/or reverse proxy

With this release we fully support API access via load balancer and/or proxy setups. Load balancing helps manage your server systems as it allows an application to scale beyond a single server, making processing more efficient.

[Learn more ...](#)

API improvements

By improving the versioning of the [IXM Platform API](#), we've created a more stable and transparent environment for integrating services and applications. In addition, the improved versioning of our API promotes closer collaboration between our consulting unit and users, as adjustments and extensions can now be implemented more efficiently. To take another step towards extensibility and better applicability, we've also improved the IXM API by adding new endpoints and extending existing endpoints.

UI improvements

With this release, we've made various adjustments to IXM Platform's layout to ensure the smoothest possible UI experience. These tweaks aim to continually improve the user experience through an intuitive and user-friendly interface. Among other things, you'll notice that we've fine-tuned color schemes, optimized fonts and text sizes, and customized buttons and icons to ensure a consistent and responsive interface.

Custom menu buttons

To help you customize IXM Platform to suit your needs, it's now possible to add custom buttons to the "Tools" menu. This means you can access external applications directly from IXM Platform with just one click. Please contact Grassfish for more information in this solution.

Legacy web service migration

Migrating our legacy systems from 32-bit to 64-bit opens up a number of benefits that go beyond simply updating the system architecture. The significantly improved performance and scalability of our systems allows the system to process larger amounts of data more efficiently and complete complex tasks more quickly. Starting with this release, the application pool defaults to 64-bit for new web service installations and the following legacy webservices now support both 32-bit and 64-bit applications:

- Rest/Gui
- API
- IS
- Common
- Customer
- SamlLogin

[Learn more ...](#)

Resolved issues

- We've improved the error message that appears when trying to create a user with an already existing user name.
- We've fixed an issue where the number of API keys didn't change correctly after deleting a key.
- We've fixed an issue where the next spot didn't play automatically under "Channels > Location > Player > Tools > Preview" if the previous spot was an HTML Composer or Wizard spot

- It's now possible to empty the non-mandatory display name field once you have inserted a display name.
- We've fixed an issue where Swagger wasn't disabled even though "EnableSwagger" was set to false.
- We've fixed a performance issue that caused long loading times.
- It's no longer possible to remove inherited content.
- We've fixed an issue where after deleting a display name in the "Edit player" window, the old display name was still visible.
- "Edit" and "Delete" buttons are no longer displayed when hovering over an available playlist if playlist management is not selected.
- We've fixed an issue where it wasn't possible to change the display name in IXM Platform if the display name (max char 100) was set with an API call and the characters exceed IXM Platform limitation of 50 characters.
- It's no longer possible to add "ValidFrom" and "ValidTo" dates with identical values for a playlist.
- We've fixed an issue where a wizard spot wasn't visible for a location user even if they uploaded it when multi-level list was enabled.
- Spots are no longer displayed as "new" in the spot pool if they weren't uploaded recently.
- We've fixed an issue where selecting player time when setting the spot validity resulted in unusual behavior.
- We've added a missing translation in a data error pop-up.
- We've fixed an issue where sometimes spots weren't displayed in the news item editor spot pool when multi-level playlist was selected.
- We've fixed an issue where the mediastack data importer canceled the import and displayed old data.
- We've reduced multiple attribute requests that weren't relevant to one request.
- We've fixed an issue where a console error occurred if "Player time" was selected when you edit the display properties.
- We've fixed an issue where generating a report on a booking without media attached resulted in a broken image in the PDF report.
- We've fixed an issue with customer management where the results of filtering by "last login" weren't displayed in chronological order.
- There's now a character limitation for the field "Create new display" in the display management.
- The setting "Control Screen via Plugin" is no longer marked as mandatory when saving a display.
- The player ID is now displayed correctly in Japanese, Korean, Arabic, and Chinese characters.
- We've fixed an issue where a changed display name and screen controller values weren't saved when creating a player.
- We've made improvements to the FAST API.
- We've fixed an API issue where "Type": "string" was missing from the response and Swagger when getting spot groups.
- We've fixed an API issue where getting spot groups by ID resulted in a 403 forbidden error even though the spot group didn't exist or wasn't found.

- We've fixed an API issue with a 400 bad request error (Value of permissions is required) when trying to post a spot or template group as a standard user.
- We've fixed an API issue with a 400 bad request error (Value of permissions is required) when trying to post a spot group as a location user.
- We've fixed an API issue with a 400 bad request error (Value of permissions is required) when trying to put a spot or template group as a location user.
- We've fixed an API issue with a 400 bad request error (Value of permissions is required) when trying to put a spot or template group as a standard user
- We've fixed an API issue where details of the general error were found on logs/API but not on the response.
- We've fixed an API issue where posting a template group with root parent resulted in a 400 bad request.
- We've fixed an API issue where posting media groups as a standard user resulted in a 400 bad request (Value of permissions is required).
- We've fixed an API issue where posting media groups as a location user resulted in a 400 bad request (Value of permissions is required).
- We've fixed an API issue where putting media groups as a location user resulted in a 400 bad request (Value of permissions is required).
- We've fixed an API issue where putting media groups as a standard user resulted in a 400 bad request (Value of permissions is required).
- We've fixed an API issue where location users could see template groups when getting spot groups even if they couldn't see them in IXM Platform.
- We've fixed an API issue where getting the parents of a spotGroupID resulted in a 400 bad request.
- We've fixed an API issue where getting children of a spotGroupID resulted in a 400 bad request.
- We've fixed an API issue where getting spot groups by ID sometimes resulted in 403 forbidden when it should have been 404 not found.
- We've fixed an API issue where getting spot group parents sometimes resulted in 403 forbidden when it should have been 404 not found.
- We've fixed an API issue where getting spot group children sometimes resulted in 403 forbidden when it should have been 404 not found.
- We've fixed an API issue where getting media groups by ID resulted in 200 OK when it should have been 404 not found.
- We've fixed an API issue where getting media group parents by ID resulted in 500 when it should have been 404 not found.
- We've fixed an API issue where getting media group children by ID resulted in 500 when it should have been 404 not found.
- We've fixed an API issue where getting spot groups resulted in 200 even though the responses were false.
- We've fixed an API issue where the response for getting spot groups by ID didn't include permissions.
- We've fixed an API issue where getting children of a spot group resulted in 200 even though the permissions on the response were false.

- We've fixed an API issue where getting parents of a spot group resulted in 200 even though the permissions on the response were false.
- We've fixed an API issue where POST spot groups returned a 400 instead of 403 when the user had no permission for the parent spot group.
- We've fixed an issue where a user with only read permission could drag and drop a spot group to a target group.
- We've fixed an issue where a user with only read permission could drag and drop a media group to a target group.
- We've fixed an issue where changes to user groups were sometimes not implemented right away but only after reloading the data or logging again.
- User groups that are not assigned to user are no longer displayed as assigned user groups when creating a new spot group/media group/location.
- We've fixed an API issue where DELETE spot group also deleted media groups.
- We've fixed an issue where the Immolmporter logged the same entry after uploading invalid client.json file onto file system.
- We've fixed an API issue where PUT location always lead to a 400 bad request.
- We've fixed an issue where DataSpots no longer deleted logs and data entered in the filecleaner.xml after updating to version 11.15.
- We've fixed an issue where it wasn't possible to change the configuration group of a player after creation.
- We've fixed an API issue where changing an item in a specific playlist version incorrectly resulted in a 500 error.
- We've made changes to the API by extending the permissions in the response of playlists versions and locations with the new permission "ReceiveMessage".
- We've made changes to the API schema.
- We've fixed an API issue with GET location parents/children where the response was 200 OK when it should have been 400.
- We've fixed an issue where a location user was able to edit spot properties despite read only permission.
- We've fixed an issue where the widget "GFPlayerOnlineWidget" didn't allow saving once incorrect dates were set in the custom display range despite switching the dates to "Now".
- We've fixed an API issue where POST location returned 201 created even though the permissions of the user group were not assigned to the user.
- We've fixed an API issue where PUT location returned 200 OK even though the permissions of the user group were not assigned to the user.
- We've fixed an API issue where POST location returned 201 created even though the user didn't get the required permissions.
- We've fixed an API issue where PUT location returned 200 OK even though the user didn't get the required permissions.
- We've fixed an issue where the HTML Composer didn't show effects when editing the canvas.
- When updating from an API client developed against API version 1.14 or earlier to IXM Platform version 11.15 or later, the location's "ReceiveMessage" permission always gets deleted.

- We've fixed an API issue where the username in the change logs was incorrect when changing a playlist version item.
- When removing user groups, there's a new message which indicates that you need to keep at least one user group that your user belongs to ensure access.
- We've fixed an API issue where POST location returned 403 forbidden but the log details were not in the response.
- We've fixed an API issue where PUT location returned 403 forbidden but the log details were not in the response.
- The "Playlists" pane no longer gets stuck but loads seamlessly when clicking quickly.
- The "Save" button no longer remains active after discarding changes under "Administration > Global > Notification".
- Backend service versions are now renewed with every new release.
- We've fixed an API issue where GET location children returned 200 OK when the location's permission is missing.
- We've fixed an API issue where GET location parents returned 200 OK when the location's permission is missing.
- We've fixed an API issue where POST location returned "Value cannot be null" when the parent ID was wrong.
- We've fixed an API issue where PUT location returned 200 OK when the parent ID didn't exist.
- We've fixed an API issue where PUT spot groups returned 400 instead of 200 OK.
- We've fixed an API issue where GET MediaGroups/{id} sometimes returned 200 OK and an empty response instead of the media group.
- We've fixed an API issue with GET location where the category was displayed in the response even though the user had no permissions for it.
- We've fixed an API issue with POST location where a category was assigned even though the category was not visible to the user.
- We've fixed an API issue with PUT location where a category was assigned even though the category was not visible to the user.
- We've fixed an API issue with PUT category where a category was assigned even though the category was not visible to the user.
- We've fixed an API issue with GET MediaGroups/{id} where not all user groups were listed.
- We've fixed an API issue with PUT location additional data where the response was 200 OK but should have been 400 as the requested value was inherited.
- We've fixed an API issue where GET SpotGroups/{id} had incorrect "Implementation Notes".
- We've fixed an API issue with GET players where the "ReadNotificationsCount" was incorrect.
- We've improved the error message that appears when entering data for a display configuration in a wrong format.
- We've fixed an issue where the location list SQL query was executed twice and therefore slow.
- We've fixed an API issue with PUT players where there were no change log traces in IXM Platform after putting.
- We've fixed an API issue with POST players where there were no change log traces in IXM Platform after posting.
- We've fixed an API issue with DELETE players where there were no change log traces in IXM Platform after the deletion.

- We've fixed an API issue with PUT players categories where it was possible to assign categories from a higher hierarchy level which is not allowed.
- We've fixed an API issue with PUT locations categories where it was possible to assign categories from a higher hierarchy level which is not allowed.
- Player time is no longer converted to IXM Platform time zone for spots and spot instances.
- We've fixed an issue where an HTML Composer spot couldn't be edited in some browsers.
- The file cleaner no longer receives a "Denied" error message when trying to read system disk information from a hidden folder.
- We've fixed an issue where loading the server message took longer than expected.
- We've fixed an issue where POST spot statistics responded with 409 if the master.config had no setting for DB:StagingReportData.
- We've fixed an issue where it wasn't possible to download spot files because the download times were not interpreted correctly.
- We've fixed an issue where filter without a name was named Object [Object] and couldn't be deleted.
- The RemoteAddress is now included in the player system information for players that use the Player API (Android & Qt 11.15 or later).

Known issues

- Users may not see media that they've uploaded into a media group under Media management > Selectable media because it's not set to public.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Standortbenutzerhandbuch |

IXM Version 11.15.3

22.12.2023

Resolved issues

- We've fixed an API issue with GET location where the category was displayed in the response even though the user had no permissions for it.
- We've fixed an API issue with POST location where the category was assigned even though it was not visible to the user.
- We've fixed an API issue with PUT location where the category was assigned even though it was not visible to the user.
- We've fixed an API issue with PUT location categories where the category was assigned even though it was not visible to the user.
- We've fixed an API issue where GET SpotGroups/{id} had incorrect implementation notes.
- We've fixed an issue where the location list query was slow due to a redundant SQL query execution.
- We've added missing German translations when adding media in the HTML Composer.
- We've fixed an issue where the "Player Installations" widget didn't hide the "To date" even though "Show data until today" was selected.
- We've fixed an API issue with PUT players categories where it was possible to assign categories from a higher hierarchy level.
- It's now possible to delete and edit spot groups under Administration > Content > Content Groups > Spot Groups for users with permission.
- We've fixed an API issue where GET /Players returned status 500 when filtering by category.

Links to webhelp

| English | German |
|--------------------------------------|---|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Locatorenbenutzerhandbuch |

IXM Version 11.15.2

01.12.2023

Resolved issues

- We've fixed an issue where a location user could edit spot properties that should be read-only.
- We've fixed an issue where saving changes in the "Player online/offline" widget was disabled when changing from an invalid custom display range to "Now".
- We've fixed an issue where effects like background color were not visible when editing the canvas in the HTML Composer.
- We've fixed an API issue that requires you to set includeTemplateGroups to true when retrieving a template group. Otherwise, you will receive a 404 error even if you already have the correct ID.
- We've fixed an API issue that requires you to set includeArchive to true when retrieving an archived media group. Otherwise, you will receive a 404 error even if you already have the correct ID.
- We've fixed an API issue where updating a spot group with PUT/spot groups returned an incorrect response if the spot group was not a default spot group.
- We've fixed an API issue where GET {{host}}/v1.15/MediaGroups/{{mediaGroupId}} always returned status 200 with null.
- We've fixed an API issue where requesting spot groups with GET SpotGroups/{id} didn't return all spot groups for the user's user groups.
- We've fixed an API issue where requesting media groups with GET MediaGroups/{id} didn't return all media groups for the user's user groups.

Known issues

- It's not possible to delete or edit spot groups under Administration > Content > Content Groups > Spot Groups because the "Edit" and "Delete" buttons don't appear even though the user has permissions.

Links to webhelp

| English | German |
|--------------------------------------|--------------------------------------|
| Administrator manual | Administrator Manual |
| Standard user manual | Standard User Manual |
| Location user manual | Location User Manual |

IXM Version 11.15.1

25.10.2023

New features

With this version we've implemented the following features:

Spot templates for location users

We've added a new setting that you can use to give location users access to spot templates. By default, location users can't access spot templates in the spot list. To enable access to spot templates for location users, perform the following steps:

1. Access one of the following folders on the server:
 - To add this setting for all customers, go to the default folder 00000.
 - To add this setting for one customer, go to the customer-specific folder 000xx (xx is the customer ID).
2. Open the config.json file.
3. Add the following line under the cms settings: "**allowTemplateSpotCreationForLocationUser": true**
4. Save your changes and close the file.

Resolved issues

- We've fixed an issue where DataSpots no longer deleted logs and data entered in the filecleaner.xml after updating to version 11.15. In addition, the recursive flag in the filecleaner.xml was ignored while cleaning up the file.
- We've fixed an issue where it wasn't possible to change the configuration group of a player after creation.
- We've fixed an issue where it was possible to remove a spot from the inherited content level of a multilevel playlist.
- We've fixed an issue where the date from which DOOH was deactivated was incorrect.
- We've fixed an issue where it wasn't possible to post locations via the API.
- We've fixed an issue where it wasn't possible to put locations via the API.
- The valid from/to dates of an API key are now correctly converted and saved in UTC.
- It's now possible to change the configuration group of a player after creation.
- We've fixed an issue where the API endpoint threw a 500 error when providing a spot ID.

Known issues

- Although DOOH is disabled, the message type "DOOH booking item changes from Waiting List to Reserved" is visible and selectable for admins in the news center settings.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Standortbenutzerhandbuch |

IXM Version 11.15.0

18.08.2023

New features

With this version we've implemented the following features:

IXM Platform API extension

With this version, we've extended our IXM Platform API with more functionality for locations, player status and details, and more.

Clear spot search result

If you're searching for a specific spot in your selectable spots and no spot matches your filter criteria, you'll now see a corresponding message instead of an empty container. This helps to clarify that the search was completed and nothing was found.

Player provisioning website

The new provisioning website for the Windows & Linux and Android Player simplifies the initialization process. It allows you to initialize the player without using a keyboard and it enables offsite player initialization.

Resolved issues

- We've fixed an issue where IXM Platform users couldn't create other users when selecting to send a welcome email.
- We've fixed an issue where adding a second screen layout didn't trigger the required action list entry GetScreenConfigs.
- We've improved the layout of the installer.
- We've made an adjustment so that a regular expression also works for case-sensitive passwords.
- We've fixed an issue with the Player API where updates were sent to the player while a CRC was pending.

- Changing the Box-ID is no longer possible for players that don't support it.
- We've fixed an issue where the media handler couldn't create thumbnails for ASC spots because the ucrtbase.dll was missing.
- Standard users with write permission can now edit playlists in grid view.
- We've fixed a time zone issue where the time was wrong after the beginning of daylight saving time.
- We've fixed an issue where the spot thumbnail view was sometimes incorrect or empty.
- We've fixed an issue where a newly created player didn't appear in the player list.
- We've fixed an issue where the wrong time was displayed after changing the timezone.
- Logging in via OIDC and SAML works again.
- We've fixed an issue where the reports search field still displayed search results after using the backspace key.
- We've fixed an issue where for players using the latest API, the cleanup would delete all files of a certain age, regardless of whether they were in use or not.
- We've fixed an issue where the default time in the news center outbox was wrong.
- We've fixed an issue where the receiving time of a not restricted notification was wrong.
- We've fixed an issue where an error occurred when trying to export a playlist to Excel.
- We've added a German translation for the switch to news center dialog that was missing when logging in via OIDC.
- We've fixed an issue where if the download of a spot file failed, it wasn't made available to the player for download again.
- It's no longer possible to add a holiday that occurs in the past to the holiday list.
- We've fixed an issue where DataCalc was only triggered in IXM Platform via the "Save" button when it should also be triggered if the change only takes place in the DB.
- We've fixed an issue where available user groups no longer displayed ASC by default.
- The "Edit" and "Delete" buttons are now disabled for available playlists with only a read permission.
- We've fixed an issue where the header image in the "Corporate news" mail wasn't the image selected in IXM Platform.
- We've removed a duplicate entry from a language file.
- We've fixed an issue where sorting a table in IXM Platform by "Last Login" didn't work correctly in some cases.
- We've fixed an issue where switching to Czech in IXM Platform login screen lead to an error.
- Uploading a Wizard spot via the API no longer fails.
- IXM Platform now supports Slovak.
- We've fixed an issue where sometimes emails weren't sent because the image file for the template couldn't be found when using generic email templates.
- We've fixed an issue with broken DLL files in the UDC plugin deployment.
- We've fixed a wrong checkbox label and tooltip for live tags.

Known issues

- “Creation” and “Last changed” time and time zone of a spot may not be the same as IXM Platform or server time and time zone.
- There's a performance issue when loading the change log for spots that increases the latency.
- Sometimes emails can have a thumbs.db file attached that was not added in IXM Platform. The file is created by Windows when you browse the folder with preview enabled. By default, this is a hidden file that you can't see.

Update to 11.15

Update plugins

When you update from a previous version to 11.15, the installer updates the following plugins automatically:

- CommonDataImporterPlugin
- CommonOnlineOfflinePlayerImporterPlugin
- DashboardDataImporter

Note

You must manually update all other UDC and ReportingGateway (RG) plugins that you use.

To update RG plugins, stop the service and exchange each required plugin folder (e.g. DoohImporterPlugin). We recommend deleting the old folder and copy/pasting the new folder instead of overwriting it. Don't forget to restart the service afterwards.

To update UDC plugins, stop the service and copy all relevant plugin files into the plugins folder. Note that there are no subfolders per plugin here. Restart the service afterwards.

Breaking change

Mail templates date format

Previously, the date value in mail templates was formatted from the backend and could be output directly in the template. As of 11.15, however, the date is transferred as an ISO date string YYYY-MM-DDTHH:MM:SS.MS and no longer formatted. That means when using mail templates like “MessageCenterMediaExpiryWarning” the date format switches from the intended DD.MM.YYYY HH:MM:SS to YYYY-MM-DDTHH:MM:SS.MS.

To fix this, we've implemented a helper function on the server side to format the date in the template. This helper function is called at all places where the value is output and the value and format passed.

We've modified the mail templates so that they all use the formatter by default. You can find the latest mail template versions in the release folder.

Note

You must deploy the mail templates into the desired customer directory on the specific server.

Solution for custom templates

Note that this change needs to be applied in custom mail templates when upgrading to 11.15. Otherwise, YYYY-MM-DDTHH:MM:SS.MS is output directly.

Note

You must call the helper function at all places in the template where the value is output and the value and format passed.

For example, in the mail template "MessageCenterDoohBookingItemChangedToReserved" the value "Content.BookingItem.To" can no longer be output directly via {{ Content.BookingItem.To }}. You must now use the helper function in the following way: {{ Format Content.BookingItem.To "yyyy-MM-dd HH:mm" }}

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Ortsbenutzerhandbuch |

IXM Version 11.14.2

08.05.2023

Resolved issues

- We've fixed an issue where IXM Platform users couldn't create other users when selecting to send a welcome email.
- We've fixed an issue where users could see user groups not assigned to them under certain circumstances.
- We've fixed an issue where playlists were disabled in grid view for standard users even though they had write permissions.
- We've fixed a time zone issue where the time was wrong after the beginning of daylight saving time.
- The login via OIDC works now.
- We've fixed an issue where the default time in the news center outbox didn't match IXM Platform time.
- We've fixed an issue where the timestamp of a news center message didn't match IXM Platform time.
- We've added a German translation for the switch to news center dialogue that was missing when logging in via OIDC.

- We've fixed an issue where if the download of a spot file failed, it wasn't made available to the player for download again.

Known issues

- The time and time zone of creation date and last changed date of a spot may not be the same as IXM Platform or server time and time zone.
- In the Czech version of IXM Platform, the "Restart Player" button text is not displayed correctly.

Hotfix 2

- We've fixed an issue where switching to Czech in IXM Platform caused an error.
- IXM Platform now supports Slovak.

Links to webhelp

| English | German |
|--------------------------------------|---|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzermanual |
| Location user manual | Locatorenbenutzermanual |

IXM Version 11.14.1

10.03.2023

New features

With this version we've implemented the following features:

Extend standard user rights

As of this version, not only admin users can create, edit, copy, and delete program schemes, screen layouts, and playlist definitions. With newly added permission settings, admins can give standard users the rights to do this too. As an admin, you can grant those permissions via permission groups. Note that this setting is optional and doesn't change any existing standard user behavior.

Resolved issues

- The “Edit” and “Delete” buttons are no longer displayed on mouseover when a user has only read permission for an available playlist.
- We've fixed an issue where no notifications were sent via email and in IXM Platform when a new playlist was released.
- We've fixed an issue where permissions were saved incorrectly when editing a permission group.

Known issues

- The login via SAML and OIDC doesn't work.

Hotfix 1

- We've fixed an issue where users could see user groups that aren't assigned to them under certain circumstances.

Links to webhelp

| English | German |
|--------------------------------------|--------------------------------------|
| Administrator manual | Administrator Manual |
| Standard user manual | Standard User Manual |
| Location user manual | Location User Manual |

IXM Version 11.14.0

13.02.2023

New features

With this version we've implemented the following features:

Delete user data

As of this version, IXM Platform provides a concept for cleaning up personal user data to comply with the General Data Protection Regulation (GDPR). If there is a request to delete a specific user, it's now possible to purge their data from IXM Platform after the user has been deleted.

Admins can purge user data via the API after creating an API key in the current application. A cleanup service that runs

every day deletes all relevant user data of users who have been deleted for more than a configurable number of days. Note that a user can't be restored after the data purge.

Case-insensitive usernames

As of this version, IXM Platform usernames are no longer case-sensitive. This means that the system no longer checks for uppercase and lowercase letters. This makes it easier for users to log in, especially those using an email address as username. This change applies to the login via both UI and API.

Date format improvements in Swedish

For IXM Platform users who use IXM Platform in Swedish, the week in the date picker now starts with Monday. This replaces the previously used US format which starts on Sunday.

Additionally, we've changed the date format to YYYY/MM/DD for users who use IXM Platform in Swedish. This corresponds to the local date format and replaces the previously used format DD/MM/YYYY.

Email service improvements

With this version, we've unified several mail service implementations. In addition, the blacklist option has been implemented in the mail queue service for player and location email addresses that are notified by the message center.

Extension at tools

With this version, we have created the possibility to extend the "Tools" menu for customers and consultants. For more information contact your Grassfish partner.

Changed default values

With this version, we've changed the following default values for keeping system information in the master.config file:

- For deleting system information data, the new default maximum age is 90 days.
 - The number of entries that are deleted at once is now 5000 by default.
 - The setting to consider the last access date for system info to keep is now set to true by default. That means, the data is deleted relative to player's last access date.

Resolved issues

- We've removed an unnecessary vertical scrollbar when editing the "Valid from/to" dates of multiple spots.
- We've fixed an issue where an online player was displayed as offline player and "LastTimeOnline" was incorrect.
- Importing UDC elements with large numbers no longer causes an error.
- During an update from an IXM Platform version earlier than 11.4 to version 11.4 or later, the installation of the Player API is now enabled by default.
- We've fixed an issue where the language in the spot editor was wrong if the preferred user language wasn't specified in the master.config file.
- We've added a missing German translation in the preview link window.
- The email for password reset is now sent in the preferred user language.

Known issues

- After an update, an error can occur when you try to export a playlist to Excel. Check the config settings and perform the following workaround if necessary: find the following line in the web.config file of the WebCommon and remove it:
`<add key="FileDownload" value="true" />`
 - After the installation, the file MAINSERVERPATH\Tools\ChromeScreenshotTool\ucrtbase.dll may be missing. This causes the thumbnail generation of ASC spots to fail.
As a workaround, in a distributed server environment, make sure to update the backend server first.
 - Alternatively, if the file is already missing, manually copy the file \gfstor002\gfrelease\11.14\DSManagerPro\11.14.0 Build #168\Hotfix\ucrtbase.dll to MAINSERVERPATH\Tools\ChromeScreenshotTool\ucrtbase.dll.
 - The login via SAML and OIDC doesn't work.

Links to webhelp

| English | German |
|--------------------------------------|--------------------------------------|
| Administrator manual | Administrator manual |
| Standard user manual | Standard user manual |
| Location user manual | Location user manual |

IXM Version 11.13.4

17.02.2023

Resolved issues

- Standard users can now create users and send them welcome emails

Links to webhelp

| English | German |
|--------------------------------------|--------------------------------------|
| Administrator manual | Administrator Manual |

| | |
|--------------------------------------|----------|
| Standard user manual | Stand... |
| Location user manual | Loca... |

IXM Version 11.13.3

06.12.2022

Resolved issues

- We've fixed an issue with preferred user languages that occurred when only one language was assigned to the customer in the master.config settings.

Links to webhelp

| English | German |
|--------------------------------------|-----------|
| Administrator manual | Admini... |
| Standard user manual | Stand... |
| Location user manual | Loca... |

IXM Version 11.13.2

07.11.2022

New features

With this version we've implemented the following features:

HW monitor improvements

With this version, we've improved the graphs of the HW monitor. They now contain units of measurement for the designated axes.

Spot preview link

As an admin or standard user, you can now create a public link to the preview of a spot or media file in IXM Platform.

Specify a preferred user language

As of this version, admins can specify a preferred user language for each user of IXM Platform. This allows you to preselect IXM Platform language for the user.

Show content from subgroups/templates preset

It's now possible to enable the filter options "Show contents from subgroups as well" and "Display template groups" in the spot and media selection by default.

Resolved issues

- We've fixed an issue where changing a website spot failed without warning.
- We've fixed an issue with the Grassfish Server installer due to a reset of the stored services password.
- Long paths with more than 255 characters are now supported in .Net Framework 4.6.2 projects.
- We've fixed an issue where a player that is offline appears to be online in IXM Platform "SysInfo".
- It's now possible to select a spot to attach when sending a media notification from the "Media groups" pane.
- We've removed unnecessary scrollbars next to the "from/to" times when setting a time filter.
- Playlists no longer disappear when you sort the playlist pool by creation date.
- We've fixed translations in English and German that didn't match.
- Standard+ users can no longer see add-ons that they have no permissions for.
- UDC plugins now use the correct path to create the log folder.
- We've fixed an issue where after changing the screen layouts in IXM Platform the playback of the spots sometimes didn't start when the content download finished.
- Categories and tags are no longer mixed up in the user group permissions.
- We've fixed an issue where some messages in the news center included a ghost attachment.
- We've fixed an issue where text removal was very slow in the spot editor.
- The dashboard widget now displays correct user login history data.
- The tooltip in the "Media group" pane is now called "Send media notification" instead of "Send spot notification."
- We've temporarily created a workaround that fixed an issue with the MultiMigrationScript where refreshing views with concatenated schema names failed.
- We've completely fixed the issue with the MultiMigrationScript where refreshing views with concatenated schema names failed.
- "All locations" is no longer displayed as "ROOT" when you select a location in the user management.
- We've fixed an issue where it wasn't possible to assign locations in the IXM user management via drag and drop.
- We've updated the picture and logo in the login window.
- We've fixed an issue where a server exception occurred sometimes when deleting a main location.

- The inbox and outbox now display a message's recipients, locations, pictures, attachments, and assigned media/spot after the message has been saved as a draft or sent.
- We've fixed an issue in the user location assignment where the fields "Assigned player" and "Assigned location" were empty for admin users.
- User-specific settings in the filter options for spot groups are now saved.
- We've fixed an issue where the "Dashboard" was the landing page although the "Playlist" tab was defined as such in the config file.

Known issues

- An error can occur when you try to export a playlist to Excel.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |
| Location user manual | Standortbenutzerhandbuch |

The client is the application that sends the request to the server who sends a response.

The API key is a unique identifier to authenticate a user. You can create an API key to perform tests with your personal user. When you use the key for authorization, you have the same rights and permissions that this user has.

When you're logged in, you get a session ID that you can use for authorization. The session ID is connected to a user including their rights and permissions.

ASC means Advanced Spot Configurator. The ASC content of a spot refers to all editable elements of an HTML Wizard spot.

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

Add-ons and APIs

URL: <https://docs.grassfish.com/docs/add-ons-and-apis>

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:

Set up the SSP provider

URL: <https://docs.grassfish.com/set-up-the-ssp-provider>

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To use content from an SSP, you must set up a connection to the SSP provider and specify a playlist, spot group, and category for the SSP content that the system downloads from the SSP.

Note

If you are using an IXM One version prior to 12.0, you must change the configuration in the configuration file. [Learn more ...](#)

Prerequisites

Ensure that you meet the following prerequisites before setting up the SSP provider:

- You know the SSP provider URL and type.
- You've created a designated user for SSP with sufficient user rights for the SSP playlist, spot group, and category in IXM One.
- You've created a spot group to which the system can assign SSP spots after downloading them from the SSP.
- You've created a playlist for SSP spots.
- You've created a category for SSP assignment.

Set up the SSP provider

To set up the SSP provider, perform the following steps:

1. In IXM One, go to **Administration > SSP**.
2. To set up a new SSP provider, click **New**.
3. In the **Create new SSP provider** window, enter the following general data:

| Setting | Description |
|---------------|------------------------------------|
| Provider name | Enter a name for the SSP provider. |

| | |
|----------------|--|
| State | Select one of the following states: ◦ Active ◦ Deactivated |
| SSP user | Select a user from the dropdown menu. |
| Playlist | Select a playlist for SSP spots. |
| SSP spot group | Select a spot group for SSP spots. |
| Category | Select a category for SSP spots. |

4. Switch to the **SSP Information** tab.

5. Enter the following data:

| Setting | Description |
|--------------------|--|
| Type | Select the SSP type from the dropdown menu. |
| SSP URL | Enter the URL of your SSP provider. |
| SSP live tag URL | <p>Optionally, specify the URL template of the SSP provider to automatically generate live tags.</p> <p>For example, if you've set the live tags ac1:1 and a0:5 on the player:</p> <ul style="list-style-type: none"> ◦ https://prod.ssp1.eu/ssp1/?key=c762&seg=a0:5 is the URL of the SSP provider. ◦ key: identifies the customer at the SSP server. ◦ seg: stores the live tag data. ◦ playerid: specifies the player's Box-ID. |
| Live tag separator | <p>Specify a separator for concatenated live tags values.</p> <p>By default, it's a semicolon (;).</p> |
| Media separator | <p>Optionally, specify a media value separator.</p> <p>For example, use a semicolon (;).</p> |

6. Click **Save** to save your SSP provider.

Note

If you came here from the server configuration chapter, please go back and make sure you've fully set it up including IIS and UDC. [Go back](#).

Live tags help filter spots based on data from (local) web services. For example, to adapt the content displayed in a store to the current weather.

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

Configure IXM One

URL: <https://docs.grassfish.com/docs/configure-ixm-one-ssp>

Archiviert am: 2025-07-17 18:31:31

To enable playing SSP content on any player, you must configure IXM One.

Adjust the config file

You must enable SSP in the IXM One configuration. To do so, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following the folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Change the following settings:
 - Set **enableDooh** to **true** (this setting enables SSP)
 - Set **enableCategoriesPerScreen** to **true**
 - Set **enableLiveTags** to **true**
 - Set **enableSpotPropertyInheritanceForUserType** to **Admin**
5. Save your changes and close the config file.

Example: configuration of the config.json file

```
"enableDooh": true,  
"enableCategoriesPerScreen": true,  
"enableLiveTags": true,  
"enableSpotPropertyInheritanceForUserType":  
[  
    "Admin"  
]
```

Set up the data importer

Note

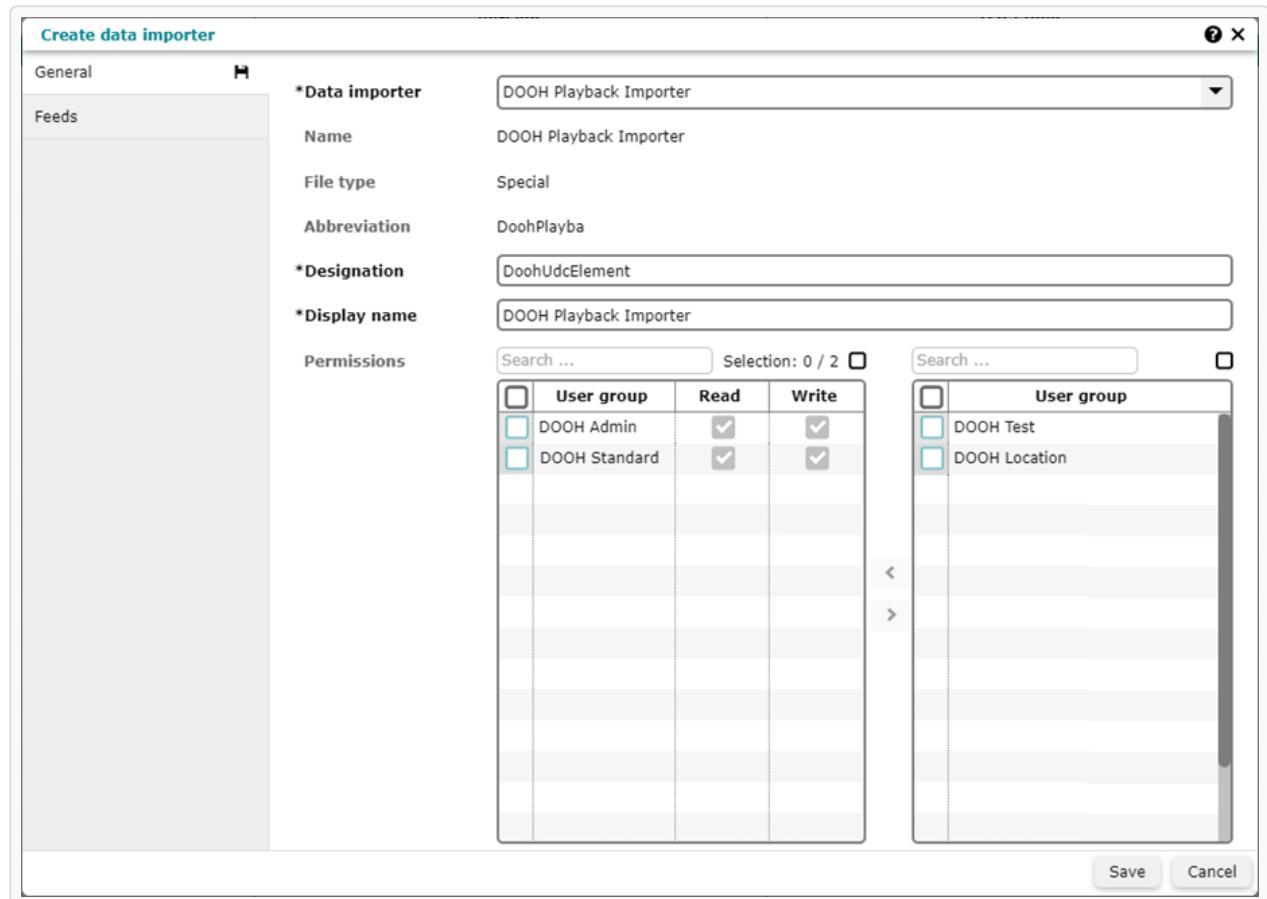
You need to set up the data importer if you use DOOH add-on versions earlier than 2.5.1. If you use add-on version 2.5.1 or later, you can skip this chapter.

To ensure that the data from the [UDC Importer](#) is imported into IXM One, you must create and configure the data importer in IXM One.

Create the data importer

To create the data importer, perform the following steps:

1. In IXM One, go to **Administration > Content > Data importer**.
2. Click on **New**.
3. From the **Data importer** dropdown, select the DOOH Playback Importer.
4. Specify a **Designation** and **Display name** for your data importer.

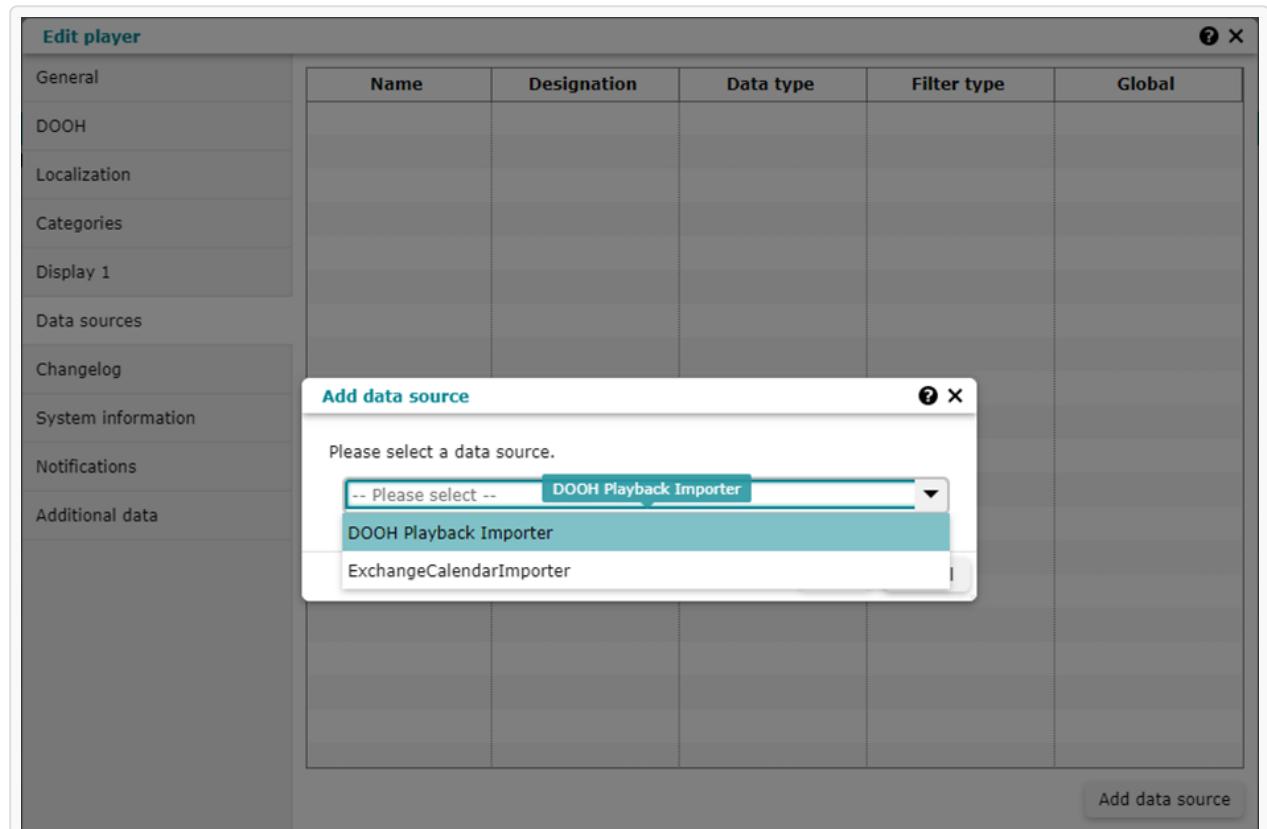


5. Switch to the **Feeds** tab and select a **Feeds definition** from the dropdown menu.
6. Click on the **+** and add a feed.
7. In the **Path** field, enter the file path to your feed definition config file.
8. Specify all other settings as required.
9. Click **Save** to save your changes.

Assign the data importer

Now, you must assign the data importer to the player. To do so, perform the following steps in IXM One:

1. Go to **Channels > Location** and double-click on the player.
2. In the **Edit player** window, click on the **Data sources** tab.
3. Click **Add data source**. This opens the **Add data source** window.
4. Select the **DOOH Playback Importer** from the dropdown menu and click **Save**.



5. In the **Edit player** window, select **Global** for the **DOOH Playback Importer**.

6. Click **Save** to save your changes.

Configure the Windows or Linux Player

URL: <https://docs.grassfish.com/docs/configure-winlin-player-ssp>

Archiviert am: 2025-07-17 18:31:36

Note

If you use a different player, you can skip this chapter.

Before you configure the Windows or Linux Player for DOOH, ensure that you meet the following requirements:

- You've installed the standard [Windows Player](#) or [Linux Player](#).
- You've connected the player to IXM One.
- You've installed the latest config settings for the player on the server.

Install the DOOH add-on

To use SSP on the Windows or Linux Player, you must install the DoohPlaybackService add-on.

You can install this add-on from the server via an update package or locally on the player. For information on the update package, please contact your Grassfish account manager.

To install the add-on manually, perform the following steps:

1. Store the installation package in any folder on the player.
2. Open a command prompt as administrator.
3. To install the package, run a bootstrap command. Enter the command that matches your player's operating system:

• For Windows, enter: `C:\GVClient\tools\current\gfBootstrap\gfBootstrap
|DoohPlaybackService_version_win-x64.zip` [path] to

• For Linux, enter: `sudo/opt/grassfish/tools/current/gfBootstrap/gfBootstrap
DoohPlaybackService_version_linux-x64.zip` [path] to/

4. Restart the player service or reboot the player for your changes to take effect.

Install Mosquitto for MQTT

The add-on communicates with the Windows or Linux player via Message Queuing Telemetry Transport (MQTT). To do this, Mosquitto must be installed as a broker for the MQTT protocol.

For the Linux Player, MQTT is already included in the installation package by default.

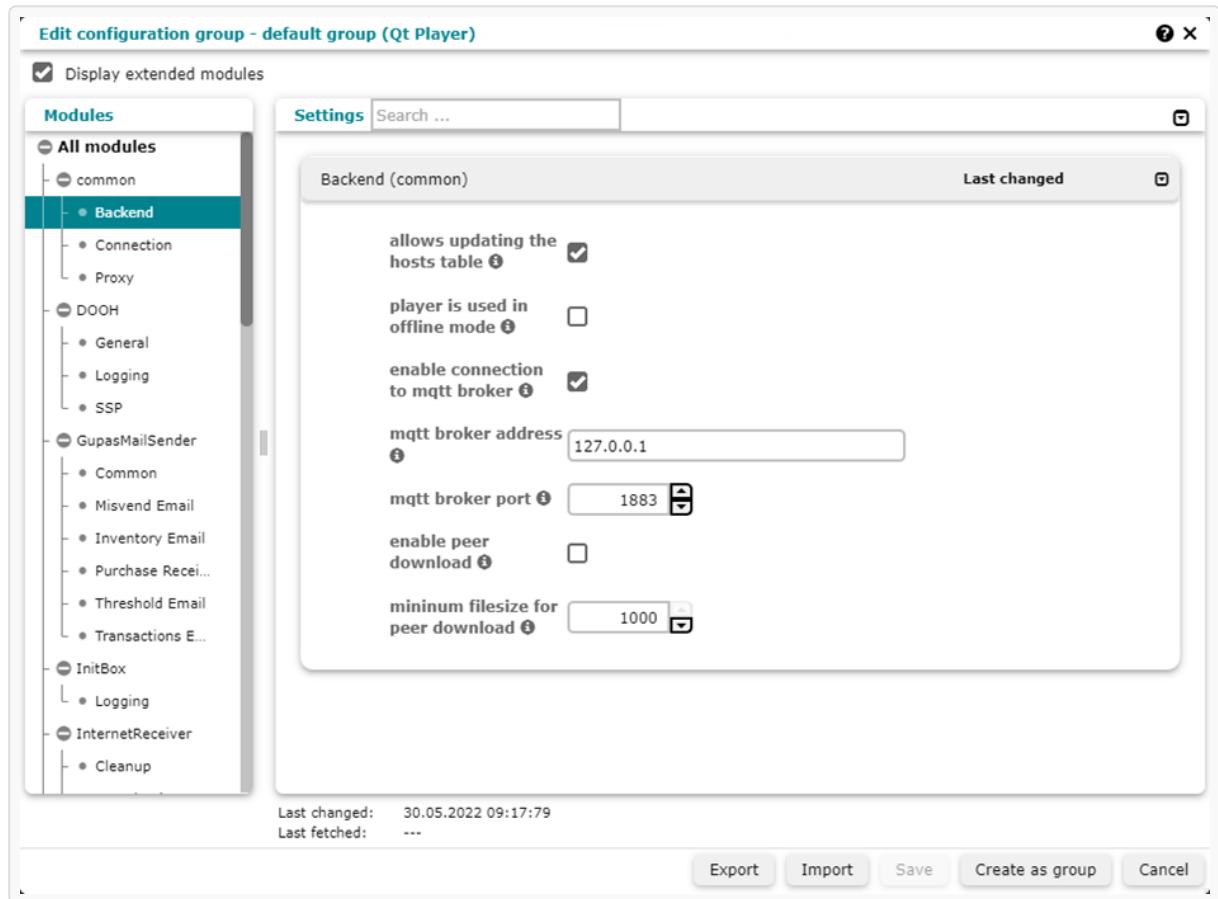
For the Windows Player, you can install MQTT from the server via an update package or locally on the player:

- For information about the update package, please contact your Grassfish Account Manager.
- To manually install Mosquitto on Windows, open the mosquito-1.6.9-install-windows-x64.exe file from the installation package and install it.

Enable MQTT

You must configure the player or its configuration group in IXM One to enable the connection to the MQTT broker. Perform the following steps:

1. In IXM One, go to the player configuration or configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Configure the following settings:
 - Under **Common > Backend**, select **Enable connection to mqtt broker**.
 - Under **Overseer > Tool**, select **Control installed mosquito service**.
 - Under **Server**, set **accesslevel for servertoken** to **Standard** or **Full**.



4. Click **Save** to save your changes.

5. Restart the player service or reboot the player for your changes to take effect.

Enable SSP

You must enable and configure SSP in the player configuration or configuration group. Before you do so, ensure that you read the following prerequisites.

Prerequisites

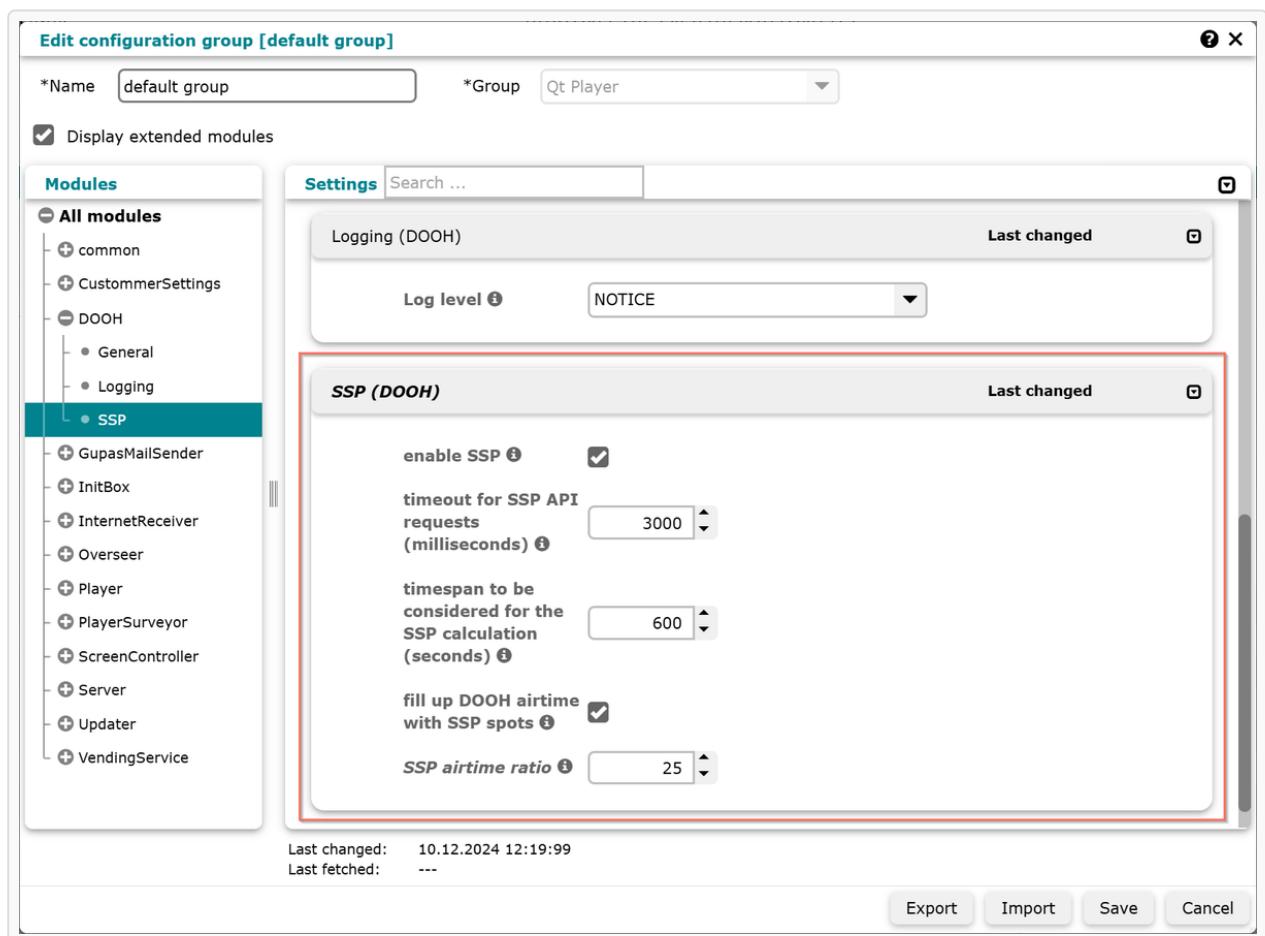
- You can set an airtime ratio for SSP content on the player to specify how much airtime goes to SSP advertisements, just like you can set airtime for DOOH.
- In total, the SSP airtime percentage and DOOH airtime percentage must not exceed 100%.
- By default, filling up with SSP spots is enabled and SSP airtime is set to 0%. This means that unused DOOH airtime is used for SSP if SSP spots are available regardless of SSP airtime.

To enable and configure SSP, perform the following steps:

1. In IXM One, go to the player configuration or the configuration group:

- For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** dialog.

- For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **DOOH > SSP**.
 3. In the **Settings** pane, select **enable SPP**.
 4. Optionally, change the **timeout for SSP API requests (milliseconds)**. If the SSP API request takes longer than the timeout, the system cancels it.
 5. Optionally, change the **timespan to be considered for the SSP calculation(seconds)**. If calculating the SSP spot playouts takes longer than the timeout, the system cancels it.
 6. **Fill up DOOH airtime with SSP spots** is turned on by default. You can turn it off if needed.
 7. Set the **SSP airtime ratio**.



8. Click **Save** to save your changes.
9. Restart the player service or reboot the player for your changes to take effect.

Note

If you use SSP without using DOOH, you must add an empty DOOH playlist as an event playlist to your program scheme.

Configure the Android Player

URL: <https://docs.grassfish.com/docs/configure-android-player-ssp>

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Note

If you use a different player, you can skip this chapter.

If you want to use SSP on your Android player, you need to enable and configure it for the individual player or the entire player configuration group. Before you do this, make sure you have read the following prerequisites.

Prerequisites

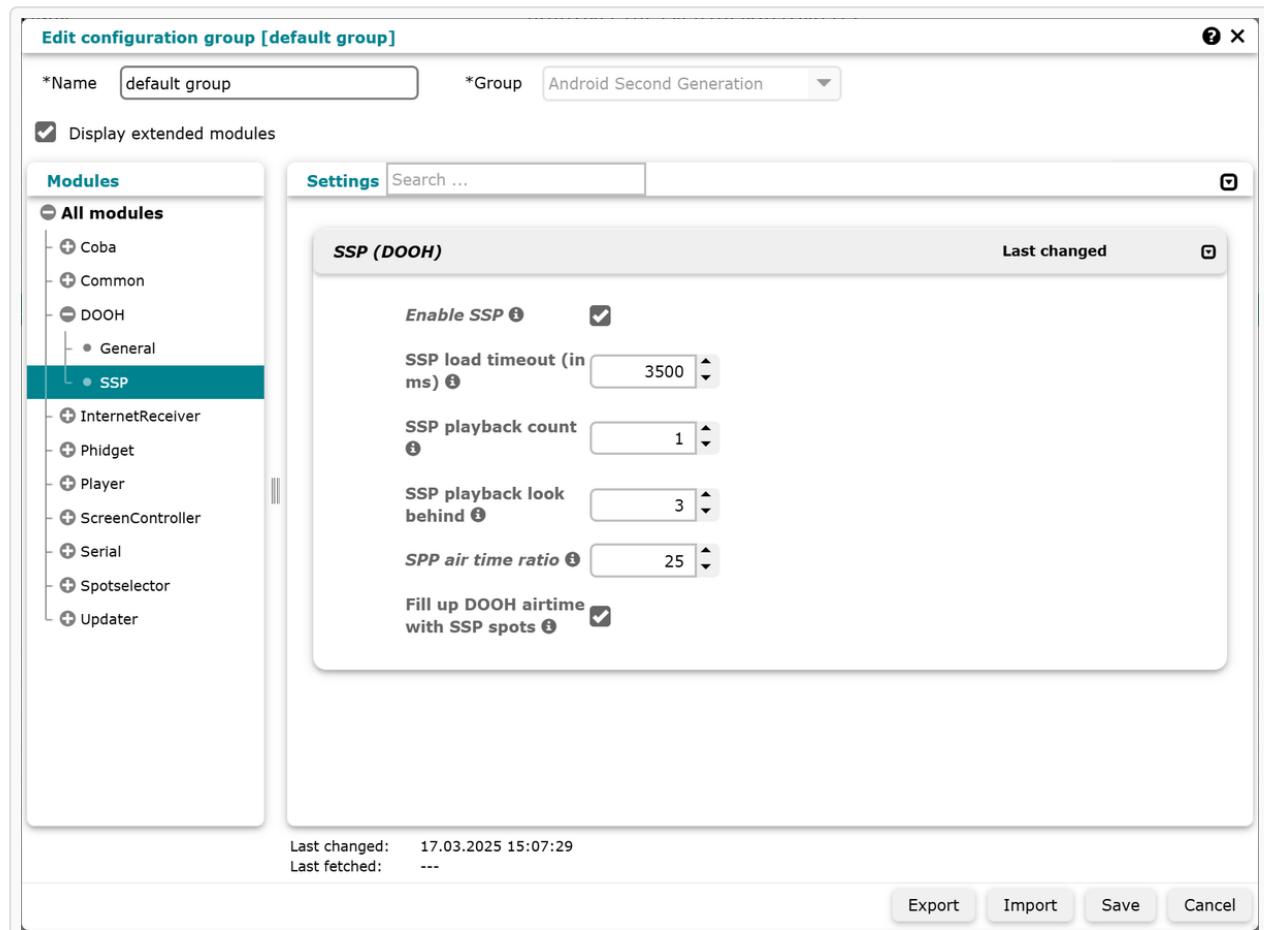
- You can set an airtime ratio for SSP content on the player to specify how much airtime is used for SSP advertising, just as you can set airtime for DOOH.
- In total, the SSP airtime percentage and the DOOH airtime percentage must not exceed 100%.
- By default, SSP spot filling is enabled and SSP airtime is set to 0%. This means that unused DOOH airtime will be used for SSP when SSP spots are available regardless of SSP airtime.
- You can [enable SPP with DOOH](#) or [enable SSP without DOOH](#).

Enable SSP with DOOH

To use both DOOH and SSP, perform the following steps to enable SSP:

1. In the IXM One, go to the player configuration or configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **DOOH > SSP**.
4. Under **Settings**, select **Enable SPP**.
5. Optionally, change the **SSP load timeout (in ms)**. If loading the SSP spot takes longer than the timeout, the system skips the spot.
6. Optionally, change the **SSP playback count**. This specifies how many of the last spots are SSP spots ([example](#)).

7. Optionally, change the **SSP playback look behind**. The system looks at the last specified number of spots to analyze whether the playout should be SSP ([example](#)).
8. Set the **SSP airtime ratio**.
9. **Fill up DOOH airtime with SSP spots** is turned on by default. You can turn it off if needed.



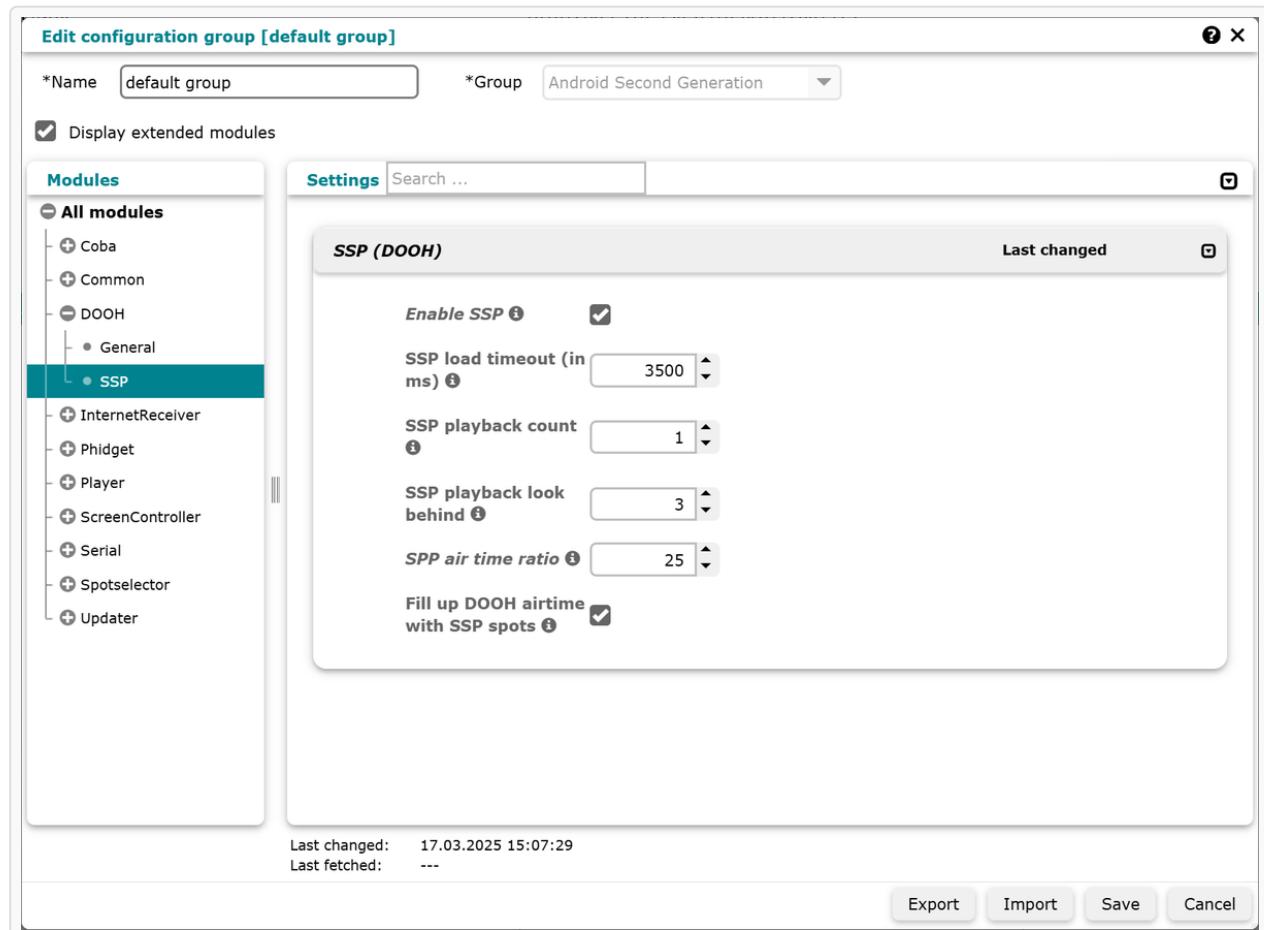
10. Click **Save** to save your changes.
11. Restart the player service or reboot the player for your changes to take effect.

Enable SSP without DOOH

To use only SSP without DOOH, perform the following steps to enable SSP:

1. In the IXM One, go to the player configuration or configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** dialog.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **Player > SSP**.

4. Under **Settings**, select **Enable SPP**.



5. Optionally, change the **SSP load timeout (in ms)**. If loading the SSP spot takes longer than the timeout, the system skips the spot.

6. Optionally, change the **SSP playback count**. This specifies how many of the last spots should be SSP spots ([example](#)).

7. Optionally, change the **SSP playback look behind**. The system looks at the last specified number of spots to analyze whether the next spot should be SSP ([example](#)).

8. Set the **SSP airtime ratio**.

9. **Fill up DOOH airtime with SSP spots** is turned on by default. You can turn it off if needed.

10. Click **Save** to save your changes.

11. Restart the player service or reboot the player for your changes to take effect.

Example SSP configuration

To have a maximum of 20% SSP played, specify the following values:

- **sspPlaybackCount = 1**
- **sspPlaybackLookBehind = 5**

The player will check if an SSP spot was played among the last four spots. If not, it will try to play an SSP spot.

Example: Specify SSP playout

URL: <https://docs.grassfish.com/docs/specify-ssp-playout>

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What is the share to be sold in digital ad spaces?

You can specify the share that you want to sell in digital ad spaces (airtime) in the DOOH system parameters. The share specifies the amount of time when ads are played on all digital ad spaces. The rest of the time is used for standard content.

Take a look at the following examples to learn how you can control the playout of SSP content.

Example: 100% SSP playout in a day

The amount of SSP content is implicitly set by the share to be sold and the percentage of DOOH playout. Once you've specified these values, the rest of the time is filled with SSP.

However, if you use only SSP, the whole percentage that you specified as share to be sold is filled with SSP spots. This is possible as long as the SSP provider provides enough content.

Example: 50% DOOH and 50% SSP in a day

If you want to play 50% DOOH and 50% SSP content in a day, you should configure the following:

- Set the share to be sold in ad spaces to 100%. That is, the airtime reserved for DOOH and SSP.
- Ensure that your DOOH bookings run half of the day via the content distribution. For example, select share of voice and set it to 50%.

As a result, 50% of the 100% airtime are filled with DOOH content and the remaining 50% are filled with SSP content.

Example: 50% standard content and 50% DOOH and SSP in a day

If you want use half of your airtime for DOOH and SSP and the other half for standard content, configure the following:

- Set the share to be sold in ad spaces to 50%. That is, the airtime reserved for DOOH and SSP.
- Ensure that your DOOH bookings run half of the airtime via the content distribution. For example, select share of voice and set it to 50%.

As a result, half of the day will be filled with standard content, 25% with DOOH content, and 25% SSP content.

Use audience recognition

URL: <https://docs.grassfish.com/docs/ssp-audience-recognition>

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With audience recognition, you no longer have to preset live tags in the [IXM One](#). [Windows](#) or [Linux Players](#) can now pass live tag information to an SSP provider through the AdServing API.

What are live tags?

Live tags are special tags that affect the spot playout at runtime. They're activated and deactivated through (local) web services. This process is triggered by an attached external system that calls the player's web services. Such external systems are, for example, sensors, camera images, external dynamic data like weather forecasts, or external events. You can configure the player to display specific spots that have live tags assigned to them which match the current conditions.

System requirements

Ensure that you meet the following system requirements:

| Component | Version |
|-------------------------|-------------------------|
| Windows or Linux Player | Version 11.13 or later |
| AdServing API | Version 1.2.0 or later |
| Player add-on | Version 2.7.03 or later |

Prerequisites

Don't forget to set the live tags that you want to pass to the SSP provider on the player. If you don't, the add-on fetches a random spot from the AdServing API without passing the live tag information.

→ To manually set live tags on the player, you can use the API command **SetLiveTags**. For more information, see the [API documentation](#).

Configure the components

To use audience recognition, you must configure the AdServing API and the player add-on.

Configure the AdServing API

For information on how to configure the AdServing API in general, see the [SSP installation articles](#).

To configure the AdServing API, perform the following steps:

1. Open your SSP config file.
2. Specify the following settings:

| Setting | Description |
|---------------------------|---|
| SspLiveTagsUrl | <p>Specify the URL template of the SSP provider to allow live tags.</p> <p>For example, if you've set the live tags ac1:1 and a0:1:</p> <p>https://prod.ssp1.eu/ssp1/?key=c762&seg=ac1%3A1&playerid=12345</p> <ul style="list-style-type: none">◦ https://prod.ssp1.eu/ssp1/ is the URL of the SSP provider.◦ key identifies the customer at the SSP server.◦ seg stores the live tag data.◦ playerid specifies the player's BoxID. <p>Note</p> <p>Note that if you don't configure this setting, the application will use the default URL template.</p> |
| SspLiveTagValuesSeparator | <p>Optionally, specify a separator for concatenated live tag values.</p> <p>By default, its a semicolon ;</p> |

3. Save your changes and close the file.

Example configuration of the SSP config file:

```
{  
    "SspConfigurations": [  
        {  
            "SspPriority": 1,  
            "SspUrl": "https://prod.ssp1.eu/ssp1/?key=c762&boxId={boxId}",  
            "SspLiveTagsUrl": "https://prod.ssp1.eu/ssp1/?key=c762&boxId={boxId}&seg={seg}",  
            "CutMediaUrlBeforeSubString": "?",  
            "SspRequestHeaders": {  
                "api-key": "8618681688"  
            },  
            "SspCategoryId": 812,  
            "SspPlaylistId": 522,  
            "SspSpotGroupId": 1211,  
            "SspServiceUserId": 844  
        }  
    ]  
}
```

Configure the player add-on

To configure the player add-on, perform the following steps:

1. Open the config.ini file:

- On Windows, the config file is located at: C:\GVClient\addonConfigs\gfPlayer\DoohPlaybackService\config.ini
- Under Linux, the config file is located at: /opt/grassfish/addonConfigs\gfPlayer\DoohPlaybackService\config.ini

2. In the config file, specify the following setting:

| Setting | Description |
|--------------------|---|
| Dooh.SspLiveTagKey | If the player has live tag values with this key, all values of this live tag key are passed URL-encoded. The default value is AdvSegments . Note You can only set one live tag key. |

3. Save your changes and close the file.

Example communication to the player:

```
[  
 {  
   "Name": "ADV_SEGMENTS",  
   "Values": [  
     {"Value": "a12:2"},  
     {"Value": "bx1:1"},  
     {"Value": "rx1:5"}  
   ]  
 }]
```

Playout of SSP spots

By default, there is a look-back time of ten minutes.

For example, if you have an airtime ratio of 50%, for example, the SSP spots are played out as follows:

- If DOOH and SSP spots were played one minute in total within the last ten minutes, the system asks for a new SSP spot. One minute equals 10% which is smaller than 50% airtime ratio.

- If DOOH and SPP spots were played nine minutes in total within the last ten minutes, the system doesn't ask for a new SSP spot. Nine minutes equal 90% which is greater than 50% air time ratio.

Troubleshooting

If you run into trouble using the audience recognition feature, consider the following information.

General errors

The following errors can occur if your setup doesn't meet the system requirements:

- If you receive a 404 error when the add-on is making a request, your AdServing API version is too old. You must install version 1.2.0 or later.
- If the new feature doesn't work, your player add-on version is too old. You must install version 2.7.0 or later.
- If there's no DOOH calculation in the add-on, your player version is too old. You must install version 11.13 or later.

No concatenated strings

Only concatenated string are sent to the SSP provider as live tag information. Concatenation means joining strings end-to-end by appending one string to the end of another string. To do so, use the separator that you've specified as [SspLiveTagValuesSeparator](#).

Example:

- The following concatenated string works: GET <https://prod.ssp1.eu/ssp1/?seg=a12%3A2%3Bbx1%3A1%3Brx1%3A5>
- The following string is not supported: GET <https://prod.ssp1.eu/ssp1/?seg=a12%3A2&seg=bx1%3A1&seg=rx1%3A5>

No live tags on the player

You must set the live tags on the player. If you don't, the add-on fetches a random spot from the AdServing API without passing the live tag information.

Empty live tags value

If the live tags value is null or empty, the system ignores the parameter **seg**. That means, it passes null to the SSP provider.

Example: GET https://prod.ssp1.eu/ssp1/?key=c762&boxId=BOX_ID&seg=

Warning logged

The system logs a warning if the live tag value contains the same character as the configured separator. For example, if you use **value=a12:1** and **separator=:**

Server

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

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:

Configure the client number

URL: <https://docs.grassfish.com/docs/configure-the-client-number>

Archiviert am: 2025-07-17 18:31:49

You can configure whether the DOOH client number field is visible and optional. This gives you the flexibility to enter a client number when required, while ensuring one is captured for reporting purposes. There are two new configurations in the config.json file to configure the client number field.

Display or hide client number

To configure the client number visibility, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000:** edit configurations for the entire server, which means for all customers.
 - **000xxx:** edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **showClientNumber** to one of the following settings:
 - **true:** display the client number field in the client profile and the order confirmation. In this case, the field is optional and can be left blank.
 - **false:** hide the client number field in the client profile. In the order confirmation, a client number appears if it was previously entered, otherwise it remains blank. Note that the client number is still accessible via REST API.

```
"cms": {  
    "dooh": {  
        "showClientNumber": true  
    }  
}
```

Make client number mandatory

To configure whether the client number is mandatory or not, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000:** edit configurations for the entire server, which means for all customers.
 - **000xxx:** edit customer-specific settings. xxx is the customer ID.

3. Open the config.json file in your folder with a text editor like Notepad++.

4. Set **mandatoryClientNumber** to one of the following settings:

- **true**: make the client number field mandatory. The entered client number is only used for the current order confirmation and not saved in the client profile.
- **false**: make the client number field optional.

```
"cms": {  
    "dooh": {  
        "mandatoryClientNumber": false  
    }  
}
```

IXM Platform configurations

URL: <https://docs.grassfish.com/docs/ixm-one-configurations>

Archiviert am: 2025-07-17 18:31:52

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Spot templates

URL: <https://docs.grassfish.com/docs/spot-templates>

Archiviert am: 2025-07-17 18:31:54

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Change details panel visibility

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

Archiviert am: 2025-07-17 18:31:57

Starting with version 12.0, the details panel, which displays location and media details, is always visible by default. However, you can change the configuration so that the dashboard is hidden and requires manual unlocking.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **showSpotAndMediaDetailView** to **false**.
5. Save your changes and close the file.

```
"cms": {  
    "showSpotAndMediaDetailView": false  
}
```

The screenshot shows the Grassfish Media management interface. The top navigation bar includes links for Dashboard, Content, Channels, Reports, Administration, and various system icons. The current page is 'Media management'. On the left, a sidebar titled 'Media groups' shows a tree structure with 'Common media' selected, followed by 'Media groups' which includes 'Docu Media Group' (selected) and 'Media'. The main area is titled 'Selectable media' and displays two items: 'Neu gf_brand' (selected) and 'Grassfish'. A red box highlights the right-hand 'Details' panel for the selected item. The panel contains the following information:

| | |
|---------------|-------------------------|
| Name | gf_brand |
| ID | 28926 |
| Description | |
| Type | Image |
| Filename | _29273_v.1_gf_brand.png |
| Media group | Docu Media Group |
| Format | 3814x673 |
| File size | 49.4 kB |
| Meta data | Display |
| Creation date | 16/12/2024 09:27 |
| Created by | [REDACTED] |
| Last changed | 16/12/2024 09:27 |
| Changed by | --- |

At the bottom of the details panel are buttons for Upload, Edit, Delete, Tools, and Preview.

Media configurations

URL: <https://docs.grassfish.com/docs/media-configurations>

Archiviert am: 2025-07-17 18:32:00

:

Overview

URL: <https://docs.grassfish.com/apidocs/overview>

Archiviert am: 2025-07-17 18:32:02

The IXM One API allows you to create services that can interact with IXM One.

Use the API

Our API offers you a wide range of functions that you can use to perform a variety of actions, such as:

- Managing your content by creating new categories, locations, or media groups in IXM One.
- Keeping track of your system by querying a list of your playlists, spot occurrences, or assigned tags.
- Managing your players and their assignments.
- Managing users and controlling who's logged in.
- Performing status tests or querying the memory usage of the web server.

Learn more

Take a look at the following articles and our API references for a complete list of all available endpoints and detailed descriptions of how to use them.

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

Login-geschützte Seite

URL: <https://docs.grassfish.com/apidocs/authorization>

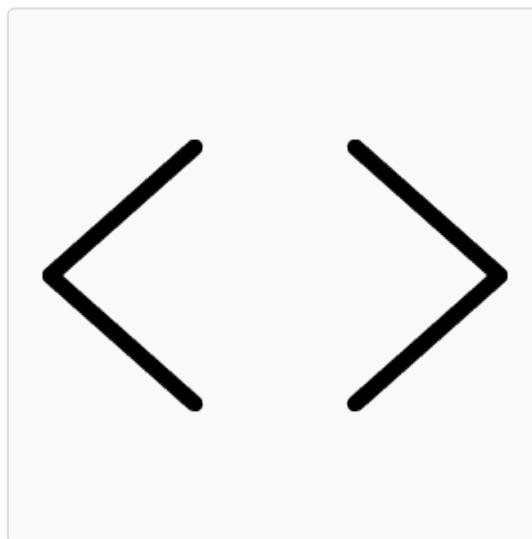
Archiviert am: 2025-07-17 18:35:16

Diese Seite ist nur über einen Login erreichbar und konnte nicht automatisch verarbeitet werden.

API Documentation

URL: <https://docs.grassfish.com/grassfish-api>

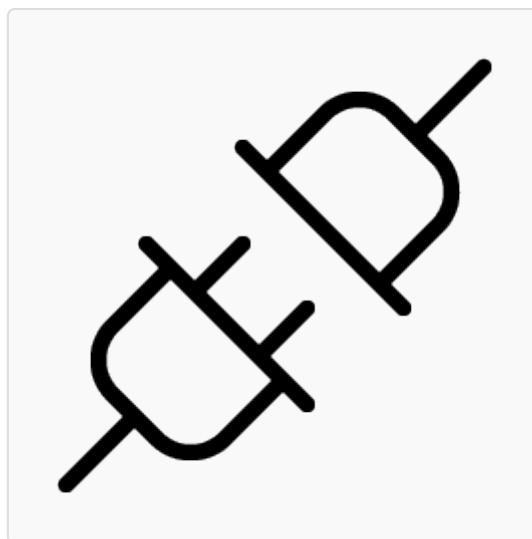
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IXM One API

Get data from IXM One and perform actions like creating playlists or deleting spots.

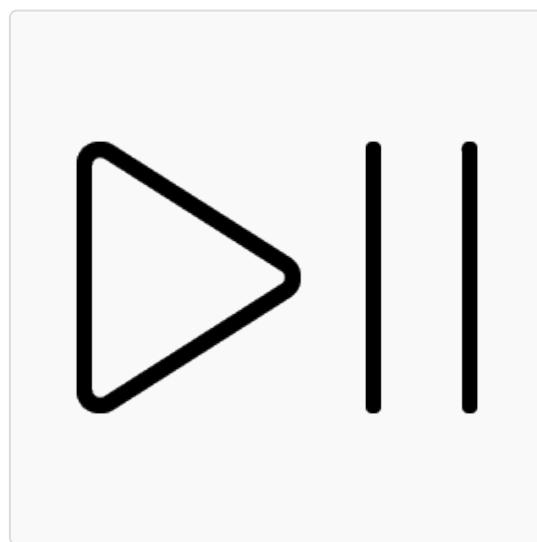
[Learn more](#)



Player MQTT API

Start event-driven real-time communication with the Windows and Linux Player via MQTT.

[Learn more](#)



Player REST API

Get player information and control the Android, Windows, and Linux players using web services.

[Learn more](#)

API glossary

URL: <https://docs.grassfish.com/apidocs/api-glossary>

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A

API

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

API call

An API call or API request is a message to a server that requests an API to provide a service or information.

API key

The API key is a unique identifier to authenticate a user. In IXM One, you can create an API key to perform tests with your personal user. When you use the key for authorization, you have the same rights and permissions that this user has in IXM One.

Application GUID

A standalone application, such as IXM One, can be identified by a globally unique identifier (GUID). If you are unsure, ask your administrator whether your application requires an application GUID upon login.

Authorization

Authorization is the process of verifying whether a user is allowed to perform a certain action. Our IXM One API offers two options for authorization: the session ID and the API key.

ASC

ASC means Advanced Spot Configurator. The ASC content of a spot refers to all editable elements of an [HTML Wizard spot](#).

B

Binary payload

Binary payload refers to the binary content of the message payload. This is content that is anything other than text, such as an image or an XML file.

Booking ID

Each DOOH booking is automatically assigned an ID upon creation. This ID helps to uniquely identify each booking. You can check the ID when you access the booking in IXM One or in your browser. [Learn how to get the ID ...](#)

Box-ID

Every player has a unique Box-ID that identifies it, for example, during the [initialization](#). You can check the Box-ID when you access the player in IXM One.

C

Category ID

To provide tailored content, you can assign specific categories to your locations and spots. Each category has a unique ID which you can check in your browser. [Learn how to get the ID ...](#)

Client

The client is the application that sends the request to the [server](#) who sends a response.

CRC

CRC means cyclic redundancy check. This is an error detection code that can be used to detect accidental changes to digital data.

D

Data calculator

Data calculator is a service that recalculates XML playlist files. It registers each relevant modification by a user in IXM One and recalculates the corresponding playlists.

Depth parameter

The search depth parameter determines how simple or complex the search is. This means how many levels it covers. For example, 1 means the search includes direct child elements of the search term. The depth parameter is usually optional. If it is omitted, there is no level restriction for the search.

E

Edition code

The edition is the type of player such as Android or Tizen.

Endpoint

An API endpoint is a unique URL of a server or service that points to a specific resource. API endpoints are the final touchpoints in the API communication system, where API and server interact. The API uses endpoints to perform specific tasks such as requesting data or starting a process.

Entity ID

The entity ID is the unique identifier of an entity like a spot or media file. [Learn how to get the ID ...](#)

F

FAST

With FAST, you can send commands from the server to the Linux and Windows (Qt) Player very quickly. This allows you to control the players remotely via a fastBroker add-on.

G

GUID

GUID means globally unique identifier. It's a unique ID that can identify, for example, an IXM One application module, a player edition, or an upload.

H

HTTP

HTTP stands for Hypertext Transfer Protocol. This is a standardized protocol for transmitting data between clients and servers on the internet. The client sends an [HTTP request](#) to the server using a standard set of methods such as GET to specify the action it wants to perform on a specific resource.

J

JWT

JWT means JSON Web Token. It's a JSON-based access token that is typically used to exchange a user's identity between an identity provider and a service provider in a third-party system.

L

Location ID

In IXM One, your entire player network can be depicted geographically via locations. Each location has a unique ID which you can check in your browser. [Learn how to get the ID ...](#)

P

Parameters

Parameters are variables that provide specific information or instructions to an API endpoint. There are different types of parameters that are included in different parts of an API request: header parameters, path parameters, query parameters, and request body parameters.

S

Screen number

You can assign up to two displays to a player in IXM One. The screen number indicates which of the two displays is relevant if, for example, you want to change or delete a player's screen.

Server

The server is the application that sends a response to the [client](#) who sends the request.

Session ID

When you're logged into IXM One, you get a session ID that you can use for [authorization](#). The session ID is connected to a user including their rights and permissions.

Session hash

The session hash is the session ID converted into a hash value. The hash value consists of exactly 40 characters of numbers or letters.

Spot ID

Spots are the content that you put on your playlist to play on your screens. Each spot has a unique ID which you can check when you access the spot in IXM One or in your browser. [Learn how to get the ID ...](#)

Status code

API status codes are [HTTP status codes](#). The API returns an HTTP status code to indicate the status of a client request. The code informs the user of the result of their request, such as "200 OK" for a successful operation.

Swagger

Swagger is a collection of open source tools for designing, building, documenting, and consuming APIs. You can [enable the Swagger site](#) in IXM One configuration.

T

TPID

TPID means temporary provisioning identifier. It's used for [initializing players](#).

U

UDC

UDC means Universal Data Controller. This is a service for importing external, customer-specific data via plug-ins.

UTC

UTC means coordinated universal time. This is a standard for determining all time zones in the world with a uniform calculation. Using UTC as the reference time, each time zone can be determined in deviation from another time zone. The differences between a time zone and universal time are given in UTC +/- x hours.

V

Version

Version refers to the version of the API. A new API version is released with each IXM One release. We are constantly improving our API, which means that later versions generally contain more API calls and options than previous versions.

user-site

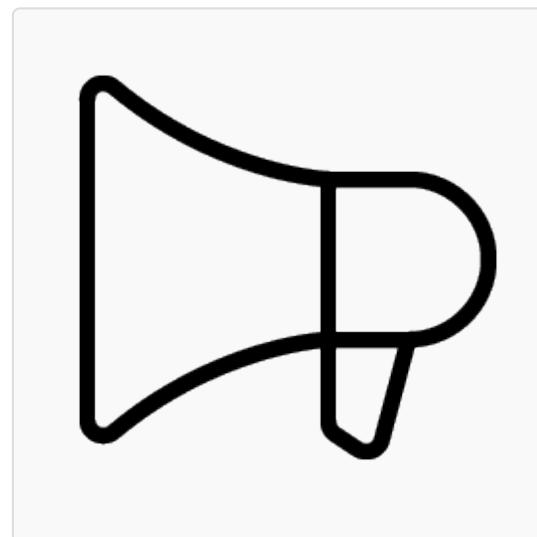
URL: <https://docs.grassfish.com/apidocs/api-reference-119>

Archiviert am: 2025-07-17 18:35:24

Grassfish

URL: <https://docs.grassfish.com/grassfish/en>

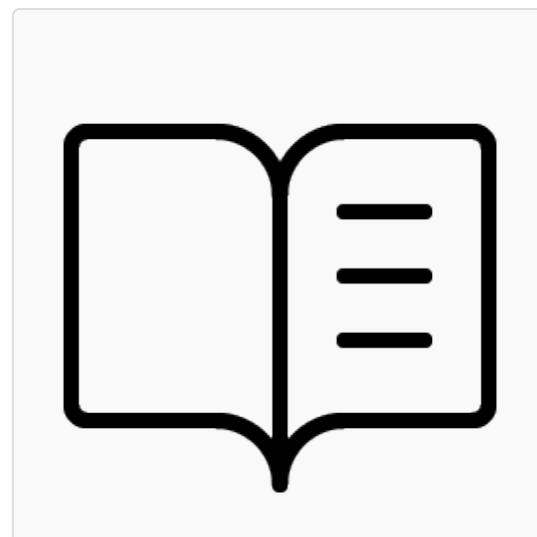
Archiviert am: 2025-07-17 18:35:28



News

Get the latest news from Grassfish to stay up to date on our products and developments.

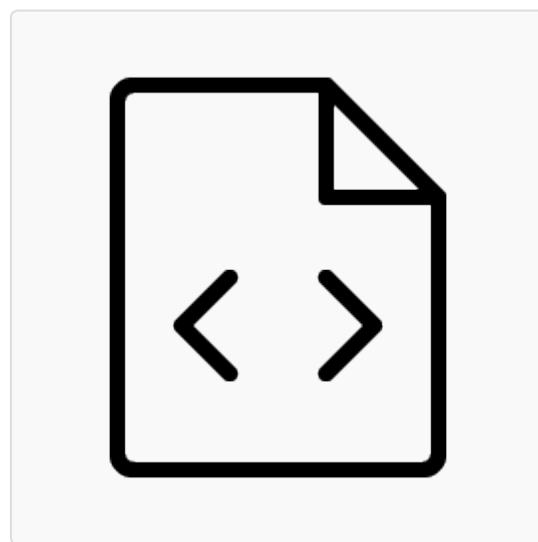
[Read more](#)



Knowledge Base

Get to know our products, read our how to guides, explore developer docs, and more.

[Browse articles](#)



API Documentation

Discover the API documentation and references for IXM One and our players.

[Learn more](#)

Release Notes

URL: <https://docs.grassfish.com/docs/en/release-notes>

Archiviert am: 2025-07-17 18:35:30

:

News

URL: <https://docs.grassfish.com/docs>

Archiviert am: 2025-07-17 18:35:32

:

Server

URL: <https://docs.grassfish.com/docs/en/server>

Archiviert am: 2025-07-17 18:35:35

:

Tizen Player releases

URL: <https://docs.grassfish.com/docs/release-notes-tizen-player>

Archiviert am: 2025-07-17 18:35:37

Get the latest version

Please contact your Grassfish account manager to get the latest version.

Note on Tizen 6.5 firmware version

We recommend that you update your Samsung QxB screens to firmware version 1090.2. Not all compatibility issues between Tizen 6.5 and the Grassfish player have been resolved, however, many issues have been resolved and there are no new known issues. Samsung and Grassfish are working on fixes for the remaining issues.

Note on screen layouts

All 16:9 Tizen screens (both Full HD and 4K) only support screen layouts with a resolution of 1920x1080 or 1080x1920. We recommend to only use these resolutions in your screen layouts. Higher resolution images and web graphics are scaled to Full HD. Video resolution is not affected by this setting: 4K videos are played in their native resolution if the screen supports it regardless of screen layout settings, but you can't use preloading with resolutions higher than Full HD.

Tizen Player Version 11.11.0

02.09.2024

Note

Previous player versions tried to detect the time zone automatically, but this was unreliable and so the feature has been removed. When you update your Tizen Player, please make sure you set the correct time zone in IXM One. The default time zone of Tizen Player is now UTC.

New features

With this version we've implemented the following features:

Synchronization with Tizen 7

Player synchronization now works with Tizen 7 (QMC).

Seamless transitions

With version 11.10, the player configuration setting “Aggressive preloading” only worked correctly if the playlist only contained videos. With version 11.11, aggressive preloading also works if an image is followed by more than one video without showing a black screen for an instant.

Since the player can't know if a Composer spot contains a video or not, a new interface was designed that allows the Composer spot to report that it doesn't contain a video. The player's default behavior is to expect every Composer spot to contain a video - as it was in earlier versions if aggressive preloading was enabled.

Tizen Player Version 11.9.6

27.03.2023

Resolved issues

- We've fixed an issue where display times were not stored correctly on the player.
- We've fixed an issue where the player didn't transfer exact spot statistics.

Known issues

- Setting loops in IXM One has no effect. This is supposed to be fixed in a future version.
 - The JavaScript player transmits either the normal spot statistics or - if activated - the exact / detailed spot statistics, not both. This is supposed to be fixed in a future version.
 - Please disable “Windows authentication” in your IIS settings (this is a fallback on default installations) to avoid the possible appearance of an “Authentication Window” on Samsung QxB screens.
 - Even with firmware 1090.2, videos in media elements of Grassfish composer spots don't work yet on QxB screens (Tizen 6.5).
-

Tizen Player Version 11.9.5

10.03.2023

Resolved issues

We've fixed an issue where the player could delete the existing playlist on its file system if the download of a new playlist failed.

Known issues

- Setting loops in IXM One has no effect.
- Please disable “Windows authentication” in your IIS settings (this is a fallback on default installations) to avoid the possible appearance of an “Authentication Window” on Samsung QxB screens.

- Even with firmware 1090.2, videos in media elements of Grassfish composer spots don't work yet on QxB screens (Tizen 6.5).
-

Tizen Player Version 11.9.4

20.02.2023

New features

With this version we've implemented the following features:

Synchronization improvements

We've implemented the following player synchronization improvements:

- In addition to synchronization with sync tags, the player now supports synchronization with spot objects.
- There's a new function to skip spots with synctags while synchronization is inactive.
- Synchronization no longer interrupts the playlist logic of followers. The playback now fast forwards to the next occurrence of the sync tag being searched for and continues playing from there.

Resolved issues

- We've fixed an issue where aggressive preloading lead to a large number of error messages and a black screen if the playlist contained only one spot.
- The player now plays the expected latest content even if it was turned off while several changes were made to the playlist.
- We've fixed an issue where the first spot after a reboot was an unexpected spot, especially visible with playlists using priorities.
- The touch functionality now works in version 11.9 on screens with touch support like the Samsung QB13R-T and QB43R-T.
- Changing a playlist in a screen layout with splits no longer affects all splits on the player.
- The display lamp in IXM One now shows the actual status of the monitor panel for the player instead of the status that was defined in IXM One and transmitted to the player.
- We've fixed an issue where some PDF files caused a very long playback time.
- We've improved the support for versioned playlists.
- Display times are now stored permanently.

Known issues

- Setting loops in IXM One has no effect.

- Please disable “Windows authentication” in your IIS settings (this is a fallback on default installations) to avoid the possible appearance of an “Authentication Window” on Samsung QxB screens (Tizen 6.5).
 - Even with firmware 1090.2, videos in media elements of Grassfish composer spots don’t work yet on QxB screens (Tizen 6.5).
-

Tizen Player - Version 11.9.3

27.10.2022

New features

Player synchronization

This version of the player supports playback synchronization of screens that are connected to the same network.

Add spot start timeout

You can now set a spot start timeout in seconds that leads to a player reboot if the playback logic hangs. To set the timeout, go to Player / Timeouts / globalSpotTimeoutSec.

Display background color

As of this verison, the player no longer ignores the background color that you set for playlists in a program scheme. The color is now visible if spots don't fill the whole screen, or if they're transparent and spot transitions aren't seamless. To avoid undefined behavior, you must set the background color for all playlists in a program scheme to the same value.

Resolved issues

- Wizard spots are now counted correctly in the spot statistics.
- We've fixed an issue where a particular website spot wasn't loading on a player. To avoid this, don't add a random URL parameter to website spots.
- The player now performs a cleanup on every spot start in order to destroy containers belonging to past spots that weren't successfully deleted before.
- Known issues
 - If the program scheme assigned to a player only contains one valid spot, aggressive preloading doesn't work correctly. A fix for this issue is currently being tested.
 - If the assigned program scheme contains priorities, the first spot played after a reboot can be an unexpected spot. A fix for this issue is currently being tested.
 - After being offline while playlists were changed in IXM One, the player sometimes doesn't play the expected latest content. A fix for this issue is currently being tested.
 - A screen layout cannot be removed from the player by deleting it in IXM One. A fix for this issue is currently being tested.

- PDF spots don't quit early if loading the spot takes longer than the playout duration that was set. This is expected to be fixed in a future version.
 - Split support is still very limited. Especially updating playlists with splits without a player restart doesn't work correctly. This specific issue is expected to be fixed in a future version.
 - Versioned playlists are currently not supported. This is expected to be fixed in a future version.
 - Setting of loops in IXM One has no effect.
 - Samsung QxB screens need at least firmware version 1040 if the watchdog is enabled to avoid constant reboots.
-

Tizen Player Version 11.8.2-cert.1

27.10.2022

New features

New Samsung certificate.

Resolved issues

- SSP playback now also works if smooth transitions aren't activated.
- Composer spots are now counted correctly in the spot statistic.
- We've fixed an issue where preloading in combination with special playlists lead to broken playback behavior.
- We've fixed an issue with SSP reporting.
- We've fixed an issue where players could hang due to an uncaught exception.
- We've fixed an issue where no playout confirmation was sent after an SSP spot was played.

user-site

URL: <https://docs.grassfish.com/docs/release-notes>

Archiviert am: 2025-07-17 18:35:39

Enable spot linking

URL: <https://docs.grassfish.com/docs/enable-spot-linking>

Archiviert am: 2025-07-17 18:35:41

You can link spots in IXM One. This means that spots remain in their original spot group, but are also visible in a spot group they're linked to.

To enable linking spots for user types, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **cms > EnableSpotLinkCreationForUserType** to one or more of the following options:

Admin: admin users can link spots.

StandardUser: standard users can link spots.

LocationUser: location users can link spots.

5. Save your changes and close the file.

```
"cms": {  
    "EnableSpotLinkCreationForUserType": [  
        "Admin",  
        "StandardUser",  
        "LocationUser"  
    ],  
}
```

Enable video conversion

URL: <https://docs.grassfish.com/grassfish/docs/enable-video-conversion>

Archiviert am: 2025-07-17 18:35:44

With the release of version 12.0, IXM One can automatically enhance video uploads to ensure optimal quality and compatibility. When a video is uploaded, the system evaluates the file format and codec. If it does not meet the expected standards, it's automatically converted without the need for additional manual intervention.

How it works

The video conversion process works via spot groups and requires the following steps:

- Create spot groups for video conversion in IXM One and [get their IDs](#). We recommend clear and descriptive spot group names to ensure easy identification.
- Enable and configure video conversion.
- Control user access to the selected spot groups in IXM One using write permissions.

Limitations

Note the following limitations of the video conversion feature:

- This feature applies exclusively to video files. It doesn't support other formats like images, PDFs, or website spots.
- By default, there is no visual indication to users showing which spot groups have the automatic video conversion feature enabled. Use descriptive spot group names for easy identification.

Get spot group IDs

You need the spot group IDs to configure in which spot groups uploaded videos are automatically converted.

To get the spot group IDs, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, double-click on the spot group that you want to use for video conversion.
3. Open the Developer Tools in your browser. For example, in Google Chrome go to **Customize and control Google Chrome > More Tools > Developer Tools**.
4. In the Developer Tools window, select the **Network** tab.
5. Read the ID from the list and write it down. You'll need it to configure video conversion.
6. Repeat these steps to get the IDs of other spot groups if needed.

The screenshot shows a split-screen interface. On the left, a 'Spot group edit [SSP]' dialog is open. It has fields for 'Name' (set to 'SSP'), 'Type' (set to 'Spot group'), and 'Permissions'. The 'Permissions' section contains a table with columns: User group, Read, Write, Create, Delete, and Edit temp... . A sidebar lists user groups like 'User group', '1112124...', 'Admins', etc. On the right, a browser's Network tab is visible, showing a single request for '951' with a status of 200, type 'xhr', initiator 'bowerConcat/min...', size 16.6 kB, and time 419 ms.

Enable video conversion

To enable automatic video conversion, perform the following steps:

1. Open the master.config file on the server with a text editor like Notepad++.
2. Configure the following settings as needed:

| Setting | Default |
|--|-----------------------------|
| SpotGroupVideoConversion:{SpotGroupId}:argumentsTemplate | null |
| SpotGroupVideoConversion:{SpotGroupId}:extension | .mp4 |
| FfmegExeFullPath | MAINSERVERPATH/Tools/ffmpeg |

3. Make sure to replace **{SpotGroupId}** with the spot group ID.
4. Optionally, specify more than one spot group by adding and configuring **SpotGroupVideoConversion:{SpotGroupId}:argumentsTemplate** multiple times.
5. Save your changes and close the file.

Example configuration

```
<add key="SpotGroupVideoConversion:123:argumentsTemplate" value="-i @@input@@ -c:v libx264 -crf 18 -preset slow -tune film -vf scale=-1:720" />
<add key="SpotGroupVideoConversion:378:argumentsTemplate" value="-i @@input@@ -c:v libx264 -crf 18 -preset fast -tune fast -vf scale=-1:720" />
<add key="SpotGroupVideoConversion:123:extension" value=".mp4" />
<add key="FfmpegExeFullPath" value="MAINSERVERPATH/Tools/ffmpeg/ffmpeg.exe" />
```

Enable video conversion

URL: <https://docs.grassfish.com/docs/enable-video-conversion>

Archiviert am: 2025-07-17 18:35:47

With the release of version 12.0, IXM One can automatically enhance video uploads to ensure optimal quality and compatibility. When a video is uploaded, the system evaluates the file format and codec. If it does not meet the expected standards, it's automatically converted without the need for additional manual intervention.

How it works

The video conversion process works via spot groups and requires the following steps:

- Create spot groups for video conversion in IXM One and [get their IDs](#). We recommend clear and descriptive spot group names to ensure easy identification.
- Enable and configure video conversion.
- Control user access to the selected spot groups in IXM One using write permissions.

Limitations

Note the following limitations of the video conversion feature:

- This feature applies exclusively to video files. It doesn't support other formats like images, PDFs, or website spots.
- By default, there is no visual indication to users showing which spot groups have the automatic video conversion feature enabled. Use descriptive spot group names for easy identification.

Get spot group IDs

You need the spot group IDs to configure in which spot groups uploaded videos are automatically converted.

To get the spot group IDs, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, double-click on the spot group that you want to use for video conversion.
3. Open the Developer Tools in your browser. For example, in Google Chrome go to **Customize and control Google Chrome > More Tools > Developer Tools**.
4. In the Developer Tools window, select the **Network** tab.
5. Read the ID from the list and write it down. You'll need it to configure video conversion.
6. Repeat these steps to get the IDs of other spot groups if needed.

Enable video conversion

To enable automatic video conversion, perform the following steps:

1. Open the master.config file on the server with a text editor like Notepad++.
2. Configure the following settings as needed:

| Setting | Default |
|--|-----------------------------|
| SpotGroupVideoConversion:{SpotGroupId}:argumentsTemplate | null |
| SpotGroupVideoConversion:{SpotGroupId}:extension | .mp4 |
| FfmegExeFullPath | MAINSERVERPATH/Tools/ffmpeg |

3. Make sure to replace **{SpotGroupId}** with the spot group ID.
4. Optionally, specify more than one spot group by adding and configuring **SpotGroupVideoConversion:{SpotGroupId}:argumentsTemplate** multiple times.
5. Save your changes and close the file.

Example configuration

```
<add key="SpotGroupVideoConversion:123:argumentsTemplate" value="-i @@input@@ -c:v libx264 -crf 18 -preset slow -tune film -pix_fmt yuv420p -vf scale=-1:720" />
<add key="SpotGroupVideoConversion:378:argumentsTemplate" value="-i @@input@@ -c:v libx264 -crf 18 -preset fast -tune fast -pix_fmt yuv420p -vf scale=-1:720" />
<add key="SpotGroupVideoConversion:123:extension" value=".mp4" />
<add key="FfmpegExeFullPath" value="MAINSERVERPATH/Tools/ffmpeg/ffmpeg.exe" />
```

Customize fonts

URL: <https://docs.grassfish.com/docs/en/customize-fonts>

Archiviert am: 2025-07-17 18:35:51

To use your own fonts in the HTML Composer and HTML Wizard, you need to import them into IXM One.

Prerequisites

Ensure that you meet the following prerequisites to import fonts:

- You must be a server administrator to import fonts.
- Your fonts must be web fonts that can be displayed by the browser.
- The fonts must be compatible with as many browsers as possible. The minimum requirement is compatibility with Chrome as well as Webkit because these browsers are used for playback on most players.
- If a font requires multiple character sets, the fonts must be split into multiple parts which means multiple font files.

Note

Font display may vary depending on the operating system and the browser. Test your fonts on different devices after uploading them to the Grassfish system.

Create the ZIP file

To import fonts into IXM One, you must create a ZIP file that contains a style file (style.css), a font information file (fonts.json), and the corresponding font files. The ZIP archive must have the extension **.font.zip**.

Within the ZIP file, you can create your own file structure to save your fonts. However, ensure that the corresponding path to the fonts within the ZIP file is specified correctly in the style.css file.

Configure the style file

The style.css file is a text file that provides the browser with information about the font. Each new font requires a corresponding font entry.

```
@font-face {  
src: <url>;  
font-family: <family-name>;  
font-weight: <weight>;  
font-style: <style>;  
}
```

In the file, you must specify all of the following properties:

| Property | Description | Range | Example |
|---------------|---|--|------------------------------|
| <url> | Specify the path to the font file within the ZIP archive. | - | 'fonts/NotoSans-Regular.ttf' |
| <family-name> | Specify the name of the font | - | 'Noto Sans' |
| <weight> | Specify the weight of the font. | "normal", "bold", "100", "200", "300", "400", "500", "600", "700", "800", "900" | "normal" |
| <style> | Specify the font style. | "normal", "italic", "oblique" | "normal" |

Example: Noto Sans font

```

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-Regular.ttf");
    font-weight: 400;
    font-style: normal;
}

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-Bold.ttf");
    font-weight: 700;
    font-style: normal;
}

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-Italic.ttf");
    font-weight: 400;
    font-style: italic;
}

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-BoldItalic.ttf");
    font-weight: 700;
    font-style: italic;
}

```

Configure the font information file

The fonts.json file provides information about the font to IXM One. It must have the following structure:

```
{  
    "DisplayName": <display-name>,  
    "FontFamily": <font-family>,  
    "CharacterSets":  
    {  
        <character-set-name>:  
        {  
            "DisplayName": <display-name>,  
            "FontFamily": <font-family>  
        },  
        <character-set-name>:  
        {  
            "DisplayName": <display-name>,  
            "FontFamily": <font-family>  
        }  
    }  
}
```

In the file, you must specify all of the following properties:

| Property | Description | Example |
|----------------------|---|------------------------------|
| <display-name> | Specify the name of the font and the typeset within IXM One. | 'fonts/NotoSans-Regular.ttf' |
| <font-family> | Specify the name of the font and the typeset within IXM One. In IXM One, the font is registered via the font name. If you import fonts with the same name, the system updates the existing fonts. | 'Noto Sans' |
| <character-set-name> | Specify the typeset. This is required for the classification of the standard typeset. Character sets are optional and recommended for global character support such as Chinese characters. In this case, font files can be very large in size. | 'normal' |

Additional fonts for unavailable characters

If an integrated font doesn't contain all required characters such as Chinese characters, you can integrate a second font that provides the missing characters. Both fonts must be available in the font folder of the system.

To specify which characters should be used, use the **unicode-range** in the style.css file.

Example: Combi Font

In this example, the first characters (numbers and punctuation) come from the font Roboto Mono and all others from Noto Serif.

Entries in the style.css file:

```
@font-face {  
    font-family: "Combi Font";  
    src: url("fonts/RobotoMono-Regular.ttf");  
    unicode-range: U+0020-003F;  
}  
  
@font-face {  
    font-family: "Combi Font";  
    src: url("fonts/NotoSerif-Regular.ttf");  
    unicode-range: U+0040-10FFFF;  
}
```

Entries in the fonts.json file:

```
{  
    "DisplayName": "Combi Font",  
    "FontFamily": "Combi Font",  
    "CharacterSets":  
    {  
    }  
}
```

Import the fonts

To import fonts into IXM One, copy the ZIP file into the **uploadFonts** folder of the customer on the server.

- When you add a font for the first time, we recommend to test it in the HTML Wizard and HTML Composer.
- We recommend to not remove previously imported fonts from the system.

Specify default values

You can specify standard values for character spacing and font size for each font.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: \GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following the folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Go to **asc > composer > defaults > fonts**.
5. Change the following values:
 - **fontFamily**: use the same as in the font.json file in the respective .font.zip file.
 - **letterSpacing**: specify the character spacing in pixel.
 - **fontSize**: specify the font size in pixel.
6. Save your changes and close the file.

CSS

```
"font":{  
    "Lobster GF":{  
        "letterSpacing": 0px,  
        "fontSize": 22px,  
        "paddingTopPercent ": 20  
  
    },  
    "Roboto GF":{  
        "letterSpacing": 50px,  
        "fontSize": 12px,  
        "paddingTopPercent ": 50  
  
    }  
}
```

Example: Cormorant_Garamond_serif_OFL

fonts.json:

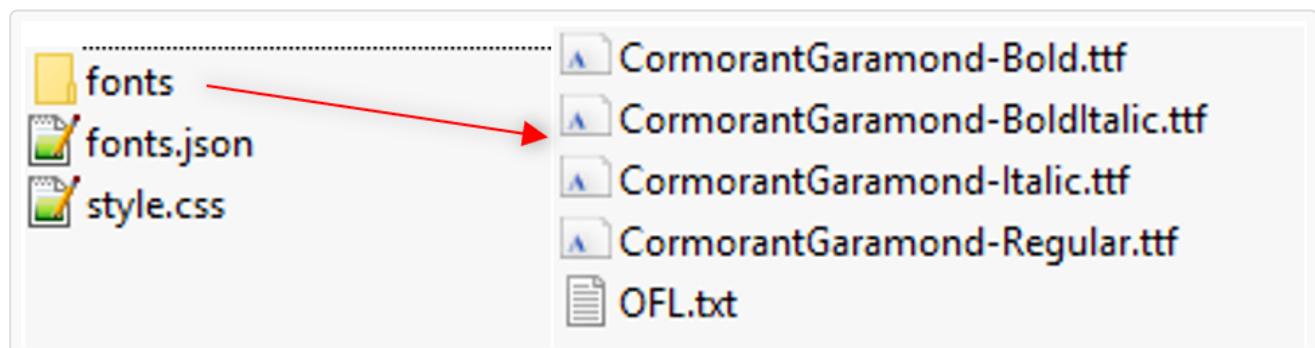
JSON

```
{  
    "DisplayName": "Cormorant Garamond",  
    "FontFamily": "Cormorant Garamond",  
    "CharacterSets":  
    {  
    }  
}
```

style.css:

CSS

```
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-Regular.ttf");  
}  
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-Bold.ttf");  
    font-weight: bold;  
}  
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-Italic.ttf");  
    font-style: italic;  
}  
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-BoldItalic.ttf");  
    font-weight: bold;  
    font-style: italic;  
}
```



Configure password reset

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

Archiviert am: 2025-07-17 18:35:54

The reset password feature allows IXM One users to reset their password without contacting an administrator. When a user requests a password reset, they receive an email with a reset link. Via the link, users can open a dialog that helps them create a new password.

To enable and use the password reset feature, you must configure it in the master.config file.

The screenshot shows the IXM Platform login interface. At the top, there's a teal header with the IXM logo and a language dropdown set to English. Below the header, there are four input fields: *Application (set to IXM), *User (set to Admin), and *Password (empty). At the bottom, there are three buttons: a question mark icon, a circular arrow icon, a 'Reset Password' button, and a 'Login' button.

| | |
|--------------|----------|
| Language | English |
| *Application | IXM |
| *User | Admin |
| *Password | Password |

Prerequisites

Ensure that you meet the following prerequisites before you configure the password reset feature.

- Ensure that you've [enabled the news center](#). Otherwise, the IXM One can't send any email.

- Ensure that you've [configured the Simple Mail Transfer Protocol \(SMTP\) settings](#). These settings are crucial for all email-related features of the IXM One.

Configure password reset

To configure the password reset feature, perform the following steps:

1. Open the master.config file.
2. Configure the following settings:

| Setting | Description |
|------------------------------|--|
| PasswordResetByEmailEnabled | <p>Set this setting to true to enable the password reset feature. The default value is false.</p> |
| PasswordResetSenderEmail | <p>Specify the sender email address. That is, the address from which the password reset emails will be sent. Example: mail@grassfish.com</p> |
| PasswordResetTokenValidHours | <p>Specify how long the link in the password reset email is valid in hours. The default value is 24.</p> |

3. Save your changes and close the file.

```
<appSettings type="global">
<add key="PasswordResetByEmailEnabled" value="true" />
<add key="PasswordResetSenderEmail" value="support@grassfish.com" />
<add key="SmtpServer" value="xmail.grassfish.com" />
<add key="SmtpUser" value="" />
<add key="SmtpPassword" value="" />
<add key="SmtpDomain" value="" />
<add key="SmtpEnableSsl" value="false" />
</appSettings>
```

Customize the tooltip

When users enter a new password that doesn't meet the password criteria, there is a tooltip informing them of the password rules. You can specify the text of the tooltip and add translations.

To do so, perform the following steps:

1. Open the customer-specific languages folder. Example path: 000xxx/languages/
2. Open the desired language file. Example: lang_en.json

3. In the file, go to **COMMON > ERROR > TOOLTIP**.
4. Change the value of **PASSWORD_INVALID** to your custom text in the matching language.
5. Save your changes and close the file.
6. Repeat steps 1 through 5 for each language file.

```
"COMMON": {  
    "ERROR": {  
        "TOOLTIP": {  
            "PASSWORD_INVALID" : "The password must consist of ..."  
        }  
    }  
}
```

Hide password reset button

By default, the password reset button appears in the IXM One login window. However, you can hide it, for example, if you have your own CI and your own email templates that are not immediately available when the server is updated.

To hide the password reset button, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following the folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Go to **common > login**.
5. Ensure that **enableResetPasswordButton** is set to **false**.
6. Save any changes and close the file.

```
"common": {  
    "login": {  
        "enableResetPasswordButton": false  
    }  
}
```

Work with mail templates

When users request a new password, the IXM One sends them an email based on a standard mail template. This standard mail template is located at: *mainserverpath\configs\MailTemplates\reset_password_mail*

Create templates

You can create your own password reset mail templates, for example, with a specific branding or different languages.

Deploy templates

If you have customer-specific templates, you can deploy them in one of the following ways:

- To use the templates for all clients of the server, copy them into the global folder `mainserverpath\configs\MailTemplates\00000`.
- To use the templates only for a specific client, copy them into the client folder `mainserverpath\configs\MailTemplates\000xx` (xx is the client ID).

Provide templates in multiple languages

When a user requests a password reset, the IXM One looks for a mail template that matches the language selected in the IXM One login screen. That means, it searches for a file with a matching language suffix.

Therefore, you must save different language versions of templates with the suffix `_lang_XX`. For example, use `_lang_fr` for French.

Note

If there's no matching file, the IXM One sends the standard mail template.

Enable tags

URL: <https://docs.grassfish.com/docs/enable-tags>

Archiviert am: 2025-07-17 18:35:56

You can use different types of tags in IXM One to manage content and playback. For example, live tags can filter content according to live data such as weather data.

To enable tags, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set the tags that you want to use to **true**:
 - **enableSOCTags**: enable to keep spot content invisible until a specified time.
 - **enableLiveTags**: enable to filter content on the player in real time, for example, based on weather data.
 - **enableSyncTags**: enable for synchronized playback of leader and follower spots.
 - **enableMediaTags**: enable to assign tags to media files.
 - **enableSpotTags**: enable to assign tags to all instances of a spot.
5. Save your changes and close the file.

```
"cms": {  
    "enableSOCTags": true,  
    "enableLiveTags": true,  
    "enableSyncTags": true,  
    "enableMediaTags": true,  
    "enableSpotTags": true,  
}
```

Enable UDC

URL: <https://docs.grassfish.com/docs/enable-udc>

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You can add UDC data importers in IXM One. This allows you, for example, to import weather or news data and export it to a player database.

To enable UDC, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtml\Customer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **enableUDC** to **true**.
5. Save your changes and close the file.

```
"cms": {  
    "enableUDC": true  
}
```

Enable second tree

URL: <https://docs.grassfish.com/docs/enable-second-tree>

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You can add a second tree to the tree view in IXM One. This allows you, for example, to display two spot group trees.

To enable the second tree, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **allowSecondTree** to one or more of the following options:
 - **Admin**: admin users can use the second tree.
 - **StandardUser**: standard users can use the second tree.
 - **LocationUser**: location users can use the second tree.
5. Save your changes and close the file.

```
{ "cms":  
  {"allowSecondTree": ["Admin", "StandardUser"]}  
}
```

The screenshot shows the 'Spot groups' section of the IXM One software. At the top left is a dropdown menu set to 'India'. Below it is a search bar with placeholder text 'Search ...'. A sidebar on the left contains a list of spot groups: 'Archive', 'My Spots', 'Released Spots', and 'Templates'. A red box highlights the second tree view, which is identical to the first one, showing the same four categories. At the bottom right of the interface are a '+' button and a pencil icon.

Spot groups

India

Search ...

- [All spots]
- [Not assigned]

Spot groups

- • Archive
- + My Spots
- + Released Spots
- + Templates

+

Free Change

Search ...

- [All spots]
- [Not assigned]

Spot groups

- • Archive
- + My Spots
- + Released Spots
- + Templates

Dependencies

If you use the second tree view, you can't use the following additional screen playlist filter options in IXM One.

Selectable spots  

    General spots

Display template groups
 Show content from subgroups as well



106 1062 10629

Set webserver pool size

URL: <https://docs.grassfish.com/docs/set-webserver-pool-size>

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You can specify the pool size of your webservers. For optimal performance, it's possible to set a different size for each webserver.

What is the pool size?

The system creates a connection pool for each connection string. The minimum pool size determines how many connection objects must be added to the pool. The maximum pool size determines the maximum number of connections that are added to the pool.

Note

If the master.config is not located in the default folder, the webservice folder must contain a user.config file, which indicates where the master.config file is located.

Specify the pool size

To specify the pool size, perform the following steps:

1. Navigate to the master.config file.
2. Locate the entry of the webserver that you want to edit.
3. Change the **Max Pool Size** to the required value. For example: 500.
4. Change the **Min Pool Size** to the required value. For example: 300.
5. Save your changes and close the file.

```
<appSettings type="IS.CMS">
    <add key="LogSubDir" value="log\IS.CMS" />
</appSettings>
<appSettings type="IS.P01">
    <add key="DB:default" value="Server=GF-VM-D01;Database=Grassfish_Base;Persist Security Info=False;Inte
    <add key="LogSubDir" value="log\IS.PL01" />
    <add key="MaxLogLevel_File" value="2"/>
</appSettings>
<appSettings type="IS.P02">
    <add key="DB:default" value="Server=GF-VM-D02;Database=Grassfish_Base;Persist Security Info=False;Inte
    <add key="LogSubDir" value="log\IS.PL02" />
    <add key="MaxLogLevel_File" value="2"/>
</appSettings>
```

Specify the master.config file path

To specify the path to the master.config file, perform the following steps:

1. Create a user.config file.
2. Put the following lines of code in the file:

```
<appSettings>
<add key="MasterConfigType" value="IS.CMS" />
<add key="MasterConfigDir" value="\gf-vm-f01\GVServer2\master.config"/>
</appSettings>
```

3. Set the value of **MasterConfigType** to the type of the server. It must be the same as in the master.config file.
4. Set the value of **MasterConfigDir** to the path of the master.config file.
5. Save your changes and close the file.
6. Go to the directory **www\gv2\webservices** on your server and store the file in the folder of the webserver.

Grassfish backend server services

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

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This article explains the functions of the Grassfish backend server services.

Data Calculator

Data Calculator recalculates the XML playlist files. It registers each relevant modification by a user in IXM One and recalculates the corresponding playlists.

The playlists are saved on the server in the following directory: <Grassfish-RootDir>\data\<customer.id>\playlists

Additionally, Data Calculator calculates modified data like playlists, content files, and data files to be transferred to corresponding players. This information is recorded in the MS SQL database.

| | |
|-----------------------|--|
| Standard service name | GV2 DC |
| Service directory | <Grassfish-RootDir>\DataCalculator |
| Log file | <Grassfish-RootDir>\log\DataCalculator |
| Interfaces | <ul style="list-style-type: none">• Access to the MS SQL database• Access to the central file share |

Universal Data Controller

Universal Data Controller (UDC) is a service for the import of external, customer-specific data. The actual import is carried out via plug-ins that are hosted in the following directory: <Grassfish RootDir>\UdcService\Plugins

| | |
|-----------------------|--------------------------------|
| Standard service name | GV2 DC |
| Service directory | <Grassfish-RootDir>\UdcService |
| Log file | <Grassfish-RootDir>\log\UDC |

| | |
|------------|---|
| Interfaces | <ul style="list-style-type: none"> • Access to the MS SQL database • Access to the central file share • If applicable, access to customer-specific import interfaces. For example, for file imports from |
|------------|---|

Media Handler

Media Handler is relevant for the creation of thumbnails and previews, exporting playlists, and converting spots to videos.

| | |
|-----------------------|---|
| Standard service name | GV2 DC |
| Service directory | <Grassfish-RootDir>\MediaHandler |
| Log file | <Grassfish-RootDir>\log\MediaHandler |
| Interfaces | <ul style="list-style-type: none"> • Access to the MS SQL database • Access to the central file share |

Reporting Gateway

Reporting Gateway imports and processes report-specific data. The application is optional but it's a mandatory requirement for several dashboard widgets.

| | |
|-----------------------|--|
| Standard service name | GV2 DC |
| Service directory | <Grassfish-RootDir>\ReportingGateway |
| Log file | <Grassfish-RootDir>\log\ReportingGateway |

| | |
|------------|--|
| Interfaces | <ul style="list-style-type: none"> • Access to the MS SQL database <ul style="list-style-type: none"> ◦ Grassfish live database ◦ Grassfish reporting database • Access to the central file share • If applicable, access to customer-specific import interfaces. For example, for file imports from a separate FTP directory or requests via external web interfaces. |
|------------|--|

Licensing service

The licensing service communicates with the Grassfish Licensing Server and provides the functions required for automatic license update and billing.

| | |
|-----------------------|---|
| Standard service name | GV2 LicensingService |
| Service directory | <Grassfish-RootDir>\LicensingService |
| Log file | <Grassfish-RootDir>\log\LicensingService |
| Interfaces | <ul style="list-style-type: none"> • Access to MS SQL database • Access to central file share |

Integrate the GFWizardBase

URL: <https://docs.grassfish.com/docs/integrate-the-gfwizardbase>

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The GFWizardBase is the interface between the spot and all areas in which the spot is played and displayed. This is a JavaScript library that you must integrate into HTML Wizard spots to ensure that the spot functions properly in the Grassfish system.

You can nest the file GFWizardBase in subdirectories but don't edit it. Use a `<script>` tag to insert the file into the website.

Note

You must not access the methods of the GFWizardBase until the JavaScript file has been initialized.

To access the methods, use the **body onload** method as follows:

```
<body onload="init()>

//gfWizardBase must be accessed globally!
var gfWizardBase = new GFWizardBase();

function init()
{
//register all events
gfWizardBase.registerDataChangedHandler(onDataChanged);
//notify the container that you are ready
gfWizardBase.sendReady();

alert(gfWizardBase.getVersion());
}

function onDataChanged(jsonData)
{
}
```

Initialize the spot

Initially the spot must send a **ready** event so that the containers know that they can now communicate with the spot. This invocation looks as follows:

```
gfWizardBase.sendReady();
```

Once the spot has reported that it's ready, it receives its JSON data from the container. Once the data has been set, the spot automatically sends an **InitComplete** event to the container which is forwarded to the player. As a result, the player knows that it can play the spot.

You can delay the **InitComplete** if needed by adding a true parameter to the **sendReady**. As a result, the **InitComplete** event is not automatically triggered upon setting the data but must be triggered manually.

```
gfWizardBase.sendReady(true);  
  
//do your asynchronous stuff, e.g. call a webservice  
  
gfWizardBase.sendInitComplete();
```

Note

- If you decide to manually trigger **InitComplete**, you must do so or errors will occur during playback.
- If you also use the GFSpotBase in an HTML Wizard spot, trigger only the **sendInitComplete()** of the GFWizardBase and not of the GFSpotBase.

Receive data

For the spot to receive data filled in by a user, it must register for the **dataChanged** event. This is carried out as follows:

```
gfWizardBase.registerDataChangedHandler(onDataChanged);
```

| | |
|------------|--|
| Function | Registers a call-back function that is initially invoked and if any data has changed in the HTML Wizard. |
| Parameters | <pre>function(jsonData)</pre> <p><i>jsonData</i> the JSON data that come from the HTML Wizard (the modified content from the ascData.json file) [string]</p> |
| Examples | <pre>gfWizardBase.registerDataChangedHandler(onDataChanged); function onDataChanged(jsonData) { var elementData = gfWizardBase.getElementData(); document.getElementById("myElement").innerHTML = elementData["myJsonElement"].Value; }</pre> |
| Players | Windows/Linux, Android |

Start and stop animations

The spot can start and stop multiple times in the HTML Wizard. To start the animations, the container sends a play command via call-back, a stop call-back is executed to stop them.

```
gfWizardBase.registerPlayHandler(onPlay);
```

| | |
|------------|---|
| Function | <p>Starts the animations in the spot.</p> <p>This is invoked by the player, the preview, or the HTML Wizard when the animations in the spot should start. Prior to this, the spot should not play any animations.</p> |
| Parameters | None |
| Examples | gfWizardBase.registerPlayHandler(startMyAnimations); |
| Players | Windows/Linux, Android |

gfWizardBase.registerStopHandler(onStop);

| | |
|------------|--|
| Function | <p>Stops the animations in the spot.</p> <p>It is invoked by the player, the preview, or the HTML Wizard when the animations in the spot should stop. The spot should reset everything to its original status because play can be executed again in the HTML Wizard.</p> |
| Parameters | None |
| Examples | gfWizardBase.registerStopHandler(resetMyAnimations); |
| Players | <p>Windows/Linux from global version 10.0 onwards</p> <p>Android from player version 8.1.0.2 onwards</p> |

Log messages

It's possible to have on-screen logging output. Messages to display here must be sent to the container via **sendLog**. You can connect to these log messages to continue to react to them in the spot via call-back **registerLogHandler**.

gfWizardBase.sendLog("message");

| | |
|------------|---|
| Function | <p>Logs the message in the on-screen log of the asc interface.</p> <p>The log must be activated in the asc interface by means of the URL parameter &debug=true.</p> |
| Parameters | <i>message</i> the message that is to be logged [string] |
| Examples | gfWizardBase.sendLog("message"); |

| | |
|---------|---------------|
| Players | Windows/Linux |
|---------|---------------|

gfWizardBase.registerLogHandler(onLog);

| | |
|------------|---|
| Function | Call-back function for sendLog to further process it in the spot. |
| Parameters | <i>message</i> the message that to log [string] |
| Examples | <pre>gfWizardBase.registerLogHandler(onLog); function onLog(message) { }</pre> |
| Players | Windows/Linux |

Select an element

In the wizard, you can select an element that triggers an event in the spot. In addition, you can select elements in the spot and send an event to the wizard.

You can register for the **registerElementSelectedHandler** function to react to events through selections made in the wizard. Use the **sendSelectElement** function to trigger a selection event yourself.

gfWizardBase.registerElementSelectedHandler(onElementSelected);

| | |
|------------|--|
| Function | This call-back is invoked if an element has been selected in the wizard tree. |
| Parameters | <pre>function(id)</pre> <p><i>id</i> the ElementId of the selected element from the JSON data [string]</p> |
| Examples | <pre>gfWizardBase.registerElementSelectedHandler(onElementSelected); function onElementSelected(id) {</pre> |

| | |
|---------|--------------------------|
| Players | Not relevant for players |
|---------|--------------------------|

gfWizardBase.sendSelectElement("id");

| | |
|------------|--|
| Function | This function tells the wizard that an element should be selected in the tree. |
| Parameters | <i>id</i> the ElementId of an element to be selected from the JSON data [string] |
| Examples | gfWizardBase.sendSelectElement("id"); |
| Players | Not relevant for players |

Set tasks

You can set tasks for HTML Wizard spots via the JSON configuration that are displayed to the user in the editor.

Note

Don't save spots with incomplete tasks or add them to playlists. They can't be played or transferred to the player.

With tasks, you can create dependencies among individual configurations. It's possible to link a mandatory entry to a condition; the entry of a **SimpleText** element is only mandatory if a linked list element has a specific value.

gfWizardBase.addTodo("id", "message");

| | |
|------------|---|
| Function | <p>With this function, it is possible to register a task.</p> <p>This task is assigned with a specific element in which the task is shown and supplied with text in order to describe the required action.</p> <p>Optionally, translations can be set to show the text of the task in different languages.</p> <p>Invoking the function registers a corresponding task text for a specified element. The display is not carried out yet which provides the possibility to collect multiple tasks. The display is triggered by the invocation of the sendTodos function.</p> |
| Parameters | <p><i>elementId</i> Unique ID of the element (ascData.json) [string]</p> <p><i>message</i> message which is displayed [string]</p> <p><i>translation</i> translation in the format {"en": "translation"} [object]</p> |
| Examples | gfWizardBase.addTodo("id", "message", {"en": "translation"}); s |

| | |
|---------|--------------------------|
| Players | Not relevant for players |
|---------|--------------------------|

gfWizardBase.sendTodos();

| | |
|------------|---|
| Function | This function transfers all previously collected tasks via the addTodo function to the editor and displays them. By invoking the sendTodo function, the editor is notified that all tasks have been collected, validated, and are ready to be displayed. |
| Parameters | None |
| Examples | <pre>gfWizardBase.addTodo("textElement1", "do something"); gfWizardBase.addTodo("textElement2", "do something else"); gfWizardBase.sendTodos();</pre> |
| Players | Not relevant for players |

Example: definition of tasks

In this example, the editor should have a **Boolean** and a **SimpleText** element.

- If the **Boolean** element is inactive, no validation is required and any **SimpleText** element can be entered.
- If the **Boolean** element is activated, exactly two **SimpleText** values must be specified.

As usual, you must set both element entries via the ascData.json file and, therefore, they have no logical connection to each other at first:

```
...
"Elements": [
  {
    "Id": "checkbox",
    "DataType": "boolean",
    "DisplayName": "Checkbox",
    "Value": true
  },
  {
    "Id": "text",
    "DataType": "simpleText",
    "DisplayName": "Text",
    "Value": [
      {
        "Text": ""
      }
    ],
    "Options": {
      "NumberOfInstances": 5
    }
  }
]
```

```
        }
    }
]
```

By defining a task, you can display the desired dependency, whereas the required functions are supplied by the GFWizardBase library. Implement it as follows:

```
gfWizardBase.registerDataChangedHandler(function(jsonData)
```

```
    gfWizardBase.registerDataChangedHandler(function(jsonData)
    {
        var spot = gfWizardBase.getChainedElementData();

        // validate if checked
        if (spot.checkbox.getValue())
        {

            // check length and both text fields valid
            if (spot.text.getValues().length !== 2 ||
                !spot.text.getValue(0) || !spot.text.getValue(1))
            {
                gfWizardBase.addTodo("text", "2 text values are mandatory");
            }
        }

        // propagate todos
        gfWizardBase.sendTodos();
    });
});
```

The validation is carried out via the registered call-back function of the **dataChangedHandler** and invoked via an entry in the editor which implies a data change.

If the checkbox is active, the validation is carried out and checks if two **SimpleText** values are available. Additionally to the validation of the length of the array, both values are checked.

In case of an error, the task is registered via the **addTodo** function and transferred to the editor via the **sendTodo** function to be displayed.

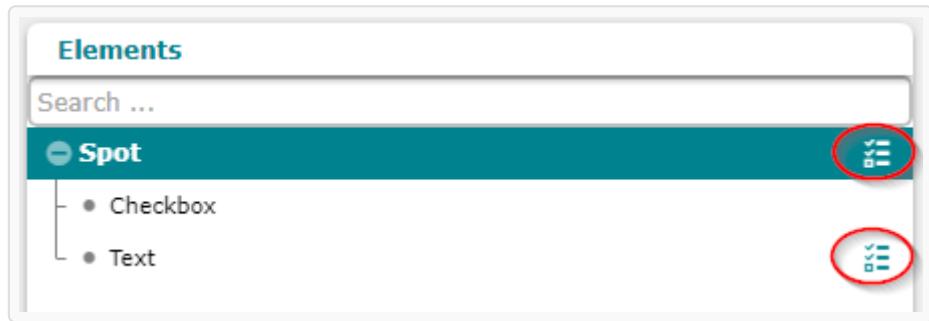
Note

It's possible to set an unlimited number of tasks with corresponding validations. These must be registered or carried out prior to the actual transfer to the editor. That means prior to the **sendTodo** function.

Tasks in the editor

When you open the editor in IXM One and the spot has pending tasks, you can see the following icons:





Click on the respective icon to learn more about the tasks and to complete them.

Specify errors

In addition to the configuration via the JSON structure, you can also specify errors in HTML Wizard spots. For example, dependencies between elements that are not valid should not be allowed as entries.

Note

You can't save spots with existing errors. The errors must be resolved first.

The operation of errors and tasks is identical, errors are however set via different functions and further communicated to the editor.

```
gfWizardBaseaddError("id", "message");
```

| | |
|------------|--|
| Function | <p>This function allows to register an error.</p> <p>The error is assigned to a specific element where the error is shown and provided with text to describe the required correction.</p> <p>Optionally, you can specify translations for error text in different languages.</p> <p>By invoking the function, a corresponding error text is registered for a specific element. The text is not displayed yet and therefore it is possible to collect multiple errors. The display of these errors is invoked directly via the sendErrors function.</p> |
| Parameters | <p><i>elementId</i> Unique ID of the element (ascData.json) [string]</p> <p><i>message</i> message shown [string]</p> <p><i>translation</i> translation in the format {"en": "translation"} [object]</p> |
| Examples | <pre>gfWizardBaseaddError("id", "message", {"en": "translation"}); s</pre> |
| Players | <p>Not relevant for players</p> |

```
gfWizardBase.sendErrors();
```

| | |
|------------|---|
| Function | <p>With this function, all the previously collected tasks via the addTodo function are transferred and displayed in the editor.</p> <p>By invoking the sendErrors function, the editor is informed that all errors have been collected, validated, and are ready to be displayed.</p> |
| Parameters | None |
| Examples | <pre>gfWizardBase.addError ("textElement1", "something happened"); gfWizardBase.addError ("textElement2", "another thing happened"); gfWizardBase.sendErrors();</pre> |
| Players | Not relevant for players |

Use templates

Use templates to specify repeating structures within the JSON configuration that are included dynamically via the editor.

This can reduce the complexity of the structure. You can use an available template as many times as you need which increases flexibility.

Example: using templates

You can maintain a list of team information via the editor. Individual users receive an entry for the name, the function, and a photo.

Without templates, you must create a group for each employee with two SimpleText elements for the name and function as well as a media element for the photo. You must copy this group for every employee and edit the identification (Id) of the individual elements. This presents two disadvantages:

- The number of employees is fixed and can only be changed by editing the JSON files.
- If the employee structure changes, for example, with an additional attribute for emails, you must edit all incidents. Depending on the number of entries, this can be a very tedious and error-prone task.

With a template, you only have to specify the employee structure once as a template in the JSON file. Via a placeholder, it can be included as often as needed in the editor. With additional options, it's possible to specify further properties for the placeholder:

- Selection of desired template (for example, distinction between operating and executive positions)
- Number of employees can be limited

Note

You can find examples for the use of templates and nested templates on the training website.

Upload and play the spot

URL: <https://docs.grassfish.com/docs/upload-and-play-the-spot>

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Once you've zipped the spot in the format spotname.asc.zip, you can upload it to IXM One like any other spot via the upload manager.

Create variants of an HTML Wizard spot

If you activate the feature **Allow variants (public)** for the spot, users can create variants of the HTML Wizard spot.

These variants can be edited independently of the main spot and modified with values and media. The same website package is always accessed in the background to display the variant; a new JSON file is created for each variant.

Update an existing HTML Wizard spot

As soon as the data structure in the JSON file is changed, the HTML Wizard spot updating task must be performed with special care. If any features are added, removed, or edited, the spot and all variants of it are upgraded with the best matching of new and old features the next time the respective variant/spot is opened. It's important for this that the feature **SpotIdentifier** is not changed.

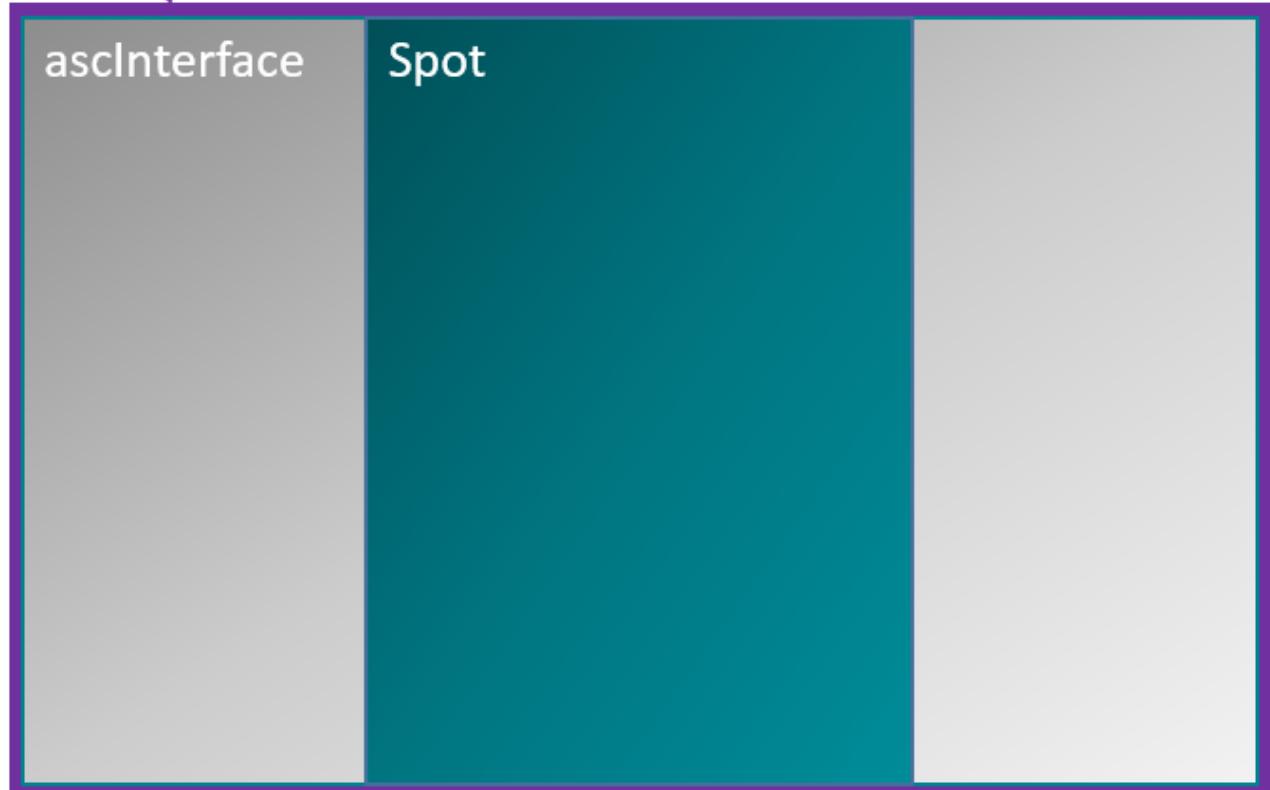
Play the spot

When the spot is played, first the JSON data is loaded and transferred to the spot via a JavaScript method invocation. This should have no relevance for the HTML Wizard spot playback in the HTML Wizard, in a preview, or on the player. The different environmental parameters are abstracted from the file asclInterface.html by the HTML Wizard spot.

The file asclInterface.html is the link between the playback container and the spot. The playback container can be either a player, the preview, the HTML Wizard, or the browser for debugging. The file asclInterface.html has two tasks:

- It processes links to media depending on the playback container, so the spot doesn't have to care which environment it will be played in.
- It scales the spot into the split screen, provided that width and height have been specified.

Container / Split



Playback in the preview

Playing the spot in IXM One preview does not differ essentially from playing on the player, however, some data and player services might not be visible. The preview allows interactive spots to be controlled by the operator.

Play back on the player

For playback on the player, the file asclInterface.html is also invoked again to load the HTML Wizard spot. Before that, it transcribes the paths for the media to the corresponding local paths of the player. The following information is provided as URL parameters for the file asclInterface.html or the spot:

| | |
|----------------|--|
| | <p>Announces to the file asclInterface.html in which playback container it will be invoked.</p> <p>The CallerType is forwarded to the spot, if the latter wants to access special player interfaces that would not work in the HTML Wizard or in the preview.</p> <p>CallerTypes:</p> <ul style="list-style-type: none"> • AscEditor (display in the HTML Wizard) • Preview (for the online preview in IXM One) • Thumbnail (for the thumbnail creation in IXM One) • Debug (for spot developers) • QTPlayer • WindowsPlayer • AndroidPlayer • SOCPlayer • WebOSPlayer • BrightSignPlayer |
| callerType | |
| siid | <p>The spot instance ID is a unique number to identify a spot in a playlist.</p> <p>Even if the same spot occurs twice in a playlist, the two are distinguishable by the siid. The siid is important for the spot if UDC data has to be loaded.</p> |
| bgcolor | <p>The background color of the playlist is transferred to the file asclInterface.html so that the background is colored accordingly.</p> <p>This is visible only if the spot is scaled and has a different aspect ratio to the playback container.</p> <p>This feature is not relevant for the spot, because you can make the background color of the spot configurable via the HTML Wizard or can also be hard coded in the spot.</p> |
| duration | <p>The duration for which the spot is played. With a duration of 0, the playback container waits until the spot finishes on its own.</p> <p>Upon expiry of the duration, the file asclInterface.html terminates the spot. This feature is therefore of no relevance for the spot.</p> |
| webserviceRoot | <p>Root path for all player web services. The path and port are configurable depending on the player.</p> <p>Example: <code>http://localhost:9090/</code></p> |

Playback on the development computer

Playback on an ordinary PC can simplify the development of HTML Wizard spots. To do so, you need the file `ascInterface.html` which you can find on the server via the following path and save locally via the browser: `http://domain/gv2/gf/GFWebHtml/asc/ascinterface/ascinterface.html`

To test the spot under player-like conditions you can invoke it as follows by way of the file `ascInterface.html`:

```
http://localhost/GFWeb/app/asc/ascInterface/ascInterface.html?site=../myProject/  
index.html&spotDataPath=../myProject/ascData.json&callerType=Debug&debug=true
```

`../myProject` is the path to your HTML directory, however, the JSON file can also be stored in a different place than the `index.html` (for example, to avoid amending the default values in the JSON file in the HTML directory for testing).

| | |
|-------|---|
| debug | <p>With the debug parameter, you can switch on the debug console.</p> <p>The console outputs the spot logs and displays the play/stop buttons for testing the playback functionality of the spot in the preview and HTML Wizard.</p> <p>The spot should be programmed in a way that play and stop can be executed</p> |
|-------|---|

Configure linked lists

URL: <https://docs.grassfish.com/docs/create-linked-lists>

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As a spot developer, you can configure a spot with linked lists that are dynamically populated based on the values of other lists. This means dependent dropdown lists, where selecting items from one list affects the available options in another. The lists are dynamically populated with information from a webservice. All you need is the webservice's URL.

Note

Learn more about creating dropdown lists in HTML Wizard spots.

Best practices

Before you configure your linked lists, note the following recommendations:

- Specify the dependencies of each linked list correctly, so it can fetch the right data.
- Verify that the API endpoints (URLs) return the expected data format.
- Initialize linked list values to zero and handle cases where dependent data may not be available.

Configure linked lists

To create linked lists, perform the following steps:

1. Specify the spot **element** with the following parameters:

| Setting | Description |
|----------|---|
| Id | Specify the ID of the element. The ID must be unique. Example: marketLinkedList |
| DataType | Specify the type of data that the element contains. Example: linkedList |

| | |
|-------------|---|
| DisplayName | <p>Specify the display name of the element. This name appears in the HTML Wizard.</p> <p>Example: Market</p> |
|-------------|---|

2. Configure each list in the element with the following parameters:

| Setting | Description |
|--------------|--|
| Id | <p>Specify the ID of the list. The ID must be unique.</p> <p>Example: market</p> |
| DisplayName | <p>Specify the display name of the list. This name appears in the HTML Wizard.</p> <p>Example: Market</p> |
| Url | <p>Specify the URL of the webservice (API endpoint) that provides data for the list items.</p> <p>Example: https://example.com/markets</p> |
| Dependencies | <p>Specify the IDs of other lists that this list depends on, separated by commas.</p> <p>Example: ["market", "modelGroup"]</p> |
| Response | <p>Use the response mapping to extract the correct data from the API response.</p> <p>Example</p> |
| Entry | <p>Specify the entry point in the API response where the list items are located.</p> <p>Example</p> |
| Mapping | <p>Specify the following settings to map the response data to the list item properties:</p> <ul style="list-style-type: none"> ◦ Id: field name for the item's ID. ◦ Value: field name for the item's name. ◦ Name: field name for the item's display name. <p>Example</p> |

| | |
|---------|---|
| Value | Initialize the value field to hold the selected values for each linked list. Optionally, use null . |
| Options | Set additional options like Required . |

Example configuration

Each spot configuration is specified in a JSON structure. The following example is a configuration snippet with linked lists:

```
{
  "Document": {
    "Elements": [
      {
        "Id": "marketLinkedList",
        "DataType": "linkedList",
        "DisplayName": "Market",
        "Lists": [
          {
            "Id": "market",
            "DisplayName": "Market",
            "Url": "https://example.com/markets",
            "Dependencies": [],
            "Response": {
              "Entry": "",
              "Mapping": {
                "Id": "market",
                "Value": "market",
                "Name": "market"
              }
            }
          }
        ],
        "Value": {
          "market": null
        },
        "Options": {
          "Required": true
        }
      },
      {
        "Id": "modelRange",
        "DataType": "linkedList",
        "DisplayName": "Model Range",
        "Lists": [
          {
            "Id": "modelGroup",
            "DisplayName": "Model Group",
            "Url": "https://example.com/markets/{market}",
            "Dependencies": ["market"],
            "Response": {
              "Entry": "ranges",
            }
          }
        ]
      }
    ]
  }
}
```

```

        "Mapping": {
            "Id": "id",
            "Value": "name",
            "Name": "name"
        }
    },
{
    "Id": "subModelGroup",
    "DisplayName": "Sub Model Group",
    "Url": "https://example.com/markets/{market}/ranges/{modelGroup}",
    "Dependencies": ["market", "modelGroup"],
    "Response": {
        "Entry": "series",
        "Mapping": {
            "Id": "id",
            "Value": "name",
            "Name": "name"
        }
    }
},
],
"Value": {
    "modelGroup": null,
    "subModelGroup": null
},
"Options": {
    "Required": true
}
}
]
}
}

```

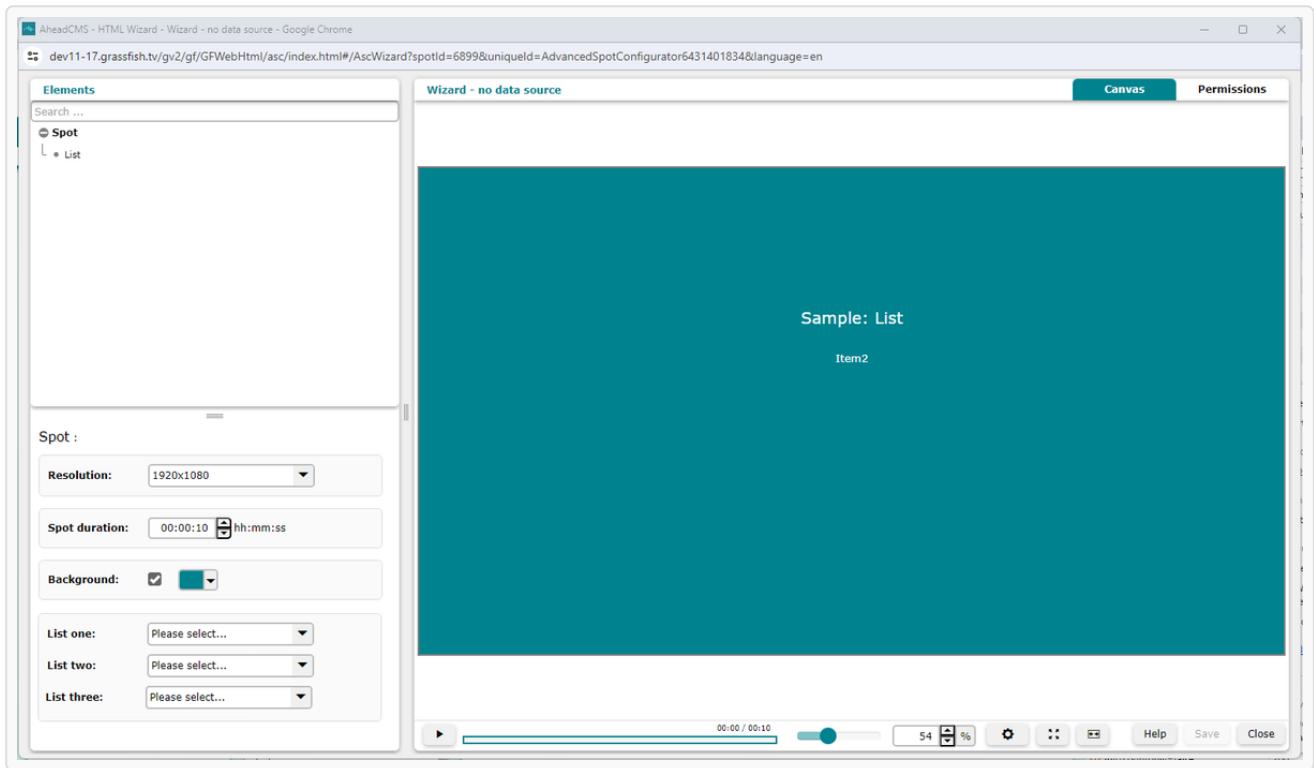
What happens in the example?

The example configures the following elements and linked lists:

- The element **marketLinkedList** contains one linked list:
 - The linked list is called **market**.
 - It fetches its items from `https://example.com/markets`.
 - Since there are no dependencies, it can retrieve data independently from other lists.
- The element **modelRange** contains two linked lists:
 - The first linked list is called **modelGroup**. It depends on the list **market** to fetch its items.
 - The second linked list is called **subModelGroup**. It depends on the lists **market** and **modelGroup** to fetch its items.

Example display

In the HTML Wizard, list elements are displayed as follows:



Dashboard widgets

URL: <https://docs.grassfish.com/docs/dashboard-widgets>

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Dashboard widgets are supported from the global version 11.0 onwards. They serve the purpose of showing relevant information pertaining to the user in the Grassfish IXM One in the Dashboard tab. Dashboard widgets are based on the gfDashboardWidgetBase which uses several functions of the gfWizardBase. The content of the ascData.json file of Dashboard widgets is similar to the ascData.json file of Wizard spots but differs in the available elements and options which can be used. The reason for the technical relation to the gfWizardBase is to ensure that they can be used in later version in the HTML Composer and transferred to the player.

A zipped dashboard widget is uploaded to the Grassfish IXM One, whereas the file extension must be .dash.zip.

This ZIP file must contain the following files at top level:

- **index.html:** the index.html file is the starting point to the widget. The relative access to additional resources is possible from here, as is common with websites. It is however, not allowed to carry out URL-forwards to other websites on root-level via the ZIP.
- **ascData.json:** the ascData.json file contains all elements in IXM One which can be edited for the widget. The structure and its possible components are described in the following chapter.

If one of these two files are missing, it is not possible to play the widget back correctly. Apart from these two files, the gfWizardBase.js and gfDashboardWidgetBase.js files must be used and instantiated in the root-scope of the spot, whereas the gfWizardBase is handed over to gfDashboardWidgetBase.js. These files can be stored in a subfolder as well. These are the minimum requirements for the Dashboard widget.

API versions

The API version is the direct reference to the corresponding IXM One version. It allows you to define the required functionality of the widget as well as ensure compatibility with IXM One version.

The API version is defined in the ascData.json file via the ApiVersion attribute.

| API version |
|-------------|
| 1 |
| 2 |
| 3 |

For example, if you try to play back a widget with API version 2 in a IXM One with version 11.0.0, a warning will be displayed during the upload that possibly required functions will not be available and a correct display of the spot cannot be guaranteed.

ascData.json

The ascData.json file is the interface between the widget and the editor. Here it is possible to define elements which can later be edited by users in IXM One. The file also serves the purpose of providing general information on the widget to the Grassfish system, e.g. the possible slot selection which is intended for the widget.

Document

| Document – root nodes and widget features | |
|---|---|
| SpotIdentifier | Mandatory field, String, ApiVersion: 1 This attribute is assigned by the spot developer and is used to verify the replacement of the widget in IXM One in case of an update. Example: "MyDemonstrationWidget" |
| SpotVersion | Mandatory field, String, ApiVersion: 1 The current version of the widget and JSON structure. Example: "1.0.0" |
| ApiVersion | Mandatory field, Int, ApiVersion: 1 Specifies with which systems the widget is compatible with, whereas the API version 1 is valid from 11.0 onwards. |
| SpotType | Mandatory field, String, ApiVersion: 1 The spot type must have the value of the Dashboard widget. It serves as an identifier for the backend and must be unique. Fixed value for Dashboard widgets: "SpotType": "DashboardWidget" |
| NumberOfSlots | Mandatory field, Int, ApiVersion: 1 Specifies how many slots the widget takes up. For this, valid values range from 1 to 3. Example: "NumberOfSlots": 2 |
| Options | See Options. |

| | |
|----------|---------------|
| Elements | See Elements. |
|----------|---------------|

Options

Options - turning features on/off

| | |
|------------------------|---|
| PossibleNumbersOfSlots | <p>Optional, Array, ApiVersion: 1</p> <p>The possible number of slots which a widget is allowed to have. These slots should then however be filled by the user.</p> <p>Examples:</p> <pre>"PossibleNumbersOfSlots": [1, 2, 3] "PossibleNumbersOfSlots": [1, 3]</pre> |
| PossibleNumbersOfRows | <p>Optional, Array, ApiVersion: 2</p> <p>This defines the line height that a widget occupies in the dashboard. Accordingly, these heights should be filled by the user.</p> <p>Example:</p> <pre>"PossibleNumbersOfRows": [1, 2]</pre> |

HasDetailView

Optional, Boolean, ApiVersion: 1

With this option, it is possible to enable the option in the Grassfish IXM One to open a detail view for the slot size:

Example:

"HasDetailView": true

Example implementation:

```
var detail;

// ApiVersion 1
detail = !!GFSpotBase.findUrlParam('detailMode');

// ApiVersion 2
detail = gfDashboardWidgetBase.isDetailView();

if(detail){
//do something
}
```

HasPrintSupport

Optional, Boolean, ApiVersion: 1

With this option, the printing request action is activated in the Grassfish IXM One. This feature must

Example:

"HasPrintSupport" : true

Example implementation:

```
gfDashboardWidgetBase.registerPrintRequested(  
function(){  
var data, file;  
  
data = "Ein beliebiger Text...";  
file = "export.csv";  
gfDashboardWidgetBase.saveToFile(data, file);  
});  
  
...  
  
function onPrintRequested()  
{  
var data = "Entity" + splitChar + "Name" + splitChar + "Id" + splitChar + "BoxId";  
var values;  
var item;  
for(var k in multiValues)  
{  
if(multiValues.hasOwnProperty(k))  
{  
values = multiValues[k];  
if(values)  
{  
for(var i = 0; i < values.length; i++)  
{  
item = values[i];  
data += k + splitChar + item.Name + splitChar + item.Id;  
if(item.BoxId)  
{  
data += splitChar + item.BoxId;  
}  
data += "\n";  
}  
}  
}  
}  
gfDashboardExtension.saveToFile(data, "EntityData.csv");  
}
```


| | |
|--------------------------|--|
| <p>DynamicResolution</p> | <p>Optional, Object, ApiVersion: 2</p> <p>With this option you can manage that the wizard spot has a height and width which can be edited by the user.</p> <p>Example:</p> <pre style="background-color: #f0f0f0; padding: 10px;">"DynamicResolution": { "Active": true, "MinWidth": 400, "MaxWidth": 2000, "MinHeight": 300, "MaxHeight": 3000 }</pre> |
|--------------------------|--|

Elements

Checkbox

| Checkbox | |
|-----------------------|---|
| Id, DisplayName | <p>Mandatory fields, ApiVersion: 1</p> <p>See Elements table.</p> |
| DataType | <p>Mandatory field, String, ApiVersion: 1</p> <p>"DataType": "boolean"</p> |
| Value | <p>Mandatory field, Boolean, ApiVersion: 1</p> <p>Example:</p> <p>"Value": false</p> |
| Options -> Conditions | <p>Optional, Object, ApiVersion: 2</p> <p>Details see Conditional Elements.</p> <p>"Operator": ["!=" "=="]</p> |

Number selection

| Number |
|--------|
|--------|

| | |
|-----------------------|--|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table. |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "number" |
| Value | Mandatory field, Number, ApiVersion: 1 Example: "Value": 42 |
| Options -> Minimum | Optional, Number, ApiVersion: 1 Specifies the minimum value of the number selection. Example: "Minimum": 1.0 |
| Options -> Maximum | Optional, Number, ApiVersion: 1 Specifies the maximum value of the number selection. Example: "Maximum": 999 |
| Options -> StepSize | Optional, Number, ApiVersion: 1 Specifies the rounding value of the number selection. Example: "StepSize": 0.1 |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" ">" ">=" "<" "<="] |

Color selection

| |
|-------------|
| Colorpicker |
|-------------|

| | |
|-----------------------|---|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "color" |
| Value | Mandatory field, String, ApiVersion: 1 The format depends on the UseRGBA option. Example: <pre>UseRGBA !== true : "Value": "#FF0000" UseRGBA === true : "Value": "rgba(72,70,189,0.64)</pre> If the value is color value in the RGB hex format, starting with a hash. Since the global variable Example: "Value": "#FF0000" |
| Options -> UseRGBA | Optional, Boolean, ApiVersion: 1 By means of this option, the advanced color picker can be activated, which also supports Example: "UseRGBA": true |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |

Date

| Date | |
|-----------------|--|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table |

| | |
|--------------------------|---|
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "date" |
| Value | Mandatory field, String, ApiVersion: 1 A date string in the format YYYY-MM-DDThh:mm:ss. Example: "Value": "2015-09-13T00:00:00" |
| Options -> MinDate | Optional, String, ApiVersion: 1 By means of this option the minimum date can be specified. The entry may not go below the current date. Example: "MinDate": "2015-09-11T00:00:00" |
| Options -> MaxDate | Optional, String, ApiVersion: 1 By means of this option, the maximum date can be specified. The entry may not exceed the current date. Example: "MaxDate": "2015-09-15T00:00:00" |
| Options, Keyword 'Today' | Optional, String, ApiVersion: 1 For the threshold values MinDate and MaxDate, it is also possible to assign the keyword 'Today'. Example: "MaxDate": "Today" |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" ">" ">=" "<" "<="] |

Date Range

| Date | |
|-----------------|---|
| Id, DisplayName | Mandatory fields, ApiVersion: 2 See Elements. |

| | |
|--------------------|--|
| DataType | <p>Mandatory field, String, ApiVersion: 2</p> <p>"DataType": "dateRange"</p> |
| Value | <p>Mandatory field, Object, ApiVersion: 2</p> <p>The format depends on the options TimeEnabled and TimeZoneEnabled.</p> <p>Example:</p> <p>Default:</p> <pre>"Value": { "From": "2015-09-13T00:00:00", "To": "2015-09-13T00:00:00" }</pre> <p>TimeEnabled === true:</p> <pre>"Value": { "From": "2015-09-13T11:15:00", "To": "2015-09-13T23:30:00" }</pre> <p>TimeEnabled === true && TimeZoneEnabled === true: "Value": {</p> <pre>"Value": { "From": "2015-09-13T11:15:00Z", "To": "2015-09-13T23:30:00Z" }</pre> |
| Options -> MinDate | <p>Optional, String, ApiVersion: 2</p> <p>By means of this option it is possible to set the minimum date. The entry may not go beyond the current date.</p> <p>Example:</p> <p>"MinDate": "2015-09-11T00:00:00"</p> |
| Options -> MaxDate | <p>Optional, String, ApiVersion: 2</p> <p>By means of this option it is possible to set the maximum date. The entry may not exceed the current date.</p> <p>Example:</p> <p>"MaxDate": "2015-09-15T00:00:00"</p> |

| | |
|--------------------------------|---|
| Options -> TimeEnabled | <p>Optional, String, ApiVersion: 2</p> <p>By means of this option the time entry can be activated.</p> <p>Example:</p> <p>"TimeEnabled": true</p> |
| Options -> TimeZoneEnabled | <p>Optional, String, ApiVersion: 2</p> <p>By means of this option, it is possible to activate the entry of the time zone.</p> <p>Example:</p> <p>"TimeZoneEnabled": true</p> <p>Note: For this option, TimeEnabled as well as the configuration of IXM One for the sup...</p> |
| Options -> Conditions | <p>Optional, Object, ApiVersion: 2</p> <p>Details see Conditional Elements.</p> <p>"Operator": "?"</p> |
| Options, Schlüsselwort "Today" | <p>Optional, String, ApiVersion: 2</p> <p>For the threshold values MinDate and MaxDate it is also possible to define the keywo...</p> <p>Example:</p> <p>"MaxDate": "Today"</p> |

Time

| Time | |
|-----------------|--|
| Id, DisplayName | <p>Mandatory fields, ApiVersion: 1</p> <p>See Elements table.</p> |
| DataType | <p>Mandatory field, String, ApiVersion: 1</p> <p>"DataType": "time"</p> |

| | |
|------------------------|--|
| Value | <p>Mandatory field, String, ApiVersion: 1</p> <p>The format depends on the option WithSeconds.</p> <p>Example:</p> <pre>WithSeconds !== true: "Value": "13:57" WithSeconds === true: "Value": "13:59:57"</pre> |
| Options -> WithSeconds | <p>Optional, Boolean, ApiVersion: 1</p> <p>By means of this option, the entry of seconds can be enabled. Depending on the setting, the value must be either true or false.</p> <p>Example:</p> <pre>"WithSeconds": true</pre> |
| Options -> Conditions | <p>Optional, Object, ApiVersion: 2</p> <p>Details see Conditional Elements.</p> <pre>"Operator": ["!=" "==" ">" ">=" "<" "<="]</pre> |

Dropdowns

| List | |
|-----------------|--|
| Id, DisplayName | <p>Mandatory fields, ApiVersion: 1</p> <p>See Elements table.</p> |
| DataType | <p>Mandatory field, String, ApiVersion: 1</p> <pre>"DataType": "list"</pre> |
| Items | <p>Mandatory field, Array</p> <p>Example:</p> <pre>"Items": ["Cow", "Horse", "Sloth"]</pre> |

| | |
|-----------------------|--|
| Value | <p>Mandatory field, String, ApiVersion: 1</p> <p>The selected entry from the items array is saved under 'value' (in the non-translated version).</p> <p>Example:</p> <pre>"Value": "Horse"</pre> |
| Translations | <p>Optional, Object, ApiVersion: 1</p> <p>For dropdowns, it is possible to define translations for every value in Translations.</p> <p>Example:</p> <pre>"Translations": { "de": { "DisplayName": "Irgendein Listeintrag2", "Cow": "Kuh", "Horse": "Pferd", "Sloth": "Faultier" } }</pre> |
| Options -> Conditions | <p>Optional, Object, ApiVersion: 2</p> <p>Details see Conditional Elements.</p> <pre>"Operator": ["!=" "==" "?"]</pre> |

Radio button

| Radio button | |
|-----------------|---|
| Id, DisplayName | <p>Mandatory fields, ApiVersion: 2</p> <p>See Elements.</p> |
| DataType | <p>Mandatory field, String, ApiVersion: 2</p> <pre>"DataType": "radiobutton"</pre> |

| | |
|-----------------------|---|
| Items | Mandatory field, String[], ApiVersion: 2 Example: <pre>"Items": ["Cow", "Horse", "Sloth"]</pre> |
| Value | Mandatory field, String, ApiVersion: 2 The selected entry from the items array is saved under 'value' (in the non-translated version). Example: "Value": "Horse" |
| Translations | Optional, Object, ApiVersion: 2 In dropdowns, it is optional to define translations for each value. For this, the key corresponds to the language code. Example: <pre>"Translations": { "de": { "DisplayName": "Tierauswahl", "Cow": "Kuh", "Horse": "Pferd", "Sloth": "Faultier" } }</pre> |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |

Simple text input

| | |
|-------------------|--|
| SimpleText | |
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table |

| | |
|------------------------------|--|
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "simpleText" |
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects, each have a text property where an unformatted text is stored. Example: <pre>"Value": [{ "Text": "some text." }, { "Text": "Another text." }]</pre> |
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter you can control how many instances of a text input are displayed. Example: "NumberOfInstances": 1 |
| Options -> MultilineSize | Optional, Int, ApiVersion: 1 By means of this parameter you can control how large the text input is displayed. Example: "MultilineSize": 4 |
| Options -> MaxChars | Optional, Int, ApiVersion: 1 By means of this parameter you can determine how many characters the user can enter. Example: "MaxChars": 120 |
| Options -> Required | Optional, Boolean, ApiVersion: 1 By means of this parameter you can ensure that something has been entered. Example: "Required": true |

| | |
|--|---|
| Options -> ValidationRegExp | Optional, String, ApiVersion: 1 By means of this parameter you can store a regular expression that must be valid. Example: "ValidationRegExp": "[\d]*" |
| Options -> ValidationRegExpDescription | Optional, String, ApiVersion: 1 By means of this parameter you can define the error message for the regular expression. Example: "ValidationRegExpDescription": "Hier sind nur Zahlen erlaubt." |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |

Spot group selection

| List | |
|-----------------|---|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "spotGroup" |
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects which each have an ID and the name as properties (at least one object). Example: <pre>"Value": [{ "Id": 123, "Name": "My spot group" }]</pre> |

| | |
|------------------------------|---|
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter you can control how many instances of a spot Example: "NumberOfInstances": 1 |
| Options -> IncludeTemplates | Optional, Boolean, ApiVersion: 1 This parameter specifies whether it is possible to select template spot groups Example: "IncludeTemplates": true |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |

Media group selection

| List | |
|-----------------|---|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table. |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "mediaGroup" |
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects which each have an ID and the name (at the time of the creation of the media group). Example: <pre>"Value": [{ "Id": 123, "Name": "My media group" }]</pre> |

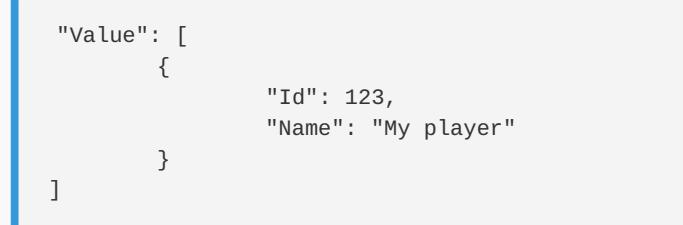
| | |
|------------------------------|--|
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter, you can control how many instances of a me... Example: "NumberOfInstances": 1 |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |

Location selection

| List | |
|------------------------------|---|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table. |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "location" |
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects which each have an ID and the name (at the time of t... Example: <pre>"Value": [{ "Id": 123, "Name": "My location" }]</pre> |
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter, you can control the number of instances of a ... Example: "NumberOfInstances": 1 |

| | |
|-----------------------|--|
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |
|-----------------------|--|

Player selection

| List | |
|------------------------------|---|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table. |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "player" |
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects, which each have an ID and the name (at the time of creation). Example:  <pre>"Value": [{ "Id": 123, "Name": "My player" }]</pre> |
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter, you can control how many instances of a component are created. Example: "NumberOfInstances": 1 |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |

Category selection

| List | |
|------------------------------|--|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "category" |
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects, which each have an ID and the name. Example: <pre>"Value": [{ "Id": 123, "Name": "My category" }]</pre> |
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter, you can control how many elements are displayed in hierarchical order. Example: "NumberOfInstances": 1 |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?"] |

Spot selection

| List | |
|-----------------|---|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table. |

| | |
|------------------------------|---|
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "spot" |
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects, which each have an ID and the name (a string). Example: <pre>"Value": [{ "Id": 123, "Name": "Mein Spot" }]</pre> |
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter, you can control how many instances are created. Example: "NumberOfInstances": 1 |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. "Operator": ["!=" "==" "?""] |

Media selection

| List | |
|-----------------|--|
| Id, DisplayName | Mandatory fields, ApiVersion: 1 See Elements table. |
| DataType | Mandatory field, String, ApiVersion: 1 "DataType": "media" |

| | |
|------------------------------|--|
| Value | Mandatory field, Array, ApiVersion: 1 An array of objects, which each have an ID and the name. Example: <pre>"Value": [{ "Id": 123, "Name": "My medium" }]</pre> |
| Options -> NumberOfInstances | Optional, Int, ApiVersion: 1 By means of this parameter, you can control how many instances are created. Example: <pre>"NumberOfInstances": 1</pre> |
| Options -> Conditions | Optional, Object, ApiVersion: 2 Details see Conditional Elements. <pre>"Operator": ["!=" "==" "?"]</pre> |

Edition selection

| | |
|-----------------|--|
| List | |
| Id, DisplayName | |
| DataType | |

Value

Options -> NumberOfInstances

Options -> Conditions

Conditional elements - Conditions

Via Conditions you can define an optional number of conditions which can be linked via AND-operations. A condition is defined via the option object and consists of four properties:

- **Action:** defines what happens during a successful evaluation of the verification. Currently only the 'HIDE' action for hiding the entry fields is supported.
- **TargetId:** corresponds to the ID of the element which should be tested.
- **Operator:** defines the type of verification. The availability of the operators depends on the respective type of the element which should be tested. Details can be found in the properties of the respective element.
- **Value:** the value which is to be verified.

Example:

```
{  
  "Id": "boolean1",  
  ...  
  "Id": "radiobutton1",  
  ...  
  "Id": "optionalInput",
```

```

...
"Options": {
    ...
    "Conditions": [
        {
            "Action": "HIDE",
            "TargetId": "boolean1",
            "Operator": "==",
            "Value": true
        },
        {
            "Action": "HIDE",
            "TargetId": "radiobutton1",
            "Operator": "==",
            "Value": "DO_NOT_SHOW"
        }
    ]
}
}

```

In the above listed definition, the element ,optionalInput' is checked against two conditions.

1. Condition 1 is met when the element ,boolean1' has the value *true*, i.e., the checkbox is activated in the editor.
2. Condition 2 is met, when the element 'radiobutton1' has the value *DO_NOT_SHOW*. The element ,optionalInput' is hidden, when both conditions are met.

GFDashboardWidgetBase

The GFDashboardWidgetBase is an extension of the GFWizardBase. This is a JavaScript Lib which, in addition to the GFWizardBase, must be integrated in Dashboard widgets to ensure proper functionality of the Grassfish system.

The following subchapters describe the events and additional information relating to their use.

Use

The GFDashboardWidgetBase file can be nested in subfolders but it should not be edited. Add the file to the website via the <script> tag following the GFWizardBase.

```

<script src="gfWizardBase.js"></script>

<script src="gfDashboardWidgetBase.js"></script>

```

It is only possible to access the methods of the GFDashboardWidgetBase, once the JavaScript file has been initialised. For this, use the onload method of the <body> tag:

```
<body onload="init()">
```

First, an instance of the GFDashboardWidgetBase must be created in the script. The constructor takes an instance of the GFWizardBase as a parameter. In contrast to the GFSpotBase, the GFDashboardWidgetBase is not a static class and must be instantiated globally.

```

//gfDashboardWidgetBase must be accessed globally!
var gfDashboardWidgetBase = new GFDashboardWidgetBase(new GFWizardBase());

function init()
{
//register all events
gfDashboardWidgetBase.registerDataChangedHandler(onDataChanged);
//notify the container that you are ready
gfDashboardWidgetBase.sendReady();

alert(gfDashboardWidgetBase.getVersion());
}

function onDataChanged(jsonData)
{
}

```

Initialization

Initially, the spot must send a 'Ready' event so that the containers know that they can now communicate with spot. This invocation looks as follows:

```
gfDashboardWidgetBase.sendReady();
```

Not until after the spot has reported itself to be ready does it receive its JSON data from the container. If the data have been set, the spot automatically sends an InitComplete event to the container, which is forwarded to the player. As a result of this the player knows that the spot can be displayed.

You can optionally delay the InitComplete by adding a true parameter to the sendReady. As a result, the InitComplete event is not automatically triggered upon setting the data, but must be manually triggered.

```

gfDashboardWidgetBase.sendReady(true);

//do your asynchronous stuff, e.g. call a webservice

gfDashboardWidgetBase.sendInitComplete();

```

Note

If you would like to manually trigger InitComplete, but then do not trigger it, errors will occur during playback. If you also use the GFSpotBase in an HTML Wizard spot, please trigger ONLY the sendInitComplete() of the GFWizardBase and not that of the GFSpotBase.

Receiving data

In order that the spot receives the data filled in by the user, he must register for the dataChanged event. This takes place as follows:

```
gfDashboardWidgetBase.registerDataChangedHandler(onDataChanged);
```

| | |
|-----------------|--|
| Function | Registers a call-back function that is initially invoked and if a subsequent change occurs, the function is called again. |
| Parameters | <pre>function(jsonData)</pre> <p>jsonData the JSON data that come from the HTML Wizard (see here)</p> |
| Examples | <pre>gfDashboardWidgetBase. registerDataChangedHandler(onDataChanged) function onDataChanged(jsonData) { var elementData = gfDashboardWidgetBase.getJSONData(); document.getElementById("myElement").innerHTML = elementData; }</pre> |
| Minimum Version | ApiVersion: 1 Grassfish IXM One: 11.0.0 |

Starting/Stopping animations

When the Dashboard widget is loaded in the Grassfish IXM One, IXM One sends a play command via call-back in order to start the animations.

gfDashboardWidgetBase.registerPlayHandler(onPlay);

| | |
|-----------------|--|
| Function | Starts the animation in the Dashboard widget. |
| Parameters | None |
| Examples | <pre>gfDashboardWidgetBase. registerPlayHandler(startMyAnimations)</pre> |
| Minimum Version | ApiVersion: 1 IXM One: 11.0.0 |

gfDashboardWidgetBase.registerStopHandler(onStop);

| | |
|----------|---|
| Function | This function does not currently have any parameters. |
|----------|---|

| | |
|-----------------|--|
| Parameters | None |
| Example | gfDashboardWidgetBase. registerStopHandler(resetMyAnimations) |
| Minimum Version | ApiVersion: 1 IXM One: 11.0.0 |

Detail view

In addition to the three possible resolutions in the Dashboard, it is possible to activate a detail view for the widget as well. Detail mode has a resolution of 1024x576 and serves the purpose of providing the user with a more complex way to display reports (e.g. for reporting) via the widget. Via the `isDetailView` method, it can be requested if the widgets should be displayed in the detail view.

```
if(gfDashboardWidgetBase.isDetailView())
{
    //display Widget in detail mode.
}
```

Report View

Furthermore, dashboard add-ons can also be used in the Reporting area of IXM One. Additional space for the presentation of according data has been allocated for improved clarity. The size is not set in this view, as it corresponds to the available space in IXM One. It is thus important to make sure that the display is suitable. The methode `isReportView` can be queried to see if the widget should be shown in the Report view.

```
if(gfDashboardWidgetBase.isReportView())
{
    // display widget in report mode
}
```

Printing commands

Via the Grassfish IXM One, the Dashboard widget can be prompted to generate a print preview. This can be a new browser tab or a backend request for the generation of a CSV file. This is carried out via the call-back `registerPrintHandler`. In the `GFDashboardWidgetBase`, there is a support function called `saveToFile` which is described below in this chapter.

```
gfDashboardWidgetBase.registerPrintHandler(onPrintRequested);
```

| | |
|-----------------|--|
| Function | Call-back function to process the print command from IXM One in the Dashboard widget. |
| Parameters | None |
| Examples | <pre>gfDashboardWidgetBase. registerPrintHandler(onPrintRequested); function onPrintRequested() { }</pre> |
| Minimum Version | ApiVersion: 1 IXM One: 11.0.0 |

gfDashboardWidgetBase.saveToFile(value, fileName, filetype);

| | |
|-----------------|---|
| Function | Support function to open a file dialogue in order to enable the implementation of saving data. |
| Parameters | Value string, the data <i>fileName</i> string, the file name <i>filetype</i> string, the type of file, optional, default: "application/octet-stream" |
| Examples | <pre>var content; content = "ID,TEXT\n"; content += "1,Ich\n"; content += "2,werde\n"; content += "3,exportiert\n"; gfDashboardWidgetBase.saveToFile(content, "export.csv", "text/csv")</pre> |
| Minimum Version | ApiVersion: 1 IXM One: 11.0.0 |

Logging

It is possible to display on-screen logging. Messages which should be displayed here must be sent to the container via `sendLog`. By means of call-back `registerLogHandler` you can then also connect to these log messages in order to continue to react to them in the spot.

```
gfDashboardWidgetBase.sendLog("message");
```

| | |
|-----------------|---|
| Function | Logs the message in the on-screen log of the asciInterface. The log must be enabled in the configuration. |
| Parameters | <code>function(message)</code> <i>message</i> Message which is to be logged |
| Examples | <code>gfDashboardWidgetBase.sendLog("message");</code> |
| Minimum version | ApiVersion: 1 IXM One: 11.0.0 |

```
gfDashboardWidgetBase.registerLogHandler(onLog);
```

| | |
|-----------------|--|
| Function | Call-back function for <code>sendLog</code> for processing in the Dashboard widget. |
| Parameters | <code>function(message)</code> <i>message</i> Message which is to be logged |
| Examples | <pre>gfDashboardWidgetBase.registerLogHandler(onLog); function onLog(message) { }</pre> |
| Minimum version | ApiVersion: 1 IXM One: 11.0.0 |

Uploading to IXM One

Certain standard Dashboard widgets are automatically uploaded to the system. Custom widgets can be uploaded via the administration under **Dashboard > Widgets** to the widget group **Widget templates**. From there it is then possible to drag variants to the corresponding widget groups. Further information on this can be found in the Online Help.

Editing in IXM One

If a dashboard widget should be updated, it is only possible in the administration under **Dashboard > Widgets** to the widget group **Widget templates**. Here the respective widget must be highlighted and then selected under **Tools > Replace widget**. The upload manager is opened, and the new version of the dashboard widget must be dragged here prior to starting the upload. The ID of the uploaded Dashboard widgets must match the ID of the selected Dashboard widget in order to update it.

UDC integration

URL: <https://docs.grassfish.com/docs/udc-integration>

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The Universal Data Controller (UDC) in the Grassfish system is responsible for the distribution of data used by spots. Examples for this are weather data, news, room booking data etc. which are graphically displayed in spots.

Generally, UDC data is provided via web services. There is also a JavaScript abstraction implementation called UdcConnector, which is helpful for requesting data as well as testing purposes. For more information, see [HTML Spot UDC Connector](#).

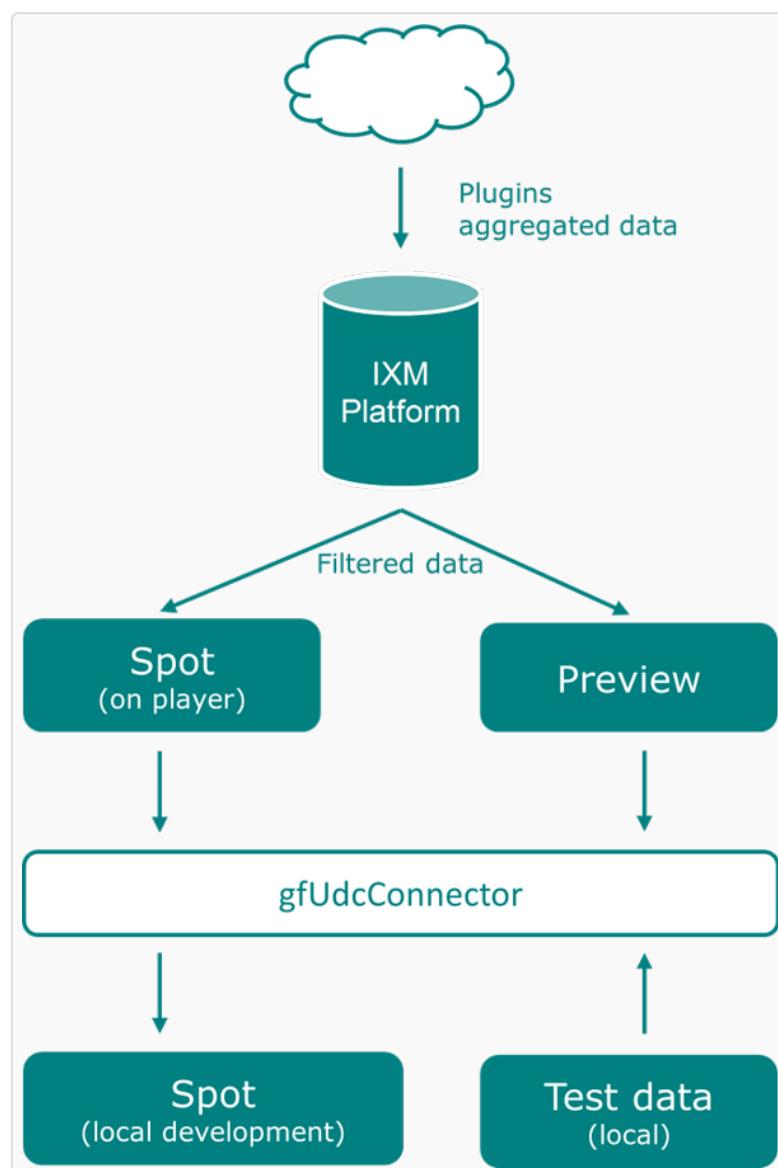
HTML Spot UDC Connector

URL: <https://docs.grassfish.com/docs/html-spot-udc-connector>

Archiviert am: 2025-07-17 18:36:25

The following articles support you in the development and testing of spots with the use of one or more UDC interfaces. It describes how the spot is connected to UDC data in IXM One and then retrieved via the gfUdcConnector.

Further, it illustrates the testing of UDC data during the spot development and describes the different scenarios – server data (preview), client (player) as well as local files.



Linking spot to UDC data

URL: <https://docs.grassfish.com/docs/linking-spot-to-udc-data>

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Adding a data source

To link a spot to UDC data, you must initially upload a UDC-capable spot to IXM One.

Note

The following spot types are suited for the processing of UDC data:

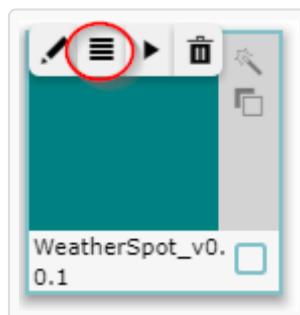
- HTML Basic spots
- HTML Wizard spots
- HTML Composer spots (when using widgets)

UDC data sources can be added to spots as well as spot instances.

→ Open the Data sources tab in the spot properties under **Content > Playlist > Selectable Spots >**



in the tile view of the spot.



→ Click on the **Add data source** button and select the desired data source. A new entry is added to the table.

Edit spot properties

| General | Name | Designation | Data type | Filter type |
|----------------------|------|-------------|-----------|-------------|
| Tags | | | | |
| Data sources | | | | |
| Occurrences in spots | | | | |
| Changelog | | | | |
| Variants | | | | |
| Details | | | | |
| Validity | | | | |

Add data source

Save Cancel

Filtering data

| Name | Designation | Data type | Filter type |
|-----------------------------|-------------|-----------|-------------|
| Grassfish Bluefox News I... | News | Messages | No filter |

By default, table data is not filtered and therefore contains all information provided by the data source by definition.

→ By double-clicking on the displayed entry (except for the Designation column) you can define the filter.

Distinct designation of the data source

The designation of a data source must be distinct within a spot or a spot instance and therefore can only be assigned once.

→ Double-click on the entry in the Designation column to change the value directly in the list.

| Name | Designation | Data type | Filter type |
|---------------------------|-------------|-----------|-----------------|
| Grassfish Bluefox Weather | Weather | Weather | Specific filter |
| | | | |

Note

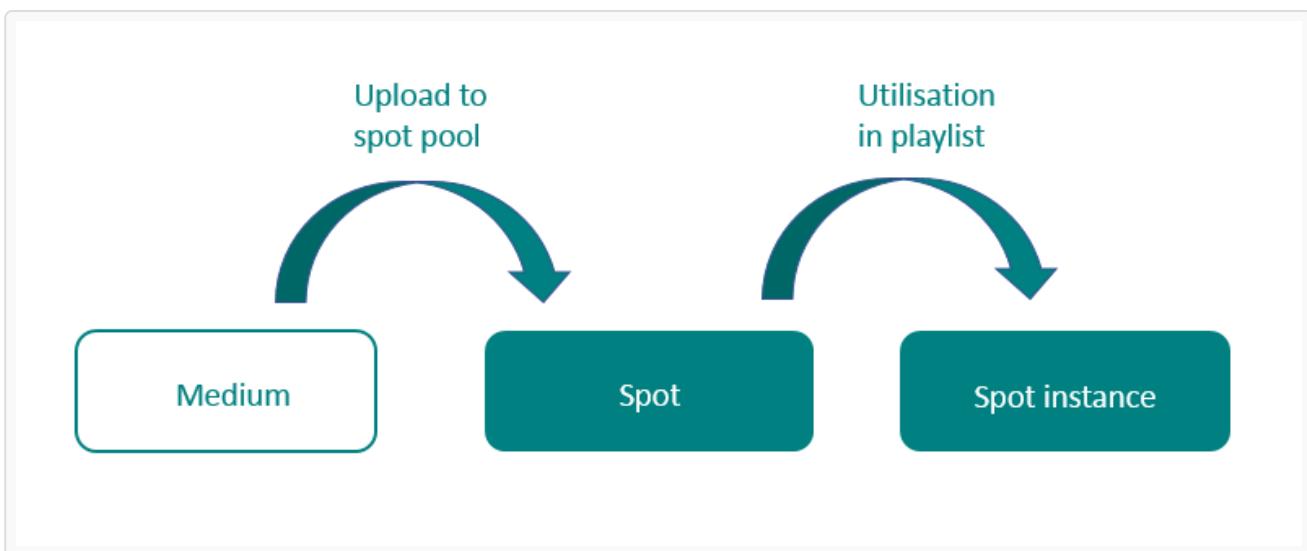
Please note that the designation is used to identify the data source within the spot as well as to access specific data.

If you change the designation in IXM One, this change must also be made in the corresponding spot and vice versa. If not, data is not written correctly and can lead to subsequent errors.

Spot vs. Spot instance

After an applicable spot is uploaded, it is registered in IXM One and stored in the spot pool.

→ Dragging a spot to a playlist creates a spot instance (a logical copy of the spot).



If UDC data sources are assigned to a spot and this spot is then dragged to a playlist, the data sources are taken over.

Note

Subsequent changes to the spot have no impact on the spot instance and vice versa.

It is therefore recommended to always make general changes relating to UDC data sources to the spot and upgrade via the function Tools > Replace spot (in the lower right area of the Selectable spot pane). This way, the settings are retained and it is not necessary to set up the UDC data again.

Requesting UDC data

URL: <https://docs.grassfish.com/docs/requesting-udc-data>

Archiviert am: 2025-07-17 18:36:30

Requesting dynamic data via the UDC interface is simple with the gfUdcConnector. Use the following instructions to integrate the connector in HTML Basic and HTML Wizard spots.

Including the library

The gfUdcConnector is embedded in the index.html page via the „script“ tag, e.g.: `<script src="PATH_TO_SCRIPT/gfUdcConnector.js"></script>`

Instantiating the gfUdcConnector

In order to allow the invocation of the gfUdcConnector function, it must be instantiated within the particular code prior to this:

```
var udc = new GFUdcConnector();
udc.getVersion();
```

Object typification

UDC data objects

In order to better illustrate the structure of the data, individual objects are typified and used for descriptions of functions in the following sections.

UdcData

```
UdcData: {
  Success: boolean,
  Result: DataSource[]
};
```

| Property | Description |
|----------|-------------|
| | |

| | |
|---------|---|
| Success | true: valid data is available false: error encountered during data request |
| Result | Array of DataSource objects which relate to data sources linked to the spot (see Adding a data source). Therefore, the number can also be "0..n". |

UdcDataByKey

```
UdcDataByKey: {
  Success: boolean,
  Result: DataSource
};
```

| Property | Description |
|----------|--|
| Success | true: valid data available false: error encountered during data request |
| Result | The DataSource object which was resolved via the description. undefined, if no data source was found for the corresponding description. |

DataSource

```
DataSource: {
  Categories: Category[],
  ContainerGuid: string,
  Elements: Element[],
  Key: string,
  LastModified: string,
  PluginInstanceName: string
};
```

| Property | Description |
|---------------|--|
| Categories | Array of 0..n Category objects |
| ContainerGuid | Distinct identification of the data source (specific to the spot or spot instance) |
| Elements | Array of 0..n Element objects |

| | |
|--------------------|--|
| Key | Description of the data source. This value relates to the one assigned to the description of the data source in CMS (specific to the spot or spot instance). |
| LastModified | Last modification |
| PluginInstanceName | Name of the data source |

Category

```
Category: {
  ExternalId: string,
  Id: number,
  LastModified: string,
  MediaFiles: any[]
  Name: string
};
```

| Property | Description |
|--------------|--|
| ExternalId | Distinct identification |
| Id | Internal key for logical relationships with the Element objects. |
| LastModified | Last modification |
| MediaFiles | Array of file information. These depend on the applicable plugin and are not described further here. |
| Name | Name of the category |

Element

```
Element: {
  CategoryIds: number[],
  ElementValues: any[],
  ExternalId: string,
  Guid: string,
  Id: number,
  LastModified: string,
  MediaFileBaseUrl: string,
  MediaFileDirectory: string,
  MediaFiles: any[],
```

```

    Name: string
};

```

| Property | Description |
|--------------------|--|
| CategoryIds | Combination with 0..n Category objects |
| ElementValues | Object with the applicable information in form of a list of key-value pairs. These are already typified but depend on the corresponding plugin and are not described here further. |
| ExternalId | Distinct identification |
| Id | Internal key |
| LastModified | Last modification |
| MediaFileBaseUrl | URL to UDC media on the server/player |
| MediaFileDirectory | Directory of the file system on the server/player |
| MediaFiles | Array of 0..n MediaFile objects |
| Name | Name of the element |

MediaFile

```

MediaFile: {
  Image: string
};

```

| Property | Description |
|----------|-------------------------|
| Image | File name of the medium |

Debug objects

The determination of the parameters required for the test connection is described in detail in [Setting up a UDC test connection](#).

DebugServer

```
DebugServer = {  
    url: string,  
    locationId: number,  
    spotId: number,  
    sessionId: string  
};
```

| Property | Description | Example |
|------------|--|---|
| locationId | Internal key of the player | 65 |
| sessionId | Valid session key for the authentication | d3872316-dc92-48e8-8659-341084b2ee12 |
| spotId | Internal key of the spot | 697 |
| url | Address to server web services | http://{DOMAIN}/GV2/Webservices/rest/gui/api/ |

DebugClient

```
DebugServer = {  
    ip: string,  
    siid: number  
};
```

| Property | Description | Example |
|----------|---|----------------|
| ip | IP address of the player which should be tested | 192.168.169.73 |
| siid | Internal key of the spot instance | 529 |

DebugFile

```
DebugServer = {  
    url: string  
};
```

| Property | Description | Example |
|----------|---|-----------------|
| url | Relative path to locally available UDC data | ./mock/udc.json |

Available features

getData

By means of this function it is possible to retrieve all UDC data connected to the spot.

Parameters:

```
{callback} onSuccess: returns UdcData, result as plain text {string}  
{callback} onError: returns error message {string}
```

Example:

```
var udc = new GFUdcConnector();  
udc.getData(function(jsonData, plainData)  
{  
    // data as JSON {UdcData}  
    console.log(jsonData);  
    // data as plain text {string}  
    console.log(plainData);  
  
, function(message)  
{  
    console.error(message);  
});
```

Explanation:

The getData function is assigned with two call-back functions. If successful, the first function is invoked with the UdcData object and data as a string (see UdcData). In case of an error, the second function is invoked with the error message.

UdcData.Result is an array of DataSource objects which relate to the data sources which are linked to the spot or spot instance. Depending on how many data sources are assigned to the spot or spot instance, the number amounts to 0..n objects.

The individual data sources then must be identified via the description of the data source (key) and processed accordingly.

Note

If only few data sources are linked to the spot, it is recommended to retrieve data directly via the `GetDataByKey` function in order to avoid the subsequent identification.

However, at the same time this increases the number of HTTP requests and thus the system load.

getDataByKey

By means of this function it is possible to request a specific data source via its unique description.

Note

For a multitude of linked data sources, it is recommended to retrieve the data sources once with `GetData` and then process it. This conserves the system load.

Parameters:

```
{string} key: unique designator  
{callback} onSuccess: returns UdcDataByKey, result as plain text {string}  
{callback} onError: returns error message {string}
```

Example:

```
var udc = new GFUdcConnector();  
udc.getDataByKey("News", function(jsonData, plainData)  
{  
    // data as JSON {UdcData}  
    console.log(jsonData);  
  
    // data as plain text {string}  
    console.log(plainData);  
  
, function(message)  
{  
    console.error(message);  
});
```

Explanation:

In addition to the unique description of the data source, the `getDataByKey` function is assigned with two call-back functions. If successful, the first function is invoked as a string with the `UdcData` object and data (see `UdcData`). In case of an error, the second function is requested with the error message.

`UdcDataByKey.Result` is a `DataSource` object which relates to a data source assigned to a spot or spot instance. If a data source cannot be found via its unique description, it is `UdcDataByKey.Result` undefined.

setLocalTestData

By means of this function it is possible to test a spot against various UDC web services and goals during development. The parameters of the individual connection types must be set correctly in order to ensure the error-free operation of the interface.

Note

This functionality is primarily intended for development and must be commented out or removed entirely when going live. If not, it is possible to encounter unwanted erroneous behaviour.

Parameters:

{DebugServer|DebugClient|DebugFile} connection

Example:

```
var udc = new GFUdcConnector();
var connection = {
    ip: "192.168.169.73",
    siid: 529
};
udc.setLocalTestData(connection);
// fetch some data...
```

Explanation:

Depending on the transferred connection type, data is requested from the corresponding source and then made available. For this, the following distinction is made:

- Testing against server web services, handover of DebugServer object
- Testing against player web services, handover of DebugClient object
- Testing against a local file, handover of DebugFile object

Further information can be found under Setting up a UDC test connection.

registerLogHandler

By means of this function, it is possible to request additional logs via the gfUdcConnector.

Parameters:

{callback} onLog: returns log messag {string}

Explanation:

```
var udc = new GFUdcConnector();
udc.registerLogHandler(function(message)
{
    console.log(message);
});
```

Explanation:

The registerLogHandler function is assigned with a call-back function as a parameter which in case of an entry, is invoked via the gfUdcConnector. The log notification is rendered as a parameter.

Setting up a UDC test connection

URL: <https://docs.grassfish.com/docs/setting-up-a-udc-test-connection>

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In order to test the different web services (server and client) and to improve the stability of the spot via local data, it is possible to set up test connections. The corresponding parameters must be defined correctly and in part, have a limited validity.

Note

To secure a correct operation of the spot, the spot developer must ensure that the spot

- is tested against all web services (server and client)
- is transferred to all corresponding player types and the playback is tested (players have different web engines and therefore exhibit differing behavior).

The test connection is set up via the `setLocalTestData` function (see `setLocalTestData`). Below, the determination of the parameters as well as the creation of a local data file under the use of the browser developer tools is explained.

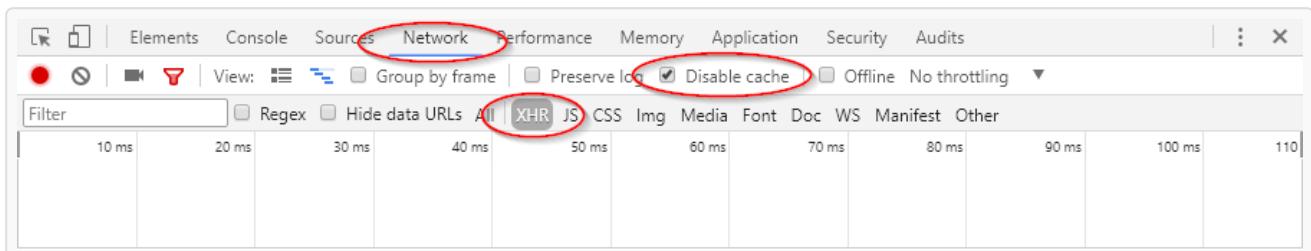
Using developer tools

The required values can be read out via the developer tools of the browser.

Note

We recommend Google Chrome. However, it's possible to use other browsers.

It is recommended, to permanently deactivate the browser cache and to filter the display of the requests as specified in the following image:



Testing of web services

Parameters for the server web service

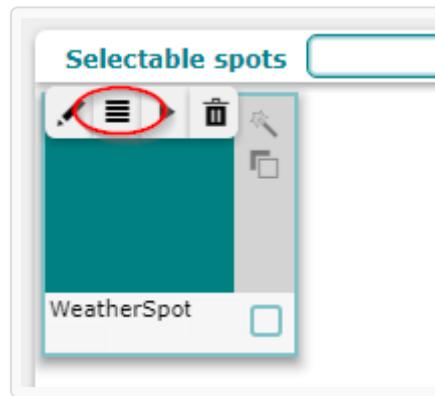
Note

In order to allow for all required parameters to be read out, a corresponding spot with a UDC data source must be available in IXM One.

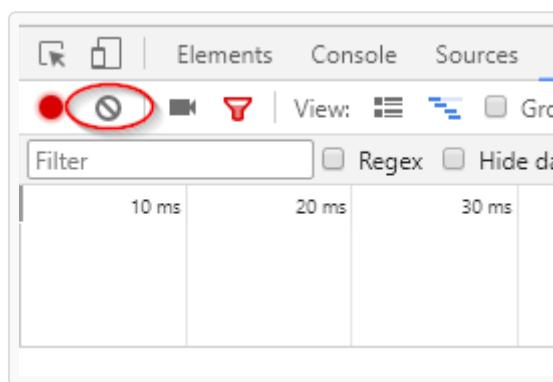
1. IXM One: Log in and open the **Edit spot properties** window of the spot which should be tested under **Content > Playlist > Selectable spots >**



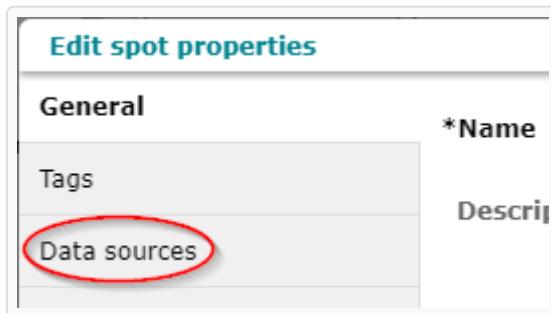
in the tile view of the spot.



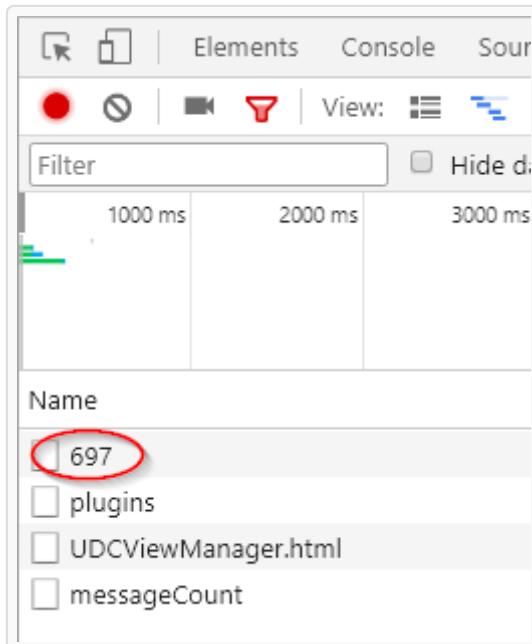
2. Developer tools: Open the developer tools of the browser via the keyboard shortcut CTRL+SHIFT+I (for Windows operating systems only).
3. Developer tools: Switch to the **Network** tab.
4. Developer tools: Delete existing requests by clicking on the icon as illustrated in the image below.



5. IXM One: In the **Edit spot properties** window select the **Data sources** tab.



6. Developer tools: Click on the displayed number (Id), in order to display the corresponding details on the right.



7. Developer tools: In the pane **Details** switch to the **Headers** tab.

8. Developer tools: Select the request URL shown including „api/“ and copy the highlighted value to the clipboard with CRTL+C.

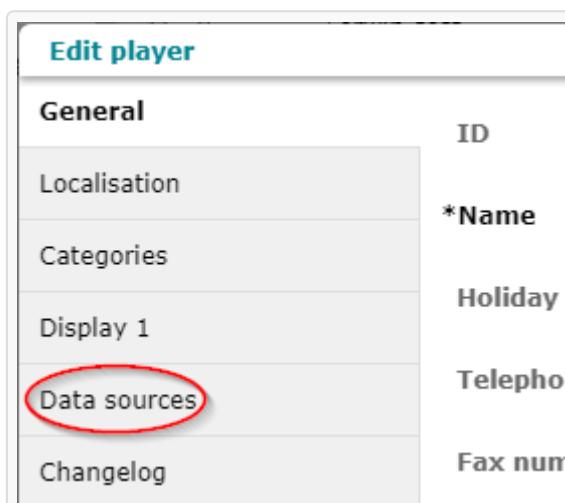
The screenshot shows the Network tab of the Google Chrome developer tools. A specific request is selected, and its details are shown in the Headers tab. The General section of the Headers tab is expanded, displaying the following information:

- Request URL: <http://dev4/GV2/Webservices/rest/gui/api/UDCViews/Spot/697>
- Request Method: GET
- Status Code: 200 OK
- Remote Address: 192.168.168.21:80

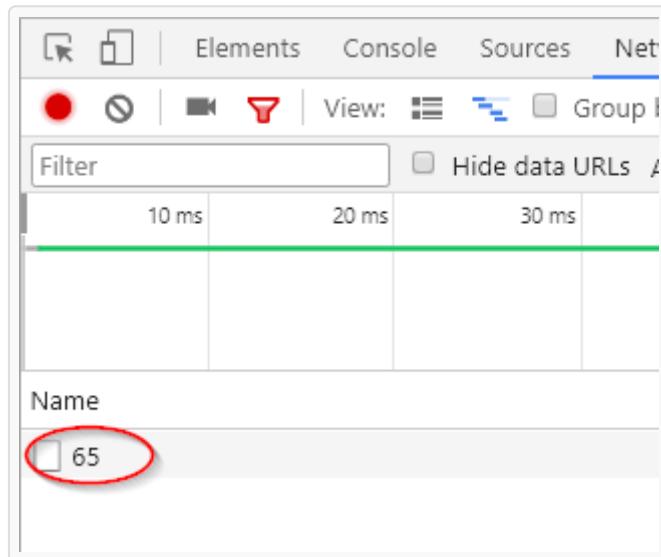
9. Code: Replace the value of DebugServer.url with the value saved to the clipboard.

locationId

1. IXM One: Open the **Edit player** window of the player which should be tested under **Channels > Location > [Name of the location] > Edit player**.
2. Developer tools: Open the developer tools via the keyboard shortcut CRTL+SHIFT+I, switch to the **Network** tab and delete the existing requests.
3. IXM One: Click on the **Data sources** tab.



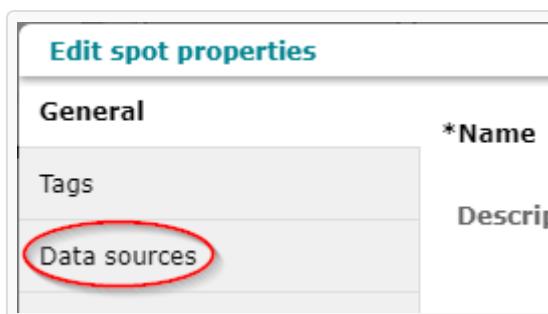
4. Developer tools: Identify the displayed value (Id).



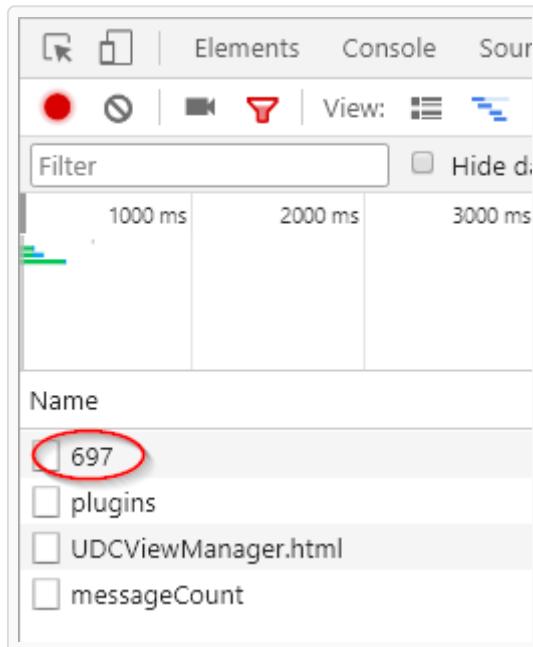
5. Code: Use the value for DebugServer.locationId (see DebugServer).

spotId

1. IXM One: Open the spot properties.
2. Developer tools: Open the developer tools via the keyboard shortcut CRTL+SHIFT+I, switch to the **Network** tab and delete the existing requests.
3. IXM One: In the **Edit spot properties** window click on the **Data sources** tab.



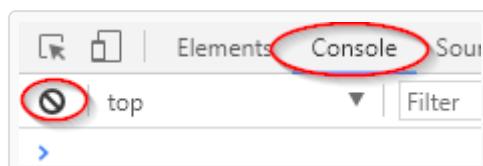
4. Developer tools: Identify the displayed value (Id).



5. Code: Use the above value for DebugServer.spotId (see DebugServer).

sessionId

1. IXM One: Open IXM One or if there is already one instance of IXM One running, close the current session via the log out icon in the top right. The login window is shown.
2. Developer tools: Open the developer tools of the browser.
3. Developer tools: Switch to the **Console**.
4. Developer tools: Delete the existing values (see image):



5. IXM One: Log in to IXM One.

6. Developer tools: Highlight the session key and copy it to the clipboard.

```

LoginCtrl: clicked 'login'
undefined
StatusHandlerService: a process is loading... - COMMON.LOGIN
StatusHandlerService: setStatus: loading
CMSctrl: status isLoading:...true
UserService: initialise session ...
UserService: session id - 9a52abff-bc4b-4d77-8ae1-b5676157cbcd
UserService: logging in...
doReallyLoginSecure:dev, dev
UserService: login Data-{"SessionId":"9a52abff-bc4b-4d77-8ae1-b5676157cbcd","CustomerCode":"dev","UserName":"dev","Password":"9adc2fac822863a0d4044252f02a34a"

```

7. Code: Replace the value of DebugServer.sessionId with the value copied to the clipboard.

Note

The value for DebugServer.sessionId is only valid for the current session. For this reason, the window should be not closed during testing. The value must be renewed for every additional login as well as the above described process must be repeated.

Parameters for the client web service

Note

In order to allow for all required parameters to be read out, a corresponding spot with a UDC data source must be available in IXM One. It must be also be available in a playlist which has been transferred to a player.

Ip

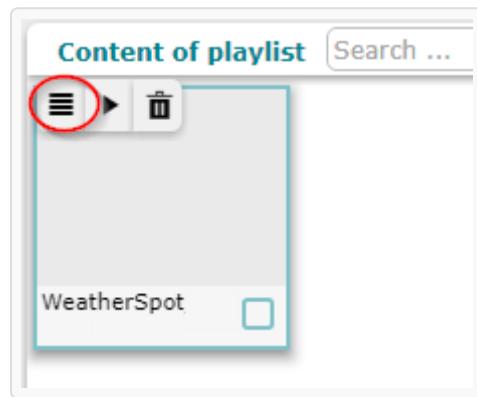
1. Player: Identify the IP address by pressing the F8 key.
2. Code: Use the displayed value for DebugClient.ip.

siid

1. IXM One: Log in and open the **Edit display properties** window of the spot instance which should be tested under **Content > Playlist > General playlists > [Name of the playlist] Playlist content >**



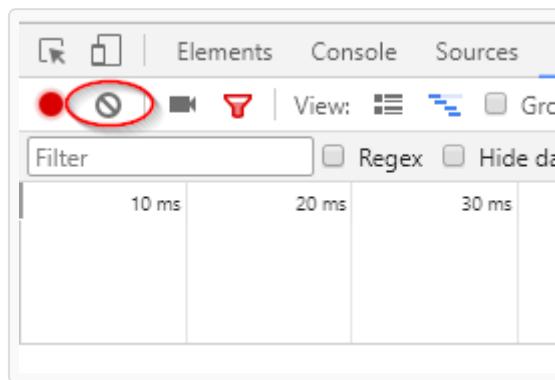
in the tile view of the spot.



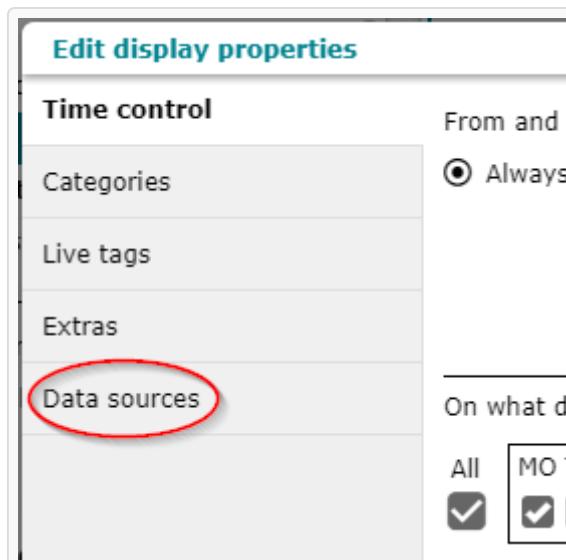
2. Developer tools: Open the developer tools of the browser via the keyboard shortcut CRTL+SHIFT+I (for Windows operating systems only).

3. Developer tools: Switch to the **Network** tab.

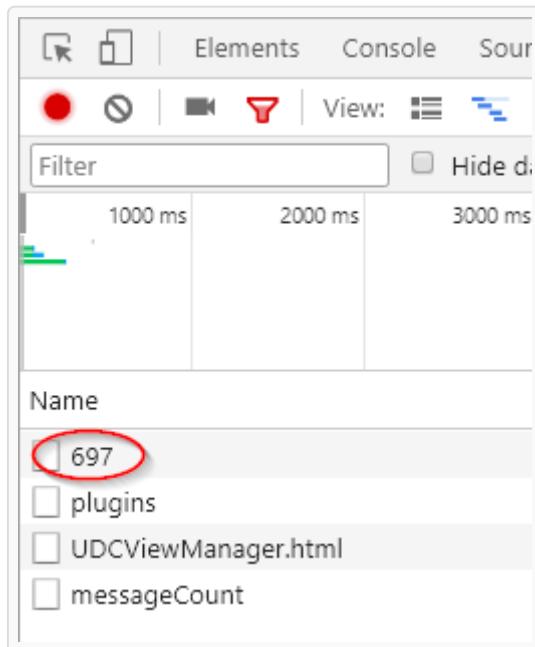
4. Developer tools: Delete the existing request by clicking on the icon as shown in the image below.



5. IXM One: In the **Edit display properties** window click on the **Data sources** tab.



6. Developer tools: Identify the displayed value (Id).



7. Code: Use the above value for DebugClient.siid.

Creating local test data

In order to test the spot against local data, establish an initial test connection to the web services, optionally via server or client. For this, the corresponding data sources are accessed.

Following this, complete the steps below:

1. Browser: Open the spot in the browser via the aslInterface.
2. Developer tools: Open the developer tools via the keyboard shortcut CRTL+SHIFT+I.
3. Developer tools: Switch to the **Network** tab.
4. Developer tools: Identify the UDC request:
 - It starts with a distinct description (e.g. "News").
 - If there are two entries available, select the entry with the larger file size (it contains the data).

| Name | Status | Type | Initiator | Size | Time |
|---|----------|----------|------------------|---------|--------|
| index.html | Finished | document | Other | 438 B | 1 ms |
| gfUdcConnector.js | Finished | script | index.html | 0 B | 1 ms |
| script.js | Finished | script | index.html | 0 B | 2 ms |
| News?ts=1511792093187&locationId=65&spotId=697&sessionId=3... | 200 | xhr | gfUdcConnecto... | 230 B | 14 ms |
| News?ts=1511792093187&locationId=65&spotId=697&sessionId=3... | 200 | xhr | Other | 14.3 KB | 1.08 s |

5. Developer tools: Click on the request in order to show the **Details** pane on the right.

6. Developer tools: Switch to the **Response** tab and copy its entire content to the clipboard.

```

1 { "Success": true,
2   "Result": {
3     "Key": "News",
4     "ContainerGuid": "acf000d1-196d-45c0-8f2e-1a2a2a2a2a2a",
5     "PluginInstanceName": "Grassfish News UDC",
6     "LastModified": "2017-11-27T14:23:45Z",
7     "Categories": [
8       {
9         "Id": 234,
10        "ExternalId": "Top News DE - Reut",
11        "Name": "Top News DE - Reut",
12        "LastModified": "2017-10-17T14:23:45Z",
13        "MediaFiles": []
14      }
15    ]
16  }
17 }
```

7. Code: Create a new JSON file in the spot project (e.g. udc.json).

8. Code: Insert the content of the clipboard in the previously created file and save it.

Linking local test data

The JSON file created with local test data in the spot project can now be used as follows:

```
var udc = new GFUdcConnector();
var connection = {
  url: "./udc.json"};
udc.setLocalTestData(connection);
// fetch some data...
```

Using local test data allows for a simple and convenient way to develop the spot against a static server and client solution. Further, it is possible to quickly modify the data and simulate various scenarios.

Configurations

URL: <https://docs.grassfish.com/docs/configurations>

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:

Specify spot information

URL: <https://docs.grassfish.com/docs/en/specify-spot-information>

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You can specify general spot information in the ascData.json file. To do so, add the relevant information in the following sections.

Document

| Setting | Field | Data | Description |
|-----------------|-----------|---------|--|
| SpotIdentifier | Mandatory | String | Specify a spot identifier to verify that this is the correct spot when replacing it. |
| SpotVersion | Mandatory | String | Specify the current version of the spot or JSON structure. |
| ApiVersion | Mandatory | Integer | <p>Specify your API version.</p> <p>The API version must match IXM One version to ensure the functionality.</p> <p>If the API version and IXM One version are not compatible, you'll see a message that the spot can't be guaranteed.</p> |
| Width | Optional | Integer | <p>Specify the height of the spot.</p> <p>We recommended that you specify the target resolution so that the spot scales correctly.</p> <p>If you can enter 0 or leave the value blank, the spot must scale itself.</p> |
| Height | Optional | Integer | <p>Specify the width of the spot.</p> <p>We recommended that you specify the target resolution so that the spot scales correctly.</p> <p>If you can enter 0 or leave the value blank, the spot must scale itself.</p> |
| BackgroundColor | Optional | String | <p>Specify a background color for the display of the spot.</p> <p>If you leave the value blank, IXM One uses the playlist color as the background.</p> <p>If you define a custom background in the spot, it will overlay the background.</p> |

```
{
    "Content": {},
    "Document": {
        "SpotIdentifier": "SampleSpot",
        "SpotVersion": "1.0.0",
        "ApiVersion": 5,
        "Width": 1920,
        "Height": 1080,
        "BackgroundColor": "#00838F"
    }
}
```

Options

| Setting | Field | Data | Description |
|------------------------|----------|---------|---|
| PossibleResolutions | Optional | Array | <p>Specify an optional list of resolutions that a spot supports.</p> <p>You can't use this option together with DynamicResolution.</p> <p>Example:</p> <pre>"PossibleResolutions": [{ "Width": 1920, "Height": 1080 }, { "Width": 1080, "Height": 1920 }]</pre> |
| EnablePlayerSelection | Optional | Boolean | <p>Use this option to enable player selection in the spot.</p> <p>Example: "EnablePlayerSelection": true</p> |
| DisableBackgroundColor | Optional | Boolean | <p>Use this option to disable setting a background color.</p> <p>Example: "DisableBackgroundColor": true</p> |

| | | | |
|------------------------|----------|---------|--|
| UseSingleElementUpdate | Optional | Boolean | <p>Use this option to react to changes in a single element.</p> <p>If this option is enabled, you don't have to register a handler for an element, the global DataChanged handler will handle it.</p> <p>Example: "UseSingleElementUpdate": true</p> <p>Registration in the spot:</p> <pre>gfWizardBase.registerSingleElementUpdatedHandler("myElement", myElementUpdatedFunction); ... function myElementUpdatedFunction() { //change the value of the single element }</pre> |
| DynamicResolution | Optional | Object | <p>Specify the height and width of the wizard spot.</p> <p>You can't use this option together with PossibleElements.</p> <p>Example:</p> <pre>"DynamicResolution": { "Active": true, "MinWidth": 400, "MaxWidth": 2000, "MinHeight": 300, "MaxHeight": 3000 }</pre> |

Elements

| Setting | Field | Data | Description |
|-------------|-----------|--------|--|
| Id | Mandatory | String | <p>Specify a unique ID for the element.</p> <p>Example: "Id": "myUniqueElementId"</p> |
| DisplayName | Mandatory | String | <p>Specify the display name in the wizard.</p> <p>Optionally, the display name can be translated in the translation table.</p> |

| | | | |
|--------------|-----------|--------|---|
| DataType | Mandatory | String | Specify the type of element and by which ItemRenderer it is rendered Example: "DataType": "group" |
| Translations | Optional | Object | Supply direct translations for the DisplayName. The language code is the key. Example: <pre>"Translations": { "de": { "DisplayName": "Beispiel name" } }</pre> |
| Description | Optional | String | Specify an additional description for all input elements in the group. Example: <pre>"Description": "Eingabefeld.", "Translations": { "en": { "Description": "Input field." } }</pre> |

Groups

| Setting | Field | Data | Description |
|-----------------|-----------|--------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "group" |
| Elements | Mandatory | Array | Contains the sub-elements of the group but can also be an object. |

Checkbox

| Setting | Field | Data | Description |
|---------|-------|------|-------------|
| | | | |

| | | | |
|-----------------|-----------|---------|--------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "boolean" |
| Value | Mandatory | Boolean | Example: "Value": false |

Number selection

| Number | Field | Data | Description |
|---------------------|-----------|--------|--|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "number" |
| Value | Mandatory | Number | Example: "Value": 42 |
| Options -> Minimum | Optional | Number | Specify the minimum value in the number selection Example: "Minimum": 1.0 |
| Options -> Maximum | Optional | Number | Specify the maximum value in the number selection Example: "Maximum": 999 |
| Options -> StepSize | Optional | Number | Specify the rounding value in the number selection Example: "StepSize": 0.1 |

Color selection

| Setting | Field | Data | Description |
|-----------------|-----------|--------|------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "color" |

| | | | |
|--------------------|-----------|---------|--|
| Value | Mandatory | String | Specify a color in RGB hex format starting with # Example: "Value": "#FF0000" |
| Options -> UseRGBA | Optional | Boolean | Use this option to use RGBA format such as rgba(255,0,0,1) Example: "UseRGBA": true |

Date

| Setting | Field | Data | Description |
|--------------------|-----------|--------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "(DataType": "date" |
| Value | Mandatory | String | Specify a date in the following format: YYYY-MM-DDThh:mm:ss Example: "Value": "2015-09-13T00:00:00" |
| Options -> MinDate | Optional | String | Specify the minimum date before which no date can be selected YYYY-MM-DDThh:mm:ss, or set Today for the current date Example: "MinDate": "Today" |
| Options -> MaxDate | Optional | String | Specify the maximum date after which no date can be selected YYYY-MM-DDThh:mm:ss, or set Today for the current date Example: "MaxDate": "Today" |

Time

| Setting | Field | Data | Description |
|-----------------|-----------|--------|------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "(DataType": "time" |

| | | | |
|------------------------|-----------|---------|---|
| Value | Mandatory | String | Use this as a time counter that displays the time Examples: "Value": "13:59:57" or "Value": "13:59:57.000" |
| Options -> WithSeconds | Optional | Boolean | Specify whether the time stepper is displayed with seconds Example: "WithSeconds": true |

Dropdowns

| Setting | Field | Data | Description |
|-----------------|-----------|--------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "list" |
| Items | Mandatory | Array | Example: <pre>"Items": ["Cow", "Horse", "Sloth"]</pre> |
| Value | Mandatory | Array | Saves the entry from the Items array in the node Example: "Value": "Horse" |
| Translations | Optional | Object | Specify translations for each value in Translation Example: <pre>"Translations": { "de": { "DisplayName": "Irgendein Listet", "Cow": "Kuh", "Horse": "Pferd", "Sloth": "Faultier" } }</pre> |

| | | | |
|--------------------------|----------|---------|--|
| Options -> searchEnabled | Optional | Boolean | Use this option to make the dropdown in the Headings component searchable. Example: "searchEnabled": true |
|--------------------------|----------|---------|--|

Simple text inputs

| Setting | Field | Data | Description |
|------------------------------|-----------|---------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "simpleText" |
| Value | Mandatory | Array | <p>Specify an array of objects that each have a text property in which the user can type.</p> <p>Example:</p> <pre> "Value": [{ "SpotId": 1, "Clipping": { "Width": 533, "Height": 300, "X": -200, "Y": -500 }, { "SpotId": 2, "Clipping": { "Width": 1920, "Height": 1080, "X": 0, "Y": 0 }, { "SpotId": 2 }]]] </pre> |
| Options -> NumberOfInstances | Optional | Integer | <p>Specify how many instances of a text input a user can create. The user can't create other instances.</p> <p>Example: "NumberOfInstances": 1</p> |

| | | | |
|--|----------|---------|--|
| Options -> MultilineSize | Optional | Integer | Specify how large the text input is displayed. That is, how many characters the user can enter. Excess text can be cut off. Example: "MultilineSize": 4 |
| Options -> MaxChars | Optional | Integer | Specify how many characters the user can set. Excess text can be cut off. Example: "MaxChars": 120 |
| Options -> Required | Optional | Boolean | Enforce that something must be entered in the text field. Example: "Required": true |
| Options -> ValidationRegExp | Optional | String | Specify a regular expression that must be met to save the text. The message can contain tokens which can be translated in the translations. Note that backslashes must be escaped. Example: "ValidationRegExp": "[\d]*" |
| Options -> ValidationRegExpDescription | Optional | String | Specify an error message for the regular expression. The message can contain tokens which can be translated in the translations. Example: "ValidationRegExpDescription": "Only numbers are allowed." |

Link pictures from media management

| Media | Field | Data | Description |
|-----------------|-----------|--------|-------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| MediaType | Mandatory | String | Example: "MediaType": "media" |

| | | | |
|------------------------------------|----------------|------------------|--|
| Value | Mandatory | Array of objects | <p>Specify an array of objects that contain media references clipping of the medium.</p> <p>Example:</p> <pre>"Value": [{ "SpotId": 1, "Clipping": { "Width": 533, "Height": 300, "X": -200, "Y": -500 }, { "SpotId": 2, "Clipping": { "Width": 1920, "Height": 1080, "X": 0, "Y": 0 }, { "SpotId": 2 }]</pre> |
| Options RestrictedMediaTypeList | -> Optional | Array of strings | <p>Specify which type of media can be selected from the media</p> <p>The following are valid values: Video, Picture, Mp3</p> <p>Example: "RestrictedMediaTypeList": ["Picture"]</p> |
| Options -> UseClipping | Optional | Object | <p>Enable clipping in the HTML Wizard by specifying the resolution</p> <p>Example:</p> <pre>"UseClipping": { "Width": 400, "Height": 300 }</pre> |

| | | | |
|---|----------|---------|--|
| Options -> UseClipping -> LinkedToSpotResolution | Optional | Object | <p>Use this option to link clipping of a medium with the PossibleResolutions.</p> <ul style="list-style-type: none"> • To enable the option, set Active to true. • To set the clipping window size to the resolution of the spot, set the LinkedToSpotResolution object to true. <p>You can set the clipping to an optional number of different sizes. If the clipping window has a different aspect ratio than the spot, the width and height must be identical with the width and height in PossibleResolutions.</p> <p>Example:</p> <pre> "UseClipping": { "Width": 400, "Height": 300, "LinkedToSpotResolution": { "Active": true, "Mappings": { "1920x1080": { "Width": 400, "Height": 300 }, "1080x1920": { "Width": 200, "Height": 600 } } } } </pre> |
| Options -> NumberOfInstances | Optional | Integer | <p>Specify how many instances of the media a user can create. This feature is helpful if you want to limit the number of instances a user can create and can't create other instances of media. This feature is helpful if you want to limit the number of instances a user can create and can't create other instances of media.</p> <p>Example: "NumberOfInstances": 3</p> |

HTML text input

| Setting | Field | Data | Description |
|-----------------|-----------|--------|---------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "htmlText" |

| | | | |
|--|-----------|---------|--|
| Value | Mandatory | String | This value is set by the HTML editor configuration. Example: "Value": "<div style=\"letter-spacing: 1px; font-family: Arial; font-size: 14px; border: 1px solid black; padding: 5px; width: 100%; height: 100px;\">The new html texteditor</div>" |
| Options -> MultilineSize | Optional | Integer | Specify how large the text input is displayed without a line break. Example: "MultilineSize": 4 |
| Options -> MaxChars | Optional | Integer | Specify how many characters this user can enter. Example: "MaxChars": 120 |
| Options -> UseFontFromFontList | Optional | Boolean | Specify that the server can use fonts. True or false. Example: "UseFontFromFontList": true |
| Options -> ValidationRegExp | Optional | String | Specify a regular expression that must be matched which can be translated in Translations. Example: "ValidationRegExp": "[\d]*" |
| Options -> ValidationRegExpDescription | Optional | String | Specify the error message for the regular expression. Example: "ValidationRegExpDescription": "Please enter a number." |
| Options -> BackgroundColor | Optional | String | Specify a color to tone the background. Example: "FontColor": "#F7F700" |
| Options -> FontColor | Optional | String | Specify a font color that is initially used. Example: "FontColor": "#800080" |
| Options -> HideTextInput | Optional | Boolean | Use this option to hide the text entry box. Example: "HideTextInput": true |
| Options -> HideSizeInput | Optional | Boolean | Use this option to hide the parameters. Example: "HideSizeInput": true |

| | | | |
|-----------------------------------|----------|---------|---|
| Options -> HideColorInput | Optional | Boolean | Use this option to hide the parameters Example: "HideColorInput": true |
| Options -> HideLineHeightInput | Optional | Boolean | Use this option to hide the parameters Example: "HideLineHeightInput": true |
| Options -> HideLetterSpacingInput | Optional | Boolean | Use this option to hide the parameters Example: "HideLetterSpacingInput": true |
| Options -> HidePaddingInput | Optional | Boolean | Use this option to hide the parameters Example: "HidePaddingInput": true |
| Options -> HideBoldInput | Optional | Boolean | Use this option to hide the parameters Example: "HideBoldInput": true |
| Options -> HideItalicInput | Optional | Boolean | Use this option to hide the parameters Example: "HideItalicInput": true |
| Options -> HideUnderlineInput | Optional | Boolean | Use this option to hide the parameters Example: "HideUnderlineInput": true |
| Options -> DefaultFontFamily | Optional | String | Specify the default font. The value corresponds to the font in the dropdown menu is selected Example: "DefaultFontFamily": "Open Sans" |

Fonts

To design your spots, you can use fonts from the global font management and media from the media management.

You must add fonts that users select in IXM One under htmlText elements to the spot document. To do so, use the function **insertFontListCss** which is available in the WizardBase. This function should be invoked when htmlText elements are used.

```
gfWizardBase.insertFontListCss(ascData, returnFunction);
```

| | |
|----------|---|
| Function | Adds the CSS styles to the fonts used in the 'htmlText' elements to the document of the spot. |
|----------|---|

| | |
|--------------------|--|
| Parameter | ascData [optional]: can be used to manually transfer the ascData from which the font information is taken. returnFunction [optional]: is requested as soon as all fonts are loaded. It's also requested when fonts can't be loaded. |
| Examples | gfWizardBase.insertFontListCss(ascData, returnFunction); |
| WebFont | To ensure that the spot only shows data when the fonts are loaded, include the library WebFont . The WizardBase uses this library to add the fonts. The returnFunction is only requested after it is loaded. returnFunction is invoked. Without this library, it's possible that text is briefly displayed without the correct font. Source: https://github.com/typekit/webfontloader |
| WizardBase Version | Before version 2.0.1.0, the function was invoked without parameters. As of version 2.0.1.0, the parameters ascData and returnFunction are available as options. |
| Player | Windows/Linux, Android |

Content

Don't edit the content node and ensure that it's empty before uploading. The HTML Wizard sets references to the used fonts and media and saves them here.

| Setting | Field | Data | Description |
|--------------------|----------|------------------|---|
| Content->FontList | Optional | Array of objects | Fonts used in HTML text inputs, if UseFontFromFontList is set to true. |
| Content->MediaList | Optional | Array of objects | Specifies media used, which is referenced in media elements. |
| Content->MainMedia | Optional | Object | The reference to the index.html of the website spot. It is used for the main media element. |

Prior to the upload, content is empty:

"Content": {}

For testing, you can enter values in the following way:

```
"Content": {
  "FontList": [
    {
      "SpotId": 11,
```

```
        "FileName": "SampleFont.zip",
        "FullPath": "./fonts/FantasqueSansMono/style.css"
    },
],
"MediaList": [
{
    "SpotId": 1,
    "FullPath": "./media/1_picture.jpg",
    "FileName": "1_picture.jpg",
    "MediaType": "Picture",
    "Width": 640,
    "Height": 480
},
"MainMedia": {
    "FileName": "DemoSpot",
    "FullPath": "",
    "MediaType": "Html",
    "SpotId": 13
}
}
```

HTML Spot Development

URL: <https://docs.grassfish.com/docs/html-spot-development>

Archiviert am: 2025-07-17 18:36:43

:

Enable Swagger

URL: <https://docs.grassfish.com/docs/enable-swagger>

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Swagger is a collection of open source tools for designing, building, documenting, and consuming APIs. You can use it to test the server APIs.

To enable Swagger, perform the following steps:

1. Navigate to the master.config file.
2. Under **appSettings**, add the following entry: `<add key="EnableSwagger" value="true"/>`
3. Save your changes and close the file.

```
<configuration>
  <appSettings type="global">
    <add key="EnableSwagger" value="true"/>
  </appSettings>
```

Note

You can now access the Swagger site at: `http(s)://[server address]/gv2/webservices/API/swagger`

HTML Wizard Spots

URL: <https://docs.grassfish.com/docs/html-wizard-spots>

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The HTML Wizard allows you to configure HTML spots in IXM One. You can upload an HTML Wizard spot into IXM One as a ZIP file with the file extension **.asc.zip**. ASC stands for Advanced Spot Configurator.

This ZIP file must contain the following files at the top level:

- **index.html**: is the entry point into the HTML Wizard spot. Other resources can be accessed relatively, as is common in websites.
- **ascData.json**: contains all editable elements of this spot.
- **gfWizardBase.js**: instantiate this file in the root scope of the spot. You can also store this file in a sub-directory if you prefer.

Note

Without the index.html and the ascData.json file, the spot can't play correctly.

Use JavaScript libraries

With every server update, we deliver the relevant JavaScript libraries. For the best possible compatibility, we recommend downloading the libraries directly from the customer server.

gfSpotBase: <http://domain/gv2/gf/GFWebHtml/lib/gfSpotBase/src/gfSpotBase.js>

gfWizardBase: <http://domain/gv2/gf/GFWebHtml/lib/gfWizardBase/src/gfWizardBase.js>

gfUdcConnector: <http://domain/gv2/gf/GFWebHtml/lib/gfUdcConnector/src/gfUdcConnector.js>

ascInterface: <http://domain/gv2/gf/GFWebHtml/asc/ascInterface/ascInterface.html>

IXM One releases

URL: <https://docs.grassfish.com/docs/ixm-one-releases>

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Get the latest version

Please contact your Grassfish account manager to get the latest version.

IXM Version 12.0

11.07.2025

Update to 12.0

New name “IXM One”

As of this version, IXM One replaces the previous name IXM Platform.

API updates

This version includes the following updates:

- Optional name parameter for playlists: the name parameter in the `GET/Playlist` endpoint is now optional.
- Permission to assign spot tags: starting with this version, users must have write permissions for the spot group to assign spot tags via `PUT/Spots/Tags`.
- Permission to copy spots: starting with this version, users must have write permissions for the spot group to copy spots via `POST/Spots/CreateCopy`.

New features

With this version we've implemented the following features:

Create time-based event playlists

Starting with this release, you can schedule event playlists to start at regular intervals or specific times. This is especially useful when working with recurring or time-sensitive campaigns like promotions or announcements. For example, make sure your important announcement runs every 30 minutes, or run a meal voucher promotion at breakfast, lunch, and dinner times.

[Learn more in our webhelp ...](#)

Details panel always visible

The details panel in IXM One is now always visible to give you immediate access to important details of spots and media. However, you can change the configuration, so the panel is hidden and must be opened manually.

[Learn more ...](#)

Cleanup of empty directories

With this release, we're introducing a new empty directory cleanup process alongside the existing file cleanup. After cleaning up the files, the resulting empty directories are now also identified and deleted. This ensures a cleaner and better organized directory structure and reduces unnecessary clutter.

[Learn more ...](#)

Optional name parameter for playlists in API

The name parameter is now optional in the `GET /Playlists` API request. When you leave the name empty, the API returns all available playlists. However, you can still send API calls with a name like `GET /Playlists?name=DOOH` to get only playlists that match the specified name.

[Learn more about using the API ...](#)

Download all player logs

You can now download all log files from a player module in a single, compressed ZIP archive. This improvement makes it faster and more efficient to gather logs for analysis with one simple click. The ZIP format consolidates multiple logs into one file, making it easier to store and share.

[Learn more in our webhelp ...](#)

Automatically improve video uploads

We're introducing a new feature to automatically enhance video uploads. When you upload a video file, the system can now automatically analyze and convert the video into the optimal target codec for the best possible quality and compatibility. This enhancement eliminates the need for manual file conversion, saving valuable time and effort while ensuring your videos are compatible across various devices and platforms.

The video conversion process is tied to spot groups, meaning that if you upload a video to a specific spot group, the system automatically converts it if necessary.

[Learn more ...](#)

Clean up spot playtimes

We've implemented a new cleanup mechanism to address the accumulation of imported spot play times in the reporting database. Spot play times are now automatically deleted after 12 months to ensure optimal disk space usage and prevent server issues caused by full disk space.

Resolved issues

- We've fixed an issue where filtering dashboard messages for a specific range of days wasn't working.
- After the installer is finished and the services restarted, the webservices now stay up and running.
- After removing a player from the list, waiting list values are now updated in the DOOH chart.
- We've fixed the tooltip of the "Edit" icon that appears on a selectable media tile.
- We've fixed an issue where resetting the box and Box-ID wasn't working correctly.

- Filtering media is now possible when using the filter function in the “Select media file” dialog.
- We’ve fixed an issue with inconsistent behavior in LinkedList dependencies.
- We’ve fixed a typo and missing label text in the German version of the “Ticker” widget.
- After uploading a new video to IXM One, the metadata is now displayed in the spot details.
- The “Include not installed” setting in the “Player Online Offline” dashboard widget now works as expected.
- We’ve fixed the tooltip of the pie chart in the “Users Currently Logged In” dashboard widget to include all user types.
- We’ve added German translations for “on schedule” and “overdue” in the “Tasks Overview Per Plugin” dashboard widget.
- We’ve fixed a typo in the `GET/Spots` query parameter description.
- We’ve added a missing translation in the “Player licences” widget.
- We’ve fixed an issue where some logs were created even though all existing LogToFile keys were set to false in the master.config file.
- We’ve fixed an issue where unnecessary media preloading in the HTML Composer caused performance issues.
- The English version of the “Users login history” dashboard widget no longer loads the user count list values in German.
- We’ve fixed an API issue with `POST/Locations` where location users received a 403 forbidden message but the location was created correctly.
- We’ve fixed an API issue with `PUT/Spots` where the response was 200 instead of 400 when ValidFrom was greater than ValidTo.
- We’ve fixed an API issue with `PUT/Spots` where the response was 200 instead of 400 when ValidFrom was a different type than ValidTo.
- We’ve fixed an API issue with `DELETE/Spots` where it was not possible to delete a wizard spot uploaded via API.
- We’ve fixed an API issue with `POST/Spots/CreateCopy` where a spot was copied even though the user only had read permissions for the spot group.
- We’ve fixed an API issue with `PUT/Spots/Tags` where tags were assigned even though the user only had read permissions for the spot group.
- We’ve fixed an API issue with `PUT/Spots/Tags` where an existing tag was neither removed nor overwritten.
- We’ve fixed an API issue with `POST/Spots/CreateCopy` where the response was 200 even though the properties PlayerId and LocationId are mutually exclusive.
- We’ve fixed an API issue with `GET/Spots` where the response was 200 when the type value was valid, but no spots found for this type.
- We’ve fixed an issue where the spot pool preview was not available for website spots.
- For clarity, we’ve updated the descriptions of categories in `GET/Spots`.

- When creating a news item in IXM One, the visibility can no longer be set to a past date.
- We've fixed an API issue with `GET/Spots` where the response was 200 even though MinWidth value was negative.
- We've fixed an API issue with `GET/Spots` where the response was 200 even though MinHeigth value was negative.
- The online help icon now opens the correct pages from all areas of IXM One.
- We've fixed an issue where it was possible to edit the categories of multiple selected spots without selecting "Edit categories" but the changes were not saved.
- We've fixed an issue where the Player API couldn't detect its network settings and thus the server.
- We've fixed an API issue with `GET/Spots/AscContent` where ASC content was returned even though the user had no rights for the spot.
- The Player API endpoint `GET/api/v1.X/Updates` no longer fails, preventing players from receiving and installing updates.
- We've fixed an API issue where `GET/Spots/Preview` returned 200 OK even though the user had no rights for the spot or spot group.
- We've fixed an API issue where `GET/Spots/Thumbnail` returned 200 OK even though the user had no rights for the spot or spot group.
- We've fixed an API issue where `GET/Spots/Preview` returned 500 internal server error instead of 404 when the spot ID didn't exist.
- We've fixed an API issue with `POST/Spots/CreateCopy` where trying to delete a wizard spot that has copy caused a conflict.
- LinkLists now support relative URLs.
- We've fixed an issue where a server with version 11.17 was unable to cleanup staging data with more than two million rows.
- We've fixed an issue where the provisioning UI would hang if the player detected an unsupported server version or other critical error during initialization, and the player was incorrectly shown as online in IXM One.
- We've fixed an issue where an incorrect message appeared when re-initializing an already initialized player.
- We fixed an issue where the Player API and the Internet Broadcaster would fail when the file version of a spot changed.

Links to webhelp

| English | German |
|--------------------------------------|--|
| Administrator manual | Administratormanual |
| Standard user manual | Standardbenutzerhandbuch |

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

ASC means Advanced Spot Configurator. The ASC content of a spot refers to all editable elements of an HTML Wizard spot.

Random Media Viewer Spot

URL: <https://docs.grassfish.com/docs/random-media-viewer-spot>

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The Random Media Viewer spot allows you to randomly display media content of your choice.

- **Multiple videos or images:** the versatile template allows you to create a spot consisting of multiple videos or images.
- **Random selection:** each time the spot is viewed, one of the pre-selected videos or images is randomly chosen and displayed.

Note

Please contact Grassfish if you want to use this spot template.

Upload the spot

Upload the Random Media Viewer spot to IXM One. To do so, perform the following steps:

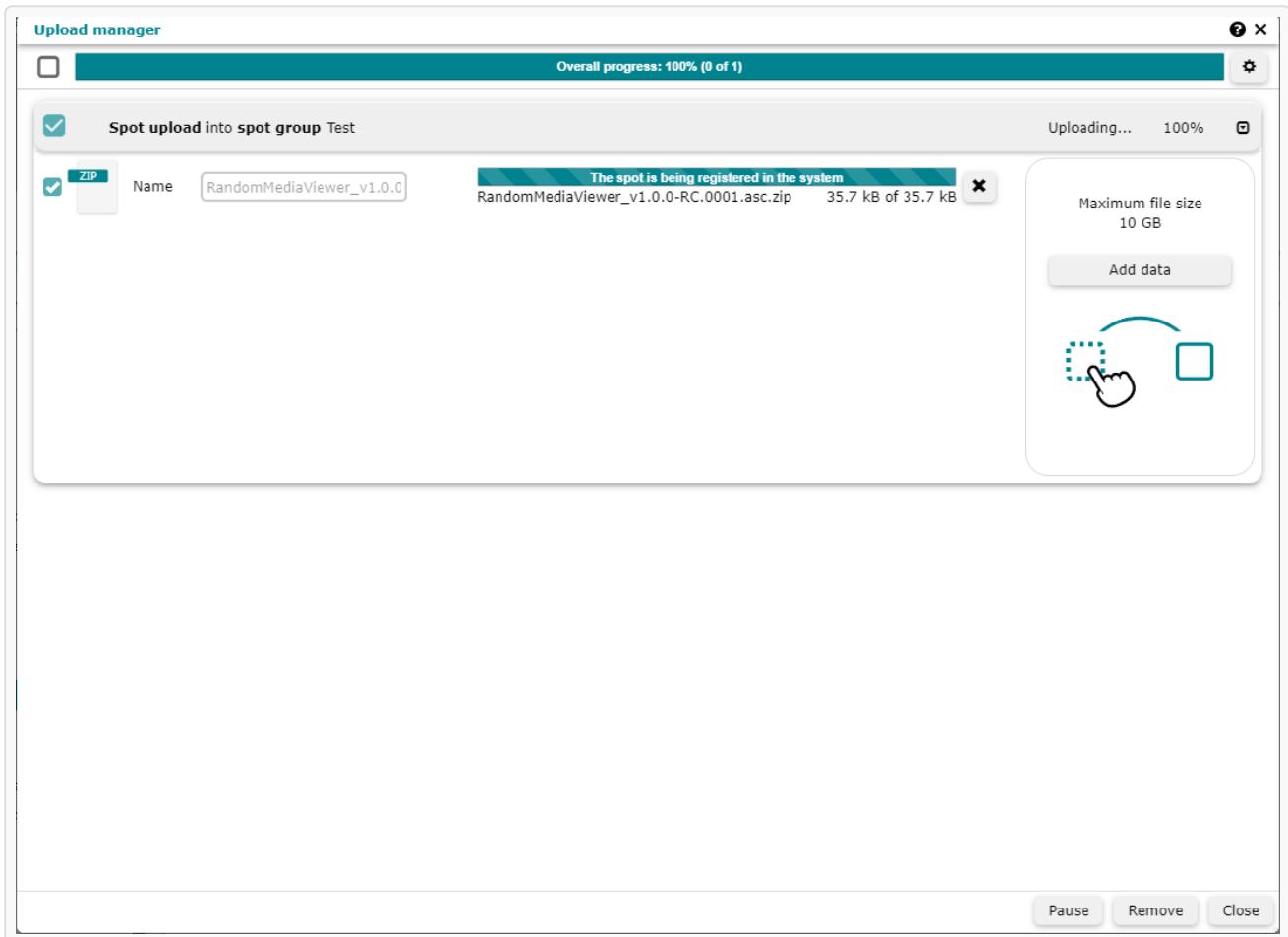
1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, click on **New**.
4. Select **Upload spots**.
5. Upload the Random Media Viewer spot in one of the following ways:
 - Drag and drop the ZIP file into the upload manager window.
 - Click on **Add data**, select the ZIP file from your files and click on **Open**.

6. Click



to start the upload.

7. Once the upload has finished, click **Close** to close the upload manager.



Configure the spot

To configure your spot in the HTML Wizard, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, hover over the Random Media Viewer spot and select **Edit content**. Alternatively, double-click on it.
4. Configure the spot with the following options:
 - **Resolution**: select a resolution from the dropdown menu.
 - **Spot duration**: specify how long the spot should play. Make sure that the spot duration of the spot, booking item, and media match.
 - **Background**: select and choose a background color (optional).
 - **Player**: select a player that should play the spot.
 - **Media**: edit, delete, or move your media files.
 - **Add medium**: select to add another media file.

5. Configure the following options (available from spot version 1.0.2):

- **Sequential playback:** select to play videos in the saved order. That means, not randomly.
- **Playback duration for images [sec]:** specify how many seconds each image should be displayed.
- **Enable reporting:** select to include data about this spot in your DOOH playback reports.

6. Once you've finished creating your spot, click **Save** and **Close**.



Use the spot for advertisement

You must create a DOOH booking item that contains the spot to play it. To do so, perform the following steps:

1. In IXM One, go to **DOOH > Booking**.
2. In the **Bookings** panel, click on **New**.
3. In the **Create new booking** dialog, click on **New**.
4. In the **Edit booking item for product** dialog, select your product and specify the booking details as needed.
5. In the **Spot** section, click on **Select from spot group**.
6. In the **Select spot** dialog, select your Random Media Viewer spot and click **Select**.
7. Configure all other booking settings as needed.
8. Click **Save** and **Close**.

Weekday Media Viewer Spot

URL: <https://docs.grassfish.com/docs/weekday-media-viewer-spot>

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With the Weekday Media Viewer spot, you can specify one image or video for each day of the week. That means, you can select seven media files and the system plays them on the day of the week that you assigned them to.

As an example, let's say you have screens in a hotel that provides conference rooms to companies during the work week. You want to adjust the display of content in the following way:

- Monday through Friday, the player displays a different video each day. Each video informs viewers about the scheduled conferences and events on the current day.
- Saturday through Sunday, the player displays hotel advertisement videos for regular guests.

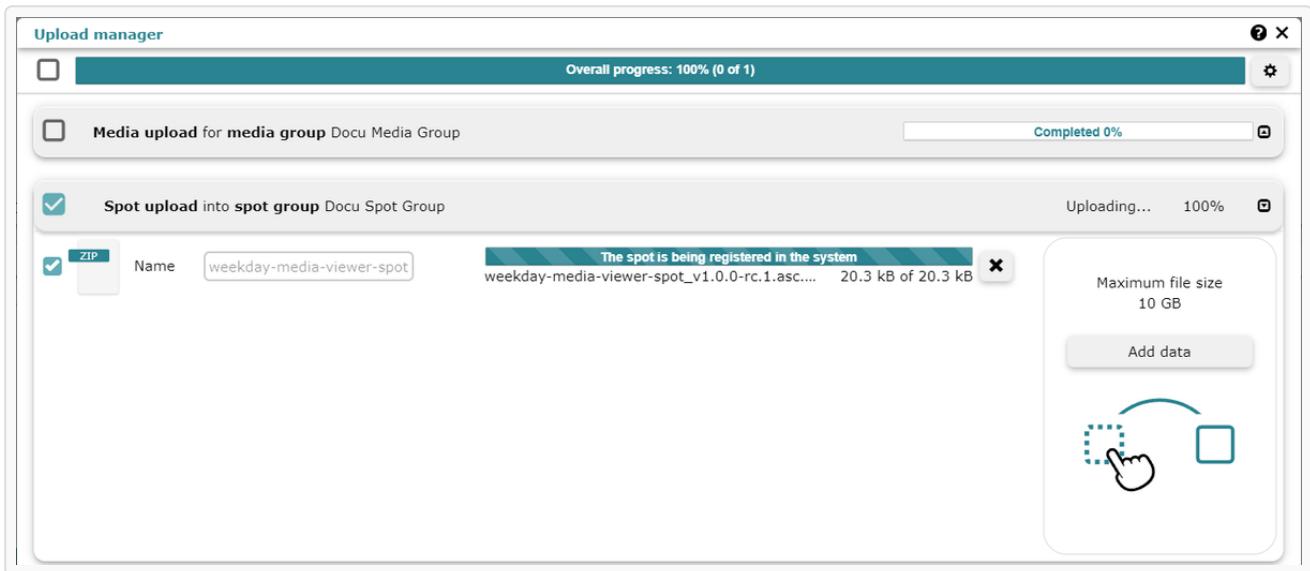
Note

Please contact Grassfish for information on how to get this solution.

Upload the spot

Upload the Weekday Media Viewer spot to the IXM One. To do so, perform the following steps:

1. In the IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, click on **New**.
4. Select **Upload spots**.
5. Upload the Weekday Media Viewer spot in one of the following ways:
 - Drag and drop the ZIP file into the upload manager window.
 - Click on **Add data**, select the ZIP file from your files and click on **Open**.
6. Click on the **Play** icon to start the upload.
7. Once the upload has finished, click on **Close** to close the upload manager.



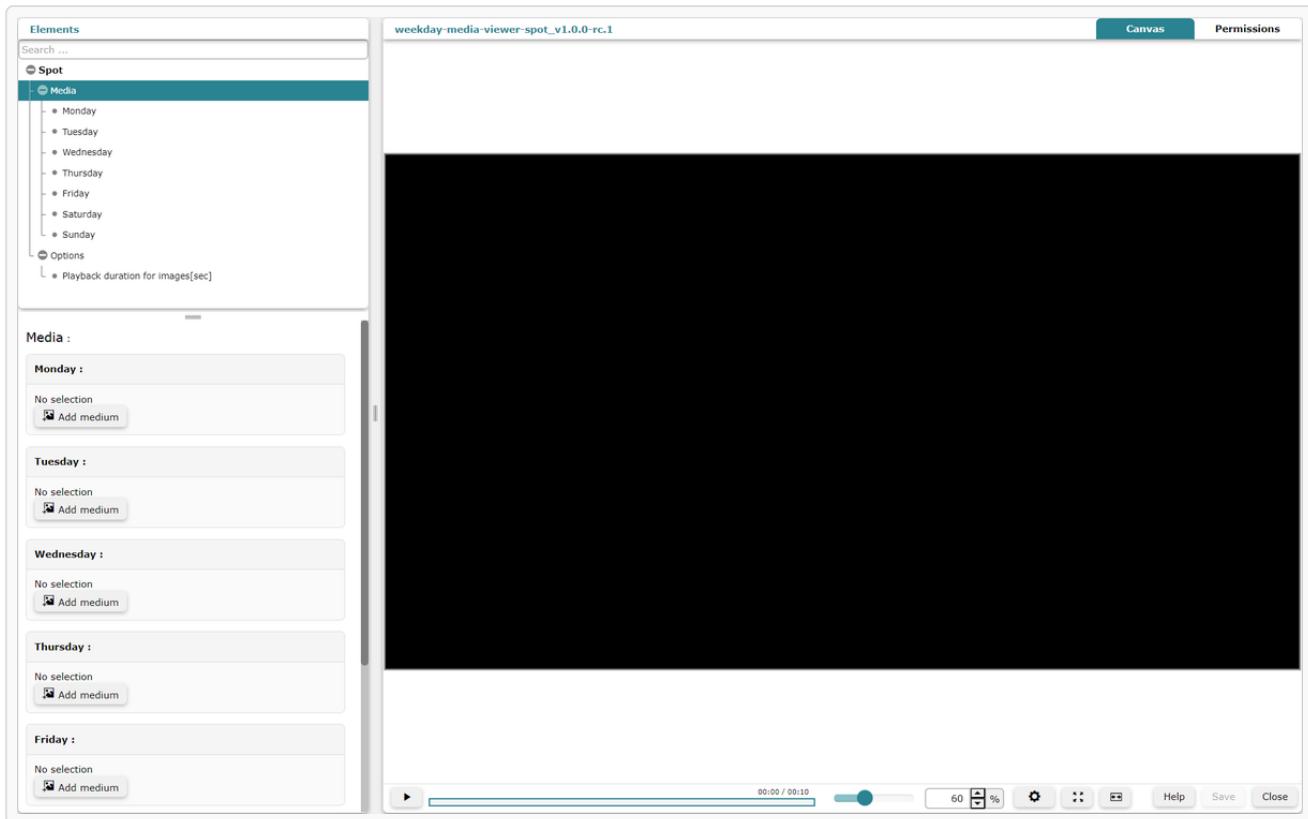
Configure the spot

To configure your spot in the HTML Wizard, perform the following steps:

1. In the IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, hover over the Weekday Media Viewer spot and select **Edit content**. Alternatively, double-click on it.
4. Under **Spot**, select the **Resolution** from the dropdown menu.
5. Specify the **Spot duration**. Ensure that the spot duration corresponds with other spots that you want to display and the media display duration.
6. Optionally, select **Background** and choose a background color.
7. Click on **Media**.
8. Select a day and click on **Add medium**.
9. In the **Select media file** dialog, select a media group.
10. In the **Selectable media** pane, perform one of the following actions:
 - Select an available media file and click **Select**.
 - Click on **Upload** to upload a new media file to select.
11. Repeat steps 8 through 10 for every day that you want to add a media file to.
12. Once you've added all media elements, select **Options** in the **Elements** pane.
13. Under **Playback duration for images [sec]**, specify how long each media file is displayed in seconds. Note that this only applies to images. Videos are displayed for their duration.
14. Under **Player**, click **Select** to select the player that you want to display the spot.
15. Optionally, use **Mock weekday** to test the playout on individual days in the HTML Wizard.
16. To finish the spot configuration, click **Save** and **Close**.

Note

If you haven't added a media file for the current day, the system automatically plays the first available medium from the media list.



Use the spot for advertisement

To create an advertisement with the Weekday Media Viewer spot, you must create a DOOH booking item. To do so, perform the following steps:

1. In the IXM One, go to **DOOH > Booking**.
2. In the **Bookings** panel, click on **New**.
3. In the **Edit booking item for product** window, specify the booking details.
4. In the **Spot** section, click on **Select from spot group**.
5. Select your Weekday Media Viewer spot. This opens the HTML Wizard.
6. In the HTML Wizard, configure the spot further if needed.
7. Once you've finished, click **Save** and **Close** to close the HTML Wizard.
8. To save the booking item, click **Save**.

Widgets

URL: <https://docs.grassfish.com/docs/widgets>

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Planned Media Viewer Spot

URL: <https://docs.grassfish.com/docs/planned-media-viewer-spot>

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The Planned Media Viewer helps you handle complex DOOH campaigns with precise configuration options:

- **Precision playback:** easily set individual time frames for your media.
- **Reliable fallback:** ensure continuous playback and no empty screens with fallback media.
- **Flexible scheduling:** manage multiple media elements and schedules.

Note

Please contact Grassfish if you want to use this spot template.

Upload the spot

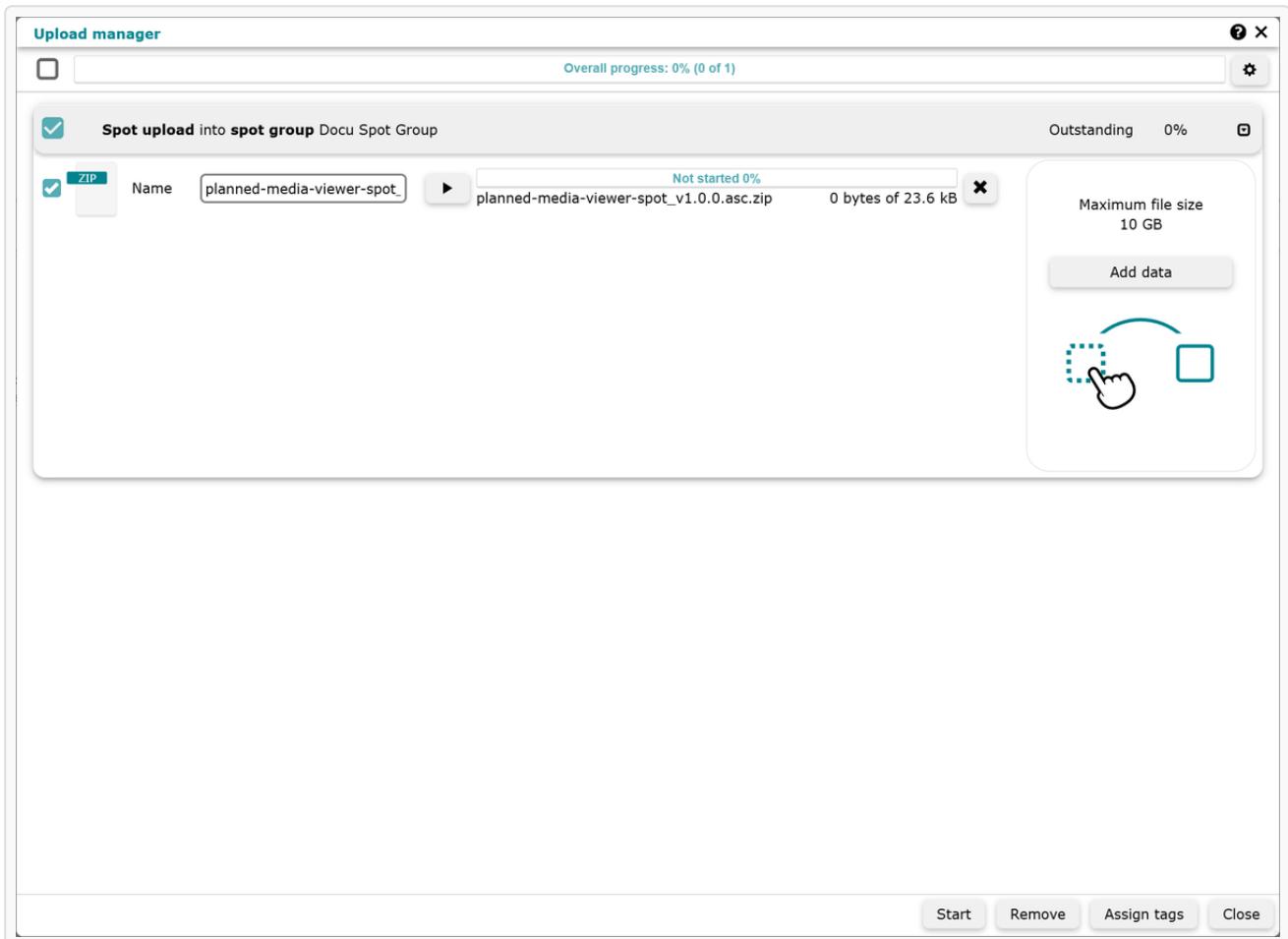
As a first step, upload the Planned Media Viewer spot to IXM One. To do so, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, click **New**.
4. Select **Upload spots**.
5. Upload the spot ZIP file in one of the following ways:
 - Drag and drop the file into the upload manager window.
 - Click on **Add data**, select the file from your files and click **Open**.
6. Click



to start the upload.

7. Once the upload has finished, click **Close** to close the upload manager.



Configure the spot

To configure your spot in the HTML Wizard, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, hover over the Planned Media Viewer spot and select **Edit content**. Alternatively, double-click on it.
4. Configure the following general spot options:
 - **Spot duration**: specify how long the spot should play. Make sure that the spot duration of the spot, booking item, and media match.
 - **Background**: select and choose a background color (optional).
 - **Player**: select a player that should play the spot.
5. Under **Media elements**, click **+** to add one or more media elements.

6. Click



and **Add medium** to add a media element.

7. Set **Date from** and **Date to** to specify on which days the media displayed.

8. Set **Time from** and **Time to** to specify at which times the media is displayed.

9. Under **Fallback media**, click **Add medium** to add media that is displayed when no other media is available at specific dates or times.

10. Under **Options**, set the following options:

- **Playback mode**: select **Sequential** to play the media in a specific order or **Random** to play the media in no specific order.
- **Playback duration for images [sec]**: specify how many seconds each image should be displayed.
- **Enable reporting**: select to include data about this spot in your DOOH playback reports.

11. Once you've finished creating your spot, click **Save** and **Close**.

The screenshot shows the 'planned-media-viewer-spot_v1.0.0' interface. On the left, there's a sidebar with a tree view under 'Elements' labeled 'Spot'. The tree includes 'Media elements', 'Media element', 'Media', 'Date from', 'Date to', 'Time from', 'Time to', 'Fallback Media', and 'Options' with 'Playback Mode', 'Playback duration for images[sec]', and 'Enable reporting'. Below this is a 'Spot' section with 'Spot duration: 00:00:10' and a dropdown for 'Background'. A 'Media elements' section shows one item selected. At the bottom, there's a 'Fallback Media' section with 'No selection' and an 'Add medium' button. The main area is a black canvas with four cyan shapes: two circles on the left and right, and two rectangles in the center. A timeline at the bottom shows '00:00 / 00:10' and a progress bar. On the far right, there are 'Canvas' and 'Permissions' tabs, and at the bottom right are 'Help', 'Save', and 'Close' buttons.

Use the spot for advertisement

You must create a DOOH booking item that contains the spot to play it. To do so, perform the following steps:

1. In IXM One, go to **DOOH > Booking**.
2. In the **Bookings** panel, click on **New**.
3. In the **Create new booking** dialog, click on **New**.
4. In the **Edit booking item for product** dialog, select your product and specify the booking details as needed.

5. In the **Spot** section, click on **Select from spot group**.
6. In the **Select spot** dialog, select your Planned Media Viewer spot and click **Select**.
7. Configure all other booking settings as needed.
8. Click **Save** and **Close**.

Configure the server

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

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This chapter provides step-by-step instructions for the configuration of the Grassfish Server and web service.

Install the web service

You need to install the AdServing API web service to query playout schedules from an external SSP. To install the web service, you must copy its files to the Grassfish Server.

To do so, perform the following steps:

1. To access the web service files, go to the release folder.
2. Copy and paste the AdServing API folder into the **www\gv2\webservices** folder on the server.
3. To let the web service know where the master.config file is, open the user.config file located in the **AdServing API** folder.
4. Under **add key="MasterConfigDir"**, enter the path to the master.config file as value.
5. Save your changes and close the config file.

Example: configuration of the user.config file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<appSettings>
<add key="MasterConfigDir" value="F:\Grassfish\devfast.grassfish.tv\master.config"/>
</appSettings>
```

Configure the AdServing API

Note

Starting with IXM One version 12.0, you can configure these settings directly in IXM One without having to edit the configuration files. Learn more...

Follow the instructions for configuring the web service depending on your AdServing API version:

Configure AdServing API earlier than version 1.1.0

To use the web service, you must configure it in the master.config file of the server. Before you do so, consider the following requirements:

- You must configure the master.config file for all individual customers.
- You must configure a valid **Security:SymmetricSecurityKey** as shown in the example below.

To configure the AdServing API, perform the following steps:

1. Open the master.config file of the server.
2. Configure the following settings:

- **SSP_URL**: Specify the URL of the SSP. That is, the external booking platform.
- **SpotGroupName**: Specify the name of the spot group to which the media files downloaded from the SSP are uploaded as spots.
- **ServiceUserName**: Specify the name of the user who uploads the spots and adds them to the playlist.
- **PlaylistName**: Specify the name of the playlist to which the media files downloaded from the SSP are added as spots.
- **ExtendSpotValidityInDays**: Specify how long uploaded spots are valid in days. For example, enter 0 if the spot is valid indefinitely or enter 1 if the spot is only valid today. The default value is 0.
- **MaxLogLevel_File**: Optionally, enter the maximum log level to specify which kind of information you want to log once for all customers:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace

Note on logging

If you need additional Microsoft logs for debugging or further insight, you can optionally set logging to “Warning”, but we recommend setting it to “Critical” in general to avoid performance issues.

Example: configuration of the master.config file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<configuration>
    <appSettings type="global">
        <add key="Security:SymmetricSecurityKey" value="INSERT-A-KEY-HERE" />
    </appSettings>
    <appSettings type="AdServing">
        <add key="AdServing:Customer:dev:SSP_URL" value="http://ads.ooh.digital/adserver.php?nid=S2AD&pid=1"/>
        <add key="AdServing:Customer:dev:PlaylistName" value="SSP"/>
        <add key="AdServing:Customer:dev:SpotGroupName" value="SSP"/>
        <add key="AdServing:Customer:dev:ServiceUserName" value="admin"/>
        <add key="AdServing:Customer:dev:ExtendSpotValidityInDays" value="1"/>
        <add key="MaxLogLevel_File" value="3"/>
    </appSettings>
</configuration>
```

```
</appSettings>  
</configuration>
```

Note

Note that you must restart the application pool that contains the AdServing API every time you change its settings in the master.config file. You'll learn how to create the application pool in chapter [Configure the IIS web server](#).

Configure AdServing API version 1.1.0 or later

To use the AdServing API web service, you must configure the master.config file of the server and a customer specific SSP config file.

To do so, perform the following steps:

1. Open the master.config file of the server.
2. Go to the setting **AdServing:Customer:<CUSTOMER-ID>:SSP_CONFIG** and specify the path to the customer specific SSP config file.
3. Optionally, specify the following general settings in the master.config file:
 - **AdServing:DownloadWorkerIntervalMs**: Specify the interval for checking for new media files that must be downloaded and imported into IXM One in milliseconds. The default value is 1000 ms. If you specify less than 0 milliseconds, the AdServing API stops working.
 - **MaxLogLevel_Console**: Enter the maximum console log level to specify which kind of information you want to log:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace
 - **MaxLogLevel_File**: Enter the maximum file log level to specify which kind of information you want to log:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace

Note on logging

If you need additional Microsoft logs for debugging or further insight, you can optionally set logging to *Warning*, but we recommend setting it to *Critical* in general to avoid performance issues.

Example: configuration of the master.config file

```
<appSettings type="AdServing">
    <add key="AdServing:Customer:27:SSP_CONFIG"
        value="\\gfstor002.grassfish.local\GFServers\Server\01\configs\ssp-config-27.json"/>
    <add key="AdServing:DownloadWorkerIntervalMs" value="1500"/>
    <add key="MaxLogLevel_Console" value="5"/>
    <add key="MaxLogLevel_File" value = "5" />
</appSettings>
```

Note

Note that you must restart the application pool that contains the AdServing API every time you change its settings in the *master.config* file. You'll learn how to create the application pool in chapter [Configure the IIS web server](#).

Configure SSP parameters

You must configure the SSP parameters like the SSP's URL in the SSP config file. The file has the following structure:

```
{
  "sspConfigurations": [
    "sspConfiguration": {
      "sspPriority": int,
      "sspUrl": string,
      "cutMediaUrlBeforeSubString": string,
      "sspRequestHeaders": Dictionary<string, string>,
      "sspCategoryId": int,
      "sspPlaylistId": int,
      "sspSpotGroupId": int,
      "sspServiceUserId": int,
      "extendSpotValidityInDays": int
    }
  ]
}
```

Note

The file must contain at least one SSP config object that specifies the URL, IDs, etc. For multiple SSPs, you need to create multiple SSP config objects.

Get the IDs

Before you can configure the SSP config file, you need to get the IDs of IXM One category, playlist, spot group, and SSP user for each SSP. You'll enter these IDs in the file.

When the system uses IDs instead of names, you can simply change the names of playlists or spot groups in IXM One without affecting the ID and SSP. This also means that the same SSP admin user works for multiple SSP providers.

To get the IDs, perform the following steps:

1. In IXM One, open the editing window of the category, playlist, spot group, or user whose ID you need.
2. Open the Developer Tools in your browser. For example, in Google Chrome go to **Customize and control Google Chrome > More Tools > Developer Tools**.
3. In the Developer Tools window, select the **Network** tab.
4. Read the ID from the list and write it down for the file configuration in the next chapter.
5. Repeat steps 1 through 4 until you have the required IDs of the category, playlist, spot group, and user.

Ensure that your configuration is valid

Your configuration is validated with the help of validation rules. If one or more of these validation rules are violated, the AdServing API logs an error message and stops.

The following rules apply:

- Multiple **sspConfiguration** elements within one file must not contain the same values for: **SspPriority**, **SspUrl**, and **SspCategoryId**. Ensure that these elements have different values in the config file.
- None of the specified configuration parameters must be missing. This excludes the optional parameters **CutMediaUrlBeforeSubString**, **SspRequestHeaders**, and **ExtendSpotValidityInDays**.
- All specified configuration parameters must have a value.

- None of the specified configuration parameters must have a value that doesn't match the specified data type.
- The basic syntax of the JSON must be valid.

Configure the config file

To configure the SSP parameters in the SSP config file, perform the following steps:

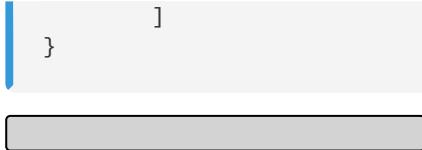
1. Open the SSP config file.
2. Specify the following settings:

| Setting | Data type | Default value | Description |
|--------------------------------|----------------------------|--------------------------------------|---|
| SspPriority | int | 0 | Specify the priority of the SSP provider. The lower the value, the higher the priority. |
| SspUrl | string | Mandatory setting (no default value) | Specify the URL of the SSP provider. Optionally, you can add a port number. Example: https://my.sspprovider.com |
| CutMediaUrl BeforeSubString | string | None | Enable this setting to cut off media URLs. This means that only the part before the specified string is used. This is necessary if all requests are made via a proxy. |
| SspRequestHeaders | Dictionary <key, value> | None | Optionally, configure custom request headers. This can be useful, for example, for ad insertion. |
| SspCategoryId | int | Mandatory setting (no default value) | Specify the ID of IXM One category. If a player requests a category that is not defined in the SSP config, the IXM One category with the specified ID is used. |

| | | | |
|------------------------------|-----|--------------------------------------|--|
| SspPlaylistId | int | Mandatory setting (no default value) | Specify the ID of the play |
| | | | The system assigns down |
| | | | General and screen pla |
| | | | If the ID belongs to a pla |
| | | | If the ID belongs to a pla |
| SspSpotGroupId | int | Mandatory setting (no default value) | Specify the ID of the sp |
| | | | Downloaded SSP conte |
| SspServiceUserId | int | Mandatory setting (no default value) | Specify the ID of the us |
| | | | The specified user is us |
| ExtendSpot ValidityInDays | int | 0 | Specify how long a spot |
| | | | If you set a value greater |
| | | | This is based on the tim |

Example: configuration of the SSP config file

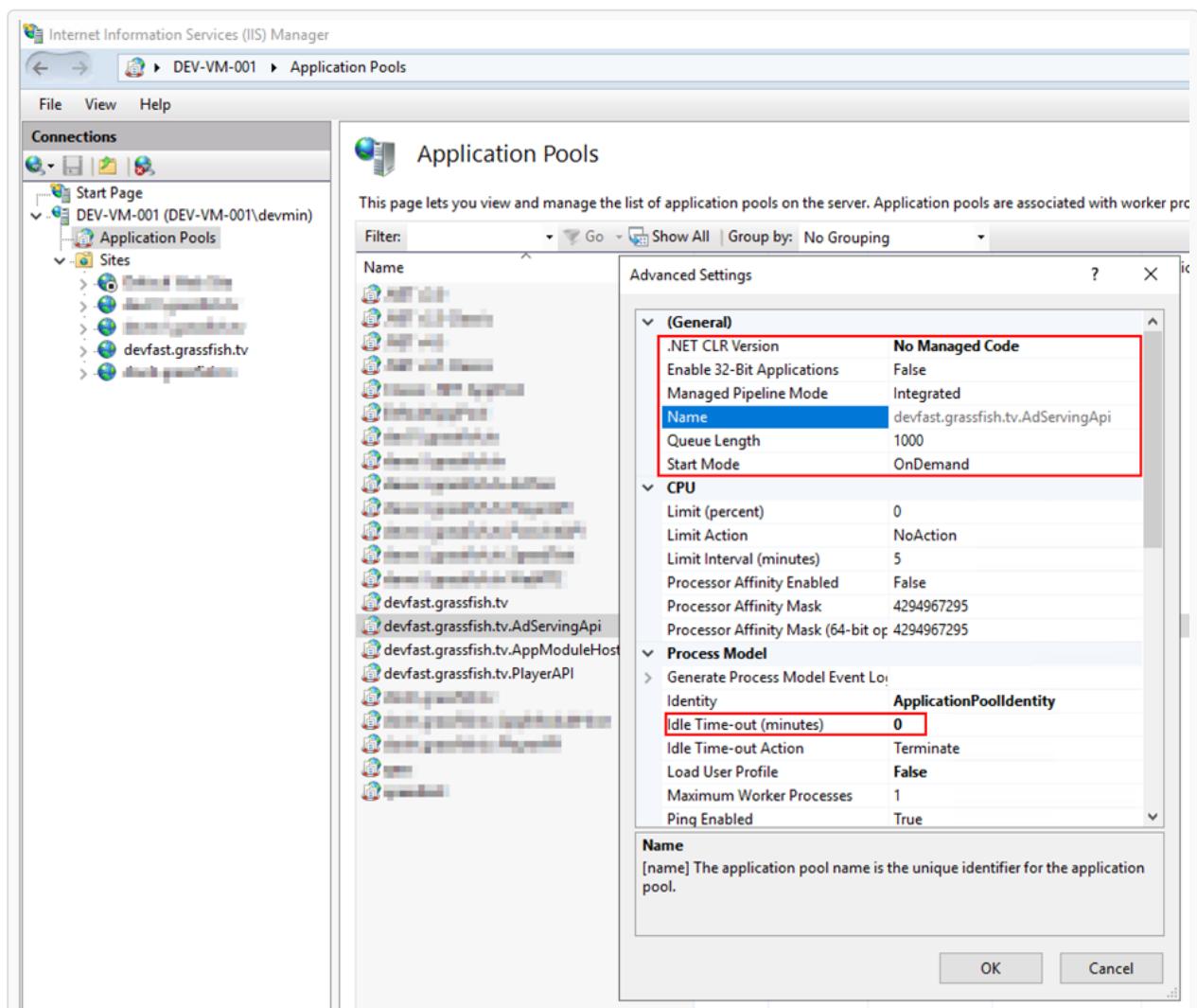
```
{
    "SspConfigurations": [
        {
            "SspPriority": 1,
            "SspUrl": "https://test.grassfish.tv/testdata/ssp/units/",
            "CutMediaUrlBeforeSubString": "?",
            "SspRequestHeaders": {
                "hs-auth": " api-key 1234567890"
            },
            "SspCategoryId": 1593,
            "SspPlaylistId": 259,
            "SspSpotGroupId": 958,
            "ExtendSpotValidityInDays": 3,
            "SspServiceUserId": 1489
        },
        {
            "SspPriority": 2,
            "SspUrl": " https://test.grassfish.tv/random/ssp/schedule/",
            "CutMediaUrlBeforeSubString": "?",
            "SspCategoryId": 1592,
            "SspPlaylistId": 263,
            "SspSpotGroupId": 957,
            "ExtendSpotValidityInDays": 3,
            "SspServiceUserId": 1489
        }
    ]
}
```



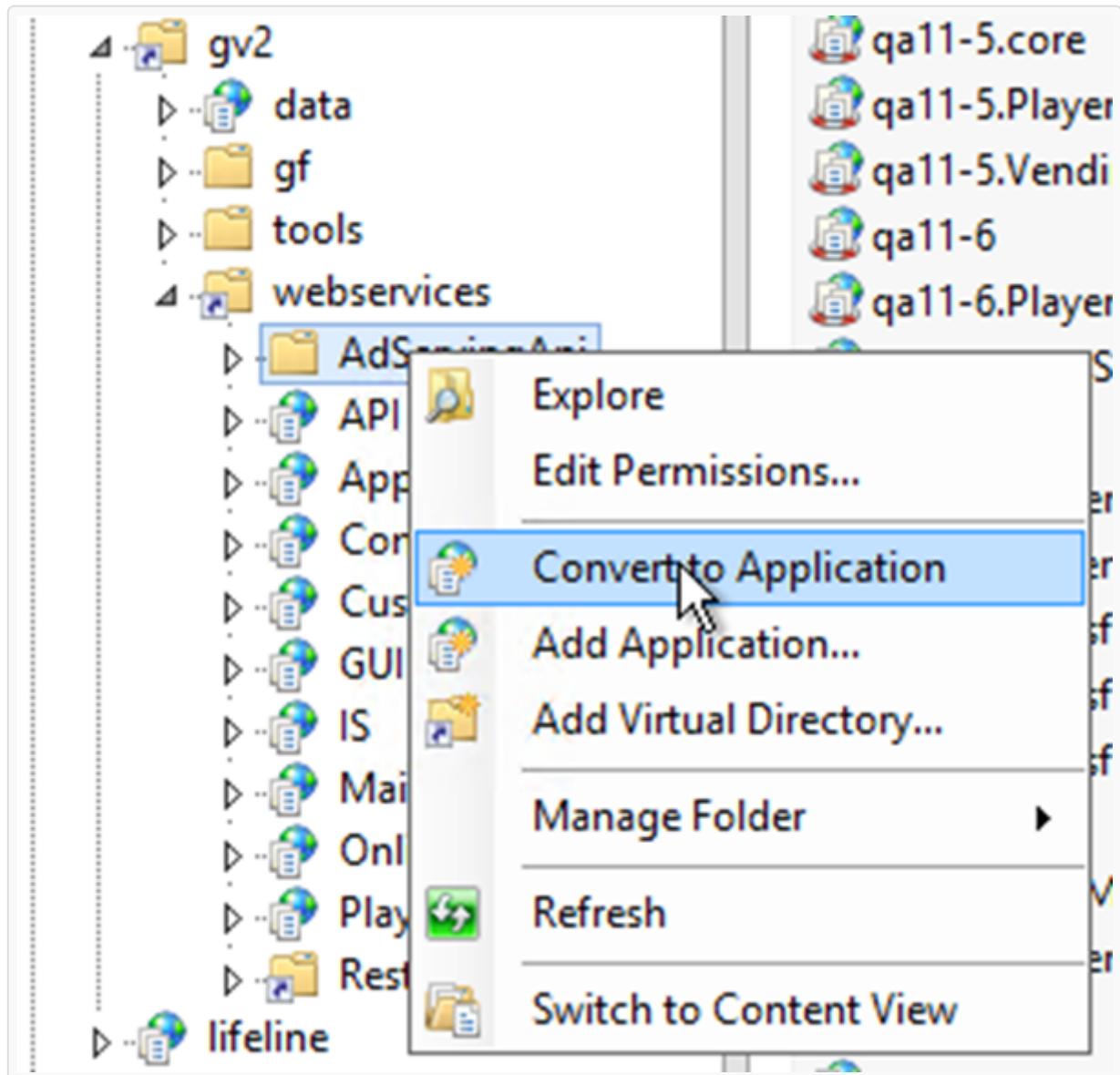
Configure the IIS web server

You must configure the Internet Information Services (IIS) web server for the Grassfish web service. You'll create a new application pool for the AdServing API which allows you to restart it independently in the future. To do so, perform the following steps:

1. To create a new application pool, open the IIS Manager.
2. In the IIS Manager, right-click on **Application Pools** and select **Add Application Pool**.
3. Specify the application pool details as required and click **OK**.
4. Right-click on the application pool and select **Advanced Settings**.
5. Set the **Idle Time-out** to **0** minutes.



6. Right-click on the web service folder and select **Convert to Application**.



7. Open the **Advanced Settings** of the web service and assign it to the new application pool.

8. Save your changes and close the IIS Manager.

Install the UDC importer

Note

You need the UDC importer if you use a DOOH add-on version earlier than 2.5.1 and if you use the Qt Player. If you use add-on version 2.5.1 or later or a different player, you can skip this chapter.

The DOOHPlayBackImporter UDC plugin transmits booked spot instances to the Qt Player. Note that the importer only does so for players that have been online.

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.

Activate the UDC importer

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

1. Log in to the server admin account of 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 DOOHPlaybackImporter.
6. Click **Save** to save your changes.

| Edit client | | | | | |
|---------------|--|---------------------------|-----------------|--------------------|-------------------------------------|
| General | | Search ... | | Number of items: 3 | |
| Data importer | | Name | Imported | Version | Assigned |
| | | DOOH Playback Importer | 12/02/2020 1... | 2.6 | <input checked="" type="checkbox"/> |
| | | ExchangeCalendarImporter | 17/02/2020 0... | 0.11 | <input checked="" type="checkbox"/> |
| | | Generic Foreca Weather... | 27/01/2023 1... | 1.2 | <input checked="" type="checkbox"/> |

Configure the UDC importer

You must configure the UDC importer with the configuration file that is located on the server. To do so, 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 of buffer space to be reserved for the importer. |
| OfflineIntervalMin | 30 | Specify the maximum time interval between two imports if a player is offline. |
| OfflineIntervalMinSpecialDistributions | 4320 (=3 days) | Specify the maximum time interval between two imports for special distributions. |
| LogDbQueryResultForAllSiBoxes | false | Set to true to log all database query results. |
| ExtendedLogging | false | Set to true to log extended logging information. |

3. Save your changes and close the config file.

Example: configuration of the DoohUdcImporterConfig.json file

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

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

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.

Set up the SSP provider

URL: <https://docs.grassfish.com/docs/set-up-the-ssp-provider>

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To use content from an SSP, you must set up a connection to the SSP provider and specify a playlist, spot group, and category for the SSP content that the system downloads from the SSP.

Note

If you are using an IXM One version prior to 12.0, you must change the configuration in the configuration file. [Learn more ...](#)

Prerequisites

Ensure that you meet the following prerequisites before setting up the SSP provider:

- You know the SSP provider URL and type.
- You've created a designated user for SSP with sufficient user rights for the SSP playlist, spot group, and category in IXM One.
- You've created a spot group to which the system can assign SSP spots after downloading them from the SSP.
- You've created a playlist for SSP spots.
- You've created a category for SSP assignment.

Set up the SSP provider

To set up the SSP provider, perform the following steps:

1. In IXM One, go to **Administration > SSP**.
2. To set up a new SSP provider, click **New**.
3. In the **Create new SSP provider** window, enter the following general data:

| Setting | Description |
|---------------|------------------------------------|
| Provider name | Enter a name for the SSP provider. |

| | |
|----------------|--|
| State | Select one of the following states: ◦ Active ◦ Deactivated |
| SSP user | Select a user from the dropdown menu. |
| Playlist | Select a playlist for SSP spots. |
| SSP spot group | Select a spot group for SSP spots. |
| Category | Select a category for SSP spots. |

4. Switch to the **SSP Information** tab.

5. Enter the following data:

| Setting | Description |
|--------------------|--|
| Type | Select the SSP type from the dropdown menu. |
| SSP URL | Enter the URL of your SSP provider. |
| SSP live tag URL | <p>Optionally, specify the URL template of the SSP provider to automatically generate live tags.</p> <p>For example, if you've set the live tags ac1:1 and a0:5 on the player:</p> <ul style="list-style-type: none"> ◦ https://prod.ssp1.eu/ssp1/?key=c762&seg=a0:5 is the URL of the SSP provider. ◦ key: identifies the customer at the SSP server. ◦ seg: stores the live tag data. ◦ playerid: specifies the player's Box-ID. |
| Live tag separator | <p>Specify a separator for concatenated live tags values.</p> <p>By default, it's a semicolon (;).</p> |
| Media separator | <p>Optionally, specify a media value separator.</p> <p>For example, use a semicolon (;).</p> |

6. Click **Save** to save your SSP provider.

Note

If you came here from the server configuration chapter, please go back and make sure you've fully set it up including IIS and UDC. [Go back](#).

Live tags help filter spots based on data from (local) web services. For example, to adapt the content displayed in a store to the current weather.

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

Configure the server

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

Archiviert am: 2025-07-17 18:37:19

This chapter provides step-by-step instructions for the configuration of the Grassfish Server and web service.

Install the web service

You need to install the AdServing API web service to query playout schedules from an external SSP. To install the web service, you must copy its files to the Grassfish Server.

To do so, perform the following steps:

1. To access the web service files, go to the release folder.
2. Copy and paste the AdServing API folder into the **www\gv2\webservices** folder on the server.
3. To let the web service know where the master.config file is, open the user.config file located in the **AdServing API** folder.
4. Under **add key="MasterConfigDir"**, enter the path to the master.config file as value.
5. Save your changes and close the config file.

Example: configuration of the user.config file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<appSettings>
<add key="MasterConfigDir" value="F:\Grassfish\devfast.grassfish.tv\master.config"/>
</appSettings>
```

Configure the AdServing API

Note

Starting with IXM One version 12.0, you can configure these settings directly in IXM One without having to edit the configuration files. Learn more...

Follow the instructions for configuring the web service depending on your AdServing API version:

Configure AdServing API earlier than version 1.1.0

To use the web service, you must configure it in the master.config file of the server. Before you do so, consider the following requirements:

- You must configure the master.config file for all individual customers.
- You must configure a valid **Security:SymmetricSecurityKey** as shown in the example below.

To configure the AdServing API, perform the following steps:

1. Open the master.config file of the server.
2. Configure the following settings:

- **SSP_URL**: Specify the URL of the SSP. That is, the external booking platform.
- **SpotGroupName**: Specify the name of the spot group to which the media files downloaded from the SSP are uploaded as spots.
- **ServiceUserName**: Specify the name of the user who uploads the spots and adds them to the playlist.
- **PlaylistName**: Specify the name of the playlist to which the media files downloaded from the SSP are added as spots.
- **ExtendSpotValidityInDays**: Specify how long uploaded spots are valid in days. For example, enter 0 if the spot is valid indefinitely or enter 1 if the spot is only valid today. The default value is 0.
- **MaxLogLevel_File**: Optionally, enter the maximum log level to specify which kind of information you want to log once for all customers:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace

Note on logging

If you need additional Microsoft logs for debugging or further insight, you can optionally set logging to “Warning”, but we recommend setting it to “Critical” in general to avoid performance issues.

Example: configuration of the master.config file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<configuration>
    <appSettings type="global">
        <add key="Security:SymmetricSecurityKey" value="INSERT-A-KEY-HERE" />
    </appSettings>
    <appSettings type="AdServing">
        <add key="AdServing:Customer:dev:SSP_URL" value="http://ads.ooh.digital/adserver.php?nid=S2AD&pid=1"/>
        <add key="AdServing:Customer:dev:PlaylistName" value="SSP"/>
        <add key="AdServing:Customer:dev:SpotGroupName" value="SSP"/>
        <add key="AdServing:Customer:dev:ServiceUserName" value="admin"/>
        <add key="AdServing:Customer:dev:ExtendSpotValidityInDays" value="1"/>
        <add key="MaxLogLevel_File" value="3"/>
    </appSettings>
</configuration>
```

```
</appSettings>  
</configuration>
```

Note

Note that you must restart the application pool that contains the AdServing API every time you change its settings in the master.config file. You'll learn how to create the application pool in chapter [Configure the IIS web server](#).

Configure AdServing API version 1.1.0 or later

To use the AdServing API web service, you must configure the master.config file of the server and a customer specific SSP config file.

To do so, perform the following steps:

1. Open the master.config file of the server.
2. Go to the setting **AdServing:Customer:<CUSTOMER-ID>:SSP_CONFIG** and specify the path to the customer specific SSP config file.
3. Optionally, specify the following general settings in the master.config file:
 - **AdServing:DownloadWorkerIntervalMs**: Specify the interval for checking for new media files that must be downloaded and imported into IXM One in milliseconds. The default value is 1000 ms. If you specify less than 0 milliseconds, the AdServing API stops working.
 - **MaxLogLevel_Console**: Enter the maximum console log level to specify which kind of information you want to log:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace
 - **MaxLogLevel_File**: Enter the maximum file log level to specify which kind of information you want to log:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace

Note on logging

If you need additional Microsoft logs for debugging or further insight, you can optionally set logging to *Warning*, but we recommend setting it to *Critical* in general to avoid performance issues.

Example: configuration of the master.config file

```
<appSettings type="AdServing">
    <add key="AdServing:Customer:27:SSP_CONFIG"
        value="\\gfstor002.grassfish.local\GFServers\Server\01\configs\ssp-config-27.json"/>
    <add key="AdServing:DownloadWorkerIntervalMs" value="1500"/>
    <add key="MaxLogLevel_Console" value="5"/>
    <add key="MaxLogLevel_File" value = "5" />
</appSettings>
```

Note

Note that you must restart the application pool that contains the AdServing API every time you change its settings in the *master.config* file. You'll learn how to create the application pool in chapter [Configure the IIS web server](#).

Configure SSP parameters

You must configure the SSP parameters like the SSP's URL in the SSP config file. The file has the following structure:

```
{
  "sspConfigurations": [
    "sspConfiguration": {
      "sspPriority": int,
      "sspUrl": string,
      "cutMediaUrlBeforeSubString": string,
      "sspRequestHeaders": Dictionary<string, string>,
      "sspCategoryId": int,
      "sspPlaylistId": int,
      "sspSpotGroupId": int,
      "sspServiceUserId": int,
      "extendSpotValidityInDays": int
    }
  ]
}
```

Note

The file must contain at least one SSP config object that specifies the URL, IDs, etc. For multiple SSPs, you need to create multiple SSP config objects.

Get the IDs

Before you can configure the SSP config file, you need to get the IDs of IXM One category, playlist, spot group, and SSP user for each SSP. You'll enter these IDs in the file.

When the system uses IDs instead of names, you can simply change the names of playlists or spot groups in IXM One without affecting the ID and SSP. This also means that the same SSP admin user works for multiple SSP providers.

To get the IDs, perform the following steps:

1. In IXM One, open the editing window of the category, playlist, spot group, or user whose ID you need.
2. Open the Developer Tools in your browser. For example, in Google Chrome go to **Customize and control Google Chrome > More Tools > Developer Tools**.
3. In the Developer Tools window, select the **Network** tab.
4. Read the ID from the list and write it down for the file configuration in the next chapter.
5. Repeat steps 1 through 4 until you have the required IDs of the category, playlist, spot group, and user.

Ensure that your configuration is valid

Your configuration is validated with the help of validation rules. If one or more of these validation rules are violated, the AdServing API logs an error message and stops.

The following rules apply:

- Multiple **sspConfiguration** elements within one file must not contain the same values for: **SspPriority**, **SspUrl**, and **SspCategoryId**. Ensure that these elements have different values in the config file.
- None of the specified configuration parameters must be missing. This excludes the optional parameters **CutMediaUrlBeforeSubString**, **SspRequestHeaders**, and **ExtendSpotValidityInDays**.
- All specified configuration parameters must have a value.

- None of the specified configuration parameters must have a value that doesn't match the specified data type.
- The basic syntax of the JSON must be valid.

Configure the config file

To configure the SSP parameters in the SSP config file, perform the following steps:

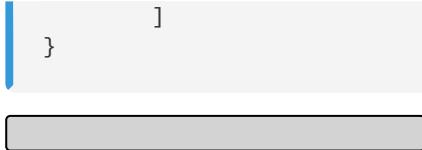
1. Open the SSP config file.
2. Specify the following settings:

| Setting | Data type | Default value | Description |
|--------------------------------|----------------------------|--------------------------------------|---|
| SspPriority | int | 0 | Specify the priority of the SSP provider. The lower the value, the higher the priority. |
| SspUrl | string | Mandatory setting (no default value) | Specify the URL of the SSP provider. Optionally, you can add query parameters. Example: https://my.sspprovider.com |
| CutMediaUrl BeforeSubString | string | None | Enable this setting to cut media URLs. This means that only the part before the specified string is used. This is necessary if all requests are sent to the same URL. |
| SspRequestHeaders | Dictionary <key, value> | None | Optionally, configure custom request headers. This can be useful, for example, for ad insertion. |
| SspCategoryId | int | Mandatory setting (no default value) | Specify the ID of IXM One category. If a player requests a category that is not defined in the SSP config, the IXM One category with the specified ID is used. |

| | | | |
|------------------------------|-----|--------------------------------------|--|
| SspPlaylistId | int | Mandatory setting (no default value) | Specify the ID of the play |
| | | | The system assigns down |
| | | | General and screen pla |
| | | | If the ID belongs to a pla |
| | | | If the ID belongs to a pla |
| SspSpotGroupId | int | Mandatory setting (no default value) | Specify the ID of the sp |
| | | | Downloaded SSP conte |
| SspServiceUserId | int | Mandatory setting (no default value) | Specify the ID of the us |
| | | | The specified user is us |
| ExtendSpot ValidityInDays | int | 0 | Specify how long a spot |
| | | | If you set a value greater |
| | | | This is based on the tim |

Example: configuration of the SSP config file

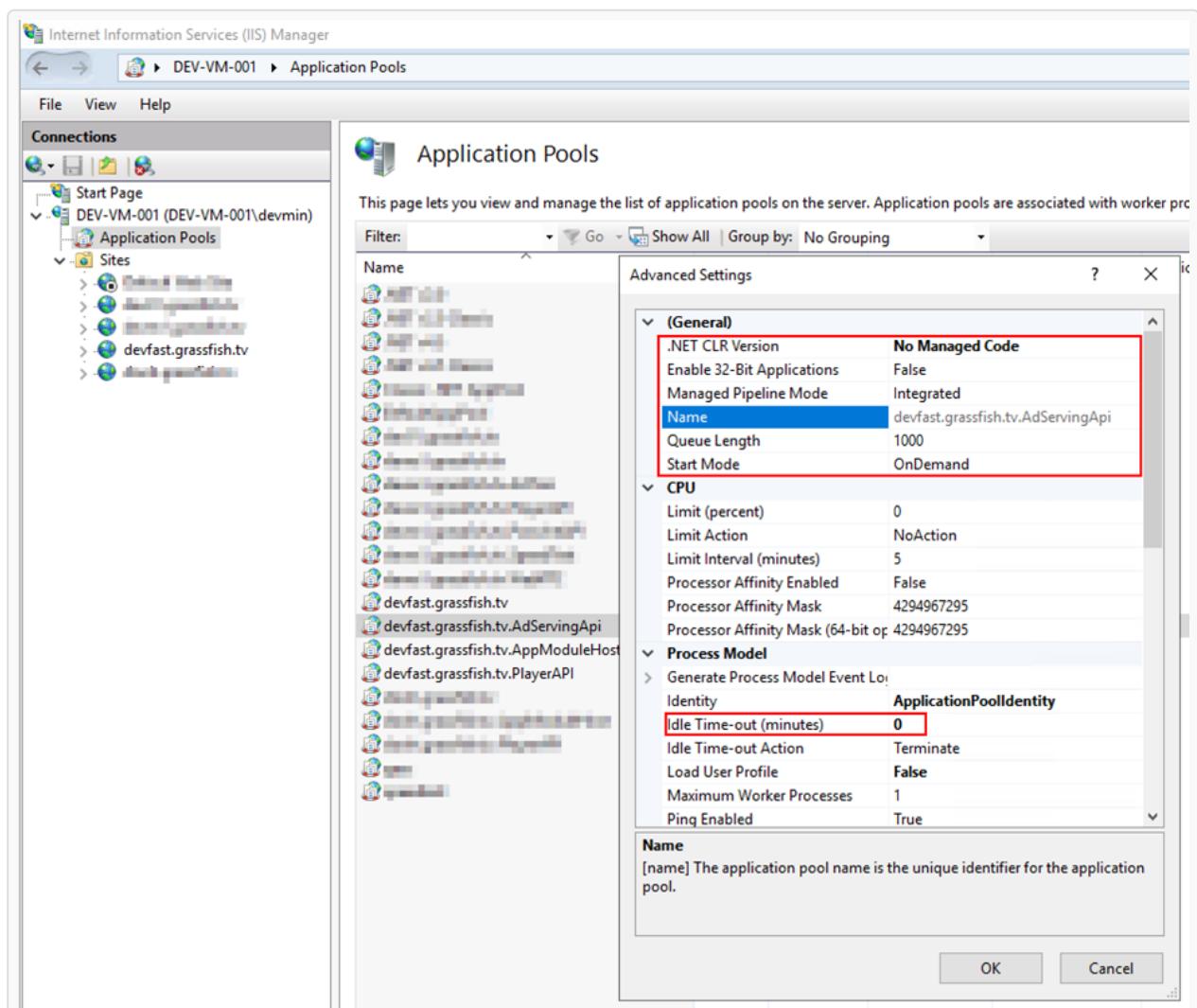
```
{
    "SspConfigurations": [
        {
            "SspPriority": 1,
            "SspUrl": "https://test.grassfish.tv/testdata/ssp/units/",
            "CutMediaUrlBeforeSubString": "?",
            "SspRequestHeaders": {
                "hs-auth": " api-key 1234567890"
            },
            "SspCategoryId": 1593,
            "SspPlaylistId": 259,
            "SspSpotGroupId": 958,
            "ExtendSpotValidityInDays": 3,
            "SspServiceUserId": 1489
        },
        {
            "SspPriority": 2,
            "SspUrl": " https://test.grassfish.tv/random/ssp/schedule/",
            "CutMediaUrlBeforeSubString": "?",
            "SspCategoryId": 1592,
            "SspPlaylistId": 263,
            "SspSpotGroupId": 957,
            "ExtendSpotValidityInDays": 3,
            "SspServiceUserId": 1489
        }
    ]
}
```



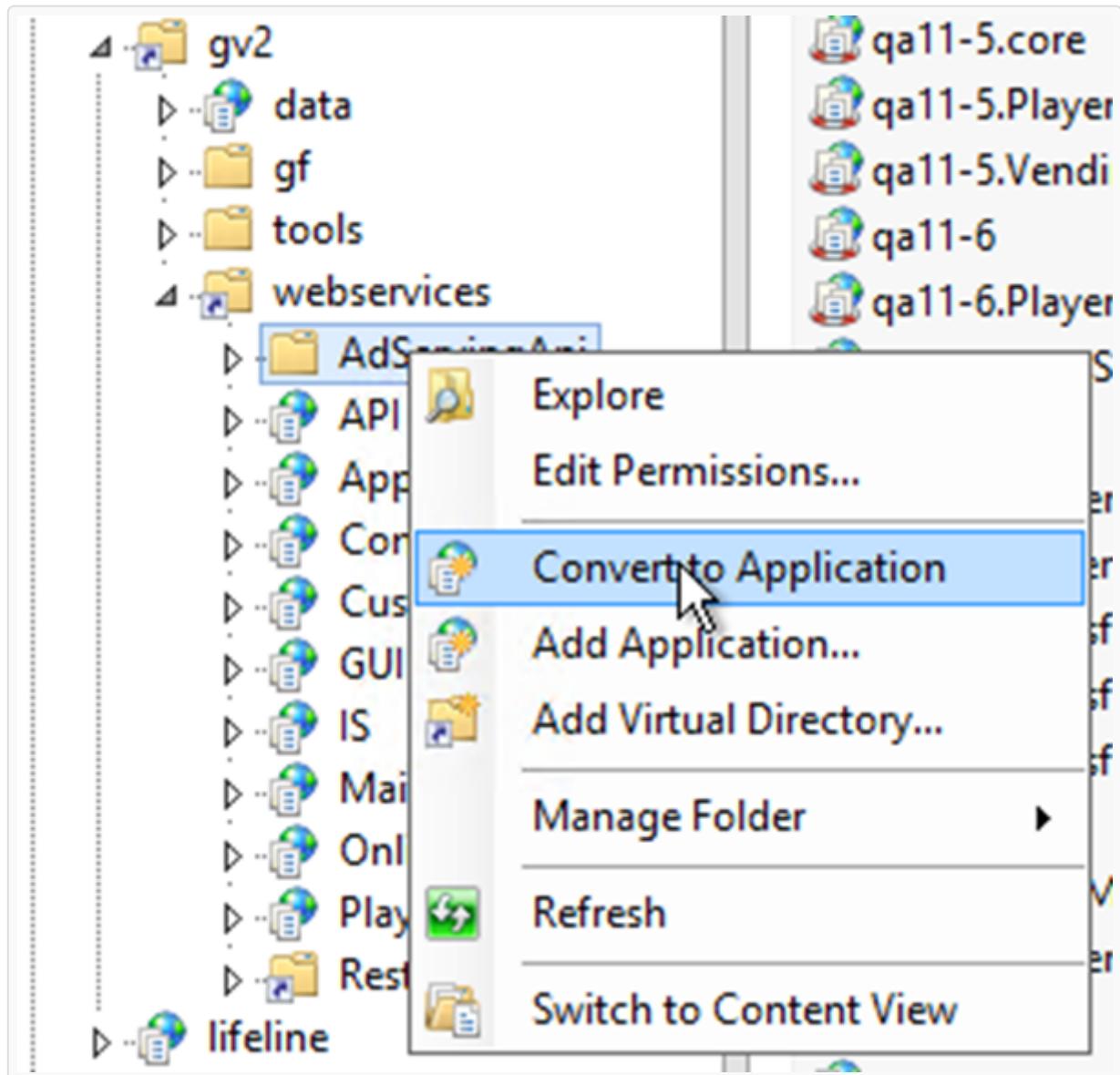
Configure the IIS web server

You must configure the Internet Information Services (IIS) web server for the Grassfish web service. You'll create a new application pool for the AdServing API which allows you to restart it independently in the future. To do so, perform the following steps:

1. To create a new application pool, open the IIS Manager.
2. In the IIS Manager, right-click on **Application Pools** and select **Add Application Pool**.
3. Specify the application pool details as required and click **OK**.
4. Right-click on the application pool and select **Advanced Settings**.
5. Set the **Idle Time-out** to **0** minutes.



6. Right-click on the web service folder and select **Convert to Application**.



7. Open the **Advanced Settings** of the web service and assign it to the new application pool.

8. Save your changes and close the IIS Manager.

Install the UDC importer

Note

You need the UDC importer if you use a DOOH add-on version earlier than 2.5.1 and if you use the Qt Player. If you use add-on version 2.5.1 or later or a different player, you can skip this chapter.

The DOOHPlayBackImporter UDC plugin transmits booked spot instances to the Qt Player. Note that the importer only does so for players that have been online.

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.

Activate the UDC importer

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

1. Log in to the server admin account of 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 DOOHPlaybackImporter.
6. Click **Save** to save your changes.

| Edit client | | | | | |
|---------------|--|---------------------------|-----------------|--------------------|-------------------------------------|
| General | | Search ... | | Number of items: 3 | |
| Data importer | | Name | Imported | Version | Assigned |
| | | DOOH Playback Importer | 12/02/2020 1... | 2.6 | <input checked="" type="checkbox"/> |
| | | ExchangeCalendarImporter | 17/02/2020 0... | 0.11 | <input checked="" type="checkbox"/> |
| | | Generic Foreca Weather... | 27/01/2023 1... | 1.2 | <input checked="" type="checkbox"/> |

Configure the UDC importer

You must configure the UDC importer with the configuration file that is located on the server. To do so, 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 of buffer space to be reserved for the importer. |
| OfflineIntervalMin | 30 | Specify the maximum time interval between two scheduled imports if a player is offline. |
| OfflineIntervalMinSpecialDistributions | 4320 (=3 days) | Specify the maximum time interval between two scheduled imports for special distributions. |
| LogDbQueryResultForAllSiBoxes | false | Set to true to log all database query results for all Si Boxes. |
| ExtendedLogging | false | Set to true to log extended logging information. |

3. Save your changes and close the config file.

Example: configuration of the DoohUdcImporterConfig.json file

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

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

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.

Windows Player

URL: <https://docs.grassfish.com/docs/win-player>

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:

Linux Player

URL: <https://docs.grassfish.com/docs/linux-player>

Archiviert am: 2025-07-17 18:37:25

:

Configure the Android Player

URL: <https://docs.grassfish.com/grassfish/docs/configure-android-player-ssp>

Archiviert am: 2025-07-17 18:37:28

Note

If you use a different player, you can skip this chapter.

If you want to use SSP on your Android player, you need to enable and configure it for the individual player or the entire player configuration group. Before you do this, make sure you have read the following prerequisites.

Prerequisites

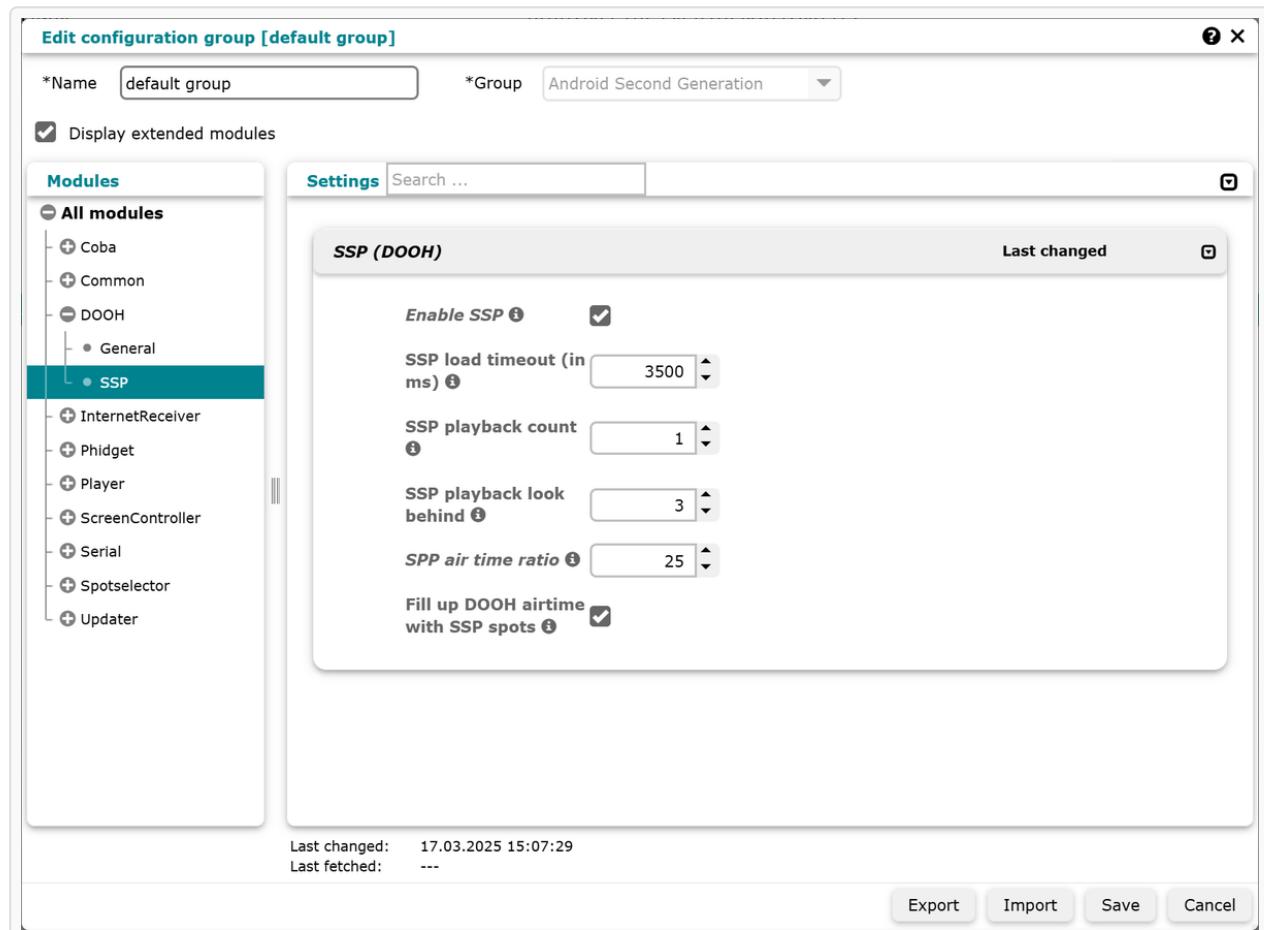
- You can set an airtime ratio for SSP content on the player to specify how much airtime is used for SSP advertising, just as you can set airtime for DOOH.
- In total, the SSP airtime percentage and the DOOH airtime percentage must not exceed 100%.
- By default, SSP spot filling is enabled and SSP airtime is set to 0%. This means that unused DOOH airtime will be used for SSP when SSP spots are available regardless of SSP airtime.
- You can [enable SPP with DOOH](#) or [enable SSP without DOOH](#).

Enable SSP with DOOH

To use both DOOH and SSP, perform the following steps to enable SSP:

1. In the IXM One, go to the player configuration or configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **DOOH > SSP**.
4. Under **Settings**, select **Enable SPP**.
5. Optionally, change the **SSP load timeout (in ms)**. If loading the SSP spot takes longer than the timeout, the system skips the spot.
6. Optionally, change the **SSP playback count**. This specifies how many of the last spots are SSP spots ([example](#)).

7. Optionally, change the **SSP playback look behind**. The system looks at the last specified number of spots to analyze whether the playout should be SSP ([example](#)).
8. Set the **SSP airtime ratio**.
9. **Fill up DOOH airtime with SSP spots** is turned on by default. You can turn it off if needed.



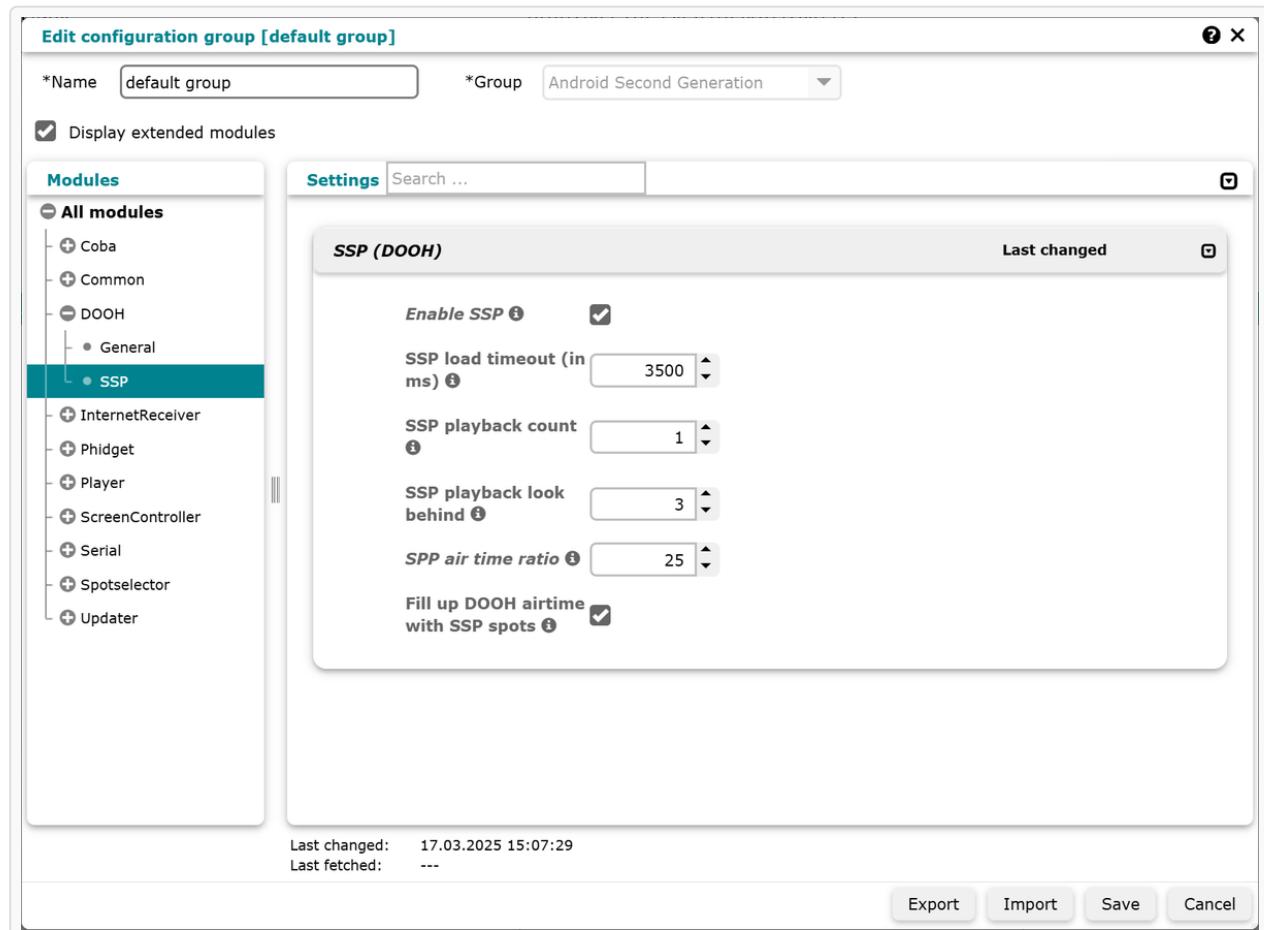
10. Click **Save** to save your changes.
11. Restart the player service or reboot the player for your changes to take effect.

Enable SSP without DOOH

To use only SSP without DOOH, perform the following steps to enable SSP:

1. In the IXM One, go to the player configuration or configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** dialog.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **Player > SSP**.

4. Under **Settings**, select **Enable SPP**.



5. Optionally, change the **SSP load timeout (in ms)**. If loading the SSP spot takes longer than the timeout, the system skips the spot.

6. Optionally, change the **SSP playback count**. This specifies how many of the last spots should be SSP spots ([example](#)).

7. Optionally, change the **SSP playback look behind**. The system looks at the last specified number of spots to analyze whether the next spot should be SSP ([example](#)).

8. Set the **SPP airtime ratio**.

9. **Fill up DOOH airtime with SSP spots** is turned on by default. You can turn it off if needed.

10. Click **Save** to save your changes.

11. Restart the player service or reboot the player for your changes to take effect.

Example SSP configuration

To have a maximum of 20% SSP played, specify the following values:

- **sspPlaybackCount = 1**
- **sspPlaybackLookBehind = 5**

The player will check if an SSP spot was played among the last four spots. If not, it will try to play an SSP spot.

IXM One

URL: <https://docs.grassfish.com/docs/ixm-platform>

Archiviert am: 2025-07-17 18:37:33

Grassfish's IXM One allows you to manage and connect all customer touchpoints into a cohesive digital in-store experience. This comprehensive approach enables the implementation of a connected store, where visual and interactive displays, personal devices, staff devices, sensory and retail tech all work together.

Evolved from a leading digital signage platform, IXM One supports the collaboration of all departments involved in creating, managing, and analyzing in-store experiences on a global scale. In this role, IXM One integrates tightly with other corporate platforms like CRM, DAM, PIM, ERP, and ECOM systems.

Your browser does not support the audio element.

[Read more on our website.](#)

DOOH and SSP Module

At Grassfish, we see a big trend towards intelligent mixes of editorial content, own advertisement, and third-party advertisement – often coming from programmatic platforms (SSPs/DSPs). In addition, Digital Out Of Home (DOOH) has become an established and fast-growing advertisement format. Advertisements on large displays and video walls are replacing traditional poster spaces everywhere. They add flexibility and motion, particularly in retail stores and public

areas where you can now see screens that show a variety of content. This has opened a new revenue stream for network owners.

With the DOOH and SSP module, IXM One offers an outstanding solution for supporting and combining all content and advertisement channels. You can flexibly design channel mixes as you like and the SSP integrations are transparent.

[Read more on our website.](#)

Use audience recognition

URL: <https://docs.grassfish.com/grassfish/docs/ssp-audience-recognition>

Archiviert am: 2025-07-17 18:37:35

With audience recognition, you no longer have to preset live tags in the [IXM One](#). [Windows](#) or [Linux Players](#) can now pass live tag information to an SSP provider through the AdServing API.

What are live tags?

Live tags are special tags that affect the spot playout at runtime. They're activated and deactivated through (local) web services. This process is triggered by an attached external system that calls the player's web services. Such external systems are, for example, sensors, camera images, external dynamic data like weather forecasts, or external events. You can configure the player to display specific spots that have live tags assigned to them which match the current conditions.

System requirements

Ensure that you meet the following system requirements:

| Component | Version |
|-------------------------|-------------------------|
| Windows or Linux Player | Version 11.13 or later |
| AdServing API | Version 1.2.0 or later |
| Player add-on | Version 2.7.03 or later |

Prerequisites

Don't forget to set the live tags that you want to pass to the SSP provider on the player. If you don't, the add-on fetches a random spot from the AdServing API without passing the live tag information.

→ To manually set live tags on the player, you can use the API command **SetLiveTags**. For more information, see the [API documentation](#).

Configure the components

To use audience recognition, you must configure the AdServing API and the player add-on.

Configure the AdServing API

For information on how to configure the AdServing API in general, see the [SSP installation articles](#).

To configure the AdServing API, perform the following steps:

1. Open your SSP config file.
2. Specify the following settings:

| Setting | Description |
|---------------------------|---|
| SspLiveTagsUrl | <p>Specify the URL template of the SSP provider to allow live tags.</p> <p>For example, if you've set the live tags ac1:1 and a0:1, the URL would be:</p> <p>https://prod.ssp1.eu/ssp1/?key=c762&seg=ac1%3A1&playerid=12345</p> <ul style="list-style-type: none">• https://prod.ssp1.eu/ssp1/ is the URL of the SSP provider.• key identifies the customer at the SSP server.• seg stores the live tag data.• playerid specifies the player's BoxID. <p>Note</p> <p>Note that if you don't configure this setting, the application will use a default URL template.</p> |
| SspLiveTagValuesSeparator | <p>Optionally, specify a separator for concatenated live tag values.</p> <p>By default, it's a semicolon ;</p> |

3. Save your changes and close the file.

Example configuration of the SSP config file:

```
{  
    "SspConfigurations": [  
        {  
            "SspPriority": 1,  
            "SspUrl": "https://prod.ssp1.eu/ssp1/?key=c762&boxId={boxId}",  
            "SspLiveTagsUrl": "https://prod.ssp1.eu/ssp1/?key=c762&boxId={boxId}&seg={seg}",  
            "CutMediaUrlBeforeSubString": "?",  
            "SspRequestHeaders": {  
                "api-key": "8618681688"  
            },  
            "SspCategoryId": 812,  
            "SspPlaylistId": 522,  
            "SspSpotGroupId": 1211,  
            "SspServiceUserId": 844  
        }  
    ]  
}
```

Configure the player add-on

To configure the player add-on, perform the following steps:

1. Open the config.ini file:

- On Windows, the config file is located at: C:\GVClient\addonConfigs\gfPlayer\DoohPlaybackService\config.ini
- Under Linux, the config file is located at: /opt/grassfish/addonConfigs\gfPlayer\DoohPlaybackService\config.ini

2. In the config file, specify the following setting:

| Setting | Description |
|--------------------|---|
| Dooh.SspLiveTagKey | If the player has live tag values with this key, all values of this live tag key are passed URL-encoded. The default value is AdvSegments . Note You can only set one live tag key. |

3. Save your changes and close the file.

Example communication to the player:

```
[  
 {  
   "Name": "ADV_SEGMENTS",  
   "Values": [  
     {"Value": "a12:2"},  
     {"Value": "bx1:1"},  
     {"Value": "rx1:5"}  
   ]  
 }]
```

Playout of SSP spots

By default, there is a look-back time of ten minutes.

For example, if you have an airtime ratio of 50%, for example, the SSP spots are played out as follows:

- If DOOH and SSP spots were played one minute in total within the last ten minutes, the system asks for a new SSP spot. One minute equals 10% which is smaller than 50% airtime ratio.

- If DOOH and SPP spots were played nine minutes in total within the last ten minutes, the system doesn't ask for a new SSP spot. Nine minutes equal 90% which is greater than 50% air time ratio.

Troubleshooting

If you run into trouble using the audience recognition feature, consider the following information.

General errors

The following errors can occur if your setup doesn't meet the system requirements:

- If you receive a 404 error when the add-on is making a request, your AdServing API version is too old. You must install version 1.2.0 or later.
- If the new feature doesn't work, your player add-on version is too old. You must install version 2.7.0 or later.
- If there's no DOOH calculation in the add-on, your player version is too old. You must install version 11.13 or later.

No concatenated strings

Only concatenated string are sent to the SSP provider as live tag information. Concatenation means joining strings end-to-end by appending one string to the end of another string. To do so, use the separator that you've specified as [SspLiveTagValuesSeparator](#).

Example:

- The following concatenated string works: GET <https://prod.ssp1.eu/ssp1/?seg=a12%3A2%3Bbx1%3A1%3Brx1%3A5>
- The following string is not supported: GET <https://prod.ssp1.eu/ssp1/?seg=a12%3A2&seg=bx1%3A1&seg=rx1%3A5>

No live tags on the player

You must set the live tags on the player. If you don't, the add-on fetches a random spot from the AdServing API without passing the live tag information.

Empty live tags value

If the live tags value is null or empty, the system ignores the parameter **seg**. That means, it passes null to the SSP provider.

Example: GET https://prod.ssp1.eu/ssp1/?key=c762&boxId=BOX_ID&seg=

Warning logged

The system logs a warning if the live tag value contains the same character as the configured separator. For example, if you use **value=a12:1** and **separator=:**

Enable SSP

URL: <https://docs.grassfish.com/docs/enable-ssp>

Archiviert am: 2025-07-17 18:37:37

To enable SSP in the IXM One configuration file, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Change the following settings:
 - Set **enableDooh** to **DOOHPlatform** or **DOOHLite** depending on which version you're using. This setting enables SSP.
 - Set **enableCategoriesPerScreen** to **true**.
 - Set **enableLiveTags** to **true**.
 - Set **enableSpotPropertyInheritanceForUserType** to **Admin**.
5. Save your changes and close the config file.

```
"enableDooh": "DOOHPlatform",
"enableCategoriesPerScreen": true,
"enableLiveTags": true,
"enableSpotPropertyInheritanceForUserType": [
[
"Admin"
]
```

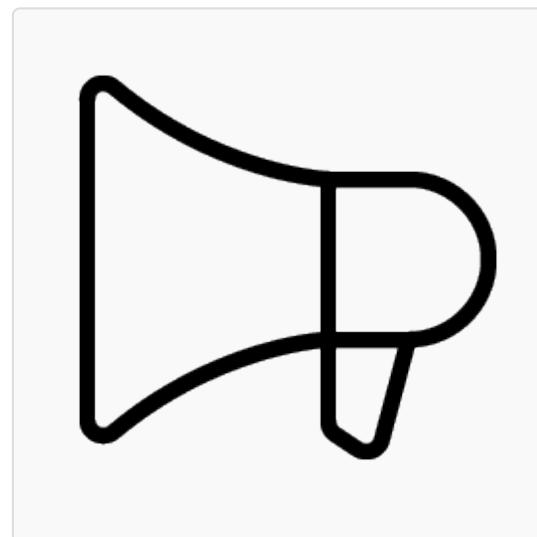
Note

For more information, see our [SSP installation guide](#).

Grassfish

URL: <https://docs.grassfish.com>

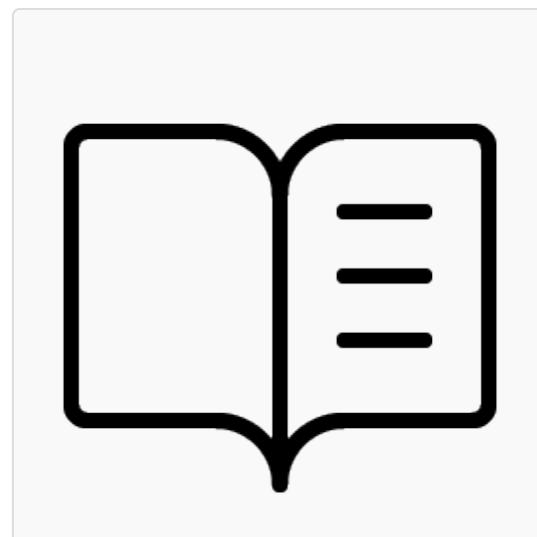
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News

Get the latest news from Grassfish to stay up to date on our products and developments.

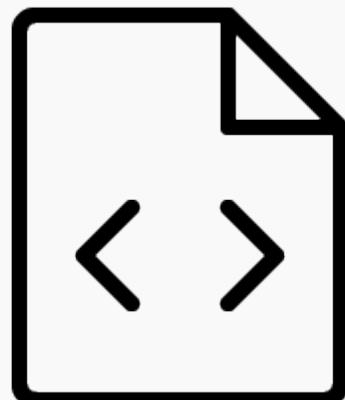
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Knowledge Base

Get to know our products, read our how to guides, explore developer docs, and more.

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API Documentation

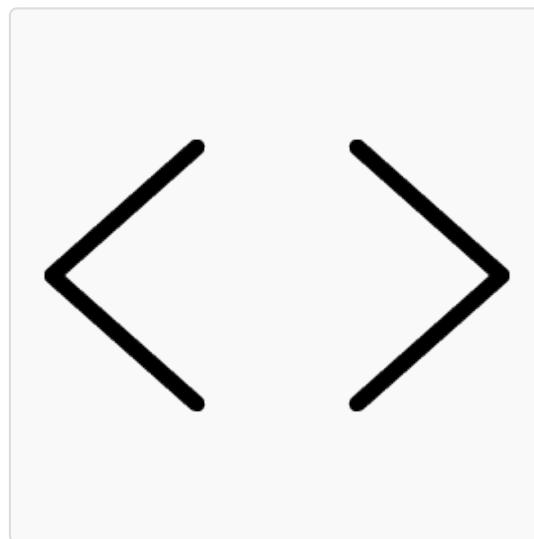
Discover the API documentation and references for IXM One and our players.

[Learn more](#)

API Documentation

URL: <https://docs.grassfish.com/grassfish-api/en>

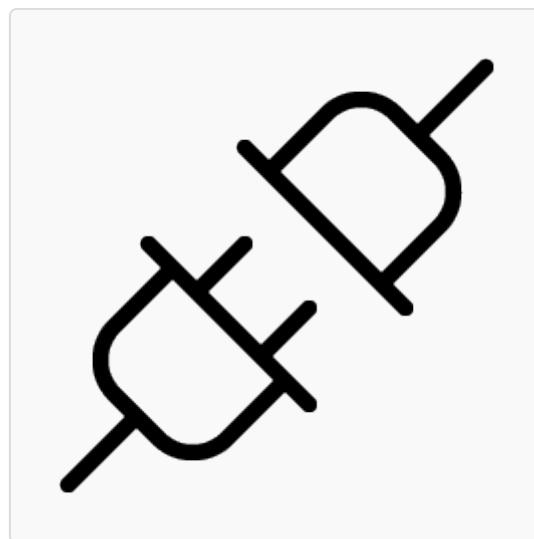
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IXM One API

Get data from IXM One and perform actions like creating playlists or deleting spots.

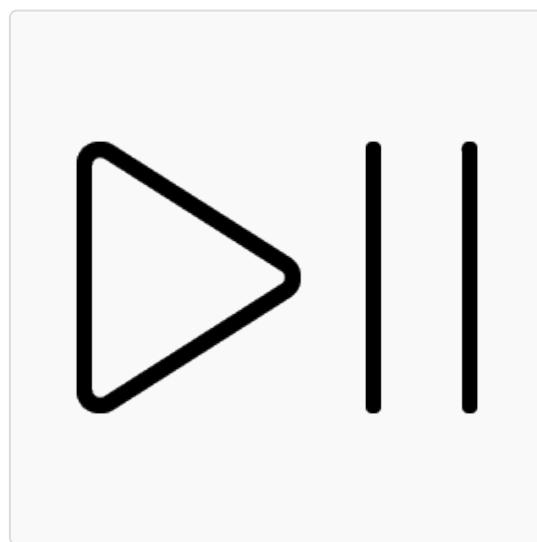
[Learn more](#)



Player MQTT API

Start event-driven real-time communication with the Windows and Linux Player via MQTT.

[Learn more](#)



Player REST API

Get player information and control the Android, Windows, and Linux players using web services.

[Learn more](#)

Get started

URL: <https://docs.grassfish.com/apidocs/get-started>

Archiviert am: 2025-07-17 18:37:47

Follow this quick tutorial to make your first API call. In this tutorial, you'll log a user into IXM One to retrieve their session ID.

Prerequisites

For the tutorial, you need an IXM One account and the user credentials.

Retrieve your session ID

To retrieve your session ID, perform the following steps:

1. Access the IXM One API.
2. Go to **Users > Log a user into the system**.
3. In the body, enter your IXM One application name, username, and password.
4. Optionally, enter your Application GUID. If you don't have one, just leave it as is.
5. Check the response to retrieve your session ID.

An API call or API request is a message to a server that requests an API to provide a service or information.

When you're logged in, you get a session ID that you can use for authorization. The session ID is connected to a user including their rights and permissions.

A standalone application can be identified by a globally unique identifier (GUID). If you are unsure, ask your administrator whether your application requires an application GUID upon login.

Use ID parameters

URL: <https://docs.grassfish.com/grassfish-api/apidocs/en/get-ids>

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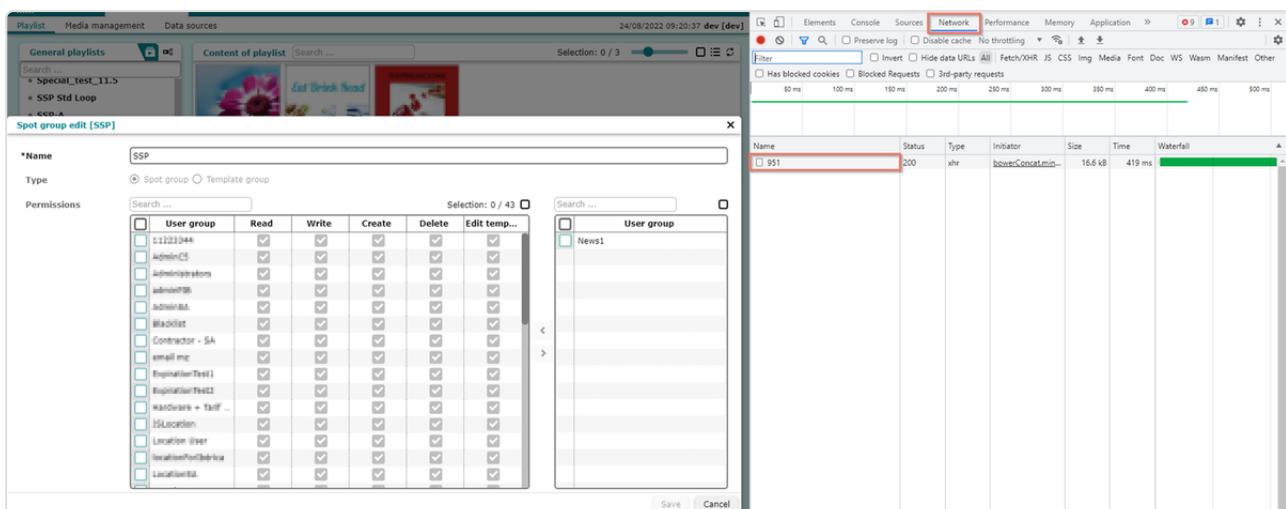
For some API operations, you must specify the unique IDs of IXM One items such as categories, playlists, or spots in your request.

These unique IDs ensure that the correct object is addressed. Since the names of spots and other items in IXM One can change easily, we use unique IDs to avoid inconsistencies.

How to get IDs

To find the IDs for your API request, perform the following steps:

1. In IXM One, open the editing window of the category, playlist, spot group, or user whose ID you need.
2. To open the developer tools in your browser, press **F12**. Alternatively, open them from the browser menu.
3. In the developer tools window, select the **Network** tab.
4. Read the ID from the list and write it down.



Initialize players

URL: <https://docs.grassfish.com/docs/player-provisioning-website>

Archiviert am: 2025-07-17 18:37:53

Initializing the player is an important part of the setup. Initializing means creating a connection between the player and IXM One. You can do this using the classic InitBox or the generic provisioning website.

The website simplifies the initialization process. It allows you to initialize the player without using a keyboard and it enables offsite player initialization. The provisioning website also provides an option to easily replace a player.

Access to the provisioning website

New player software is shipped with provisioning enabled by default. However, if the technician has a keyboard connected, they can easily switch to manual installation.

Player support

You can use the provisioning website with the following players:

| Player | Support |
|------------------------|---------------|
| Windows & Linux Player | Supported |
| Android Player | Supported |
| Tizen Player | Not supported |

Initialize the player

The provisioning website guides you through the player initialization in a few simple steps. However, before you begin initialization, review the following prerequisites and determine which installation mode is right for you.

Prerequisites

Ensure that you meet the following requirements before you begin the initialization:

- You've added the player in IXM One.
- You know the player's Box-ID as entered in IXM One.

- You know the name of the IXM One application and the user credentials.
- You know the customer-specific URL of the provisioning website.

Note

The initialization may require direct interaction with the player. Some actions like replacing a player require a box reset on the player itself.

Select the installation mode

You can select one of the following installation modes:

- **Advanced install**: requires an IXM One login. The advanced install allows you to adjust the time zone, language, and rotation of the screen. You'll also see a summary of player data stored in IXM One.
- **Quick install**: doesn't require an IXM One login. The quick install provides a quick installation process without adjusting the player or any additional information. You must [enable quick install in the master.config file](#) first.
- **Replace player**: requires an IXM One login. Replacing a player allows you to replace the existing player and to adjust the time zone, language, and rotation of the screen on the new player.

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

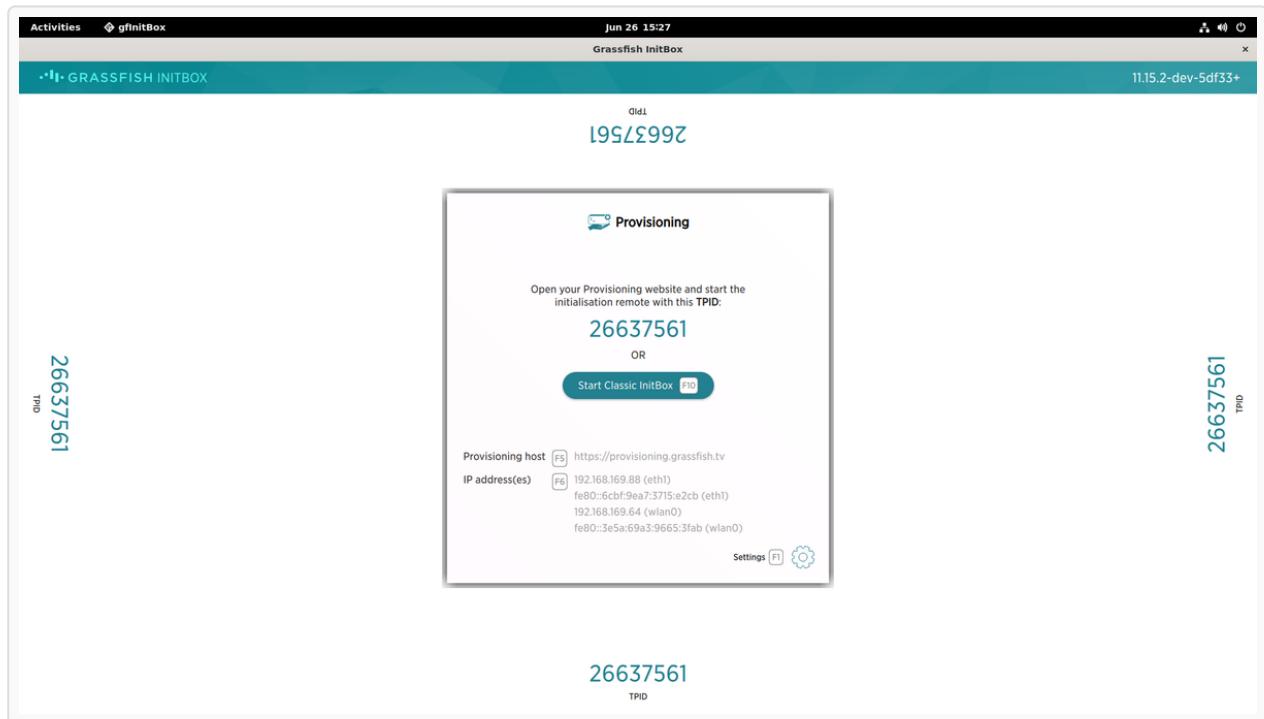
Advanced install

URL: <https://docs.grassfish.com/docs/advanced-install>

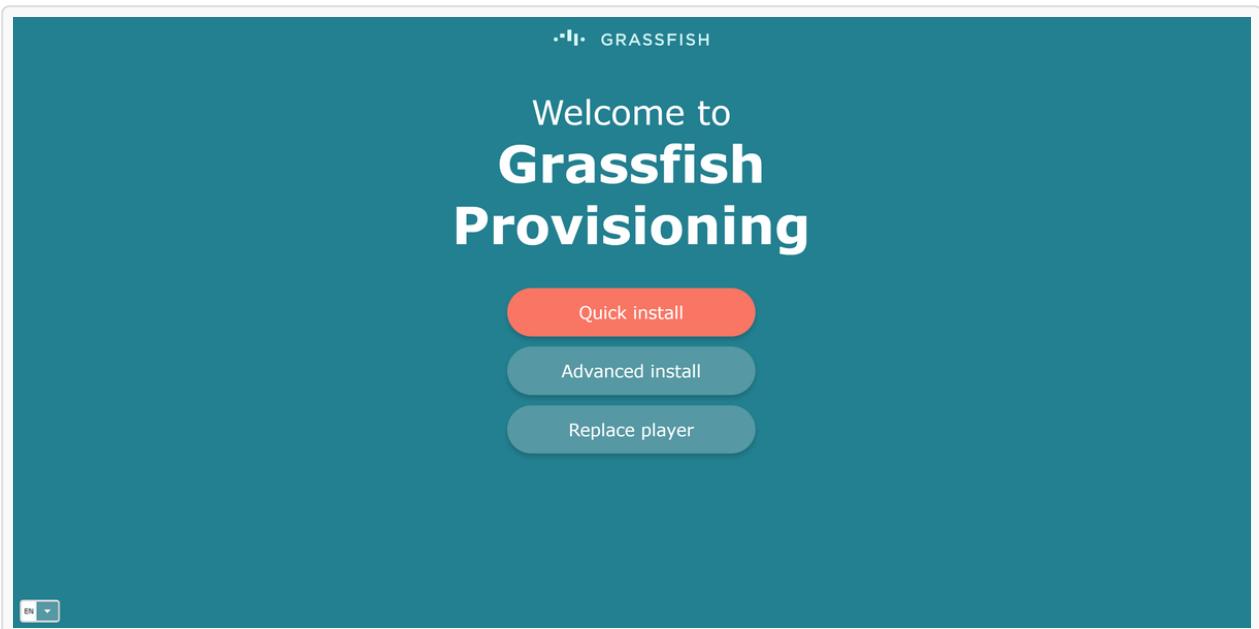
Archiviert am: 2025-07-17 18:37:56

To initialize the player, perform the following steps:

1. Start the player. Note the TPID that you see on the screen.



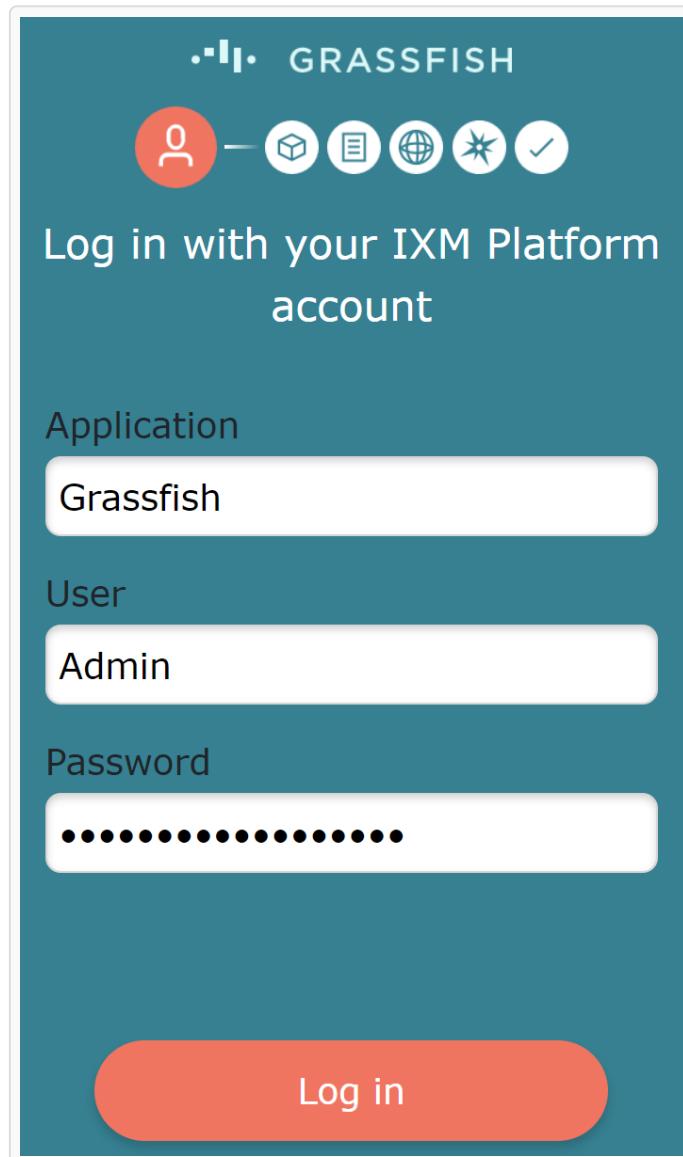
2. Open the provisioning website via the custom URL.
3. Optionally, select a language from the menu at the bottom left.
4. On the provisioning website, select **Advanced install**.



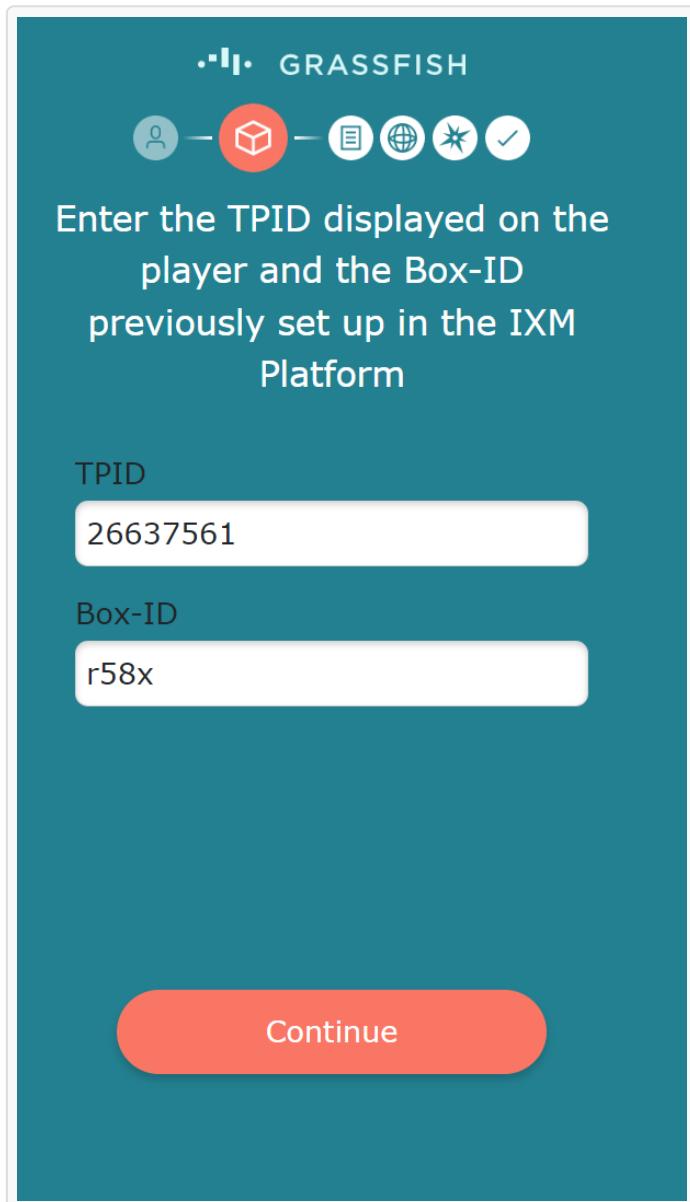
5. Enter the following data:

- **Application:** enter your IXM One application name.
- **User:** enter your IXM One username.
- **Password:** enter your IXM One password.

6. Click **Log in**.



7. Enter the **TPID** and **Box-ID** of the player.



8. Click **Continue**.
9. Review the player details and click **Confirm**.
10. Select the time zone from the dropdown menu and click **Confirm**.
11. Select the screen rotation and click **Confirm**.
12. Select **Finish** to finish the initialization.

API glossary

URL: <https://docs.grassfish.com/grassfish-api/apidocs/api-glossary>

Archiviert am: 2025-07-17 18:38:00

A

API

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

API call

An API call or API request is a message to a server that requests an API to provide a service or information.

API key

The API key is a unique identifier to authenticate a user. In IXM One, you can create an API key to perform tests with your personal user. When you use the key for authorization, you have the same rights and permissions that this user has in IXM One.

Application GUID

A standalone application, such as IXM One, can be identified by a globally unique identifier (GUID). If you are unsure, ask your administrator whether your application requires an application GUID upon login.

Authorization

Authorization is the process of verifying whether a user is allowed to perform a certain action. Our IXM One API offers two options for authorization: the session ID and the API key.

ASC

ASC means Advanced Spot Configurator. The ASC content of a spot refers to all editable elements of an [HTML Wizard spot](#).

B

Binary payload

Binary payload refers to the binary content of the message payload. This is content that is anything other than text, such as an image or an XML file.

Booking ID

Each DOOH booking is automatically assigned an ID upon creation. This ID helps to uniquely identify each booking. You can check the ID when you access the booking in IXM One or in your browser. [Learn how to get the ID ...](#)

Box-ID

Every player has a unique Box-ID that identifies it, for example, during the [initialization](#). You can check the Box-ID when you access the player in IXM One.

C

Category ID

To provide tailored content, you can assign specific categories to your locations and spots. Each category has a unique ID which you can check in your browser. [Learn how to get the ID ...](#)

Client

The client is the application that sends the request to the [server](#) who sends a response.

CRC

CRC means cyclic redundancy check. This is an error detection code that can be used to detect accidental changes to digital data.

D

Data calculator

Data calculator is a service that recalculates XML playlist files. It registers each relevant modification by a user in IXM One and recalculates the corresponding playlists.

Depth parameter

The search depth parameter determines how simple or complex the search is. This means how many levels it covers. For example, 1 means the search includes direct child elements of the search term. The depth parameter is usually optional. If it is omitted, there is no level restriction for the search.

E

Edition code

The edition is the type of player such as Android or Tizen.

Endpoint

An API endpoint is a unique URL of a server or service that points to a specific resource. API endpoints are the final touchpoints in the API communication system, where API and server interact. The API uses endpoints to perform specific tasks such as requesting data or starting a process.

Entity ID

The entity ID is the unique identifier of an entity like a spot or media file. [Learn how to get the ID ...](#)

F

FAST

With FAST, you can send commands from the server to the Linux and Windows (Qt) Player very quickly. This allows you to control the players remotely via a fastBroker add-on.

G

GUID

GUID means globally unique identifier. It's a unique ID that can identify, for example, an IXM One application module, a player edition, or an upload.

H

HTTP

HTTP stands for Hypertext Transfer Protocol. This is a standardized protocol for transmitting data between clients and servers on the internet. The client sends an [HTTP request](#) to the server using a standard set of methods such as GET to specify the action it wants to perform on a specific resource.

J

JWT

JWT means JSON Web Token. It's a JSON-based access token that is typically used to exchange a user's identity between an identity provider and a service provider in a third-party system.

L

Location ID

In IXM One, your entire player network can be depicted geographically via locations. Each location has a unique ID which you can check in your browser. [Learn how to get the ID ...](#)

P

Parameters

Parameters are variables that provide specific information or instructions to an API endpoint. There are different types of parameters that are included in different parts of an API request: header parameters, path parameters, query parameters, and request body parameters.

S

Screen number

You can assign up to two displays to a player in IXM One. The screen number indicates which of the two displays is relevant if, for example, you want to change or delete a player's screen.

Server

The server is the application that sends a response to the [client](#) who sends the request.

Session ID

When you're logged into IXM One, you get a session ID that you can use for [authorization](#). The session ID is connected to a user including their rights and permissions.

Session hash

The session hash is the session ID converted into a hash value. The hash value consists of exactly 40 characters of numbers or letters.

Spot ID

Spots are the content that you put on your playlist to play on your screens. Each spot has a unique ID which you can check when you access the spot in IXM One or in your browser. [Learn how to get the ID ...](#)

Status code

API status codes are [HTTP status codes](#). The API returns an HTTP status code to indicate the status of a client request. The code informs the user of the result of their request, such as "200 OK" for a successful operation.

Swagger

Swagger is a collection of open source tools for designing, building, documenting, and consuming APIs. You can [enable the Swagger site](#) in IXM One configuration.

T

TPID

TPID means temporary provisioning identifier. It's used for [initializing players](#).

U

UDC

UDC means Universal Data Controller. This is a service for importing external, customer-specific data via plug-ins.

UTC

UTC means coordinated universal time. This is a standard for determining all time zones in the world with a uniform calculation. Using UTC as the reference time, each time zone can be determined in deviation from another time zone. The differences between a time zone and universal time are given in UTC +/- x hours.

V

Version

Version refers to the version of the API. A new API version is released with each IXM One release. We are constantly improving our API, which means that later versions generally contain more API calls and options than previous versions.

HTTP requests

URL: <https://docs.grassfish.com/apidocs/http-requests>

Archiviert am: 2025-07-17 18:38:03

The API is the intermediary between IXM One and the web server. When you use the API, you initiate an API call that tells IXM One to do something. IXM One, in turn, uses the API to ask the web server to do something.

The API call that you make is essentially an HTTP request that allows you to either access a resource on the server or to send data to the server.

HTTP methods

The HTTP method is a command that tells the server what to do. You can use the following HTTP methods in your requests to the API:

| HTTP method | Description |
|-------------|--|
| GET | Retrieve a single item or a list of items. |
| POST | Create an item. |
| PUT | Update an item. |
| DELETE | Delete an item. |

Header parameters

Your requests to the API must contain header parameters. Specifying these parameters allows you to transmit additional information for security, such as the API key or session ID for [authorization](#).

Path parameters

Your requests also contain path parameters. Path parameters are variable parts of a URL that point to a specific resource. A URL can contain multiple path parameters, such as an API version or the unique ID of an item.

URL

The URL consists of at least a base API endpoint, followed by the API version and the plural name of the resource.

Example:

| | |
|--------------|---|
| HTTP request | GET /v{version}/Spots |
| URL | <code>https://api.grassfish.tv/v1.15/Spots</code> |

Depending on the request, more parameters can be added to the URL, such as IDs and names of resources and child resources.

Example:

| | |
|--------------|--|
| HTTP request | GET /v{version}/PlaylistVersions/{playlistVersionId}/Items/{itemId} |
| URL | <code>https://api.grassfish.tv/v1.15/PlaylistVersions/23787/Items/65243</code> |

HTTP status codes

URL: <https://docs.grassfish.com/apidocs/http-status-codes>

Archiviert am: 2025-07-17 18:38:05

Review the following table to learn more about status codes that the API returns.

| HTTP status code | Name | Description |
|------------------|------------------|---|
| 200 | OK | Your request was successful. |
| 201 | Created | Your request was successful. |
| 204 | No content | Your request was successful. This occurs frequently, for example when you refresh a page. |
| 400 | Bad request | The server can't process the request. This is usually due to a client-side error, such as a missing parameter. |
| 401 | Unauthorized | The server requires authentication. In this case, the client usually needs to provide a valid access token. |
| 403 | Access denied | The server denies access, because it does not have permission to do so. |
| 404 | Not found | The server can't find the requested resource. This can be due to a broken link or a misspelled URL. |
| 409 | Conflict | There's a conflict between the client and the server. Multiple users may be attempting to update the same resource simultaneously. |
| 500 | Unexpected error | An unexpected error has occurred on the server. This can happen, for example if there's a bug in the code. |

Troubleshooting

If you receive an error response, the following steps can help you identify and solve the issue:

- Ensure that the syntax and content of your request is correct.
- Check whether the requested address (URL) is correct.
- Ensure that you have sufficient user permissions in IXM One.
- Check whether your parameters are correct. For example, double-check the ID you specified in your request.
- Check the state of the resource in your request. For example, the spot you want to delete could be in use or the player whose InitBox you want to start is already initialized.
- Check whether the resource in your request has been removed or renamed.
- Clear the browser cache and cookies.

Enable Swagger

URL: <https://docs.grassfish.com/grassfish/docs/en/enable-swagger>

Archiviert am: 2025-07-17 18:38:07

Swagger is a collection of open source tools for designing, building, documenting, and consuming APIs. You can use it to test the server APIs.

To enable Swagger, perform the following steps:

1. Navigate to the master.config file.
2. Under **appSettings**, add the following entry: `<add key="EnableSwagger" value="true"/>`
3. Save your changes and close the file.

```
<configuration>
  <appSettings type="global">
    <add key="EnableSwagger" value="true"/>
  </appSettings>
```

Note

You can now access the Swagger site at: `http(s)://[server address]/gv2/webservices/API/swagger`

End of Support

URL: <https://docs.grassfish.com/docs/en/end-of-support>

Archiviert am: 2025-07-17 18:38:09

:

IXM One

URL: <https://docs.grassfish.com/docs/en/ixm-one>

Archiviert am: 2025-07-17 18:38:11

Grassfish's IXM One allows you to manage and connect all customer touchpoints into a cohesive digital in-store experience. This comprehensive approach enables the implementation of a connected store, where visual and interactive displays, personal devices, staff devices, sensory and retail tech all work together.

Evolved from a leading digital signage platform, IXM One supports the collaboration of all departments involved in creating, managing, and analyzing in-store experiences on a global scale. In this role, IXM One integrates tightly with other corporate platforms like CRM, DAM, PIM, ERP, and ECOM systems.

Your browser does not support the audio element.

[Read more on our website.](#)

DOOH and SSP Module

At Grassfish, we see a big trend towards intelligent mixes of editorial content, own advertisement, and third-party advertisement – often coming from programmatic platforms (SSPs/DSPs). In addition, Digital Out Of Home (DOOH) has become an established and fast-growing advertisement format. Advertisements on large displays and video walls are replacing traditional poster spaces everywhere. They add flexibility and motion, particularly in retail stores and public

areas where you can now see screens that show a variety of content. This has opened a new revenue stream for network owners.

With the DOOH and SSP module, IXM One offers an outstanding solution for supporting and combining all content and advertisement channels. You can flexibly design channel mixes as you like and the SSP integrations are transparent.

[Read more on our website.](#)

Players

URL: <https://docs.grassfish.com/docs/en/players>

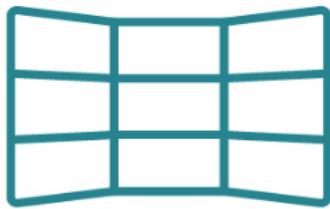
Archiviert am: 2025-07-17 18:38:13

Digital communication is a cornerstone of smart business. Digital shop windows and posters, shelf displays and tablets bring the store to life and enable tailor-made approaches to address customers directly. All of these elements contribute to creating and strengthening brand awareness and promoting products and services.

The Grassfish player offers customer experiences at the highest level. Best playback quality, easy operation and seamless transitions between individual videos are just some of the outstanding features we offer. The high-end software guarantees stability, while real-time monitoring prevents black screens, which is essential for successful business operations.



SCREENS



VIDEO WALLS



SENSORS



TABLETS



WEB & MOBILE



DIGITAL PRICE TAGS

Compare players

URL: <https://docs.grassfish.com/docs/compare-player-features>

Archiviert am: 2025-07-17 18:38:15

The feature comparison tables refer to the following players:

| Player | Beschreibung |
|---------|--|
| Linux | Based on Lubuntu 20.04 and 22.04. Learn more ... |
| Windows | Windows 10 IoT LTSC 64 bit. Learn more ... |
| Android | From Android 7.1. Learn more ... |
| Tizen | Samsung Tizen 4.0. Contact Grassfish Sales for Tizen 6.5. Learn more ... |

General features

| Features | Linux |
|---|-------|
| Playback scheduling by time, date, and location | ✓ |
| Playback scheduling by player groups and attributes | ✓ |

| | |
|---|---|
| Spot transition seamless | ✓ |
| Spot transitions with different animations | ✓ |
| Interactive content | ✓ |
| Monitoring and player self-monitoring | ✓ |
| Automatic player software updates from the server | ✓ |
| Switching screens on/off | ✓ |
| Screenshot function of the player | ✓ |
| Playback reports: configurable reporting on proof-of-play, content usage and interactive applications | ✓ |
| Remote maintenance | ✓ |
| Green energy support | ✓ |
| Homogenous OS/Firmware version on all players | ✓ |
| IoT integration of sensors, devices, light, sound, scent and other data sources | ✓ |

Media formats

| Features | Linux |
|----------|-------|
| Audio | ✓ |

| | |
|---|---|
| Video | ✓ |
| Images | ✓ |
| Websites | ✓ |
| Websites must be displayable in an iFrame. | |
| Local HTML spots | ✓ |
| HTML Composer and HTML Wizard | ✓ |
| PDF | ✓ |
| Large PDFs lead to instabilities in the Android and Tizen Player. PDFs must be tested before rollout. | |
| Video streaming | ✓ |
| Depends on hardware. Entire setup must be tested extensively. | |

Resolution and Display

| Features | Linux | Windows |
|---|-------|---------|
| Full HD | ✓ | ✓ |
| 4K | ✓ | ✓ |
| Depends on hardware. Entire setup must be tested extensively. | | |
| More than 4K (with multiple display outputs) | ✓ | ✓ |
| Split screen layouts with multiple media zones on the screen | ✓ | ✓ |
| Depends on hardware. Entire setup must be tested extensively. | | |

| | | | |
|---|---|--|---|
| Overlay function | ✓ | | ✓ |
| Synchronization of content across multiple screens | ✓ | | ✓ |
| Operation of two screens displaying different content | ✓ | | ✓ |

Playback behavior

| Features | Linux | Windows |
|--|-------|---------|
| Screensaver | ✓ | ✓ |
| Prioritized content | ✓ | ✓ |
| Versioned playlists | ✓ | ✓ |
| Time-triggered content | ✓ | ✓ |
| Event-triggered content Triggered by Composer / Wizard spots or Webservice calls (external hardware is project specific). | ✓ | ✓ |
| Randomized playback | ✓ | ✓ |
| Data-driven content and streaming | ✓ | ✓ |
| Dynamic content delivery - targeted promotions and relevant information | ✓ | ✓ |
| Playback of a specific number of spots for each cycle | ✓ | ✓ |
| Live tags - Management of spot playback depending on UDC data | ✓ | ✓ |

| | | | |
|--|---|--|---|
| Live tags - Management of spot playback depending on sensors | ✓ | | |
| Live tags - spot playback in accordance with weather forecast* | ✓ | | ✓ |
| *on request | | | |
| Real-time data collection platform for analytics and business intelligence | ✓ | | ✓ |
| Player API | ✓ | | ✓ |
| FAST interface for near real-time control of the player | ✓ | | ✓ |
| DOOH playback support (frequency, number of playbacks, share of voice) | ✓ | | ✓ |
| SSP gateway integration | ✓ | | ✓ |

Dynamic data

| Features | Linux | Win |
|---|-------|-----|
| Transfer and allocation of data in UDC | ✓ | ✓ |
| Local database on the player for the data | ✓ | ✓ |
| Display of data in HTML templates | ✓ | ✓ |

Tizen Player

URL: <https://docs.grassfish.com/docs/tizen-player>

Archiviert am: 2025-07-17 18:38:18

Samsung Tizen embedded media players are all-in-one playback devices combining both player and display functionality in one device. A cost-efficient, scalable, and reliable solution for digital signage networks.

Grassfish complements Samsung Tizen players with extensive IXM One functionality, such as:

- Automatically distributing content across several screens and engage your target audience at the right moment and location.
- Designing, creating, and publishing playlists via drag and drop.
- Structuring your content using tags, meta information, or specific categories to address a collection of screens or individual players.
- Managing devices using monitoring and reporting tools.
- Making use of multi-tier architecture and extended user and rights management.

Note

Within a multi-device network, Samsung Tizen players can be operated simultaneously with other Grassfish supported players.

System requirements

Note the following system requirements:

Hardware

We support the following Samsung Tizen series fully or partially:

QMR series
QBR series
QMxB series
QHxB series
QMxC series

We've tested and officially support the following models:

QM32R

QM43R

QM55R

QM65R

QM75R

We've tested and officially supported the following models:

QB13R

QB24R

The QMxB series uses Tizen 6.5 which is supported but still has compatibility issues.

The QHxB series uses Tizen 6.5 which is supported but still has compatibility issues.

The QMxC series uses Tizen 7.0 which is supported except for synchronization.

Note

You can update the firmware via Grassfish IXM One.

Software

The Grassfish Player software runs as a JavaScript application on Samsung Tizen embedded media players and enables you to manage your screen network using the familiar Grassfish IXM One interface.

You need the following setup:

Software

Samsung Tizen embedded media player

Network access with connection to Grassfish IXM One

Tizen JavaScript player software

Supported media

We support the following media formats on Samsung Tizen:

- **Video:** H264, HEVC, VC-1, VP9, and others
- **Media:** MOV, MP4, MKV, WebM and others
- **Image:** JPEG, PNG and others
- **Audio:** MP3, AC-3, AAC, and others
- **Streaming:** HLS, Dash
- **PDF**
- **HTML:** for websites and dynamic content (limited)
- **Local HTML Spots**
- **Composer Spots**

Playback and scheduling

The following IXM One features are supported on Samsung Tizen:

- Daily operation management
- Date, time, weekday, and interval-dependent playback
- Assigning user groups, locations, or categories to content
- Screen power on/off and system reboot via IXM One
- Screen layouts in landscape and portrait mode
- Reporting and audit trail to track what has been shown where, when, and on which devices (proof of play)
- Monitoring devices and screen shots
- Auto notification
- UDC light (full functionality, limited disk space)
- Preloading spots (limited due to HW limits)
- Split screen layouts
- Priorities

Install the Tizen Player

URL: <https://docs.grassfish.com/docs/install-the-tizen-player>

Archiviert am: 2025-07-17 18:38:20

This article describes how to install the Grassfish Player on Samsung Tizen devices.

Prerequisites

Before you begin the installation, ensure that you meet the following requirements:

- You've uploaded the Tizen JavaScript player software to the backend of the server. We recommend creating a Tizen directory in the www directory of the backend server.
- You've configured the Touch Point with IXM One:
 - The Samsung Tizen serial number serves as the . You can find it on both the device and the packaging.
 - Both 14- and 15-digit serial numbers are supported.

Install the player

You must install the player on the device and initialize and configure both the Tizen OS and the Grassfish Player software. To do so, perform the following steps:

1. Remove the device from its packaging and set it up on an appropriate stand or mount.
2. Connect the power cord and the network cable if you don't use WiFi.
3. Power on the device.
4. Depending on your screen, perform one of the following steps:
 - For a first-time installation, select your preferred language using the arrow keys on the remote and press **Enter** to confirm.
 - For a screen that has been used before, go to **Menu > System > Start Setup**.
5. As installation type, select **Basic Setup**. Press **Enter** to confirm.
6. As display orientation, select **Landscape** or **Portrait**. Press **Enter** to confirm. Note that you must set the same orientation on the player and in the screen layout in the IXM One.
7. Disable the auto power off option by selecting Off. Press **Enter** to confirm.
8. Wait for the successful check of the network connection. If you use WiFi or an internet proxy, specify the network setting details.
9. Under **Play via**, select **URL Launcher**. Press **Enter** to confirm.

10. Enter the URL for downloading the player software that you've installed before ([see prerequisites](#)).
11. Press **Done** and **Enter** to confirm.
12. You can skip **Connect to RM Server**. The Grassfish player doesn't require this functionality.
13. Enter the current date and time press **Next**. Note that HTTPS connections only work with the correct date and time.
14. Click on **Done** to complete the basic setup process.
15. In the main menu, select **URL Launcher** to load the Grassfish Player software.

The Grassfish Player starts. From now on, it'll start automatically on the monitor whenever powered on.

Note

Wait until the player has completed loading the assigned content. When you turn the screen off, it'll automatically turn on again unless you disable this function in the player configuration in the IXM One.

Test the installation

The upload of the Tizen player software leads to a URL for downloading the Grassfish Player from the backend server, such as `https://example.com/tizen`.

To test your Tizen server installation, open the following website: `https://example.com/tizen/sssp_config.xml`. The screen will open the same URL.

Add-ons

URL: <https://docs.grassfish.com/docs/add-ons>

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:

user-site

URL: <https://docs.grassfish.com/docs/android-player>

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Installation guides

URL: <https://docs.grassfish.com/docs/installation-guides-1>

Archiviert am: 2025-07-17 18:38:26

:

Troubleshooting

URL: <https://docs.grassfish.com/docs/en/troubleshooting>

Archiviert am: 2025-07-17 18:38:29

The articles in this section provide troubleshooting tips and guidance in case you have trouble when using our products. Browse the navigation pane on the left, or use the search to find help with a specific issue.

Players

URL: <https://docs.grassfish.com/docs/players>

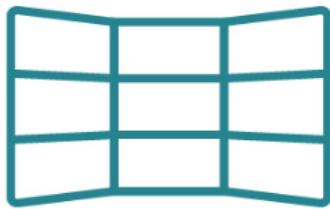
Archiviert am: 2025-07-17 18:38:31

Digital communication is a cornerstone of smart business. Digital shop windows and posters, shelf displays and tablets bring the store to life and enable tailor-made approaches to address customers directly. All of these elements contribute to creating and strengthening brand awareness and promoting products and services.

The Grassfish player offers customer experiences at the highest level. Best playback quality, easy operation and seamless transitions between individual videos are just some of the outstanding features we offer. The high-end software guarantees stability, while real-time monitoring prevents black screens, which is essential for successful business operations.



SCREENS



VIDEO WALLS



SENSORS



TABLETS



WEB & MOBILE



DIGITAL PRICE TAGS

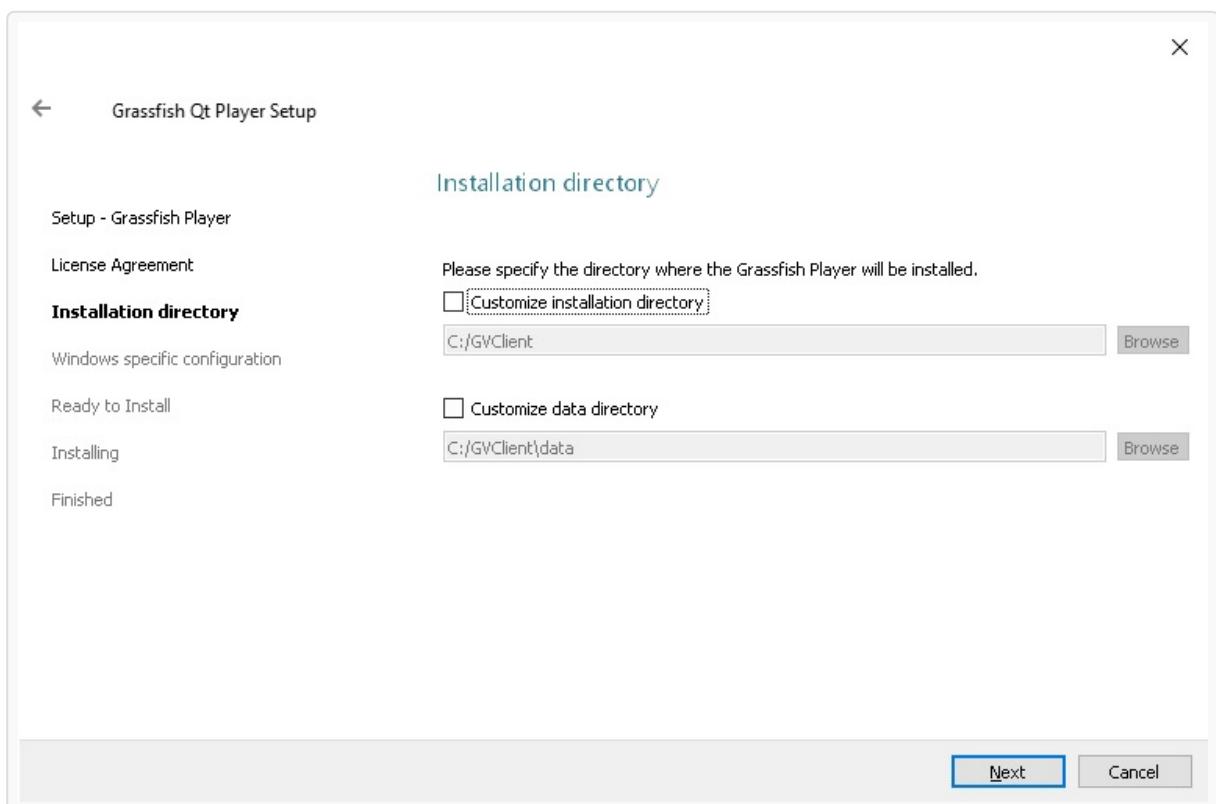
Install the player software

URL: <https://docs.grassfish.com/docs/install-the-player-software>

Archiviert am: 2025-07-17 18:38:33

To install the Grassfish Windows Player software, perform the following steps:

1. Place the installation package in any folder on the player PC.
2. Double-click on the installer file. This opens the Grassfish Player Setup Wizard.
3. To start the setup process, click **Next**.
4. In the **License Agreement** window, select **I accept the license**.
5. Click **Next**.
6. If needed, change the default directories for the installation in the **Installation directory** window:
 - Select **Customize installation directory** and enter a new path or browse.
 - Select **Customize data directory** and enter a new path or browse.



Note

The default directories for the program files are not write-protected. Use the custom installation directory C:\Program Files\GVClient and the custom data directory C:\ProgramData\GVClient to get default Windows

directory rights for your Grassfish installation. These rights normally include write protection for the program directory.

7. Click **Next**.

8. In the **Windows specific configuration** window, select an installation type:

| Presentation | | |
|---|---|--|
| <ul style="list-style-type: none">◦ Software doesn't start automatically upon system start◦ Launch via desktop or start menu icon◦ No changes to system preferences | <ul style="list-style-type: none">◦ Installs the Grassfish software and all services (you must start services manually)◦ Installs required third-party software | Reversible You can simply uninstall the Grassfish software. |
| Basic | | |
| <ul style="list-style-type: none">◦ Software starts automatically upon system start-up◦ Changes system preferences | <ul style="list-style-type: none">◦ Installs the Grassfish software and all services (services are started automatically)◦ Installs required third-party software | Reversible You can simply uninstall the Grassfish software. |
| Full | | |
| <ul style="list-style-type: none">◦ Complete player installation◦ Exclusive usage as Grassfish player | <ul style="list-style-type: none">◦ Installs the Grassfish software and all services (services are started automatically)◦ Installs required third-party software◦ Adapts desktop settings◦ Sets energy options◦ Deactivates various services | Irreversible If you want to use the PCs for other purposes later, you must reinstall the operating system. Exception: Windows allows you to specify recovery points if you've configured it accordingly. |

9. Optionally, enable or disable the following options if they're available for your selected installation type:

| Option | Description | Installation type |
|---------------------------------|--|---|
| Enable autologon | <p>Specify the username and password of the user that is automatically logged in when the system starts. The user must already exist in the Windows system.</p> <p>Note that the Grassfish installer can't verify the correctness of the data you enter.</p> | <ul style="list-style-type: none"> ◦ Basic ◦ Full |
| Disable Windows Security Dialog | Disable all options in the Windows login menu (locking, changing users, signing off, changing passwords, Task Manager). | <ul style="list-style-type: none"> ◦ Full |
| Disable Windows Explorer | Disable the Windows Explorer shell (taskbar, Start menu, desktop, etc.). | <ul style="list-style-type: none"> ◦ Full |

10. Click **Next**.

11. Click **Install** to start the installation.

12. In the subsequent dialog, click **Yes** to allow the app to make changes.

The player software installation starts and adjusts the operating system. Once the installation is completed successfully, you can initialize the player.

Initialize the player

URL: <https://docs.grassfish.com/docs/initialize-the-player>

Archiviert am: 2025-07-17 18:38:35

Note

This article explains how to use the InitBox. For information on how to initialize your player with the provisioning website, [click here](#).

The Grassfish InitBox registers the player on the server. Depending on the installation type, the InitBox opens in one of the following ways:

- Automatically after the installation or a reboot
- Manually from the **Start** menu

To initialize the player in the InitBox, perform the following steps:

1. In the **InitBox** window, specify the server connection:

- **Server address:** enter the server address without https://.
- **Box ID:** enter the Box-ID of the player.
- **Use HTTPS connection:** enable/disable HTTPS.

The image shows the InitBox interface. At the top is a logo with a blue box containing a white 'I' and the word "InitBox". Below it is a section titled "Server connection:" with a sub-section "Server address:" followed by a red placeholder text "Address without https://". Underneath is a "Box ID:" field with a corresponding empty input field. A checked checkbox labeled "Use HTTPS connection" is also present. At the bottom right are three buttons: "Settings" with a gear icon and a blue "F1" key icon, a grey "INITIALIZE PLAYER" button, and a blue "GO" button.

2. Optionally, select **Settings** to edit the following player settings:

| Setting | Description |
|-------------|---|
| Language | Select the language for your player. When you're done, click OK to confirm. |
| Orientation | Change the screen orientation if required. When you're done, click OK to confirm. |

| | |
|----------------|--|
| Keyboard | Select your keyboard layout from the list. When you're done, click OK to confirm. Alternatively, start the keyboard wizard to automatically detect your layout. |
| Network | Specify the interface mode, IP configuration, and proxy settings as required. When you're done, click OK to confirm. |
| Audio | Edit the player's network and audio settings if required. When you're done, click OK to confirm. |
| Start terminal | Select to open a terminal window. That is, a command prompt. |

3. Once you've configured all relevant player settings, click **Back**.

4. In the **InitBox** window, click on **Initialize Player** to restart the player and apply your changes.

Once the initialization has finished, the Grassfish Player is fully installed and ready for use. Previously configured data is now transmitted from IXM One.

Use player functions

URL: <https://docs.grassfish.com/docs/use-player-functions>

Archiviert am: 2025-07-17 18:38:38

You can use multiple functions when you work with the Grassfish Windows Player:

- [Keyboard shortcuts](#)
- [Status window](#)
- [Additional functions](#)

Use keyboard shortcuts

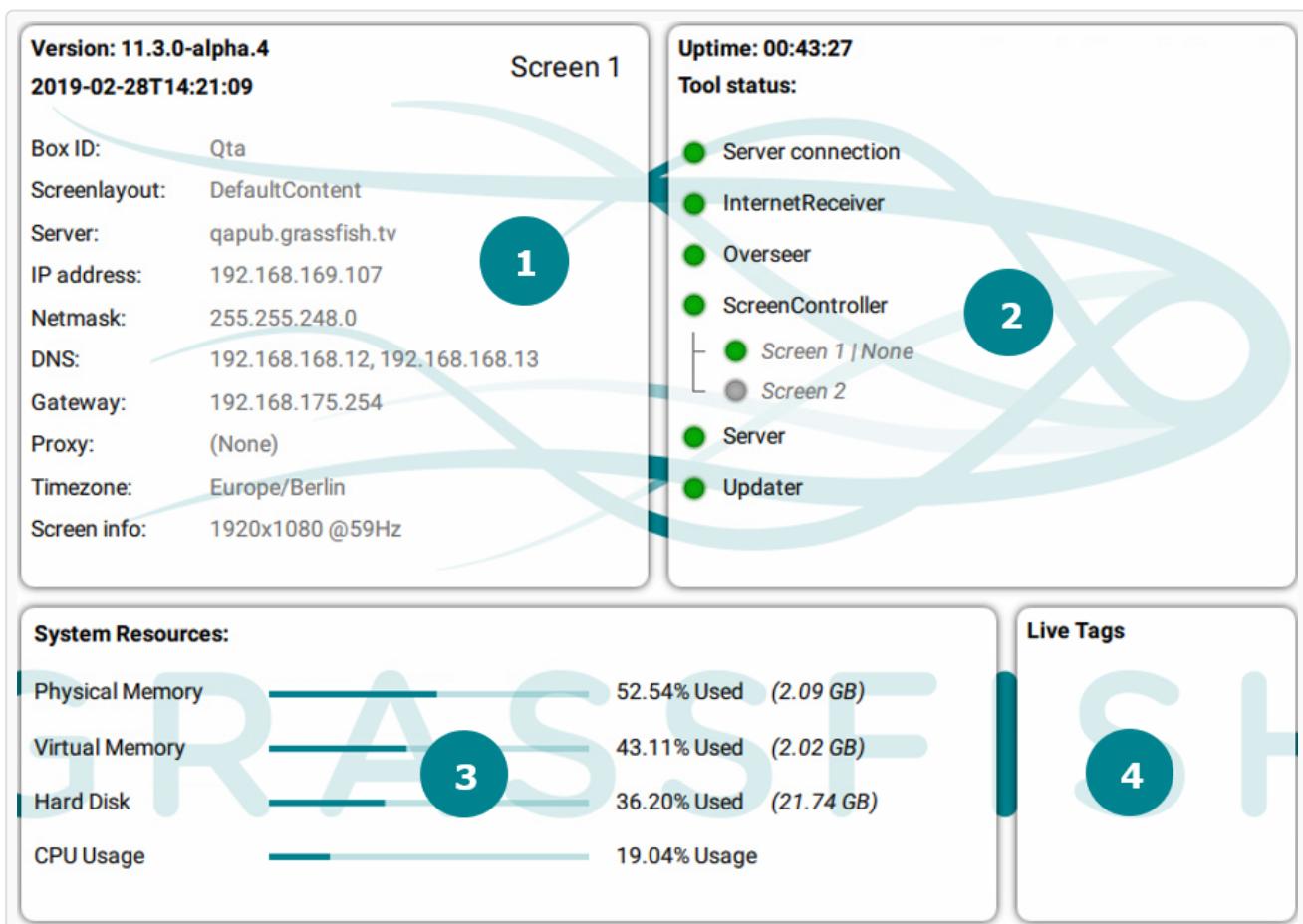
You can use the following keyboard shortcuts while the player is running:

| Key | Function |
|-----|--|
| F1 | Enable/Disable the mouse pointer. |
| F2 | Display/Hide information about the current spot. |
| F3 | Display/Hide information about the current playlist. |
| F8 | Display/Hide the status window. |
| F10 | Launch the InitBox. You may have to enter the daily password if this is specified in the player configuration. |
| F11 | Open a terminal (PowerShell). You may have to enter the daily password if this is specified in the player configuration. |
| F12 | Close the player and overseer and display the desktop. You may have to enter the daily password if this is specified in the player configuration. |

| Key | Function |
|-------------|--|
| ESC | Hide the window and password prompt. |
| Pos1 | Jump to the start of the current spot. |
| End | Jump to five seconds before the end of the current spot. |
| Arrow left | Rewind five seconds. |
| Arrow right | Fast forward five seconds. |

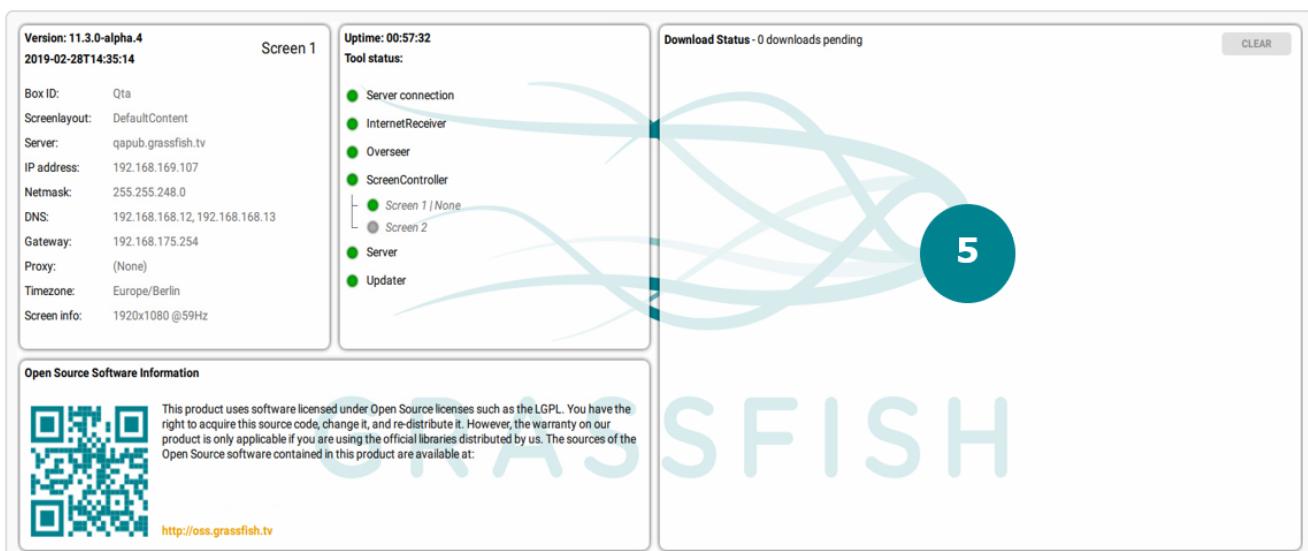
Open the status window

Press **F8** to display player information in the status window.



The status window is divided into five panes that contain different information.

| Pane | Content |
|--------|--|
| Pane 1 | <ul style="list-style-type: none"> • Version of the player software • Date and time • Box ID • Information about the Grassfish server • Time zone • Information about the screen |
| Pane 2 | <ul style="list-style-type: none"> • Status of the connection to the server • Status of the Grassfish services • Status of the serial connection of the screens |
| Pane 3 | <ul style="list-style-type: none"> • System resources of the player PC |
| Pane 4 | <ul style="list-style-type: none"> • Live tags used |
| Pane 5 | <ul style="list-style-type: none"> • Data downloaded from the Grassfish server to the player. Note that you must press F8 again to display this pane. |



Use additional functions

You can use the following additional functions when you work with the Grassfish Windows Player:

Restart the player

When you close the player, this also stops the Overseer service. To restart the player, start the Overseer service.

Create a diagnostic file

Run the command *troubleshoot.bat* to generate a diagnostic file comprising logs, player data, settings and more in ZIP format. If necessary, you can send this file to Grassfish support. The diagnostic file is located at C:\GVCClient\data\cache\troubleshoot.

Reset the player

Run the command *boxreset.bat* to reset and initialize the player. The full path is C:\GVCClient\tools\current\bin\boxreset.bat.

Uninstall the player software

You can uninstall the Grassfish Player in the Windows Control Panel.

Note

You can only uninstall the installation types Basic and Presentation.

View log files

The log files for all player services are located at C:\GVCClient\data\logs\ and stored in the format **ddmmmyyy** for each service. You can open the files with any text editor.

Install the Windows Player

URL: <https://docs.grassfish.com/docs/windows-player-install>

Archiviert am: 2025-07-17 18:38:41

The following articles describe how to set up the Grassfish Windows Player. They provide step-by-step instructions for the player software installation and information on the player's functionality, configuration options, and software components.

Before you begin the installation, ensure that you meet the following system requirements.

System requirements

Before you begin the installation, ensure that you meet the following hardware and software requirements for the player PC.

Hardware requirements

Player PC

Intel-compatible CPU*

Windows-compatible graphics card*

Memory: min. 8 GB of RAM*

SDD*

Appropriate video interface to connect the display panel (HDMI, Display Port)

* Individual requirements depend on your use case.

USB keyboard and mouse

Wireless keyboard with touchpad (recommended for the installation)

Software requirements

Mandatory software

Windows 10 LTSC incl. all drivers*

You need administrator rights to perform the installation.

Grassfish Windows Player software installation package

To get the installation package, please contact your Grassfish partner.

Current Grassfish Server installation

* We recommend having all Windows updates installed.

Optional software

TeamViewer or similar software for remote installation and remote support

No additional anti-virus software installed on the player

This may have unwanted effects and cause performance issues on the player. If required, install anti-virus software centrally on the Grassfish Server.

11.07.2025 - IXM One release

URL: <https://docs.grassfish.com/docs/11072025-ixm-platform-release>

Archiviert am: 2025-07-17 18:38:43

We've released the new IXM One version 12.0

This version is for the IXM basic module and the DOOH and SSP module.

To learn more about what's included in this version, read the release notes:

- [IXM One release notes](#)
- [DOOH and SSP release notes](#)

11.07.2025 - DoohPlaybackService Add-on

URL: <https://docs.grassfish.com/docs/11072025-doohplaybackservice-add-on>

Archiviert am: 2025-07-17 18:38:45

We've release the new DoohPlaybackService Add-on version 2.9.2

To learn more about what's included in this version, [read the release notes](#).

04.07.2025 - Windows and Linux Player Release

URL: <https://docs.grassfish.com/docs/04072025-windows-and-linux-player-release>

Archiviert am: 2025-07-17 18:38:47

We've released the new Windows and Linux Player version 11.17.1

To learn more about what's included in this version, read the [release notes](#).

23.06.2025 - Android Player Release

URL: <https://docs.grassfish.com/docs/23062025-android-player-release>

Archiviert am: 2025-07-17 18:38:49

We've released the new Android Player version 11.18.2

To learn more about what's included in this version, read the [release notes](#).

28.05.2025 - DoohPlaybackService Add-on

URL: <https://docs.grassfish.com/docs/28052025-doohplaybackservice-add-on>

Archiviert am: 2025-07-17 18:38:50

We've released the new DoohPlaybackService Add-on version 2.9.1

To learn more about what's included in this version, [read the release notes](#).

28.02.2025 - Android Player Release

URL: <https://docs.grassfish.com/docs/28022025-android-player-release>

Archiviert am: 2025-07-17 18:38:52

We've release the new Android Player version 11.18.1

To learn more about what's included in this version, read the [release notes](#).

19.02.2025 - AdServing API release

URL: <https://docs.grassfish.com/docs/19022025-ad-serving-api-release>

Archiviert am: 2025-07-17 18:38:54

We've released the new AdServing API version 1.8

To learn more about what's included in this version, [read the release notes](#).

12.02.2025 - IXM Platform release

URL: <https://docs.grassfish.com/docs/12022025-ixm-platform-release>

Archiviert am: 2025-07-17 18:38:56

We've released the new IXM Platform version 11.18.1

To learn more about what's included in this version, [read the release notes](#).

24.01.2025 - IXM Platform release

URL: <https://docs.grassfish.com/docs/24012025-ixm-platform-release>

Archiviert am: 2025-07-17 18:38:58

We've released the new IXM Platform version 11.18.0

This version is for the IXM basic module and the DOOH and SSP module.

To learn more about what's included in this version, read the release notes:

- [IXM Platform release notes](#)
- [DOOH and SSP release notes](#)

13.12.2024 - IXM Platform release

URL: <https://docs.grassfish.com/docs/13122024-ixm-platform-release>

Archiviert am: 2025-07-17 18:39:01

We've released the new IXM One version 11.17.2

To learn more about what's included in this version, [read the release notes](#).

Android Player releases

URL: <https://docs.grassfish.com/docs/release-notes-android-player>

Archiviert am: 2025-07-17 18:39:03

Get the latest version

For information on the installation process or the software packages, please contact Grassfish at: support@grassfish.com

Android Player Version 11.18.2

23.06.2025

Server version

This player version requires server version 11.14 or later.

Your title goes here

Due to security pop-ups on Android 13 and 14 firmware, all installation packages have been updated with the latest Teamviewer Host APK.

Configurable overlay

As of this version, you can display a static overlay, configure it as desired, and display it on the screen.

[Learn more](#)

Block updates to version 12

As of now, the updater does not perform an update to version 12 or later if the current server version is earlier than 12 to avoid issues.

Player ignores server version check

If a player is updated to version 12 accidentally and initialized, it now ignores the server version. It also performs an auto init after a box reset.

Exclude local host

We've implemented a setting which pins the players local server to 127.0.0.1 instead of local host. This can be helpful if you have issues with getting external data into a spot.

[Learn more ...](#)

SCIP command for automatic time sync in Philips Scaler OS

We've added an SCIP command to turn on the automatic time sync in Philips Scaler OS.

Resolved issues

- We've fixed an issue with the labels and descriptions of the SSP load timeout setting.
- We've fixed an issue where the disk ran out of free space.

Android Player Version 11.18.1

28.02.2025

Server version

This player version requires server version 11.14 or later.

New software package

Due to security pop-ups on Android 13 and 14 firmwares, there is a new installation package with newer TeamViewer APKs (Host and add-on). This package is for devices running Android 11 or later and devices with newer firmware.

New features

Surface app switch

As of this version, the Android Player introduces a new mode that allows a third-party app to be brought to the foreground with a simple touch input. [Learn more](#).

Updated ELO SDK

The built-in ELO SDK has been updated to ensure compatibility with new devices.

Support for iiyama SOC devices

We've integrated the iiyama SDK to support their SOC devices.

Resolved issues

- We've improved the performance of ASC and Composer spots when played in sequence.
- We've fixed an issue where setting "Force Display" caused an infinite boot loop.
- It's now possible to switch the LED strip color to blue on Philips 10BDL4551T devices.
- We've fixed an issue where the sync spot switch didn't work across different playlist with sync tags.
- Trying to download UDC data that is not available on the server no longer causes an error.

- Storage permissions in the Device Owner settings now work on Android TV.
-

Android Player Version 11.18.0

29.11.2024

Server version

This player version requires server version 11.14 or later.

New features

With this version we've implemented the following features:

Generic Spot Selector

As of this version, the Android Player has a new [spot selector mode](#).

Support of Dynascan devices

We've implemented APIs for Dynascan devices in the player software.

Android Player Version 11.17.2

08.11.2024

Server version

This player version requires server version 11.14 or later.

New features

With this version we've implemented the following features:

Support for Sony Bravia VH22

As of this version, the player software is compatible with Sony Bravia VH22 devices.

Support of Android 14 devices

The player software is now compatible with Android 14 OS.

Android Player Version 11.17.1

28.10.2024

Server version

Server version 11.14.x required.

New features

With this version we've implemented the following features:

Set kiosk mode in player configuration

As of this version, the device owner app setting "Player in kiosk mode" is part of the player configuration. That means you can enable or disable it in the IXM Platform.

Resolved issues

- We've fixed an issue where images were not displayed for the minimum duration of two minutes on e-paper.
 - After a reboot, the permissions page will no longer appear with the exception "Device owner not installed".
 - We've fixed an issue where Composer spots were not displayed for the minimum duration of two minutes on e-paper.
-

Android Player Version 11.17.0

27.09.2024

Server version

Server version 11.14.x required.

New features

With this version we've implemented the following features:

Play advertisement back-to-back

As of this version, you can play an advertisement back-to back, meaning twice in a row.

Synced spot playback

You can now synchronize the spot playback on multiple players.

CPU usage in HW monitor

With this version, we've added information on CPU usage to the hardware monitor.

Updated Exo Player libraries

We've updated our Exo Player libraries to the latest version to improve video playback quality and performance.

Check device owner permission

We've added a new check at the beginning of the permission page. The system now ensures whether the device owner app has file system permission and is set to an active administrator.

New intent for Philips devices

With this version, we've implemented an intent for 5051T Philips devices. The intent is required to set and edit configurations.

Android Player Version 11.15.3

12.07.2024

Server version

Server version 11.14.x required.

Resolved issues

- We've fixed an issue where the UDC Weather and News Spot were not displayed correctly on Nec ME2 devices because the file system is case sensitive and the Android Player created lowercase ZIP folders.
-

Android Player Version 11.15.2

04.07.2024

Server version

Server version 11.14.x required.

New features

With this version we've implemented the following features:

- We've added support for NEC/Sharp SOC's (ME2-Platform).
- As of this version, there's a start log for each service.
- We've implemented logging for API calls and responses.

Resolved issues

- On a device that doesn't allow orientation, reverse portrait mode now results in the orientation being set to portrait as desired.
- We've fixed an issue where unjustified errors regarding the serial number appeared in the log after the player was started.

- We've fixed an issue where audio spots were not played in spot selector mode.
 - We've fixed an issue where the weather news spot didn't show any data.
 - Pinch to zoom is now disabled even when the player restarts.
 - We've fixed an issue on the Sharp/NEC devices where the portrait setting rotated the player to 270° instead of 90°.
 - During audio spots the screen now displays a placeholder image.
 - The network reset tool will now only run if the player has already been successfully initialized.
 - When rotation is controlled via the IXM Platform, the rotation buttons in the InitBox are now disabled and a corresponding notice is displayed.
-

Android Player Version 11.15.1

20.03.2024

Server version

Server version 11.14.x required.

New features

With this version we've implemented the following features:

- The new player supports API version 1.5, if it's available on the server.
- The hardware monitor now provides information on the WiFi signal, storage, and more.
- We now support cookie based player affinity.

Resolved issues

- Overlays F2 and F3 are no longer displayed exclusively, without F8.
- We've now implemented the server call for the supported API.
- The automatic setting for Teamviewer permission for file system acces is now correct.
- The uptime in the F8 window is now identical with the total device uptime since boot up.
- We've fixed an issue where a corrupt file system lead to wrong paths for storing files.
- UDC data formation is no longer missing with API 1.4.
- An empty live tag structure no longer leads to a black screen instead of spots.
- We've fixed an issue where overseer permissions were not compatible with Android 13.
- Teamviewer Host no longer comes to the surface and stops the playout if it is set as "overseer apps to watch".
- A live tag structure with two underscores no longer leads to a black screen instead of spots.

- We've improved the updating process to harden it against external influences.
 - We've fixed an issue where CPU utilization was incorrect on some RK3288 devices (display F8).
-

Android Player Version 11.15.0

31.01.2024

Server version

Server version 11.14.x required.

New features

Spot selector mode

With this version we've implemented the spot selector mode to the generic release.

Resolved issues

- We've fixed an issue where CPU utilization was incorrect on some RK3288 devices.
 - RS-232 reply masking now works for Dynascan monitors.
 - We've fixed an issue where the player didn't start to play the playlist after changing the screen layout.
 - We've fixed an issue where serial device serial numbers were not displayed for configuration on devices running versions earlier than Android 10.
 - The player no longer displays a black screen if the live tag structure contains two underscores.
 - Overseer can now control that the TeamViewer app stays in the background in kiosk mode.
 - We've fixed an issue where an overseer permissions wasn't compatible with Android 13.
 - We've fixed an issue where an empty live tag structure lead to a black screen instead of spots.
-

Android Player Version 11.14.5

08.11.2023

Server version

Server version 11.14.x required.

New features

Support of Android API 33 (Android 13)

The Android Player now supports API level 33 (Android 13).

Resolved issues

- We've fixed an issue where SSP spots were not played if DOOH was activated and no DOOH orders were booked.
-

Android Player Version 11.14.4

03.10.2023

Server version

Server version 11.14.x required.

New features

Support of Philips e-paper devices

As of this version, the Android Player supports Philips e-paper devices.

New Philips intents

With this version, we've implemented new Philips intents to set the webview, font size, and source automatically on bdl4550 and bdl4650 devices.

Resolved issues

- We've fixed an issue with multiple live tags assigned to a player.
 - We've fixed an issue where the player unexpectedly rebooted.
 - We've disabled the F5 Key and Google Search Assistant.
 - We've fixed an issue with the F8 Debug Overlay.
 - We've fixed an issue with inconsistent screen status reported by Philips CRD 50 devices.
 - We've fixed an issue with the network resolver being active even if the box was not initialized.
 - We've fixed a crash with serial devices being not initialized in time.
 - We've added a reboot after the timezone has been changed.
-

Android Player Version 11.14.2

21.08.2023

Server version

Server version 11.14.x required.

New features

Implementation of generic provisioning

With this version, we've implemented Grassfish generic provisioning.

New Philips intents

We've implemented new Philips intents to set the webview, font size, and source automatically on bdl4550 and bdl4650 devices.

Player API 1.4 - key hard coding

We've changed MasterDetails (/REST/PlayerDetails/MasterDetails) on the Android Player to match the Windows & Linux Player. This specifically affects the keys which changed from camel case to pascal case. 'Version' was also added on Android.

Resolved issues

- We've fixed an issue where devices with Android versions earlier than 10 didn't send the Mac address to systeminfos.
- We've fixed an issue where changed settings on the player were not transferred to the IXM Platform.
- We've fixed an issue with corrupted playlist files.
- We've fixed an issue with logging for the streaming service.
- The Rcstars tabletop no longer goes into deep sleep outside of operating hours or during display off times.
- We've fixed a player crash-loop caused by an incorrect event playlist.
- We've reworked the setting of the timezone via the CMS (API 1.4) for devices without root.
- We've fixed an issue where too many authentication calls resulted in massive logging.
- We've fixed an issue where Android Players with version 11 or later with USB to serial devices crashed after plugging them into the system.
- We've fixed an issue with the "go to and jump back" spotbase feature.
- We've fixed an issue where the call ReportSpotEnded had a wrong object.
- We've fixed that pitch to zoom was not deactivateable via the settings.
- When plugging in a serial adapter (usb to rs232), the confirmation pop-up no longer appears multiple times.

Android Player Version 11.14.1

22.05.2023

Server version

Server version 11.14.x required.

Resolved issues

- We've improved the start performance of composer spots with embedded videos.
- We've fixed an issue where only the first day was changed when changing operating times.

Android Player Version 11.14.0

08.03.2023

Server version

Server version 11.14.x required.

New features

DOOH functionality

With this version, we've implemented DOOH functionality for all products.

Change to Player API

We've implemented the new Player API version 1.4 which entails the following changes:

- Server communication is now changed from internet sender via API.
 - It's now possible to change the players timezone via the IXM Platform.
 - It's now possible to change the BoxID. Note that this requires IXM Platform version 11.15 or later.

Changed device volume setting to percent As of this version, we've changed the device volume setting to percent. This replaces the previous volume configuration levels and allows more exact volume setting on any device.

Resolved issues

- We've fixed an issue where the player froze when restarting with F8 and F3 overlay open.
- Livetags are no longer lost if the player restarts or reboots due to a crash.
- We've fixed an issue where the player crashed with Do service registration.

- We've fixed an issue where the player crashed when logging played spots.
 - The RS232 screen control command "after power on" now works correctly.
 - We've fixed an issue where the player played fallback content in five out of six loops despite having valid content assigned.
 - We've fixed an error message that appeared when player and server were not compatible.
 - We've fixed an issue where the player got stuck during a spot and the timeout wasn't working.
-

Android Player Version 11.8.9

07.08.2023

Server version

Server version 11.8.x required.

Resolved issues

- We've added compatibility for table-tops from Rcstars to prevent them from turning off outside of operating hours.
 - We've fixed an issue where the orientation of the systeminfos screen was reported incorrectly in the IXM Platform.
-

Android Player Version 11.8.7

03.02.2023

Server version

Server version 11.8.x required.

New features

Screenshots on unrooted devices

As of this version, it's possible to take screenshots with unrooted devices.

Adjustments for Android 12

We've made necessary adjustments for Android 12 (API32) to maintain compatibility.

Enable/Disable F key functions

You can now enable or disable F key functions via the settings.

Stability fixes

With this version, we've made several stability fixes.

Android Player Version 11.8.6

11.09.2022

Server version

Server version 11.8.x required.

New features

With this version, the Android Player supports SSP.

Android Player Version 11.8.5

06.09.2022

Server version

Server version 11.8.x required.

New features & resolved issues

With version 11.8.5 of the Android Player, we've taken multiple measures to improve overall stability.

We've also added OS support for Android 12 and hardware support for Ekiosk Franklin Signage Player.

ASC means Advanced Spot Configurator. The ASC content of a spot refers to all editable elements of an HTML Wizard spot.

Add an overlay message

URL: <https://docs.grassfish.com/docs/add-an-overlay-message>

Archiviert am: 2025-07-17 18:39:05

You can add an overlay with a message on the Android Player. This can be useful, for example, to inform customers that they should touch the screen for purchases.

To add an overlay message, perform the following steps:

1. Open the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **Player > Appearance**.
4. Under **Settings**, select **Enable overlay message**.
5. Configure the following settings:
 - **Overlay message text**: Enter the text that you want to display.
 - **Overlay message text size**: Specify the size of the message text in pixels.
 - **Overlay message position**: Select whether the message is positioned at the **Top** or **Bottom** of the screen.
6. Click **Save** to save your changes.
7. Restart the player service or reboot the player for your changes to take effect.

Edit configuration group [default group]

*Name: default group *Group: Android Second Generation

Display extended modules

Modules

- Light
- Player
- Appearance**
- General
- Intervals
- Notification
- SSP
- Surface App S...
- Sync
- + ScreenController
- + Serial
- + Server
- + Spotselector

Settings Search ...

timeout for offline status

Enable overlay message 23.04.2025 10:16:71

Overlay message text 23.04.2025 10:16:71

Overlay message text size

Overlay message position 23.04.2025 10:16:71

Disable navigation bar

● Changes present Last changed: 23.04.2025 10:16:71
Last fetched: ---

Export Import Save Cancel

The screenshot shows the 'Edit configuration group' dialog for a 'default group'. The 'Name' is set to 'default group' and the 'Group' is 'Android Second Generation'. The 'Display extended modules' checkbox is checked. On the left, a tree view shows the 'Appearance' module selected. The main area contains settings for the 'Appearance' module, specifically for an overlay message. A red box highlights the 'Enable overlay message' (checked), 'Overlay message text' ('Touch the screen to make a purchase'), and 'Overlay message position' ('Top'). Other visible settings include 'timeout for offline status' (5), 'Overlay message text size' (32), and 'Disable navigation bar' (unchecked). At the bottom, it shows 'Changes present', 'Last changed: 23.04.2025 10:16:71', and 'Last fetched: ---'. Buttons for 'Export', 'Import', 'Save', and 'Cancel' are at the bottom right.

Exclude local host

URL: <https://docs.grassfish.com/docs/exclude-local-host>

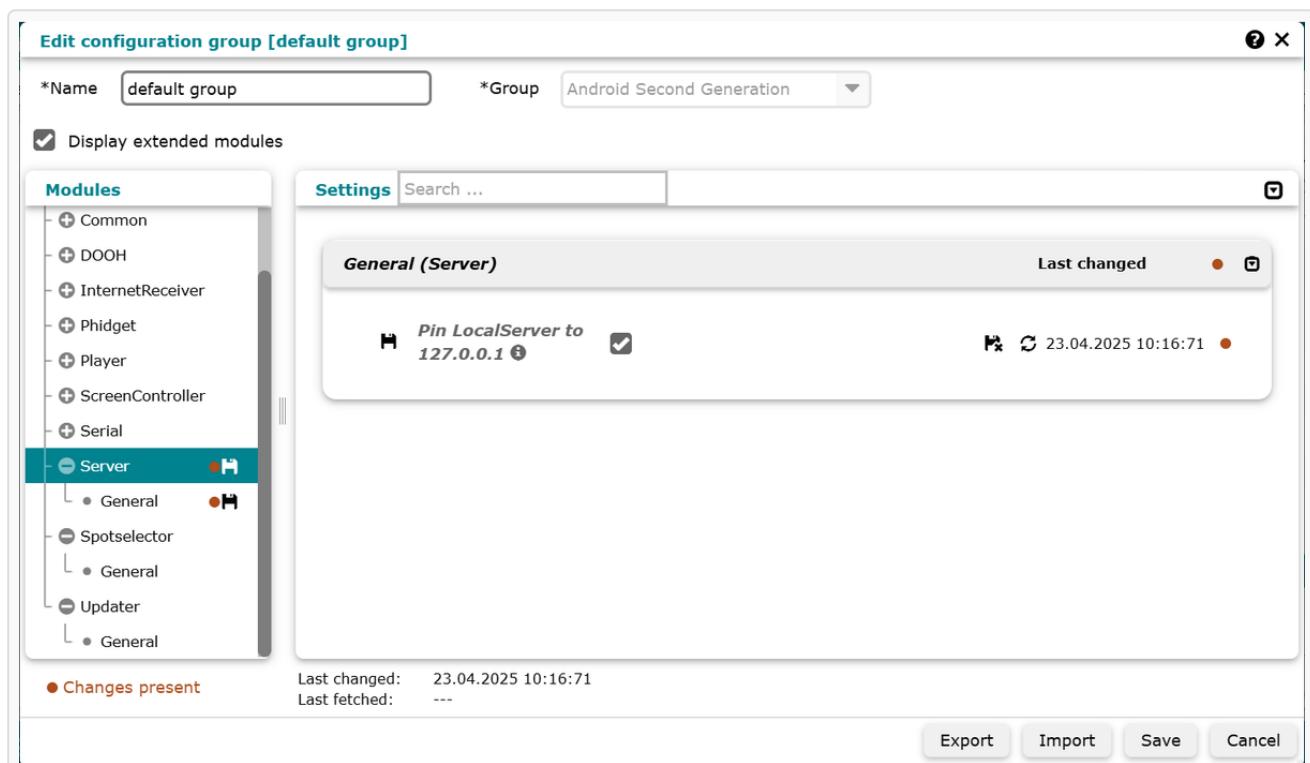
Archiviert am: 2025-07-17 18:39:08

You can exclude the local host in the Android Player to start local web spots at 127.0.0.1 instead. This can be useful, for example, if you're having issues with redirected external server calls.

To exclude the local host, perform the following steps:

1. Open the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **Server**.
4. Under **Settings**, select **Pin LocalServer to 127.0.0.1**.
5. Click **Save** to save your changes.

6. Restart the player service or reboot the player for your changes to take effect.



Set weather live tags

URL: <https://docs.grassfish.com/docs/set-weather-live-tags>

Archiviert am: 2025-07-17 18:39:10

The Foreca Weather add-in for the Android Player allows you to use current weather data. You can simply enable it on the Android player and configure which live tags should be set for which weather conditions.

Enable and configure weather live tags

To enable and configure weather live tags on the Android Player, perform the following steps:

1. Open the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **Weather > Appearance**.
4. Select **Enable Weather Controller**.
5. Set the following live tag keys:
 - **Weather live tag key**: Enter the default name of the live tag for weather.
 - **Temperature live tag key**: Enter the default name of the live tag for the temperature range.
 - **Wind speed live tag key**: Enter the default name of the live tag for the wind speed range.
6. If needed, adjust the **Weather data validity (in sec)** which specifies how long weather data is valid.
7. Click **Save** to save your changes.

Edit configuration group [default group]

*Name: default group *Group: Android Second Generation

Display extended modules

Modules

- All modules
 - + Common
 - + DOOH
 - InternetReceiver
 - General
 - Intervals
 - + Phidget
 - + Player
 - + ScreenController
 - + Serial
 - + Server
 - + Spotselector
 - + Updater
 - Weather
 - Appearance

Settings Search ...

Appearance (Weather)

| Last changed | |
|-------------------------------------|----------------------------------|
| <input checked="" type="checkbox"/> | Enable Weather Controller ⓘ |
| ForecaWeather | Weather live tag key ⓘ |
| ForecaTemp | Temperature live tag key ⓘ |
| ForecaWindSpeed | Wind speed live tag key ⓘ |
| 86400 | Weather data validity (in sec) ⓘ |

Last changed: 01.07.2025 09:27:12
Last fetched: ---

Export Import Save Cancel

Note

Learn more about our weather widgets and how to make use of your weather data.

Live tags help filter spots based on data from (local) web services. For example, to adapt the content displayed in a store to the current weather.

Linux Player

URL: <https://docs.grassfish.com/docs/linux-player-1>

Archiviert am: 2025-07-17 18:39:13

:

Enable spot transparency

URL: <https://docs.grassfish.com/docs/enable-spot-transparency>

Archiviert am: 2025-07-17 18:39:15

You can show or hide spot transparency settings per user type. By default, only admin users can see the transparency settings in the spot properties.

To enable transparency settings for user types, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **cms > enableSpotTransparencyForUserType** to one or more of the following options:

Admin: admin users can use spot transparency settings.

StandardUser: standard users can use spot transparency settings.

LocationUser: location users can use spot transparency settings.

5. Save your changes and close the file.

```
"cms": {  
    "enableSpotTransparencyForUserType": [  
        "Admin",  
        "StandardUser"  
    ],  
}
```

Customize terms of use

URL: <https://docs.grassfish.com/docs/customize-terms-of-use>

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By default, the system displays the Grassfish conditions of use. In addition, you can add your own conditions of use.

Requirements

Make sure you have saved your conditions of use as a PDF file.

Add custom conditions

To add custom conditions of use, you must edit the config.json file. To access the file, perform the following steps:

1. Navigate to the configuration files on the server at: \GVServer2\www\gv2\gf\GFWebHtml\Customer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Go to **termsOfUse > customer**.
5. Change the value of **path** to the file path where you saved your conditions PDF file.
6. Save your changes and close the file.

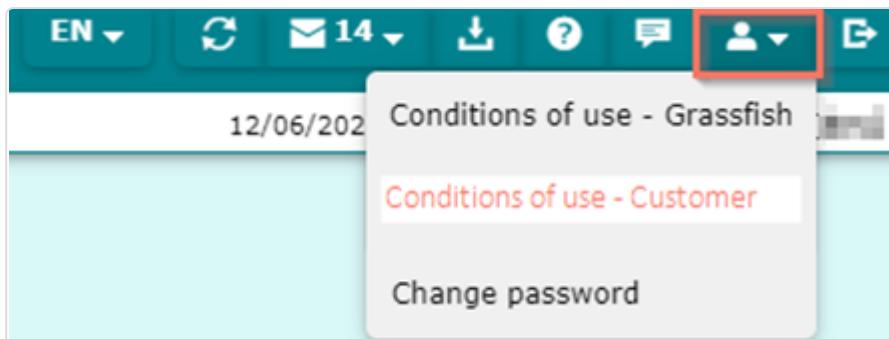
```
{  
  "cms": {  
    "termsOfUse": {  
      "customer": [  
        {  
          "key": "GENERAL",  
          "path": "http://webhelp.grassfish.com/gv2/gf/help/AGB/AGB_Grassfish.pdf"  
        }  
      ],  
      "grassfish": [  
        {  
          "key": "GENERAL",  
          "path": "http://webhelp.grassfish.com/gv2/gf/help/AGB/AGB_Grassfish.pdf"  
        }  
      ]  
    }  
  }  
}
```

Change the menu entry

To change the text that appears in the IXM One menu, perform the following steps:

1. Open the customer-specific languages folder. Example path: 000xxx/languages/lang_en.json
2. Open the desired language file. Example: lang_en.json
3. In the file, change the value of **GENERAL** to your custom text.
4. Save your changes and close the file.

```
"CMS": {  
    "NAVIGATION": {  
        "MENU": {  
            "TERMS_OF_USE": {  
                "CUSTOMER": {  
                    "GENERAL": "Conditions of use - [NAME OF CUSTOMER]"  
                }  
            }  
        }  
    }  
}
```



Customize fonts

URL: <https://docs.grassfish.com/docs/customize-fonts>

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To use your own fonts in the HTML Composer and HTML Wizard, you need to import them into IXM One.

Prerequisites

Ensure that you meet the following prerequisites to import fonts:

- You must be a server administrator to import fonts.
- Your fonts must be web fonts that can be displayed by the browser.
- The fonts must be compatible with as many browsers as possible. The minimum requirement is compatibility with Chrome as well as Webkit because these browsers are used for playback on most players.
- If a font requires multiple character sets, the fonts must be split into multiple parts which means multiple font files.

Note

Font display may vary depending on the operating system and the browser. Test your fonts on different devices after uploading them to the Grassfish system.

Create the ZIP file

To import fonts into IXM One, you must create a ZIP file that contains a style file (style.css), a font information file (fonts.json), and the corresponding font files. The ZIP archive must have the extension **.font.zip**.

Within the ZIP file, you can create your own file structure to save your fonts. However, ensure that the corresponding path to the fonts within the ZIP file is specified correctly in the style.css file.

Configure the style file

The style.css file is a text file that provides the browser with information about the font. Each new font requires a corresponding font entry.

```
@font-face {  
src: <url>;  
font-family: <family-name>;  
font-weight: <weight>;  
font-style: <style>;  
}
```

In the file, you must specify all of the following properties:

| Property | Description | Range | Example |
|---------------|---|--|------------------------------|
| <url> | Specify the path to the font file within the ZIP archive. | - | 'fonts/NotoSans-Regular.ttf' |
| <family-name> | Specify the name of the font | - | 'Noto Sans' |
| <weight> | Specify the weight of the font. | "normal", "bold", "100", "200", "300", "400", "500", "600", "700", "800", "900" | "normal" |
| <style> | Specify the font style. | "normal", "italic", "oblique" | "normal" |

Example: Noto Sans font

```

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-Regular.ttf");
    font-weight: 400;
    font-style: normal;
}

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-Bold.ttf");
    font-weight: 700;
    font-style: normal;
}

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-Italic.ttf");
    font-weight: 400;
    font-style: italic;
}

@font-face {
    font-family: "Noto Sans";
    src: url("fonts/NotoSans-BoldItalic.ttf");
    font-weight: 700;
    font-style: italic;
}

```

Configure the font information file

The fonts.json file provides information about the font to IXM One. It must have the following structure:

```
{  
    "DisplayName": <display-name>,  
    "FontFamily": <font-family>,  
    "CharacterSets":  
    {  
        <character-set-name>:  
        {  
            "DisplayName": <display-name>,  
            "FontFamily": <font-family>  
        },  
        <character-set-name>:  
        {  
            "DisplayName": <display-name>,  
            "FontFamily": <font-family>  
        }  
    }  
}
```

In the file, you must specify all of the following properties:

| Property | Description | Example |
|----------------------|---|------------------------------|
| <display-name> | Specify the name of the font and the typeset within IXM One. | 'fonts/NotoSans-Regular.ttf' |
| <font-family> | Specify the name of the font and the typeset within IXM One. In IXM One, the font is registered via the font name. If you import fonts with the same name, the system updates the existing fonts. | 'Noto Sans' |
| <character-set-name> | Specify the typeset. This is required for the classification of the standard typeset. Character sets are optional and recommended for global character support such as Chinese characters. In this case, font files can be very large in size. | 'normal' |

Additional fonts for unavailable characters

If an integrated font doesn't contain all required characters such as Chinese characters, you can integrate a second font that provides the missing characters. Both fonts must be available in the font folder of the system.

To specify which characters should be used, use the **unicode-range** in the style.css file.

Example: Combi Font

In this example, the first characters (numbers and punctuation) come from the font Roboto Mono and all others from Noto Serif.

Entries in the style.css file:

```
@font-face {  
    font-family: "Combi Font";  
    src: url("fonts/RobotoMono-Regular.ttf");  
    unicode-range: U+0020-003F;  
}  
  
@font-face {  
    font-family: "Combi Font";  
    src: url("fonts/NotoSerif-Regular.ttf");  
    unicode-range: U+0040-10FFFF;  
}
```

Entries in the fonts.json file:

```
{  
    "DisplayName": "Combi Font",  
    "FontFamily": "Combi Font",  
    "CharacterSets":  
    {  
    }  
}
```

Import the fonts

To import fonts into IXM One, copy the ZIP file into the **uploadFonts** folder of the customer on the server.

- When you add a font for the first time, we recommend to test it in the HTML Wizard and HTML Composer.
- We recommend to not remove previously imported fonts from the system.

Specify default values

You can specify standard values for character spacing and font size for each font.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: \GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following the folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Go to **asc > composer > defaults > fonts**.
5. Change the following values:
 - **fontFamily**: use the same as in the font.json file in the respective .font.zip file.
 - **letterSpacing**: specify the character spacing in pixel.
 - **fontSize**: specify the font size in pixel.
6. Save your changes and close the file.

CSS

```
"font":{  
    "Lobster GF":{  
        "letterSpacing": 0px,  
        "fontSize": 22px,  
        "paddingTopPercent ": 20  
  
    },  
    "Roboto GF":{  
        "letterSpacing": 50px,  
        "fontSize": 12px,  
        "paddingTopPercent ": 50  
  
    }  
}
```

Example: Cormorant_Garamond_serif_OFL

fonts.json:

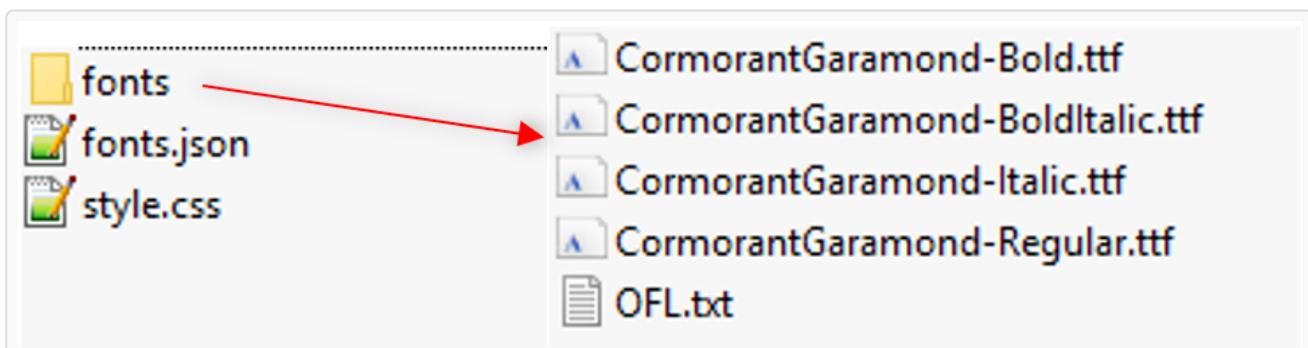
JSON

```
{  
    "DisplayName": "Cormorant Garamond",  
    "FontFamily": "Cormorant Garamond",  
    "CharacterSets":  
    {  
    }  
}
```

style.css:

CSS

```
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-Regular.ttf");  
}  
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-Bold.ttf");  
    font-weight: bold;  
}  
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-Italic.ttf");  
    font-style: italic;  
}  
@font-face {  
    font-family: "Cormorant Garamond";  
    src: url("fonts/CormorantGaramond-BoldItalic.ttf");  
    font-weight: bold;  
    font-style: italic;  
}
```



Enable the news center

URL: <https://docs.grassfish.com/docs/enable-news-center>

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IXM One's news center is a central hub for creating, editing, and sending messages within IXM One and emails.

Enable the news center

Before you can use the news center, you must enable it in the master.config file. Perform the following steps:

1. Open the master.config file.
2. Set **MessageCenterEnabled** to true.
3. Optionally, configure the **SmtpWhiteList** to specify which email addresses should receive messages from the news center. If you specify email addresses, emails from the message center are only sent to these people. Use a semicolon to separate multiple email addresses.
4. Optionally, configure **MessageCenterIntervalMinutes** to specify how often the system checks for new messages. The default value is five minutes.
5. Under **MessageCenterSenderEmailAddress** specify a sender address for messages from the news center.
6. Optionally, configure **MessageCenterCustomKeyForAdditionalEmail** to specify an additional email address for messages from the news center.
7. Under **MessageCenterOfflineToleranceIntervalInHours** specify how many hours after a player goes offline an offline message is created. The default value is 48 hours.
8. Under **MessageCenterOfflineRenotifyIntervalInHours** specify the interval at which new offline messages are sent until the offline player is online again. The default value is 24 hours.
9. Under **MessageCenterOfflinePlayerReportCronschedule** specify when and how often the offline player report is sent in minutes, hours, day of the month, month, day of the week. For more information on the format, visit [the crontab guru website](#).
10. Save your changes and close the file.

```
<appSettings type="DataGateway">
  <add key="MessageCenterEnabled" value="true" />
  <add key="SmtpWhiteList" value="user1@mail.com;user2@mail.com"/>
  <add key="MessageCenterIntervalMinutes" value="5" />
  <add key="MessageCenterSenderEmailAddress" value="from@mail.com" />
  <add key="MessageCenterCustomKeyForAdditionalEmail" value="EMail" /> <!-- optional -->

  <!-- Player offline-->
  <add key="MessageCenterOfflineToleranceIntervalInHours" value="48" />
  <add key="MessageCenterOfflineRenotifyIntervalInHours" value="24" />

  <!-- Player offline Report-->
  <add key="MessageCenterOfflinePlayerReportCronschedule" value="00 11 * * 2" />
</appSettings>
```

Configure SMTP settings

Simple Mail Transfer Protocol (SMTP) settings are crucial for all email-related features of IXM One. To configure your SMTP settings, perform the following steps:

1. Open the master.config file.
2. Scroll to **configurations**.
3. Set the following configurations:
 - **SmtpServer**: specify your SMTP server.
 - **SmtpPort**: specify the port.
 - **SmtpUser**: specify your SMTP server username for authentication.
 - **SmtpPassword**: specify your SMTP server password for authentication.
 - **SmtpDomain**: specify your SMTP domain.
 - **SmtpEnableSsl**: set to **true** to enable Secure Sockets Layer (SSL) protocol for emails. Otherwise, set it to **false**.
 - **SmtpEnableAutoEncryption**: set to **true** to enable auto encryption for emails. Otherwise, set it to **false**.
4. Save your changes and close the file.

```
<configuration>
  <appSettings type="global">
    <add key="SmtpServer" value="mail.grassfish.com" />
    <add key="SmtpPort" value="587" />
    <add key="SmtpUser" value="admin" />
    <add key="SmtpPassword" value="password" />
    <add key="SmtpDomain" value="grassfish" />
    <add key="SmtpEnableSsl" value="true" />
    <add key="SmtpEnableAutoEncryption" value="true" />
  </appSettings>
```

Configure user settings

You can configure message settings based on the user type to determine who should receive which messages. To do so, perform the following steps:

1. Open the config.json file.
2. Set **enableNotificationSubscriptionsForUserType** to the user types that should be able to [subscribe to notifications](#). Set one or all of the following values: **Admin**, **StandardUser**, **LocationUser**.
3. Set **enableLocationReceiveMessage** to **true** to enable sending messages to the recipients entered at the location. Otherwise, set it to **false**.
4. Set **enablePlaylistReceiveMessage** to enable sending messages about released playlists. Otherwise, set it to **false**.
5. Set **enableApprovalNotificationForUserType** to enable sending messages about playlist approvals to specific user types. Use the following values: **Admin**, **StandardUser**, **LocationUser**.

6. Set **enableNewsCenterSettingsForUserType** to the user types that should be able to access news center settings.
Use the following values: **Admin**, **StandardUser**, **LocationUser**.
7. Set **enableSpotgroupNotificationForUserType** to the user types that should receive spot group notifications. Use the following values: **Admin**, **StandardUser**, **LocationUser**.
8. Set **PlayerOfflineReport > message** to **true** to disable the message type **MonthlyPlayerReport** within IXM One.
That means, this message can only be sent as an email.
9. Set **routeToNewsCenterAfterCreateMessage** to **true** to automatically load the news center after a message has been generated.
10. Under **notificationRefreshSeconds** specify the refresh interval in which new received messages are checked. The default value is 60 seconds.
11. Save your changes and close the file.

```
{
  "cms": {

    "enableNotificationSubscriptionsForUserType": [
      "Admin",
      "StandardUser",
      "LocationUser"
    ],

    "enableLocationReceiveMessage": true,
    "enablePlaylistReceiveMessage": true,
    "notification": {
      "enableApprovalNotificationForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableEmailMessageForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableNewsCenterSettingsForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableSpotgroupNotificationForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "hideSetting": {
        "PlayerOfflineReport": {
          "message": true
        }
      },
      "routeToNewsCenterAfterCreateMessage": true
    },
    "notificationRefreshSeconds": 60
  }
}
```

Configure notification settings

You can configure who user groups can send notifications to. To do so, perform the following steps:

1. In IXM One, go to **Administration > User groups**.
2. Under **User group management**, double click on the user group that you want to edit.
3. Under **Can send notifications to**, select one of the following options:
 - **Nobody**
 - **Only assigned user groups**: drag and drop user groups from the **Unassigned** pane to the **Assigned** pane.
 - **Everybody**
4. Click on **Save** to save your changes.

Configure subscriptions

You can configure which messages you want to receive and in which way. To do so, perform the following steps:

1. In IXM One, go to **Dashboard > News center**.
2. Under **Subscriptions**, select or deselect the following options for each available message type:
 - **Message**: select to receive messages within IXM One.
 - **E-mail**: select to receive emails to the email address of your IXM One user account.

Specify spot information

URL: <https://docs.grassfish.com/docs/specify-spot-information>

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You can specify general spot information in the ascData.json file. To do so, add the relevant information in the following sections.

Document

| Setting | Field | Data | Description |
|-----------------|-----------|---------|--|
| SpotIdentifier | Mandatory | String | Specify a spot identifier to verify that this is the correct spot when replacing it. |
| SpotVersion | Mandatory | String | Specify the current version of the spot or JSON structure. |
| ApiVersion | Mandatory | Integer | <p>Specify your API version.</p> <p>The API version must match IXM One version to ensure the functionality.</p> <p>If the API version and IXM One version are not compatible, you'll see a message that the spot can't be guaranteed.</p> |
| Width | Optional | Integer | <p>Specify the height of the spot.</p> <p>We recommended that you specify the target resolution so that the spot scales correctly.</p> <p>If you can enter 0 or leave the value blank, the spot must scale itself.</p> |
| Height | Optional | Integer | <p>Specify the width of the spot.</p> <p>We recommended that you specify the target resolution so that the spot scales correctly.</p> <p>If you can enter 0 or leave the value blank, the spot must scale itself.</p> |
| BackgroundColor | Optional | String | <p>Specify a background color for the display of the spot.</p> <p>If you leave the value blank, IXM One uses the playlist color as the background.</p> <p>If you define a custom background in the spot, it will overlay the background.</p> |

```
{
    "Content": {},
    "Document": {
        "SpotIdentifier": "SampleSpot",
        "SpotVersion": "1.0.0",
        "ApiVersion": 5,
        "Width": 1920,
        "Height": 1080,
        "BackgroundColor": "#00838F"
    }
}
```

Options

| Setting | Field | Data | Description |
|------------------------|----------|---------|---|
| PossibleResolutions | Optional | Array | <p>Specify an optional list of resolutions that a spot supports.</p> <p>You can't use this option together with DynamicResolution.</p> <p>Example:</p> <pre>"PossibleResolutions": [{ "Width": 1920, "Height": 1080 }, { "Width": 1080, "Height": 1920 }]</pre> |
| EnablePlayerSelection | Optional | Boolean | <p>Use this option to enable player selection in the spot.</p> <p>Example: "EnablePlayerSelection": true</p> |
| DisableBackgroundColor | Optional | Boolean | <p>Use this option to disable setting a background color.</p> <p>Example: "DisableBackgroundColor": true</p> |

| | | | |
|------------------------|----------|---------|--|
| UseSingleElementUpdate | Optional | Boolean | <p>Use this option to react to changes in a single element.</p> <p>If this option is enabled, you don't have to register a handler for an element, the global DataChanged handler will handle it.</p> <p>Example: "UseSingleElementUpdate": true</p> <p>Registration in the spot:</p> <pre>gfWizardBase.registerSingleElementUpdatedHandler("myElement", myElementUpdatedFunction); ... function myElementUpdatedFunction() { //change the value of the single element }</pre> |
| DynamicResolution | Optional | Object | <p>Specify the height and width of the wizard spot.</p> <p>You can't use this option together with PossibleElements.</p> <p>Example:</p> <pre>"DynamicResolution": { "Active": true, "MinWidth": 400, "MaxWidth": 2000, "MinHeight": 300, "MaxHeight": 3000 }</pre> |

Elements

| Setting | Field | Data | Description |
|-------------|-----------|--------|---|
| Id | Mandatory | String | <p>Specify a unique ID for the element.</p> <p>Example: "Id": "myUniqueElementId"</p> |
| DisplayName | Mandatory | String | <p>Specify the display name in the wizard.</p> <p>Optionally, the display name can be translated in the translation file.</p> |

| | | | |
|--------------|-----------|--------|---|
| DataType | Mandatory | String | Specify the type of element and by which ItemRenderer it is rendered Example: "DataType": "group" |
| Translations | Optional | Object | Supply direct translations for the DisplayName. The language code is the key. Example: <pre>"Translations": { "de": { "DisplayName": "Beispiel name" } }</pre> |
| Description | Optional | String | Specify an additional description for all input elements in the group. Example: <pre>"Description": "Eingabefeld.", "Translations": { "en": { "Description": "Input field." } }</pre> |

Groups

| Setting | Field | Data | Description |
|-----------------|-----------|--------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "group" |
| Elements | Mandatory | Array | Contains the sub-elements of the group but can also be an object. |

Checkbox

| Setting | Field | Data | Description |
|---------|-------|------|-------------|
| | | | |

| | | | |
|-----------------|-----------|---------|--------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "boolean" |
| Value | Mandatory | Boolean | Example: "Value": false |

Number selection

| Number | Field | Data | Description |
|---------------------|-----------|--------|--|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "number" |
| Value | Mandatory | Number | Example: "Value": 42 |
| Options -> Minimum | Optional | Number | Specify the minimum value in the number selection Example: "Minimum": 1.0 |
| Options -> Maximum | Optional | Number | Specify the maximum value in the number selection Example: "Maximum": 999 |
| Options -> StepSize | Optional | Number | Specify the rounding value in the number selection Example: "StepSize": 0.1 |

Color selection

| Setting | Field | Data | Description |
|-----------------|-----------|--------|------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "color" |

| | | | |
|--------------------|-----------|---------|--|
| Value | Mandatory | String | Specify a color in RGB hex format starting with # Example: "Value": "#FF0000" |
| Options -> UseRGBA | Optional | Boolean | Use this option to use RGBA format such as rgba(255,0,0,1) Example: "UseRGBA": true |

Date

| Setting | Field | Data | Description |
|--------------------|-----------|--------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "date" |
| Value | Mandatory | String | Specify a date in the following format: YYYY-MM-DDThh:mm:ss Example: "Value": "2015-09-13T00:00:00" |
| Options -> MinDate | Optional | String | Specify the minimum date before which no date can be selected YYYY-MM-DDThh:mm:ss, or set Today for the current date Example: "MinDate": "Today" |
| Options -> MaxDate | Optional | String | Specify the maximum date after which no date can be selected YYYY-MM-DDThh:mm:ss, or set Today for the current date Example: "MaxDate": "Today" |

Time

| Setting | Field | Data | Description |
|-----------------|-----------|--------|-----------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "time" |

| | | | |
|------------------------|-----------|---------|---|
| Value | Mandatory | String | Use this as a time counter that displays the time Examples: "Value": "13:59:57" or "Value": "13:59:57.000" |
| Options -> WithSeconds | Optional | Boolean | Specify whether the time stepper is displayed with seconds Example: "WithSeconds": true |

Dropdowns

| Setting | Field | Data | Description |
|-----------------|-----------|--------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "list" |
| Items | Mandatory | Array | Example: <pre>"Items": ["Cow", "Horse", "Sloth"]</pre> |
| Value | Mandatory | Array | Saves the entry from the Items array in the node Example: "Value": "Horse" |
| Translations | Optional | Object | Specify translations for each value in Translation Example: <pre>"Translations": { "de": { "DisplayName": "Irgendein Listet", "Cow": "Kuh", "Horse": "Pferd", "Sloth": "Faultier" } }</pre> |

| | | | |
|--------------------------|----------|---------|--|
| Options -> searchEnabled | Optional | Boolean | Use this option to make the dropdown in the Headings component searchable. Example: "searchEnabled": true |
|--------------------------|----------|---------|--|

Simple text inputs

| Setting | Field | Data | Description |
|------------------------------|-----------|---------|---|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "simpleText" |
| Value | Mandatory | Array | <p>Specify an array of objects that each have a text property in which the user can type.</p> <p>Example:</p> <pre> "Value": [{ "SpotId": 1, "Clipping": { "Width": 533, "Height": 300, "X": -200, "Y": -500 }, { "SpotId": 2, "Clipping": { "Width": 1920, "Height": 1080, "X": 0, "Y": 0 }, { "SpotId": 2 }]]] </pre> |
| Options -> NumberOfInstances | Optional | Integer | <p>Specify how many instances of a text input a user can create. The user can't create other instances.</p> <p>Example: "NumberOfInstances": 1</p> |

| | | | |
|--|----------|---------|--|
| Options -> MultilineSize | Optional | Integer | Specify how large the text input is displayed. That is, how many characters the user can enter. Excess text can be cut off. Example: "MultilineSize": 4 |
| Options -> MaxChars | Optional | Integer | Specify how many characters the user can set. Excess text can be cut off. Example: "MaxChars": 120 |
| Options -> Required | Optional | Boolean | Enforce that something must be entered in the text field. Example: "Required": true |
| Options -> ValidationRegExp | Optional | String | Specify a regular expression that must be met to save the text. The message can contain tokens which can be translated in the translations. Note that backslashes must be escaped. Example: "ValidationRegExp": "[\d]*" |
| Options -> ValidationRegExpDescription | Optional | String | Specify an error message for the regular expression. The message can contain tokens which can be translated in the translations. Example: "ValidationRegExpDescription": "Only numbers are allowed." |

Link pictures from media management

| Media | Field | Data | Description |
|-----------------|-----------|--------|-------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| MediaType | Mandatory | String | Example: "MediaType": "media" |

| | | | |
|------------------------------------|----------------|------------------|--|
| Value | Mandatory | Array of objects | <p>Specify an array of objects that contain media references clipping of the medium.</p> <p>Example:</p> <pre>"Value": [{ "SpotId": 1, "Clipping": { "Width": 533, "Height": 300, "X": -200, "Y": -500 }, { "SpotId": 2, "Clipping": { "Width": 1920, "Height": 1080, "X": 0, "Y": 0 }, { "SpotId": 2 }]</pre> |
| Options RestrictedMediaTypeList | -> Optional | Array of strings | <p>Specify which type of media can be selected from the media</p> <p>The following are valid values: Video, Picture, Mp3</p> <p>Example: "RestrictedMediaTypeList": ["Picture"]</p> |
| Options -> UseClipping | Optional | Object | <p>Enable clipping in the HTML Wizard by specifying the resolution</p> <p>Example:</p> <pre>"UseClipping": { "Width": 400, "Height": 300 }</pre> |

| | | | |
|---|----------|---------|--|
| Options -> UseClipping -> LinkedToSpotResolution | Optional | Object | <p>Use this option to link clipping of a medium with the PossibleResolutions.</p> <ul style="list-style-type: none"> • To enable the option, set Active to true. • To set the clipping window size to the resolution of the spot, set the LinkedToSpotResolution object to true. <p>You can set the clipping to an optional number of different sizes. If the clipping window has a different aspect ratio than the spot, the width and height must be identical with the width and height in PossibleResolutions.</p> <p>Example:</p> <pre> "UseClipping": { "Width": 400, "Height": 300, "LinkedToSpotResolution": { "Active": true, "Mappings": { "1920x1080": { "Width": 400, "Height": 300 }, "1080x1920": { "Width": 200, "Height": 600 } } } } </pre> |
| Options -> NumberOfInstances | Optional | Integer | <p>Specify how many instances of the media a user can create. This feature is helpful if you want to limit the number of instances a user can create and can't create other instances of media. This feature is helpful if you want to limit the number of instances a user can create and can't create other instances of media.</p> <p>Example: "NumberOfInstances": 3</p> |

HTML text input

| Setting | Field | Data | Description |
|-----------------|-----------|--------|---------------------------------|
| Id, DisplayName | Mandatory | String | See Elements table |
| DataType | Mandatory | String | Example: "DataType": "htmlText" |

| | | | |
|--|-----------|---------|--|
| Value | Mandatory | String | This value is set by the HTML editor configuration. Example: "Value": "<div style=\"font-family: Arial; font-size: 14px; border: 1px solid black; padding: 5px; width: 100%; height: 100px;\">The new html texteditor</div>" |
| Options -> MultilineSize | Optional | Integer | Specify how large the text input is displayed without a line break. Example: "MultilineSize": 4 |
| Options -> MaxChars | Optional | Integer | Specify how many characters this user can enter. Example: "MaxChars": 120 |
| Options -> UseFontFromFontList | Optional | Boolean | Specify that the server can use fonts. True or false. Example: "UseFontFromFontList": true |
| Options -> ValidationRegExp | Optional | String | Specify a regular expression that must be matched which can be translated in Translations. Example: "ValidationRegExp": "[\d]*" |
| Options -> ValidationRegExpDescription | Optional | String | Specify the error message for the regular expression. Example: "ValidationRegExpDescription": "Please enter a number." |
| Options -> BackgroundColor | Optional | String | Specify a color to tone the background. Example: "FontColor": "#F7F700" |
| Options -> FontColor | Optional | String | Specify a font color that is initially used. Example: "FontColor": "#800080" |
| Options -> HideTextInput | Optional | Boolean | Use this option to hide the text entry box. Example: "HideTextInput": true |
| Options -> HideSizeInput | Optional | Boolean | Use this option to hide the parameters input. Example: "HideSizeInput": true |

| | | | |
|-----------------------------------|----------|---------|---|
| Options -> HideColorInput | Optional | Boolean | Use this option to hide the parameters Example: "HideColorInput": true |
| Options -> HideLineHeightInput | Optional | Boolean | Use this option to hide the parameters Example: "HideLineHeightInput": true |
| Options -> HideLetterSpacingInput | Optional | Boolean | Use this option to hide the parameters Example: "HideLetterSpacingInput": true |
| Options -> HidePaddingInput | Optional | Boolean | Use this option to hide the parameters Example: "HidePaddingInput": true |
| Options -> HideBoldInput | Optional | Boolean | Use this option to hide the parameters Example: "HideBoldInput": true |
| Options -> HideItalicInput | Optional | Boolean | Use this option to hide the parameters Example: "HideItalicInput": true |
| Options -> HideUnderlineInput | Optional | Boolean | Use this option to hide the parameters Example: "HideUnderlineInput": true |
| Options -> DefaultFontFamily | Optional | String | Specify the default font. The value corresponds to the font in the dropdown menu is selected Example: "DefaultFontFamily": "Open Sans" |

Fonts

To design your spots, you can use fonts from the global font management and media from the media management.

You must add fonts that users select in IXM One under htmlText elements to the spot document. To do so, use the function **insertFontListCss** which is available in the WizardBase. This function should be invoked when htmlText elements are used.

```
gfWizardBase.insertFontListCss(ascData, returnFunction);
```

| | |
|----------|---|
| Function | Adds the CSS styles to the fonts used in the 'htmlText' elements to the document of the spot. |
|----------|---|

| | |
|--------------------|---|
| Parameter | ascData [optional]: can be used to manually transfer the ascData from which the font information is taken. returnFunction [optional]: is requested as soon as all fonts are loaded. It's also requested when fonts can't be loaded. |
| Examples | gfWizardBase.insertFontListCss(ascData, returnFunction); |
| WebFont | To ensure that the spot only shows data when the fonts are loaded, include the library WebFont . The WizardBase uses this library to add the fonts. The returnFunction is only requested after it is loaded and the returnFunction is invoked. Without this library, it's possible that text is briefly displayed without the correct font. Source: https://github.com/typekit/webfontloader |
| WizardBase Version | Before version 2.0.1.0, the function was invoked without parameters. As of version 2.0.1.0, the parameters ascData and returnFunction are available as options. |
| Player | Windows/Linux, Android |

Content

Don't edit the content node and ensure that it's empty before uploading. The HTML Wizard sets references to the used fonts and media and saves them here.

| Setting | Field | Data | Description |
|--------------------|----------|------------------|---|
| Content->FontList | Optional | Array of objects | Fonts used in HTML text inputs, if UseFontFromFontList is set to true. |
| Content->MediaList | Optional | Array of objects | Specifies media used, which is referenced in media elements. |
| Content->MainMedia | Optional | Object | The reference to the index.html of the website spot. It is used for the main media element. |

Prior to the upload, content is empty:

"Content": {}

For testing, you can enter values in the following way:

```
"Content": {
  "FontList": [
    {
      "SpotId": 11,
```

```
        "FileName": "SampleFont.zip",
        "FullPath": "./fonts/FantasqueSansMono/style.css"
    },
],
"MediaList": [
{
    "SpotId": 1,
    "FullPath": "./media/1_picture.jpg",
    "FileName": "1_picture.jpg",
    "MediaType": "Picture",
    "Width": 640,
    "Height": 480
},
"MainMedia": {
    "FileName": "DemoSpot",
    "FullPath": "",
    "MediaType": "Html",
    "SpotId": 13
}
}
```

Configure linked lists

URL: <https://docs.grassfish.com/grassfish/docs/create-linked-lists>

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As a spot developer, you can configure a spot with linked lists that are dynamically populated based on the values of other lists. This means dependent dropdown lists, where selecting items from one list affects the available options in another. The lists are dynamically populated with information from a webservice. All you need is the webservice's URL.

Note

Learn more about creating dropdown lists in HTML Wizard spots.

Best practices

Before you configure your linked lists, note the following recommendations:

- Specify the dependencies of each linked list correctly, so it can fetch the right data.
- Verify that the API endpoints (URLs) return the expected data format.
- Initialize linked list values to zero and handle cases where dependent data may not be available.

Configure linked lists

To create linked lists, perform the following steps:

1. Specify the spot **element** with the following parameters:

| Setting | Description |
|----------|---|
| Id | Specify the ID of the element. The ID must be unique. Example: marketLinkedList |
| DataType | Specify the type of data that the element contains. Example: linkedList |

| | |
|-------------|---|
| DisplayName | <p>Specify the display name of the element. This name appears in the HTML Wizard.</p> <p>Example: Market</p> |
|-------------|---|

2. Configure each list in the element with the following parameters:

| Setting | Description |
|--------------|--|
| Id | <p>Specify the ID of the list. The ID must be unique.</p> <p>Example: market</p> |
| DisplayName | <p>Specify the display name of the list. This name appears in the HTML Wizard.</p> <p>Example: Market</p> |
| Url | <p>Specify the URL of the webservice (API endpoint) that provides data for the list items.</p> <p>Example: https://example.com/markets</p> |
| Dependencies | <p>Specify the IDs of other lists that this list depends on, separated by commas.</p> <p>Example: ["market", "modelGroup"]</p> |
| Response | <p>Use the response mapping to extract the correct data from the API response.</p> <p>Example</p> |
| Entry | <p>Specify the entry point in the API response where the list items are located.</p> <p>Example</p> |
| Mapping | <p>Specify the following settings to map the response data to the list item properties:</p> <ul style="list-style-type: none"> ◦ Id: field name for the item's ID. ◦ Value: field name for the item's name. ◦ Name: field name for the item's display name. <p>Example</p> |

| | |
|---------|---|
| Value | Initialize the value field to hold the selected values for each linked list. Optionally, use null . |
| Options | Set additional options like Required . |

Example configuration

Each spot configuration is specified in a JSON structure. The following example is a configuration snippet with linked lists:

```
{
  "Document": {
    "Elements": [
      {
        "Id": "marketLinkedList",
        "DataType": "linkedList",
        "DisplayName": "Market",
        "Lists": [
          {
            "Id": "market",
            "DisplayName": "Market",
            "Url": "https://example.com/markets",
            "Dependencies": [],
            "Response": {
              "Entry": "",
              "Mapping": {
                "Id": "market",
                "Value": "market",
                "Name": "market"
              }
            }
          }
        ],
        "Value": {
          "market": null
        },
        "Options": {
          "Required": true
        }
      },
      {
        "Id": "modelRange",
        "DataType": "linkedList",
        "DisplayName": "Model Range",
        "Lists": [
          {
            "Id": "modelGroup",
            "DisplayName": "Model Group",
            "Url": "https://example.com/markets/{market}",
            "Dependencies": ["market"],
            "Response": {
              "Entry": "ranges",
            }
          }
        ]
      }
    ]
  }
}
```

```

        "Mapping": {
            "Id": "id",
            "Value": "name",
            "Name": "name"
        }
    },
{
    "Id": "subModelGroup",
    "DisplayName": "Sub Model Group",
    "Url": "https://example.com/markets/{market}/ranges/{modelGroup}",
    "Dependencies": ["market", "modelGroup"],
    "Response": {
        "Entry": "series",
        "Mapping": {
            "Id": "id",
            "Value": "name",
            "Name": "name"
        }
    }
},
],
"Value": {
    "modelGroup": null,
    "subModelGroup": null
},
"Options": {
    "Required": true
}
}
]
}
}

```

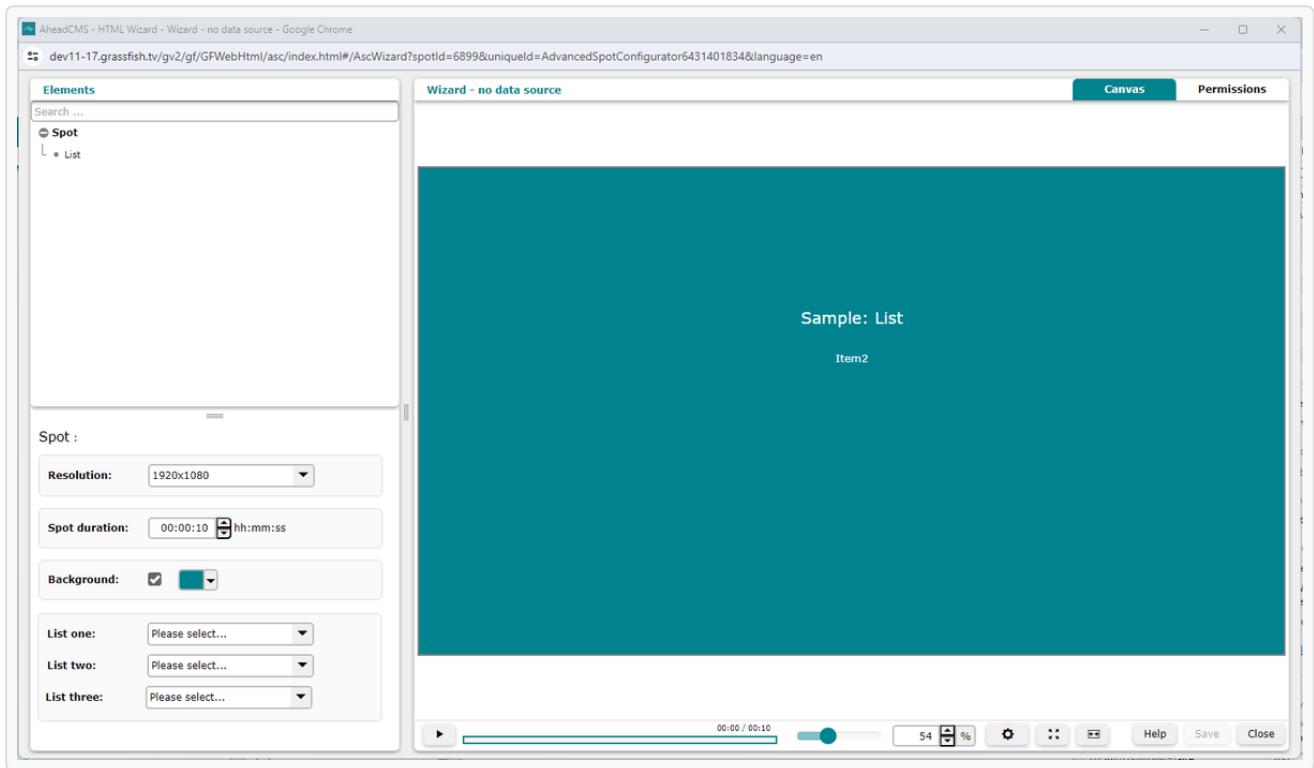
What happens in the example?

The example configures the following elements and linked lists:

- The element **marketLinkedList** contains one linked list:
 - The linked list is called **market**.
 - It fetches its items from `https://example.com/markets`.
 - Since there are no dependencies, it can retrieve data independently from other lists.
- The element **modelRange** contains two linked lists:
 - The first linked list is called **modelGroup**. It depends on the list **market** to fetch its items.
 - The second linked list is called **subModelGroup**. It depends on the lists **market** and **modelGroup** to fetch its items.

Example display

In the HTML Wizard, list elements are displayed as follows:



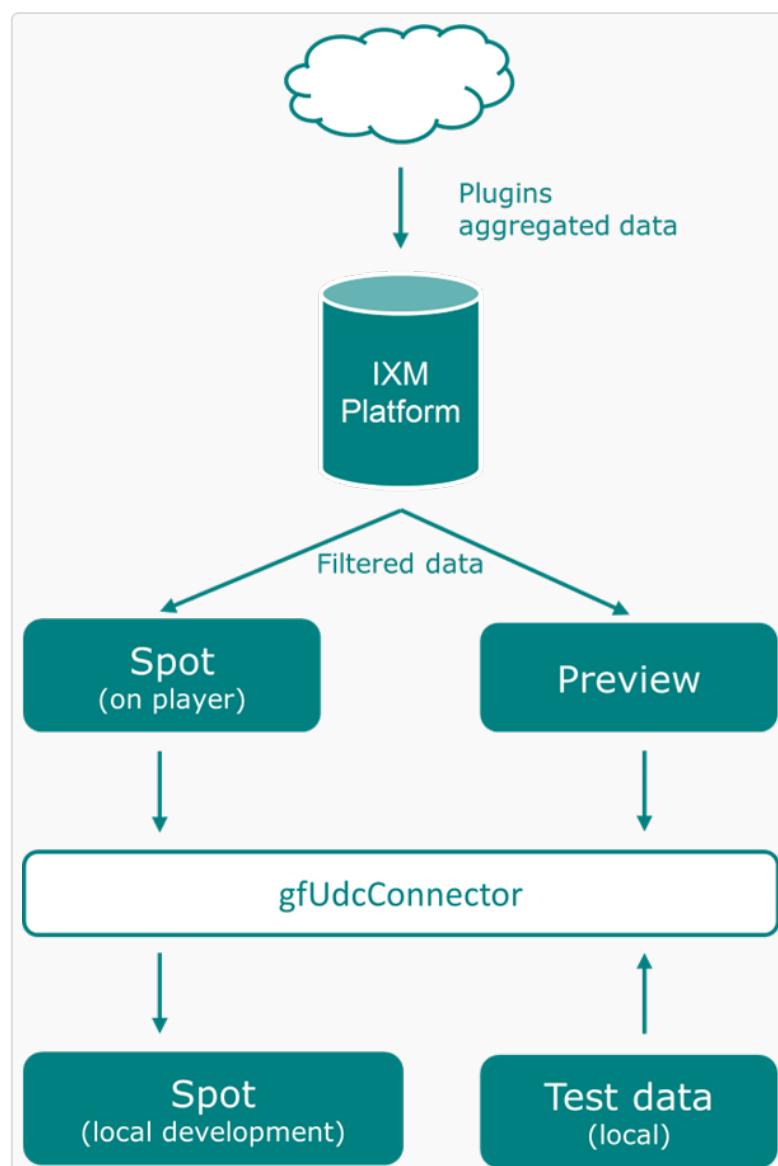
HTML Spot UDC Connector

URL: <https://docs.grassfish.com/grassfish/docs/html-spot-udc-connector>

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The following articles support you in the development and testing of spots with the use of one or more UDC interfaces. It describes how the spot is connected to UDC data in IXM One and then retrieved via the gfUdcConnector.

Further, it illustrates the testing of UDC data during the spot development and describes the different scenarios – server data (preview), client (player) as well as local files.



Create HTML Basic spots

URL: <https://docs.grassfish.com/docs/html-basic-spots>

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HTML Basic spots are locally stored websites that can be integrated into IXM One with limited configuration options. This article covers the structure, invocation, and configuration of HTML Basic spots in the Grassfish system, as well as tips for efficient development and troubleshooting.

File structure

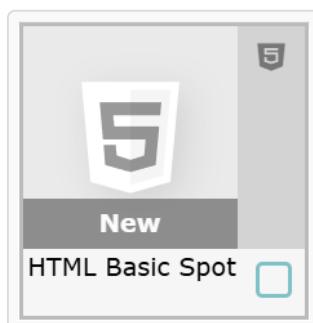
When creating an HTML Basic spot, apply the following file structure:

- **Main entry point:** The HTML Basic spot must contain a file named index.html, which acts as the entry point for the website. Additionally, the website can contain subdirectories, which must be referenced relatively.
- **File packaging:** Before uploading to IXM One, the HTML website should be zipped. The ZIP file must have the .html.zip extension. Once uploaded, the system will create a spot, which will be displayed with a thumbnail in IXM One.
- **ZIP file content:** The ZIP file should include:
 - index.html
 - Optionally, subdirectories and other assets necessary for the site.

Upload to IXM One

When your HTML Basic spot is ready, perform the following steps:

1. Compress the entire website including the `index.html` and any subdirectories into a ZIP file.
2. Ensure the file extension is **.html.zip**.
3. Upload the **.html.zip** file to IXM One. Upon successful upload, the system creates a spot for the website with a default thumbnail.



Player file system and invocation

HTML Basic spots are invoked differently depending on the player (Windows, Linux, Android).

Windows Player

On Windows players, the file system and invocation works as follows:

Web server

The website is hosted by IISExpress, and the HTML Basic spot is invoked through Internet Explorer.

Invocation example

The URL for invoking the HTML Basic spot on Windows is:

```
http://localhost:XXXX/ZipSpots/[FileName]/index.html?
```

```
width=1368&height=768&bgcolor=ff00ff&siID=54165&udcWsPath=http%3A%2F%2Flocalhost%3A8080%2FUDCWS&usePreload=true
```

| | |
|------------------------|--|
| XXXX | The port configured on the player (default: 9090). |
| [FileName] | A dynamic subdirectory path that varies for each spot. |
| width, height, bgcolor | Configuration parameters for the spot's display. |
| siID | The spot instance ID used for retrieving UDC data. |
| udcWsPath | URL-encoded path to the UDC web service. |
| usePreload | A Boolean that specifies whether the player supports preloading. |

Default Media Directory

On Windows players, the default root directory for the website is:

```
C:\GVClient\data\media\
```

Linux Player

On Linux players, the file system and invocation works as follows:

Web server

On Linux players, the website is hosted by lighttpd and played using the Chromium Embedded Framework (CEF).

Invocation example

The URL for invoking the HTML Basic spot on Linux is:

```
http://localhost/ZipSpots/[FileName]/index.html
```

Default media directory

On Linux players, the default root directory for the website is:

```
/apps/grassfish/media/
```

Composer Media Subdirectory

Linux players also have a subdirectory `media/media/`, used exclusively for Composer media.



Android Player

On Android players, the file system and invocation works as follows:

WebView hosting

On Android players, the website is displayed in a WebView (`android.webkit.WebView`).

Invocation example

The invocation URL on Android is:

```
http://localhost:9090/zipSpots/[FileName]/index.html?usePreload=true
```

Default media directory

On Android players, the default media directory is:

```
/storage/emulated/0/Download/GF/media/
```



HTML Basic spot configuration

The array **DynamicItems** allows you to specify configuration settings for the spot. These settings help fine-tune the spot's behavior, appearance, and functionality, both during the upload process and when called on the player.

In IXM One, you can specify these spot properties before adding the spot to the playlist. Once added to the playlist, these values are copied to the spot and can be adjusted for each playlist independently of the original spot.

Invocation on the player

When invoked on the player, the settings are passed to the spot as URL parameters, with all values being URL-encoded. It's important to keep this in mind when developing the spot.

The configuration feature is transferred as follows via the URL on the player:

```
...index.html?otherParams=otherValues&someBoolean=true
```

Sample configuration

With this sample code, the spot value **true** can be edited in IXM One.

```

<object>
    <ID>someBoolean</ID>
        <DataType>boolean</DataType>
        <Value>true</Value>
        <DisplayName>Some boolean</DisplayName>
</Object>

```

Example configuration of DynamicItems

Here's a sample configuration of DynamicItems in the settings.xml file:

```

<?xml version="1.0" encoding="utf-8"?>
<settings>
    <uploadSettings>
        <usePreload>true</usePreload>
        <thumbnails>
            <cms>thumbnailSmall.jpg</cms>
            <preview>thumbnailBig.jpg</preview>
        </thumbnails>
        <dynamicItems>
            <Array>
                <Object>
                    <ID>someInt</ID>
                    <DataType>int</DataType>
                    <Value>1</Value>
                    <DisplayName>Some int</DisplayName>
                </Object>
                <Object>
                    <ID>someString</ID>
                    <DataType>string</DataType>
                    <Value>none</Value>
                    <DisplayName>Some string</DisplayName>
                </Object>
                <Object>
                    <ID>someList</ID>
                    <DataType>list</DataType>
                    <Sources>
                        <Value>Entry 1</Value>
                        <Value>Entry 2</Value>
                        <Value>Entry 3</Value>
                    </Sources>
                    <Value>Entry 2</Value>
                    <DisplayName>Some list entry</DisplayName>
                </Object>
                <Object>
                    <ID>someBoolean</ID>
                    <DataType>boolean</DataType>
                    <Value>true</Value>
                    <DisplayName>Some boolean</DisplayName>
                </Object>
                <Object>
                    <ID>someColor</ID>
                    <DataType>color</DataType>
                    <Value>0xFF0000</Value>
                    <DisplayName>Some color</DisplayName>
                </Object>
            </Array>
        </dynamicItems>
    </uploadSettings>
</settings>

```

```

        </Array>
    </dynamicItems>
</uploadSettings>
</settings>

```

Here is a breakdown of the key settings and their functionality:

| Setting | Description |
|----------------------|---|
| usePreload | <p>Determines whether the HTML application should be preloaded during the upload process.</p> <p>Location: <code>settings > uploadSettings > usePreload</code></p> <p>Note: If the player doesn't support preloading, the animations or content within the spot will not be preloaded.</p> |
| thumbnails > IXM One | <p>Specifies a custom thumbnail (80x60 pixels) that is displayed for the spot in IXM One.</p> <p>Location: <code>settings > uploadSettings > thumbnails > IXM One</code></p> <p>Note: If you don't specify a thumbnail, the HTML5 default thumbnail appears instead.</p> |
| thumbnails > preview | <p>Specifies the image that will appear in the preview section within the IXM Platform.</p> <p>Location: <code>settings > uploadSettings > thumbnails > preview</code></p> <p>Note: If no image is specified, the preview will remain empty in IXM One.</p> |
| dynamicItems | <p>Specifies spot properties:</p> <ul style="list-style-type: none"> • Use dynamic items for properties such as filters for data sources or visual effects. • The server reads dynamic items during the upload of the zipped spot file. <p>Location: <code>settings > uploadSettings > dynamicItems</code></p> <p>Note: Avoid excessive use of dynamic items, as it may impact performance or result in errors.</p> |

Troubleshooting with log files

To troubleshoot or monitor the HTML Basic spot development process, log files provide useful information.

Windows Player log files

The Windows Player stores two types of log files:

- General log located at `C:\GVClient\log\Player`
- First screen log located at `C:\GVClient\log\Player1`

Linux Player log files

On the Linux Player, all spot files, including .html.zip, are located in the media directory on Linux players. After downloading, the files are unzipped into a subdirectory with the spot's name. Development files can be swapped directly in this directory, and pressing **F5** on the player will restart the spot for preview.

General log located at `/opt/grassfish/logs/gfPlayer`

Tips

The following tips can help you develop Basic HTML spots efficiently.

1. Distribute earlier versions of the spot to a test player via IXM One.
2. Transfer the data via WinSCP to the Linux Player for real-time previewing of the spot.

Live Tag Media Viewer Spot

URL: <https://docs.grassfish.com/docs/live-tag-media-viewer-spot>

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With the Live Tag Media Viewer spot, you can add up to 100 media files to one spot and specify different live tags for each of them.

As an example, let's say you have a screen in a shop window in Vienna. You want to adjust the display of content to the current weather in this location, so that spots may pique the interest of passers-by. Your player is connected to a weather forecast system and you've created live tags for different types of weather: sunny, rainy, and cloudy. You want the player to always play the right spot for the current conditions:

- If the weather data says that it's sunny outside, the player displays advertisements for sunglasses. That is, spots with the live tag "sunny".
- If the weather data says that it's rainy outside, the player displays advertisements for umbrellas. That is, spots with the live tag "rainy".
- If the weather data says that it's cloudy outside, the player displays neutral spots. That is, spots with the live tag "cloudy".

What are live tags?

Live tags are special tags that affect the spot playout at runtime. They're activated and deactivated through (local) web services. This process is triggered by an attached external system that calls the player's web services. Such external systems are, for example, sensors, camera images, external dynamic data like weather forecasts, or external events. The player can be configured to display specific spots that have live tags assigned to them which match the current conditions. For example, you can use a sensor and live tags to display specific advertisements if a female person is standing in front of a screen.

What are categories?

As of spot version 1.1.0, you can also use categories instead of live tags. Categories allow you to specify which spots are played. You can assign categories to specific players, playlists, and spots. Players with assigned categories only play content that matches their category.

Note

Please contact Grassfish for information on how to get this solution.

Requirements

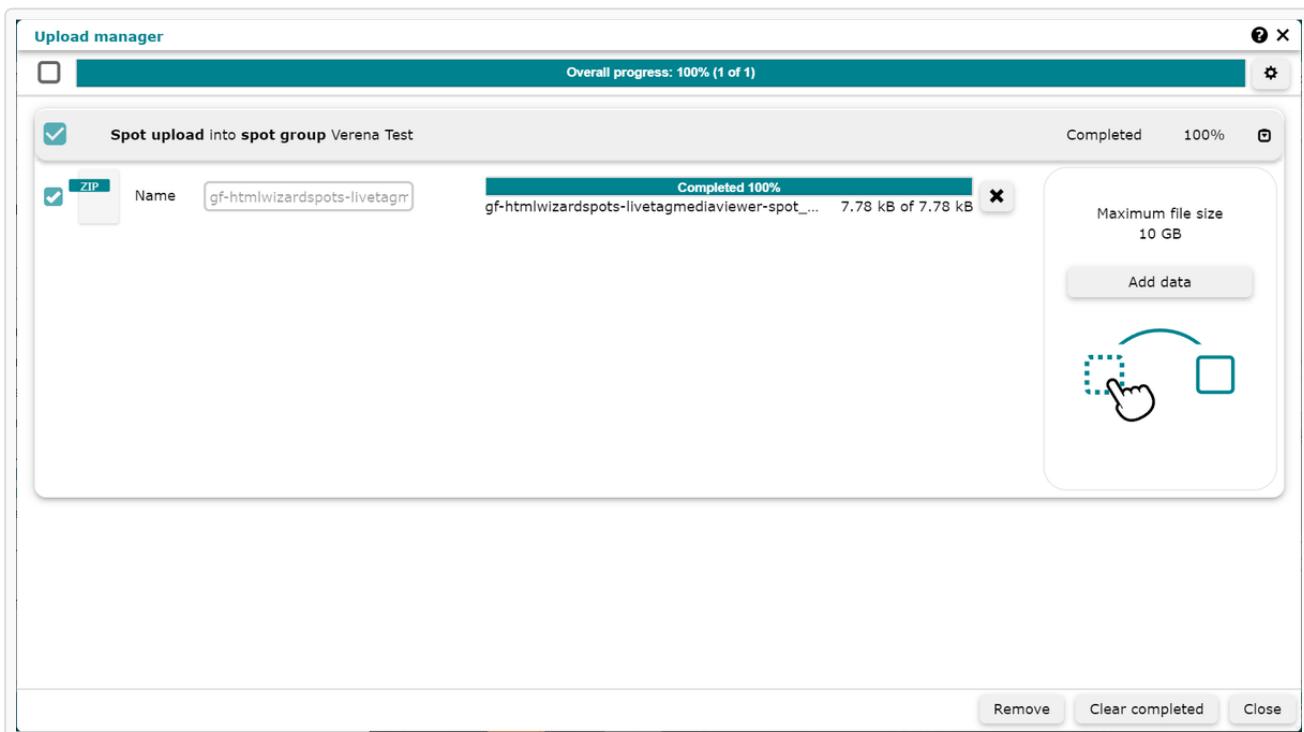
Before you configure the spot, ensure that you meet the following requirements:

- You need admin rights in IXM One to create live tags and categories.
- You may need a [UDC importer](#) to access live tag data such as weather data. Which UDC importer you need, depends on which kind of data you use.

Upload the spot

Upload the Live Tag Media Viewer spot to IXM One. To do so, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, click on **New**.
4. Select **Upload spots**.
5. Upload the Live Tag Media Viewer spot in one of the following ways:
 - Drag and drop the ZIP file into the upload manager window.
 - Click on **Add data**, select the ZIP file from your files and click on **Open**.
6. Click on the **Play** icon to start the upload.
7. Once the upload has finished, click on **Close** to close the upload manager.



Configure the spot

To configure the Live Tag Media Viewer spot, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, hover over the Live Tag Media Viewer spot and select **Edit content**. Alternatively, double-click on it.

4. Under **spot**, specify the **Spot duration**. Ensure that the spot duration corresponds with other spots that you want to display and the media display duration.
5. Optionally, select **Background** and choose a background color.
6. In the **Elements** pane, click on **Media elements**.
7. Under **Media elements**, click on the + to add a media element. You can add up to 100 media elements.
8. To add a media file, click on the **Edit** icon and **Add medium**.
9. In the **Select media file** dialog, select a media group.
10. In the **Selectable media** pane, perform one of the following actions:
 - Select an available media file and click **Select**.
 - Click on **Upload** to upload a new media file to select.
11. Under **Values**, click in the text field and specify a live tag or category for this media element. Note the following limitations:
 - The live tag key is ignored, only the value is compared.
 - An empty value can't match any live tag. If no live tag matches, the first media element is displayed.
 - If multiple media have the same value, they're played one by one.
12. To add more values, click **Add new text**.

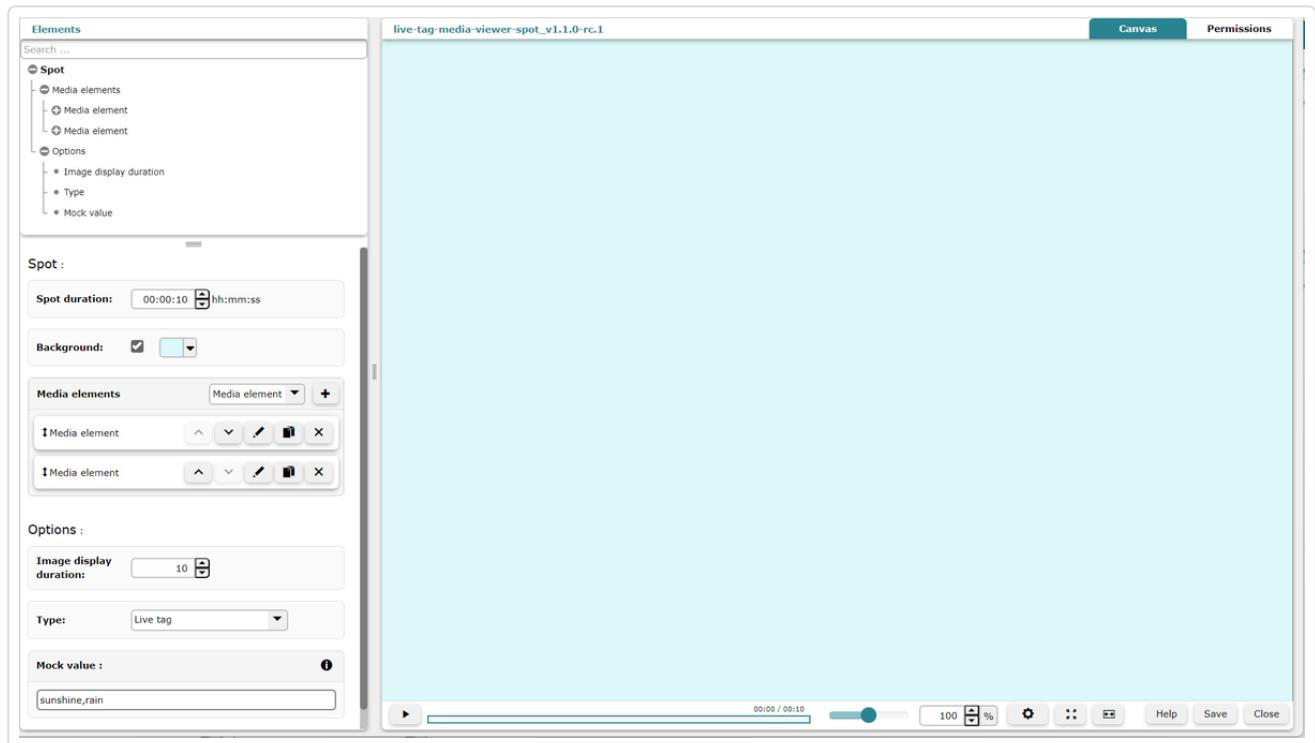
The screenshot shows the 'live-tag-media-viewer-spot_v1.1.0-rc.1' application window. On the left, the 'Elements' pane is open, displaying a tree structure under 'Spot' with 'Media elements' selected. Below it, the 'Media element' section shows a list of media files and an 'Add medium' button. On the right, the main canvas area is mostly empty, with tabs for 'Canvas' and 'Permissions' at the top.

13. Repeat steps 3 through 8 to add more media elements and values.
14. Optionally, use the up and down arrows to change the media element order. Note that the spot displays all media elements that match the current live tag in sequence.
15. Once you've added all media elements and live tags, select **Options** in the **Elements** pane.
16. Under **Image display duration**, specify how long each media file is displayed in seconds. Note that this only applies to images. Videos are displayed for their duration.
17. As **Type**, select **Live tag** or **Category**. This corresponds to the values that you added to your media elements.

18. Optionally, use **Mock value** to test individual cases in the HTML Wizard. For example, if the spot has the values **Day1**, **Day2**, and **Day3** you can simulate the playout by entering **Day1;Day2;Day3**. Use a semicolon ; to separate multiple values.

Note

- In the HMTL Wizard preview all media elements are played in sequence regardless of live tags.
- The spot displays all media that match the current live tag or the specified category in sequence. If none matches, it displays the first media file.



Use the spot for advertisement

Note

To create an advertisement with the Live Tag Media Viewer spot, you must use a DOOH product that uses live tags as its content distribution method.

To play the spot, you must create a DOOH booking item that contains it. To do so, perform the following steps:

1. In IXM One, go to **DOOH > Booking**.
2. In the **Bookings** panel, click on **New**.
3. In the **Create new booking** dialog, click on **New**.
4. In the **Edit booking item for product** dialog, select your product and specify the booking details as needed.
5. In the **spot** section, click on **Select from spot group**.
6. In the **Select spot** dialog, select your Live Tag Media Viewer spot and click **Select**.

7. Switch to the **Tags** tab.
8. In the **Live Tags** section, select the available live tags that you want to use.
9. Configure all other booking settings as needed.
10. Click **Save** and **Close**.

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.

Set up IXM One

URL: <https://docs.grassfish.com/docs/ixm-one-setup>

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To play SSP content, you need to create and configure a program scheme, playlist, and spot group in IXM One.

Prerequisites for multiple SSPs

If you want to play spots provided by multiple SSPs, note the following additional information:

- The SSP admin user must have permission for all SSP playlists and spot groups.
- We recommend creating a separate SSP playlist for each SSP provider.
- You can control which SSP spots are downloaded to which player by creating and assigning categories.

Create an SSP spot group

To create the spot group, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. To create a new spot group, click on the **+** in the **Spot groups** pane.
3. In the **Create new Spot group** window, enter a name for your SSP spot group.
4. As **Type**, select **Spot group**.
5. Specify all other spot group settings as required.
6. Click **Save** to save your changes.

Create playlists

To play SSP content, you need to create the following playlists:

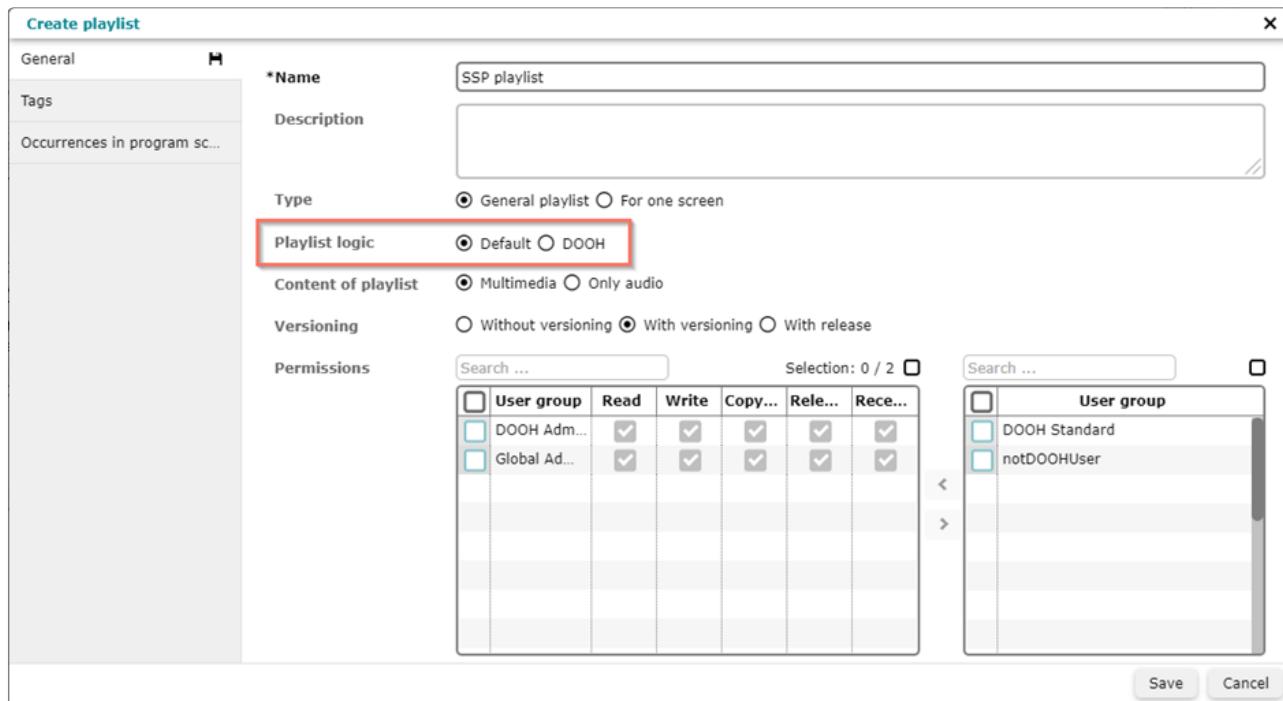
- A playlist for your SSP spots.
 - A playlist with standard content. Since the SSP playlist typically doesn't take up the entire playlist time, the system inserts standard spots as filler.
 - A [DOOH](#) playlist, which you can either fill with DOOH spots or leave empty. This playlist is required to trigger the [DOOHPlayback add-on](#) which is required for SSP too.

Create an SSP playlist

The system will download media files from the SSP and upload them to your SSP playlist as spots.

To create an SSP playlist, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
 2. To create an SSP playlist, click **New**.
 3. In the **Create playlist** window, enter a name for your SSP playlist.
 4. As **Playlist logic**, select **Default**.
 5. Specify all other playlist settings as required.
 6. Click **Save** to save your changes.



Create a standard playlist

To create the standard playlist which contains filler spots, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. To create the standard playlist, click **New**.
3. In the **Create playlist** window, enter a name for your standard playlist.
4. As **Playlist logic**, select **Default**.
5. Specify all other playlist settings as required.
6. Click **Save** to save your changes.

Add spots to the standard playlist

To play standard spots as fillers, you must add them to the standard playlist. To do so, perform the following steps:

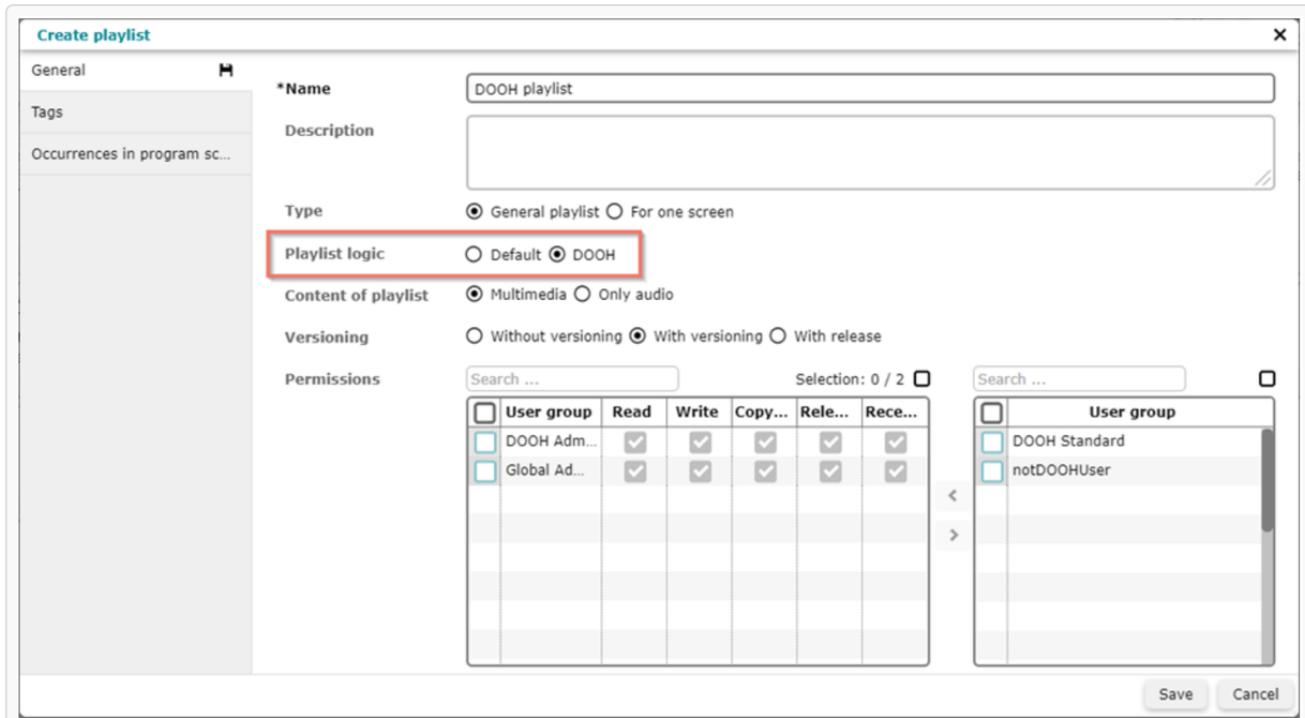
1. In IXM One, go to **Content > Playlist**.
2. Select the standard playlist.
3. Drag and drop your standard spots from the **Selectable spots** pane onto the **Content of playlist** pane.

Create the DOOH playlist

To create the DOOH playlist, perform the following steps:

1. Go to **Channels > Programm scheme**.

2. In the **Available playlists** pane, click **New**.
3. In the **Create playlist** window, enter a name for your playlist.
4. As **Playlist logic**, select **DOOH**.
5. Specify all other settings as needed.
6. Click **Save** to save your changes.



Assign the playlists to a program scheme

To play any of your playlists, you must assign them to a program scheme. To do so, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. To create a new program scheme, click on the **+** button.
3. In the **Create program scheme** window, enter a name for your program scheme.
4. Select **Event playlists**.
5. Specify all other program scheme settings as required.
6. Click **Save** to save your changes.
7. To assign the standard playlist to the program scheme, drag and drop it onto the **Standard playlists** panel.
8. To assign the SSP playlist, drag and drop it onto the **Event playlists** panel.
9. To assign the DOOH playlist, drag and drop it onto the **Event playlists** panel.

Configure playlist properties

You must configure the properties of your SSP and standard playlists to specify when they should run.

Configure SSP playlist properties

Your SSP playlist is an event playlist. That means, you can specify an event that will trigger it.

To do so, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. In the **Event playlists** panel, hover over the SSP playlist and select the menu icon. This opens the **Edit playlist properties** window.
3. Switch to the **Event properties** tab and select the following settings:
 - As **Event type**, select **Once by ID**.
 - As **Start event**, specify **SSP**.

4. Click **Save** to save your changes.

| Edit playlist properties | |
|--------------------------|--|
| Time control | *Event type Once by ID |
| Categories | *Start event SSP |
| Extras | Start behaviour Immediately |
| Event properties | Playback position <input checked="" type="radio"/> Interrupt playlist <input type="radio"/> Display as overlay |
| | Action at finish <input checked="" type="radio"/> Play next spot <input type="radio"/> Replay last played spot <input type="radio"/> Restart playlist |

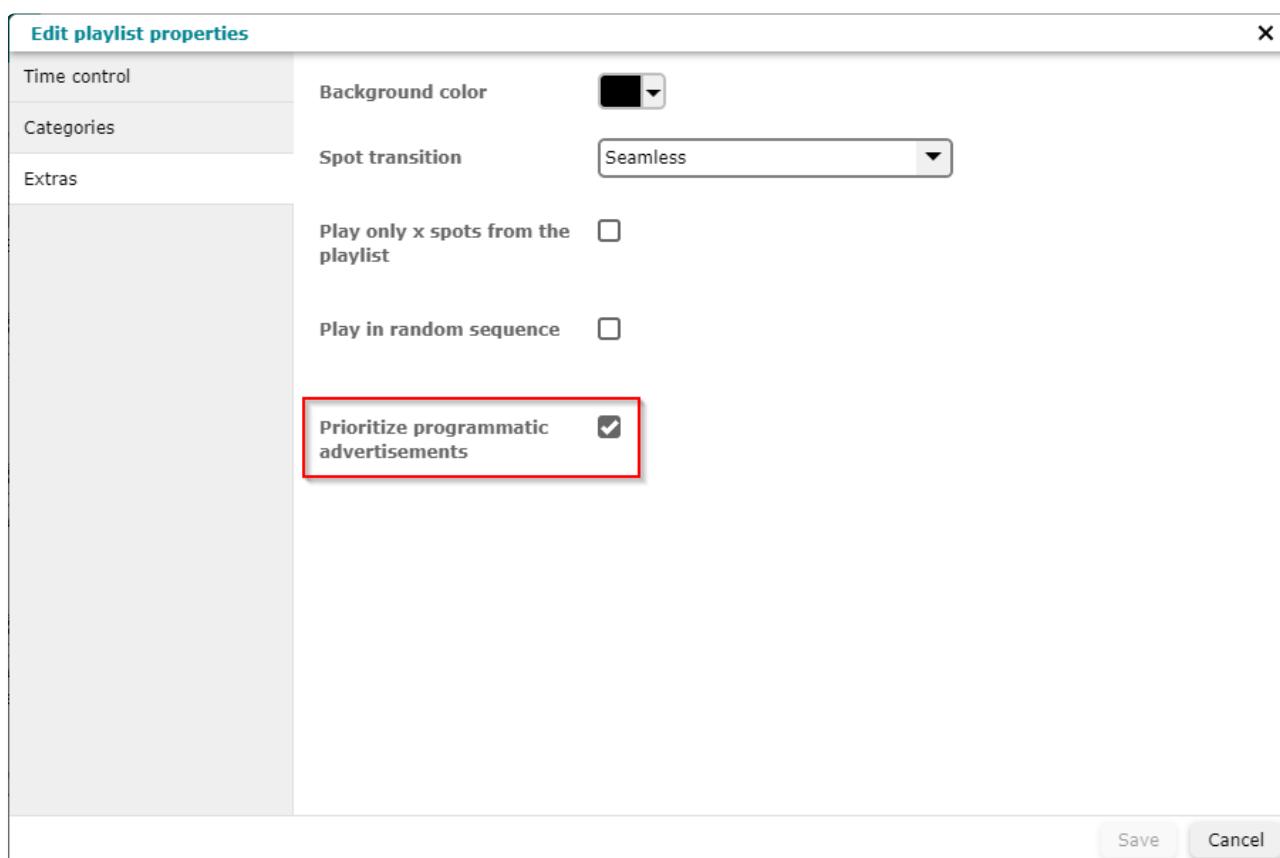
Save Cancel

Configure standard playlist properties

You must configure the standard playlist to ensure that SSP spots are played in-between standard filler spots. Otherwise, the standard playlist will be played through in one go.

To do so, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. In the **Standard playlists** panel, hover over the standard playlist and select the menu icon. Alternatively, double-click on it.
3. In the **Edit playlist properties** window, switch to the **Extras** tab.
4. Select **Prioritize programmatic advertisements**.
5. Configure all other playlist properties as needed.
6. Click **Save** to save your changes.



Create and assign an SSP category

With the help of categories, the system can distribute content directly to selected players. You must create an SSP category in IXM One and assign it to the locations or players that you want to play SSP content.

Create the SSP category

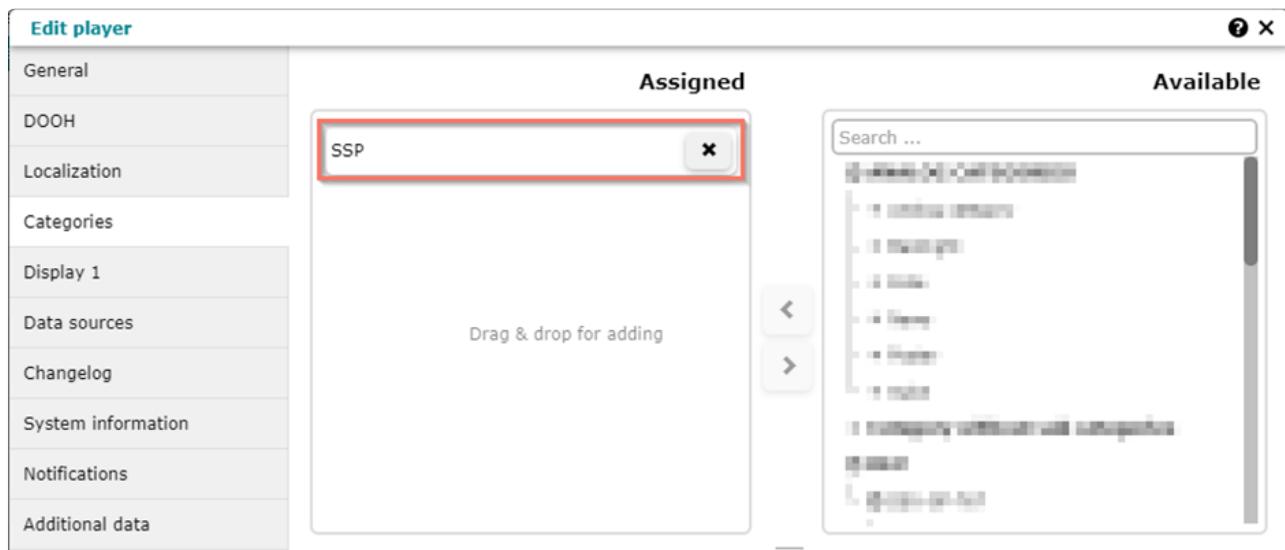
To create a category for SSP, perform the following steps:

1. In IXM One, go to **Administration > Content > Categories**.
 2. To create a new category, click on the + in the bottom right corner.
 3. In the **New category** window, enter the name of the category. For example, SSP.
 4. Optionally, select **Selectable** to allow location users to assign categories. That means to add content to a player on an individual basis.
 5. Assign permissions as required.
 6. Click **Save** to save your changes.

Assign the SSP category

You must assign the SSP category to all locations or players that you want to play SSP content. To do so, perform the following steps:

1. In IXM One, go to **Channels > Location**.
 2. Double-click on the location or player that you want to play SSP content.
 3. Switch to the **Categories** tab.
 4. Drag and drop the SSP category from **Available** to **Assigned**.
 5. Click **Save** to save your changes.
 6. Assign the category to all locations or players that you want to play SSP content.



Configure the server

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

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This chapter provides step-by-step instructions for the configuration of the Grassfish Server and web service.

Install the web service

You need to install the AdServing API web service to query playout schedules from an external SSP. To install the web service, you must copy its files to the Grassfish Server.

To do so, perform the following steps:

1. To access the web service files, go to the release folder.
2. Copy and paste the AdServing API folder into the **www\gv2\webservices** folder on the server.
3. To let the web service know where the master.config file is, open the user.config file located in the **AdServing API** folder.
4. Under **add key="MasterConfigDir"**, enter the path to the master.config file as value.
5. Save your changes and close the config file.

Example: configuration of the user.config file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<appSettings>
<add key="MasterConfigDir" value="F:\Grassfish\devfast.grassfish.tv\master.config"/>
</appSettings>
```

Configure the AdServing API

Note

Starting with IXM One version 12.0, you can configure these settings directly in IXM One without having to edit the configuration files. Learn more...

Follow the instructions for configuring the web service depending on your AdServing API version:

Configure AdServing API earlier than version 1.1.0

To use the web service, you must configure it in the master.config file of the server. Before you do so, consider the following requirements:

- You must configure the master.config file for all individual customers.
- You must configure a valid **Security:SymmetricSecurityKey** as shown in the example below.

To configure the AdServing API, perform the following steps:

1. Open the master.config file of the server.
2. Configure the following settings:

- **SSP_URL**: Specify the URL of the SSP. That is, the external booking platform.
- **SpotGroupName**: Specify the name of the spot group to which the media files downloaded from the SSP are uploaded as spots.
- **ServiceUserName**: Specify the name of the user who uploads the spots and adds them to the playlist.
- **PlaylistName**: Specify the name of the playlist to which the media files downloaded from the SSP are added as spots.
- **ExtendSpotValidityInDays**: Specify how long uploaded spots are valid in days. For example, enter 0 if the spot is valid indefinitely or enter 1 if the spot is only valid today. The default value is 0.
- **MaxLogLevel_File**: Optionally, enter the maximum log level to specify which kind of information you want to log once for all customers:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace

Note on logging

If you need additional Microsoft logs for debugging or further insight, you can optionally set logging to “Warning”, but we recommend setting it to “Critical” in general to avoid performance issues.

Example: configuration of the master.config file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<configuration>
    <appSettings type="global">
        <add key="Security:SymmetricSecurityKey" value="INSERT-A-KEY-HERE" />
    </appSettings>
    <appSettings type="AdServing">
        <add key="AdServing:Customer:dev:SSP_URL" value="http://ads.ooh.digital/adserver.php?nid=S2AD&pid=1"/>
        <add key="AdServing:Customer:dev:PlaylistName" value="SSP"/>
        <add key="AdServing:Customer:dev:SpotGroupName" value="SSP"/>
        <add key="AdServing:Customer:dev:ServiceUserName" value="admin"/>
        <add key="AdServing:Customer:dev:ExtendSpotValidityInDays" value="1"/>
        <add key="MaxLogLevel_File" value="3"/>
    </appSettings>
</configuration>
```

```
</appSettings>  
</configuration>
```

Note

Note that you must restart the application pool that contains the AdServing API every time you change its settings in the master.config file. You'll learn how to create the application pool in chapter [Configure the IIS web server](#).

Configure AdServing API version 1.1.0 or later

To use the AdServing API web service, you must configure the master.config file of the server and a customer specific SSP config file.

To do so, perform the following steps:

1. Open the master.config file of the server.
2. Go to the setting **AdServing:Customer:<CUSTOMER-ID>:SSP_CONFIG** and specify the path to the customer specific SSP config file.
3. Optionally, specify the following general settings in the master.config file:
 - **AdServing:DownloadWorkerIntervalMs**: Specify the interval for checking for new media files that must be downloaded and imported into IXM One in milliseconds. The default value is 1000 ms. If you specify less than 0 milliseconds, the AdServing API stops working.
 - **MaxLogLevel_Console**: Enter the maximum console log level to specify which kind of information you want to log:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace
 - **MaxLogLevel_File**: Enter the maximum file log level to specify which kind of information you want to log:
 - **1** for Error
 - **2** for Warning
 - **3** for Info
 - **4** for Debug
 - **5** for Trace

Note on logging

If you need additional Microsoft logs for debugging or further insight, you can optionally set logging to *Warning*, but we recommend setting it to *Critical* in general to avoid performance issues.

Example: configuration of the master.config file

```
<appSettings type="AdServing">
    <add key="AdServing:Customer:27:SSP_CONFIG"
        value="\\gfstor002.grassfish.local\GFServers\Server\01\configs\ssp-config-27.json"/>
    <add key="AdServing:DownloadWorkerIntervalMs" value="1500"/>
    <add key="MaxLogLevel_Console" value="5"/>
    <add key="MaxLogLevel_File" value = "5" />
</appSettings>
```

Note

Note that you must restart the application pool that contains the AdServing API every time you change its settings in the *master.config* file. You'll learn how to create the application pool in chapter [Configure the IIS web server](#).

Configure SSP parameters

You must configure the SSP parameters like the SSP's URL in the SSP config file. The file has the following structure:

```
{
  "sspConfigurations": [
    "sspConfiguration": {
      "sspPriority": int,
      "sspUrl": string,
      "cutMediaUrlBeforeSubString": string,
      "sspRequestHeaders": Dictionary<string, string>,
      "sspCategoryId": int,
      "sspPlaylistId": int,
      "sspSpotGroupId": int,
      "sspServiceUserId": int,
      "extendSpotValidityInDays": int
    }
  ]
}
```

Note

The file must contain at least one SSP config object that specifies the URL, IDs, etc. For multiple SSPs, you need to create multiple SSP config objects.

Get the IDs

Before you can configure the SSP config file, you need to get the IDs of IXM One category, playlist, spot group, and SSP user for each SSP. You'll enter these IDs in the file.

When the system uses IDs instead of names, you can simply change the names of playlists or spot groups in IXM One without affecting the ID and SSP. This also means that the same SSP admin user works for multiple SSP providers.

To get the IDs, perform the following steps:

1. In IXM One, open the editing window of the category, playlist, spot group, or user whose ID you need.
2. Open the Developer Tools in your browser. For example, in Google Chrome go to **Customize and control Google Chrome > More Tools > Developer Tools**.
3. In the Developer Tools window, select the **Network** tab.
4. Read the ID from the list and write it down for the file configuration in the next chapter.
5. Repeat steps 1 through 4 until you have the required IDs of the category, playlist, spot group, and user.

Ensure that your configuration is valid

Your configuration is validated with the help of validation rules. If one or more of these validation rules are violated, the AdServing API logs an error message and stops.

The following rules apply:

- Multiple **sspConfiguration** elements within one file must not contain the same values for: **SspPriority**, **SspUrl**, and **SspCategoryId**. Ensure that these elements have different values in the config file.
- None of the specified configuration parameters must be missing. This excludes the optional parameters **CutMediaUrlBeforeSubString**, **SspRequestHeaders**, and **ExtendSpotValidityInDays**.
- All specified configuration parameters must have a value.

- None of the specified configuration parameters must have a value that doesn't match the specified data type.
- The basic syntax of the JSON must be valid.

Configure the config file

To configure the SSP parameters in the SSP config file, perform the following steps:

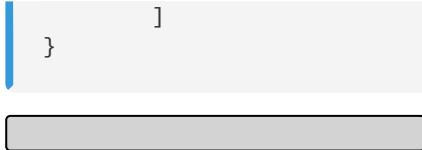
1. Open the SSP config file.
2. Specify the following settings:

| Setting | Data type | Default value | Description |
|--------------------------------|----------------------------|--------------------------------------|--|
| SspPriority | int | 0 | Specify the priority of the SSP provider. The lower the value, the higher the priority. |
| SspUrl | string | Mandatory setting (no default value) | Specify the URL of the SSP provider. Optionally, you can add query parameters. Example: https://my.sspprovider.com |
| CutMediaUrl BeforeSubString | string | None | Enable this setting to cut media URLs. This means that only the part before the specified string is used. This is necessary if all requests are sent to the same provider. |
| SspRequestHeaders | Dictionary <key, value> | None | Optionally, configure custom request headers. This can be useful, for example, for ad insertion. |
| SspCategoryId | int | Mandatory setting (no default value) | Specify the ID of IXM One category. If a player requests a category that is not defined in the SSP config, the IXM One category with the specified ID is used. |

| | | | |
|------------------------------|-----|--------------------------------------|--|
| SspPlaylistId | int | Mandatory setting (no default value) | Specify the ID of the play |
| | | | The system assigns down |
| | | | General and screen pla |
| | | | If the ID belongs to a pla |
| | | | If the ID belongs to a pla |
| SspSpotGroupId | int | Mandatory setting (no default value) | Specify the ID of the sp |
| | | | Downloaded SSP conte |
| SspServiceUserId | int | Mandatory setting (no default value) | Specify the ID of the us |
| | | | The specified user is us |
| ExtendSpot ValidityInDays | int | 0 | Specify how long a spot |
| | | | If you set a value greater |
| | | | This is based on the tim |

Example: configuration of the SSP config file

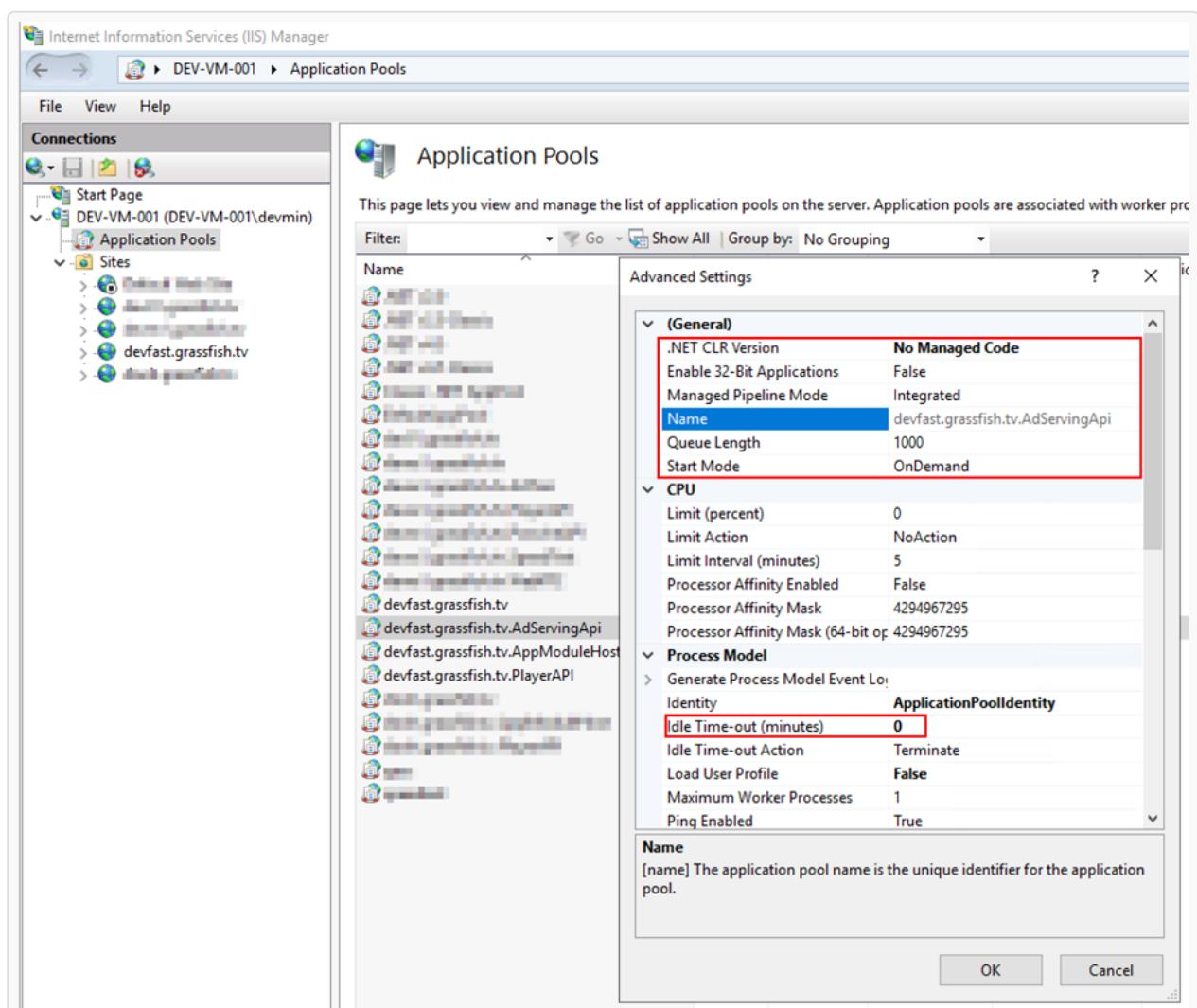
```
{
    "SspConfigurations": [
        {
            "SspPriority": 1,
            "SspUrl": "https://test.grassfish.tv/testdata/ssp/units/",
            "CutMediaUrlBeforeSubString": "?",
            "SspRequestHeaders": {
                "hs-auth": " api-key 1234567890"
            },
            "SspCategoryId": 1593,
            "SspPlaylistId": 259,
            "SspSpotGroupId": 958,
            "ExtendSpotValidityInDays": 3,
            "SspServiceUserId": 1489
        },
        {
            "SspPriority": 2,
            "SspUrl": " https://test.grassfish.tv/random/ssp/schedule/",
            "CutMediaUrlBeforeSubString": "?",
            "SspCategoryId": 1592,
            "SspPlaylistId": 263,
            "SspSpotGroupId": 957,
            "ExtendSpotValidityInDays": 3,
            "SspServiceUserId": 1489
        }
    ]
}
```



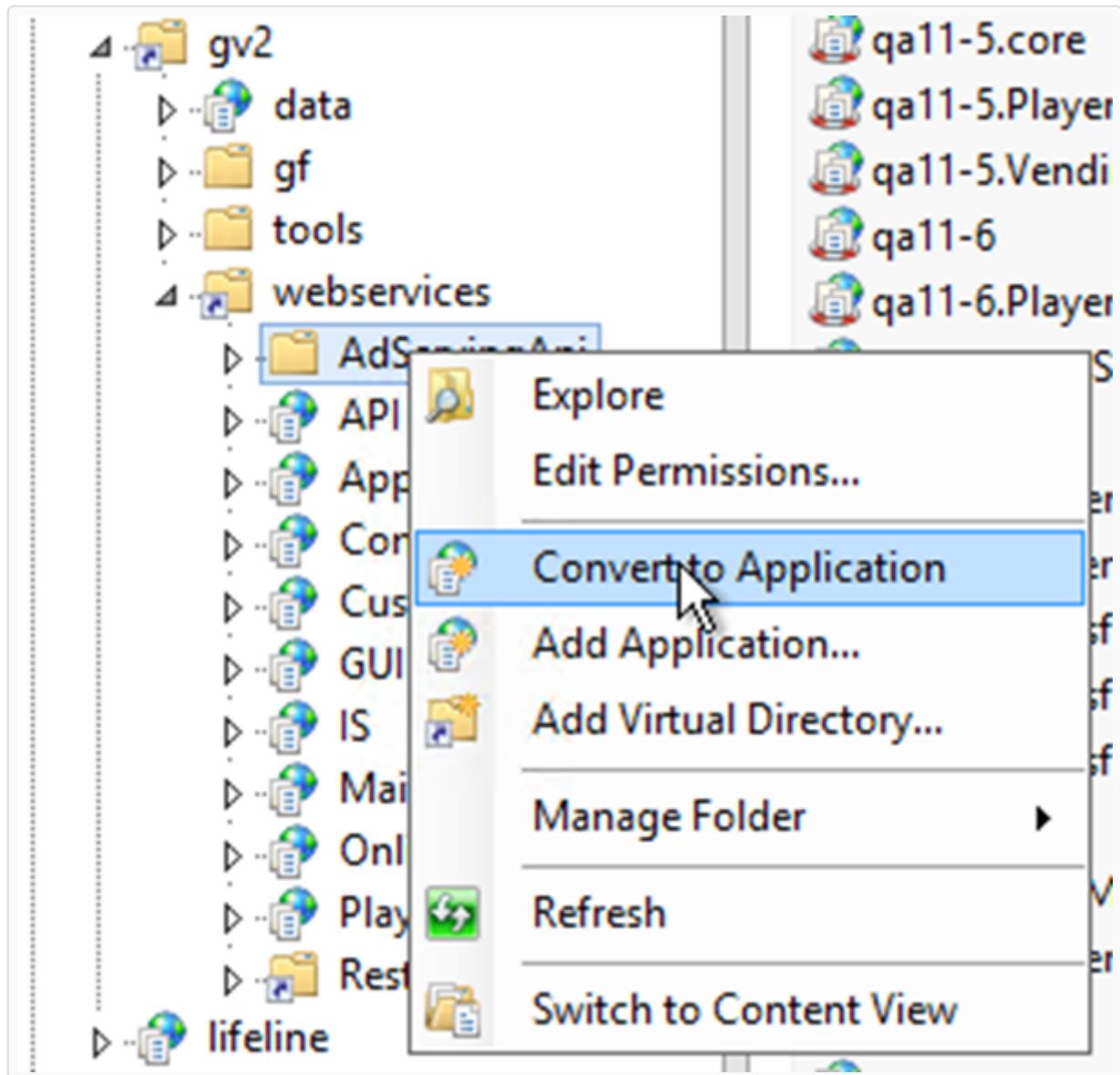
Configure the IIS web server

You must configure the Internet Information Services (IIS) web server for the Grassfish web service. You'll create a new application pool for the AdServing API which allows you to restart it independently in the future. To do so, perform the following steps:

1. To create a new application pool, open the IIS Manager.
2. In the IIS Manager, right-click on **Application Pools** and select **Add Application Pool**.
3. Specify the application pool details as required and click **OK**.
4. Right-click on the application pool and select **Advanced Settings**.
5. Set the **Idle Time-out** to **0** minutes.



6. Right-click on the web service folder and select **Convert to Application**.



7. Open the **Advanced Settings** of the web service and assign it to the new application pool.

8. Save your changes and close the IIS Manager.

Install the UDC importer

Note

You need the UDC importer if you use a DOOH add-on version earlier than 2.5.1 and if you use the Qt Player. If you use add-on version 2.5.1 or later or a different player, you can skip this chapter.

The DOOHPlayBackImporter UDC plugin transmits booked spot instances to the Qt Player. Note that the importer only does so for players that have been online.

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.

Activate the UDC importer

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

1. Log in to the server admin account of 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 DOOHPlaybackImporter.
6. Click **Save** to save your changes.

| Edit client | | | | | |
|---------------|--|---------------------------|-----------------|--------------------|-------------------------------------|
| General | | Search ... | | Number of items: 3 | |
| Data importer | | Name | Imported | Version | Assigned |
| | | DOOH Playback Importer | 12/02/2020 1... | 2.6 | <input checked="" type="checkbox"/> |
| | | ExchangeCalendarImporter | 17/02/2020 0... | 0.11 | <input checked="" type="checkbox"/> |
| | | Generic Foreca Weather... | 27/01/2023 1... | 1.2 | <input checked="" type="checkbox"/> |

Configure the UDC importer

You must configure the UDC importer with the configuration file that is located on the server. To do so, 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 of buffer space to be reserved for the importer. |
| OfflineIntervalMin | 30 | Specify the maximum time interval between two imports if a player is offline. |
| OfflineIntervalMinSpecialDistributions | 4320 (=3 days) | Specify the maximum time interval between two imports for special distributions. |
| LogDbQueryResultForAllSiBoxes | false | Set to true to log database query results for all Si Boxes. |
| ExtendedLogging | false | Set to true to log extended logging information. |

3. Save your changes and close the config file.

Example: configuration of the DoohUdcImporterConfig.json file

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

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

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.

Enable DOOH

URL: <https://docs.grassfish.com/docs/enable-dooth>

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To enable DOOH in the IXM One configuration file, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Change the settings as follows:
 - Set **enableDooh** to **DOOHPlatform** or **DOOHLite**. This depends on which DOOH version you're going to use.
 - Set **enableCategoriesPerScreen** to **true**.
 - Set **enableLiveTags** to **true**.
 - Set **enableSpotPropertyInheritanceForUserType** to **Admin**.
5. Save your changes and close the config file.

```
"enableDooh": "DOOHPlatform",
"enableCategoriesPerScreen": true,
"enableLiveTags": true,
"enableSpotPropertyInheritanceForUserType": [
    [
        "Admin"
    ]
]
```

Note

For more information, see our [DOOH installation guide](#).

Install SSP

URL: <https://docs.grassfish.com/docs/install-ssp>

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The following articles describe how to configure and install SSP in a Grassfish system. Our supply-side platform (SSP) module supports programmatic advertisement platforms which allows you to play spots provided by a third party. You can also use multiple SSPs, that means spots from more than one SSP provider.

How to install SSP

The following articles provide step-by-step instructions for the installation and configuration of SSP. They cover the server configuration, IXM One configuration, and player configuration. Perform all steps that are relevant for your system and skip the others. For example, if you don't use the Windows & Linux Player, you can skip the Windows & Linux Player article.

System requirements

Playing SSP content requires the coordination of multiple components of your system like the IXM One, Grassfish Server, players, SSP(s), and their databases. The components are relevant for storing, transferring, and querying SSP data and, therefore, need to be compatible. The following table indicates the system requirements for all possible components in the SSP setup process. Ensure that you meet the requirements of all components that are relevant for your system. For example, if you use the Android Player ensure that you have installed IXM One and Grassfish Server version 11.14.0 or later.

| Product | Version | Additional information |
|--|------------------|--|
| IXM One | 11.11.0 or later | You must have admin access. |
| Grassfish Server | 11.11.0 or later | |
| Android Player | 11.14.0 or later | The Android Player requires IXM One and Grassfish Server version 11.14.0 or later. The Android Player doesn't require the DOOH add-on. |
| Windows & Linux Player | 11.11.0 or later | |
| DOOH add-on (DoohPlaybackService) | 2.3.0 or later | The Windows and Linux Player requires this add-on for SSP. The Android Player doesn't require this add-on. To get the DOOH add-on installation package, please contact your Grassfish account manager. |
| UDC importer (DOOHPlayBackImporter) | 2.2.0 or later | You need the UDC importer if you use the Windows & Linux Player with a DOOH add-on version earlier than 2.5.1. You don't need it if you use DOOH add-on version 2.5.1 or later, or a different player. |

| | | |
|---|----------------|---|
| Grassfish web service (AdServingApi) | 1.0.2 or later | Note that you need to install version 1.1.0 or later to use multiple SSPs. |
| .NET | 6.0 | If you've already installed the Grassfish Server via the installer and installed a web service on it, there's no need to install .NET. If not, install the Windows Hosting Bundle manually from https://dotnet.microsoft.com/en-us/download/dotnet/6.0 |

An add-on is a software extension or enhancement that adds new features or functionality.

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.

Use ID parameters

URL: <https://docs.grassfish.com/apidocs/get-ids>

Archiviert am: 2025-07-17 18:39:55

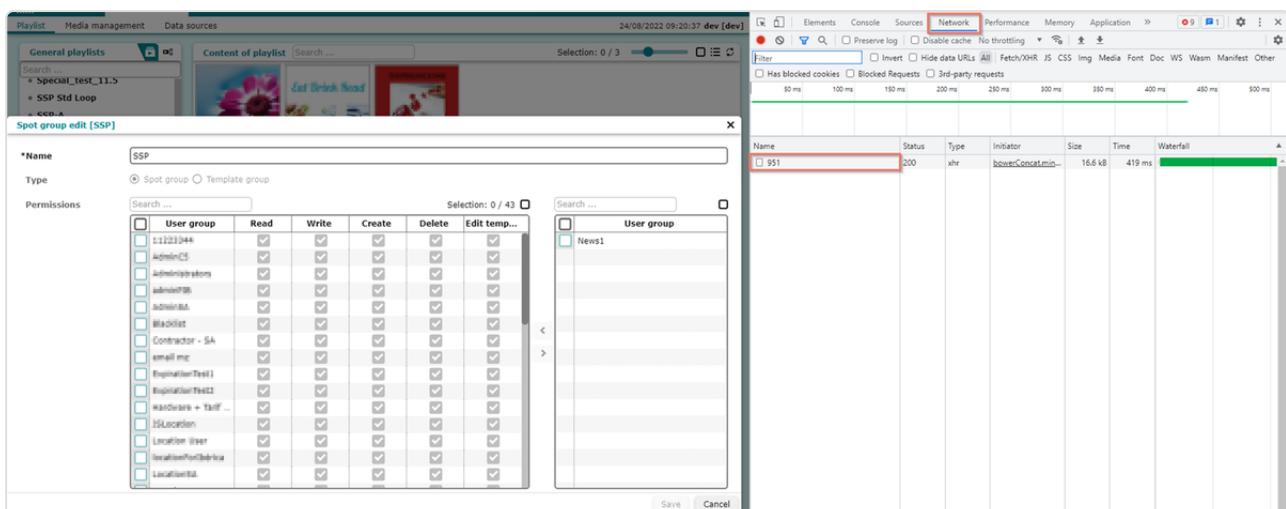
For some API operations, you must specify the unique IDs of IXM One items such as categories, playlists, or spots in your request.

These unique IDs ensure that the correct object is addressed. Since the names of spots and other items in IXM One can change easily, we use unique IDs to avoid inconsistencies.

How to get IDs

To find the IDs for your API request, perform the following steps:

1. In IXM One, open the editing window of the category, playlist, spot group, or user whose ID you need.
2. To open the developer tools in your browser, press **F12**. Alternatively, open them from the browser menu.
3. In the developer tools window, select the **Network** tab.
4. Read the ID from the list and write it down.



How to guides

URL: <https://docs.grassfish.com/docs/how-to-guides-1>

Archiviert am: 2025-07-17 18:39:58

:

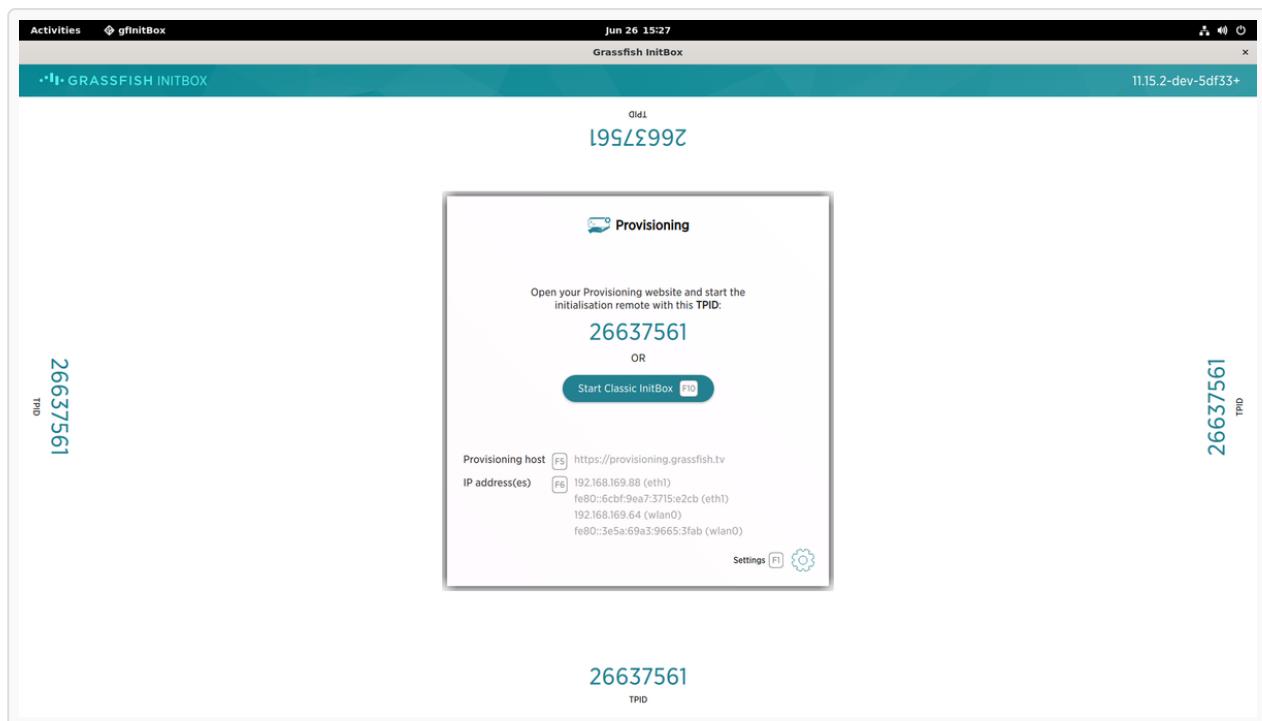
Quick install

URL: <https://docs.grassfish.com/docs/quick-install>

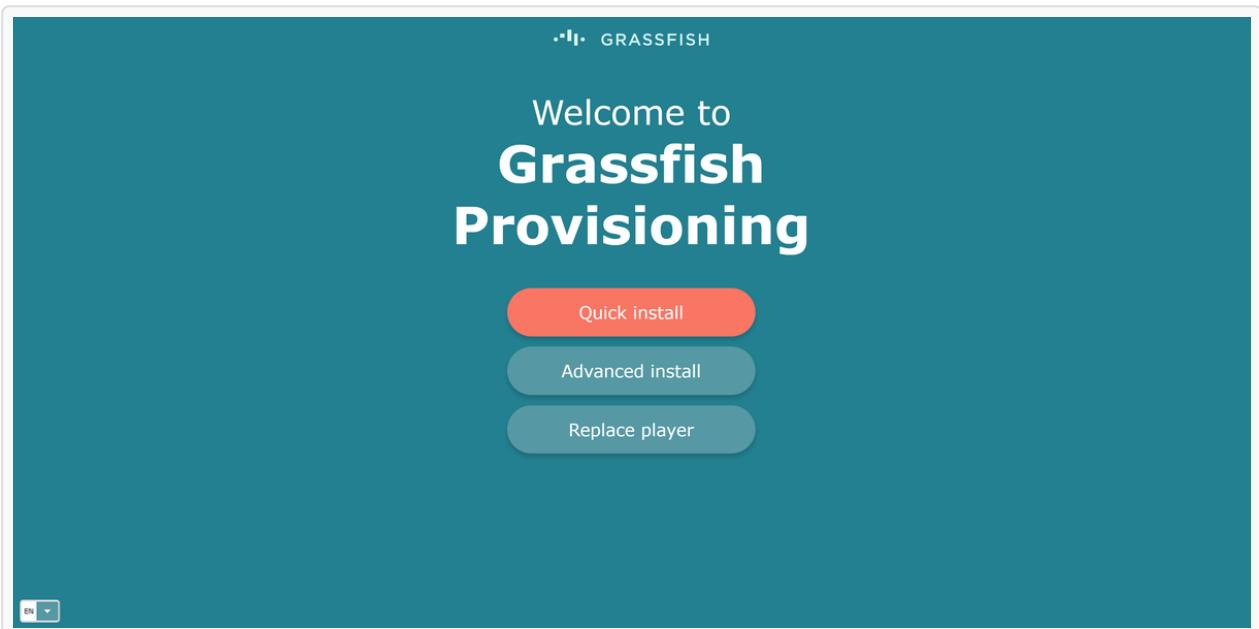
Archiviert am: 2025-07-17 18:40:01

To quickly initialize the player, perform the following steps:

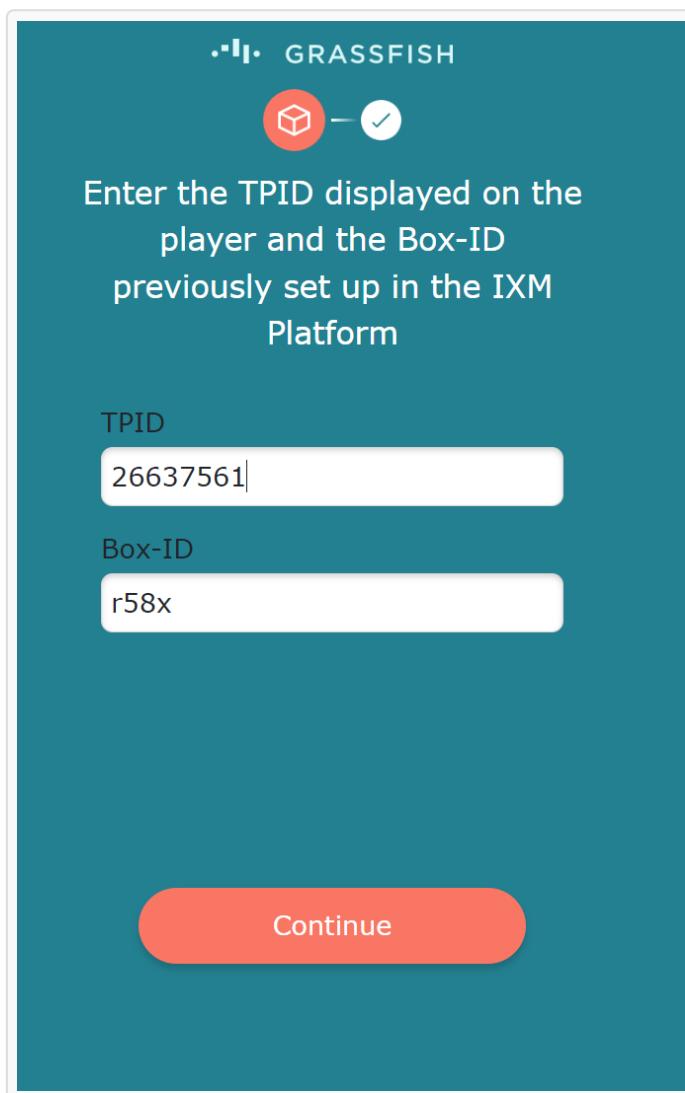
1. Start the player.
2. Note the TPID that you see on the screen.



3. Open the provisioning website via the custom URL.
4. Optionally, select a language from the menu at the bottom left.
5. On the provisioning website, select **Quick install**.



6. Enter the **TPID** and **Box-ID** of the player.



7. Click **Continue** to initialize the player.

user-site

URL: <https://docs.grassfish.com/docs/player-quick-install>

Archiviert am: 2025-07-17 18:40:04

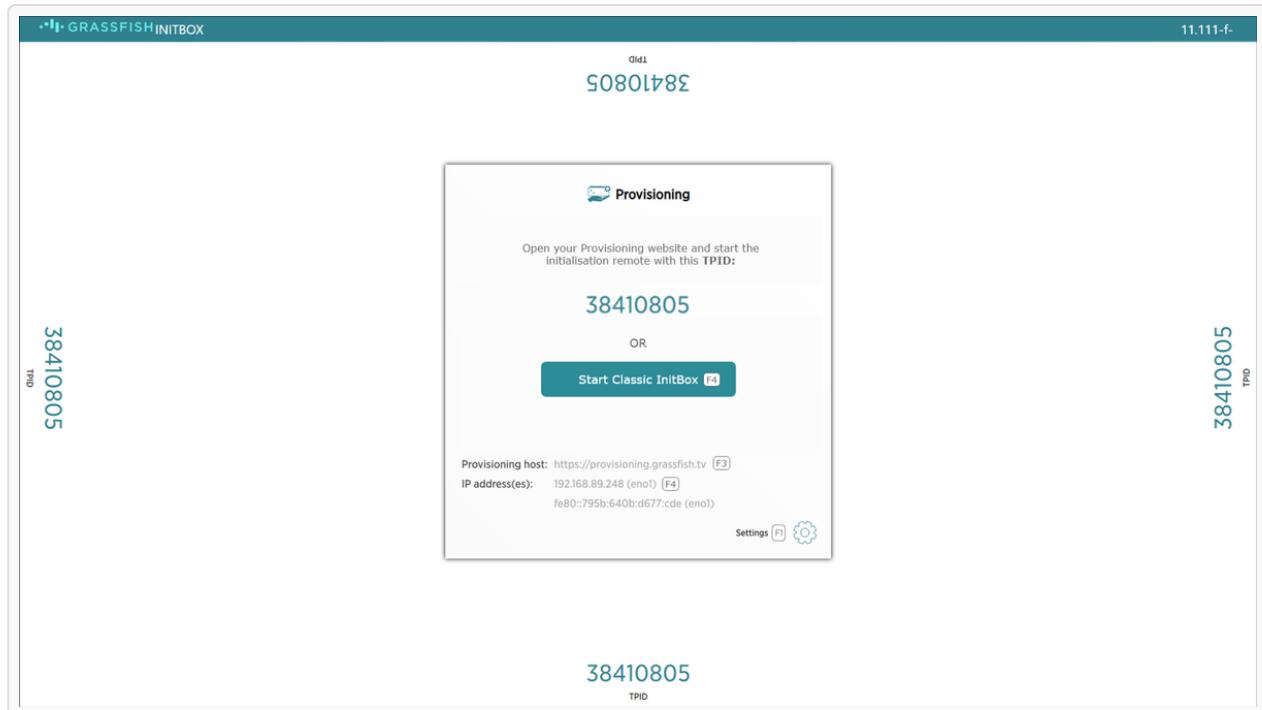
Replace a player

URL: <https://docs.grassfish.com/docs/replace-a-player>

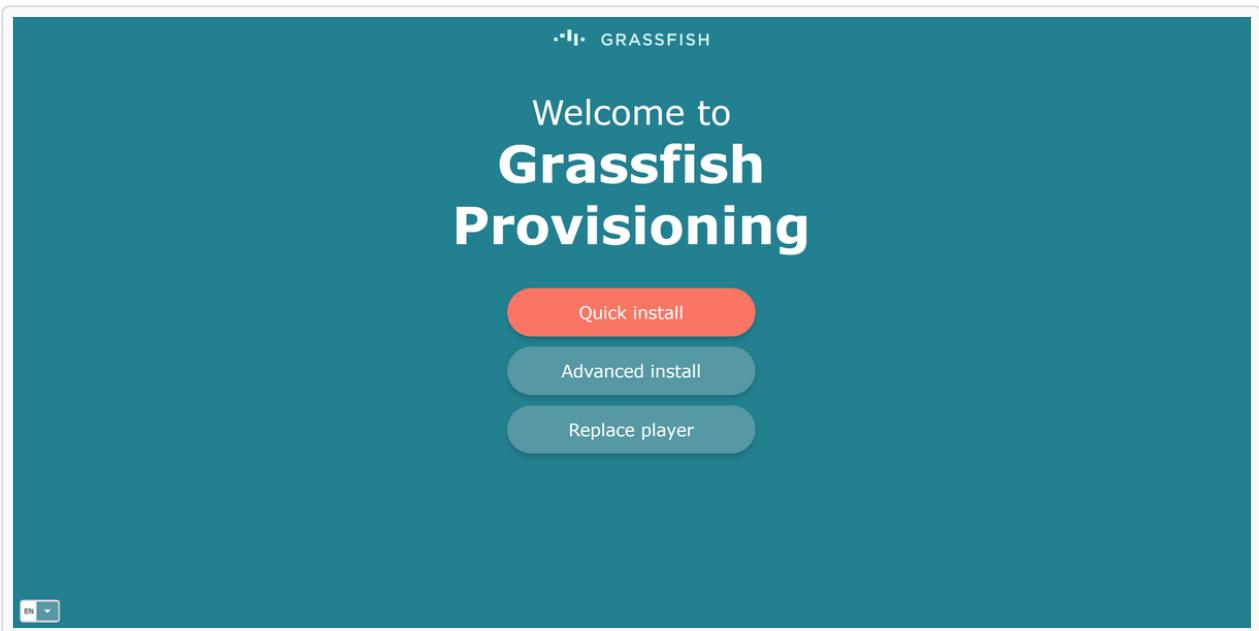
Archiviert am: 2025-07-17 18:40:07

To replace a player, perform the following steps:

1. Start the player.
2. Note the TPID that you see on the screen.



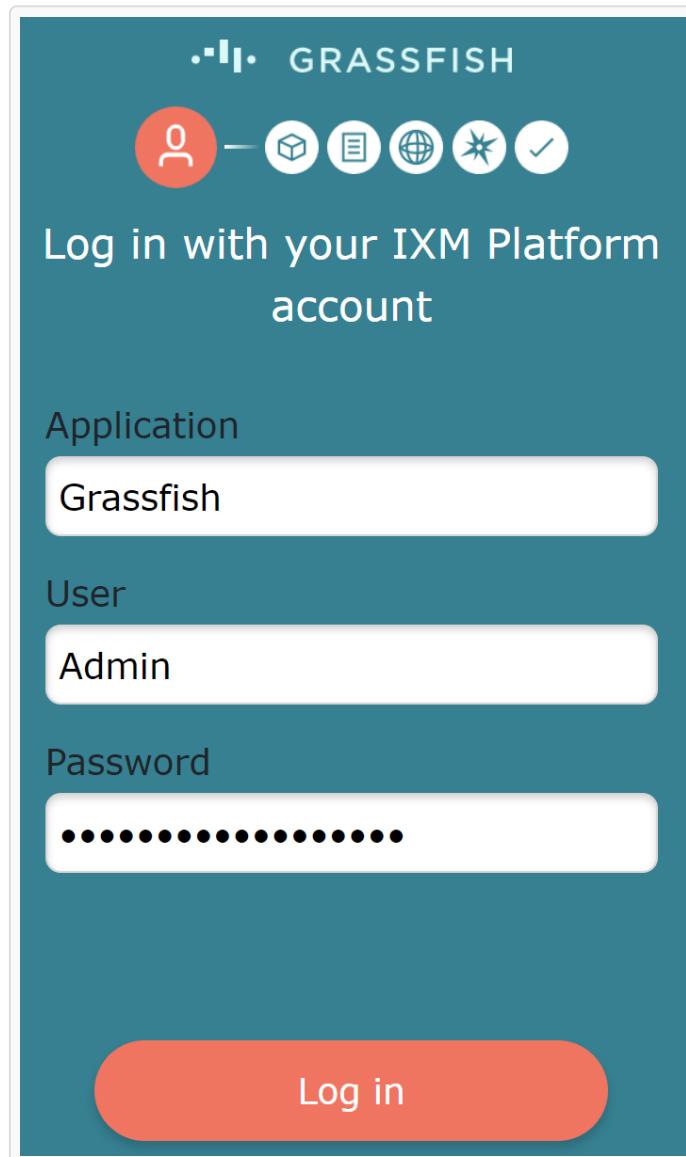
3. Open the provisioning website via the custom URL.
4. Optionally, select a language from the menu at the bottom left.
5. On the provisioning website, select **Replace player**.



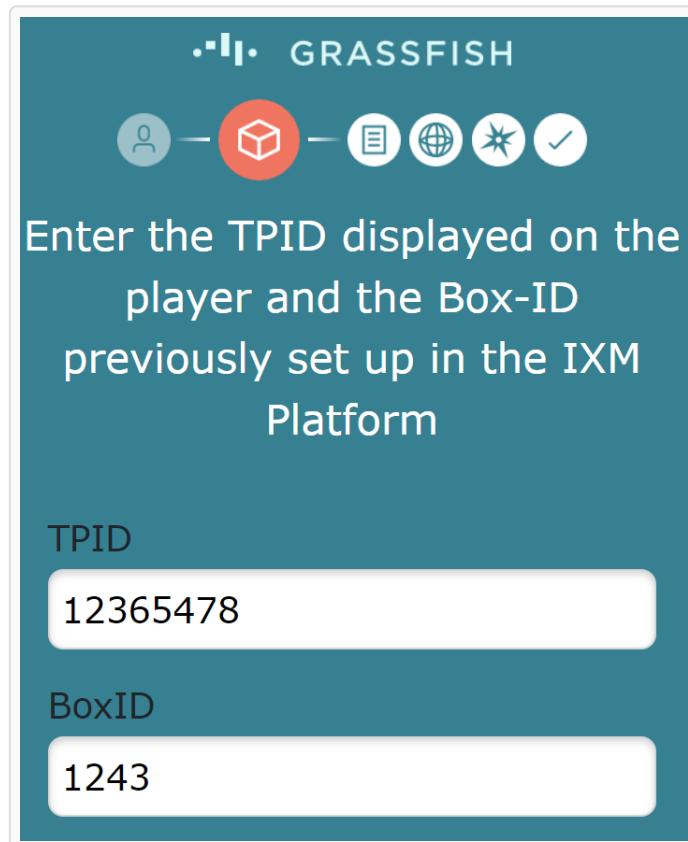
6. Enter the following data:

- **Application:** enter your IXM One application name.
- **User:** enter your IXM One username.
- **Password:** enter your IXM One password.

7. Click **Log in**.



8. Enter the **TPID** and **Box-ID** of the player.



9. Select **Continue**.
10. Review the player details and click **Confirm**.
11. Select the time zone from the dropdown menu and click **Confirm**.
12. Select the screen rotation and click **Confirm**.
13. Select **Finish** to finish the initialization.

Change the provisioning URL

URL: <https://docs.grassfish.com/docs/change-provisioning-url>

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You can change the provisioning server URL during or after initializing your player. This may be necessary, for example, if you use your own provisioning server. There are two ways to do this:

- [Change the URL via a configuration file](#)
- [Edit the URL in the InitBox](#)

Change the URL via configuration file

To change the URL, perform the following steps:

1. Use a text editor to create a file named **provisioning.conf**.
2. In the configuration file, enter the URL of your custom provisioning server.



3. Save the file in the Android installation package folder.

| Name | Änderungsdatum | Typ | Größe |
|---------------------------------------|------------------|-----------------------|------------|
| api | 25.06.2025 15:31 | Dateiordner | |
| lib64 | 25.06.2025 15:31 | Dateiordner | |
| systrace | 25.06.2025 15:31 | Dateiordner | |
| adb.exe | 23.06.2025 16:20 | Anwendung | 2.583 KB |
| AdbWinApi.dll | 23.06.2025 16:20 | Anwendungserweiterung | 96 KB |
| AdbWinUsbApi.dll | 23.06.2025 16:20 | Anwendungserweiterung | 62 KB |
| Chrome_107.0.5304.105.apk | 23.06.2025 16:20 | APK-Datei | 224.237 KB |
| dmttracedump.exe | 23.06.2025 16:20 | Anwendung | 241 KB |
| do_11.18.2-release.apk | 20.06.2025 10:32 | APK-Datei | 3.988 KB |
| etc!tool.exe | 23.06.2025 16:20 | Anwendung | 415 KB |
| fastboot.exe | 23.06.2025 16:20 | Anwendung | 1.322 KB |
| fm.hd.apk | 23.06.2025 16:20 | APK-Datei | 4.262 KB |
| hprof-conv.exe | 23.06.2025 16:20 | Anwendung | 41 KB |
| Install_gf_Tools_Up_to_Android_10.bat | 01.07.2025 13:02 | Windows-Batchdatei | 1 KB |
| libwinpthread-1.dll | 23.06.2025 16:20 | Anwendungserweiterung | 228 KB |
| make_f2fs.exe | 23.06.2025 16:20 | Anwendung | 467 KB |
| Make_get_Screenshots.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| Make_get_Screenshots_over_IP.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| Make_get_Screenshots_over_SN.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| mke2fs.exe | 23.06.2025 16:20 | Anwendung | 723 KB |
| player_11.18.2-release.apk | 20.06.2025 10:32 | APK-Datei | 48.453 KB |
| radiolog | 23.06.2025 16:20 | Datei | 215 KB |
| README.txt | 23.06.2025 16:26 | TXT-Datei | 1 KB |
| reboot_device.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| reboot_tab.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| source.properties | 23.06.2025 16:20 | Properties-Quelldatei | 17 KB |
| sqlite3.exe | 23.06.2025 16:20 | Anwendung | 1.336 KB |
| Teamviewer_universal_add_on.apk | 23.06.2025 16:20 | APK-Datei | 2.472 KB |
| TeamviewerHost_15.66.739.apk | 20.06.2025 10:58 | APK-Datei | 64.915 KB |
| Terminal_Emulator.apk | 23.06.2025 16:20 | APK-Datei | 352 KB |
| tv_qs_addon.apk | 23.06.2025 16:20 | APK-Datei | 1.228 KB |
| provisioning.conf | 01.07.2025 12:16 | CONF-Datei | 1 KB |
| sc.png | 01.07.2025 13:08 | PNG-Datei | 51 KB |

4. Open the script file **Install_gf_Tools_from_Android_[version]-on.bat**.

5. Add the following command to copy the file to the Android device: `adb push provisioning.conf /sdcard/Download/GF/config/`

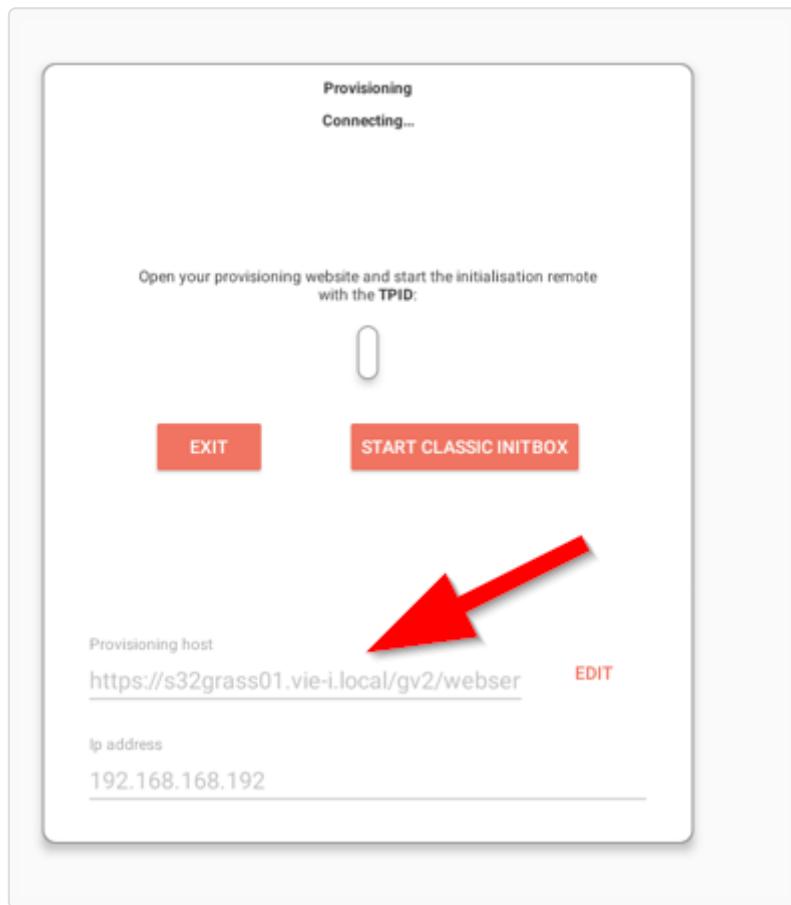
```
timeout 1
adb push provisioning.conf /sdcard/Download/GF/config/provisioning.conf
```

6. Save your changes and close the file.

Edit the URL in the InitBox

You can also edit the provisioning server URL once you've installed and configured the Android Player. The player automatically opens the InitBox where you can do the following:

1. In the InitBox, click **EDIT** next to **Provisioning host**.
2. Enter your custom URL.
3. [Continue the initialization](#), to connect player and server.



Synchronize players

URL: <https://docs.grassfish.com/docs/synchronize-players>

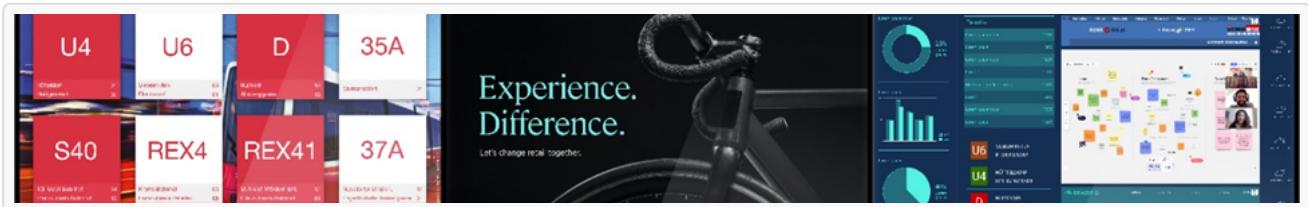
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Synchronize your players to simultaneously play spots on multiple screens. This can be useful, for example, if you want to create a video wall that displays synchronized content across all screens.

Synchronized players can operate in the following ways:

Synchronized content with different spots

- Each player can play different content.
- The lead player controls the transition from one spot to the next. This means that all synchronized players switch to the next spot at the same time.
- For an optimal viewing experience, all content should be the same length.



Synchronized content across all screens

- Create the appearance of one “big” spot across multiple screens.
- The individual spots start at the exact same time, controlled by the lead player.
- For an optimal viewing experience, all content should be the same length.



System requirements and limitations

Ensure that you meet the following system requirements for player synchronization:

Software

Android Player version 11.17.0 or later

Linux Player version 11.2 or later

Windows Player version 11.2 or later

Tizen Player version 11.11.0 or later

Your players must be set up in the IXM One.

Hardware

The performance of the sync depends on the performance of the hardware.

You can synchronize players of each technology (Android, Windows, Linux, Tizen) with each other. However, please consider the limitations of each technology.

Only Linux and Windows Player 11.15 can be synchronized with Android and Tizen.

The synchronized player PCs must be connected in the same local area network (LAN).

We don't recommend using a wireless network (WLAN).

We have successfully tested synchronization via VPN, but your mileage may vary.

Note

You can't synchronize Linux and Windows Player version 11.13 with later versions.

Limitations

Synchronization works with different spot types and IXM One features. However, the following limitations apply:

Unsupported spot types

Audio

Streaming

Unsupported features if sync tags are not used on all spots

| |
|-------------------------------------|
| Spot transition |
| Playlist priority |
| Loops |
| Play only x spots from the playlist |
| Shuffle playlist |

Synchronize players

You must synchronize the lead player with the followers. You can have any number of followers.

For a seamless playback, we recommend that all synchronized spots have the same length. If not, the synchronized spot playback works in the following ways:

- If a spot on a follower is completed before the lead player has started a new spot, the screen on the follower stays black, displays the playlist background color, or the last frame until there's a new lead spot.
- If a spot on the lead player is completed before a follower has finished playing it, the follower spot is interrupted and the next lead spot starts playing.

How to synchronize

There are different ways to configure the synchronized start of spots: complete synchronization, sync tags, or synchronized spot transition.

Complete synchronization

With this option, the lead player informs the followers about the next spot and when the spot changes, everyone plays the same spot.

This option covers most use cases, but not video walls or special solutions.

Sync tags

You can assign the same sync tag to the lead spot and all follower spots that should start simultaneously. The sync tag acts as a sender of sync commands on the lead spot, and as a receiver on the follower spots. This allows you to select specific spot to start simultaneously.

With this feature you can easily create a video wall.

How it works

1. Prior to the spot transition, the lead player sends a 'preload' command with the sync tag to all followers in the sync group.
2. The followers preload the spot with the sync tag.
3. When the lead player sends the sync command ('PlayNextSpot request), the preloaded spot starts on the follower players.

Note

If you want to use sync tags, you must create them in the IXM One and assign them to the desired spots. For more information, refer to the IXM One webhelp.

Synchronized spot transition

With this option, the lead player sends a sync command ('PlayNextSpot' request) and the next spot in the playlist starts on the follower players. This allows the simultaneous start of all spots in the sync group. However, you can't select specific spots.

This option is not supported on Tizen.

How it works

1. Prior to the spot transition, the follower player preloads the next spot in the playlist.
2. After playing the current spot, the follower players wait for the lead player's 'Start' command.

Configure players

You must configure the synchronization settings in the IXM One player configuration. The settings are similar across Windows and Linux, Android, and Tizen players, but some players have more settings depending on their capabilities.

Note

Lead and follower players require different settings. However, you can configure this in the configuration on the player in the same configuration group.

To configure your players, perform the following steps:

1. In the IXM One, go to the player configuration or the configuration group:

•

For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.

•

For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.

2. In the **Edit configuration group** window, select **Display extended modules**.

3. Under **Modules**, select **Player > Sync**.

| Setting | Description |
|---|---|
| define a screen of this player as sync master | <p>Specify the number of the screen that acts as sync master.</p> <p>The first screen has number 1.</p> <p>Default value: -1 (deactivated)</p> <p>This setting is not available on Tizen Players.</p> |
| define a split of this player as sync master | <p>Specify the number of the split that acts as sync master.</p> <ul style="list-style-type: none"> ◦ If the screen layout contains only one split, it is the sync master. ◦ You can find the split number in the screen layout settings. <p>Default value: -1 (deactivated)</p> |
| enable synced spot switch | <p>Select to enable synchronized spot transition.</p> <p>This setting is not required if you only want to use the sync group.</p> <p>This setting is currently not available on Tizen Players.</p> |
| enable synced preload for spots with syntags | <p>Select to enable synchronized preload and transition.</p> <p>This setting is only available on Android Players.</p> |
| sync group | <p>Specify a number of your choice to assign the sync group.</p> <p>Default value: -1 (deactivated)</p> |
| multicast ip for sync communication | <p>Specify a multicast IP address that the lead player uses for sync communication.</p> <p>In general, you can leave the default value.</p> |
| udp port for sync communication | <p>Specify a UDP port that the lead player uses for sync communication.</p> <p>You can leave the default value if you only have one lead player.</p> |

| | |
|--|---|
| disable sync while playing events | Select to disable synchronization while the lead player is playing events. In this case, the followers switch to regular synchronization mode. |
| skip spots with sync tags while sync is inactive | Select to not play spots with sync tags on the lead player. The follower ignores all sync commands from the lead player until it has completed. The follower switches back to sync mode. |
| heartbeat interval for sync communication | Specify in which interval the lead player sends heartbeat messages. The heartbeat is a signal that the lead player sends to the follower. In general, you can leave the default value. |
| heartbeat timeout for sync communication | Specify a timeout after which the synchronization is considered failed. In this case, the follower player leaves sync mode. The heartbeat is a signal that the lead player sends to the follower. Use at least a value three-times as big as the heartbeat interval. In general, you can leave the default value. |
| sync master priority | Specify a number that determines the probability of becoming the sync master. Default value: 5 This setting is not available on Tizen Players. |
| set sync master election algorithm | Select one of the following algorithms: <ul style="list-style-type: none"> ◦ ID-ELECTION: automatically assigns a master. The ID of the player that wants to synchronize must be set to ID-ELECTION. ◦ MANUAL: synchronized players elect a master. We recommend MANUAL for the general use. This setting is not available on Tizen Players. |
| distribute livetags | Select to distribute live tags from the lead player. This setting is currently not supported on Tizen Players. |
| allow synchronising all spots / enable exact spot sync using spot objects | Select to allow synchronizing all spots in a playlist. Note that all players must use the same program. |

use spot objects to synchronise

Select to use spot objects to synchronize all an event playlist.

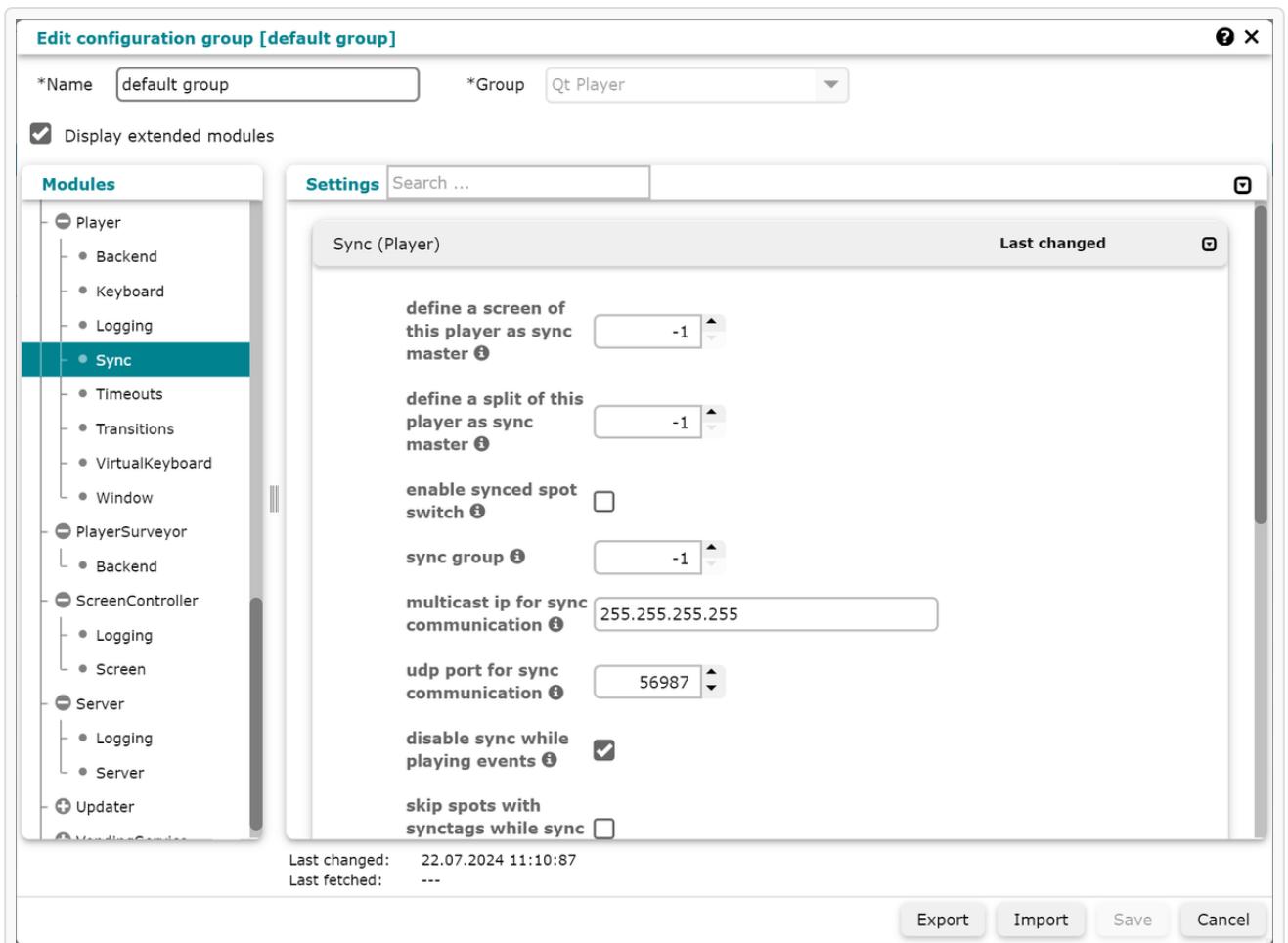
Note that this must be set on all players.

We strongly recommend to use this setting if

This setting is the default on Tizen Players a

4. Click **Save** to save your changes.

5. Repeat the configuration steps for all players that you want to synchronize.



Use client webservices

URL: <https://docs.grassfish.com/docs/client-webservices-1>

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The client webservices allow you to influence the player and retrieve data via defined web interfaces. Supported features depend on the player type. Learn more in the following articles or refer to our API documentation.

API Documentation

[Player REST API](#)

[Player MQTT API](#)

Android Player

URL: <https://docs.grassfish.com/docs/android-player-1>

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Connect player and server

URL: <https://docs.grassfish.com/docs/connect-player-and-server>

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Note

Before you begin the initialization, ensure that the player has been set up on the server and has a valid license.

There are two ways to connect the player to the IXM server:

- [Use the generic provisioning service](#).
- [Use the classic InitBox](#).

Initialize the player via generic provisioning

Note the following prerequisites:

- You need a PC to open the provisioning service website via: `yourserver.xy/gv2/gf/provisioning/#/`
- Note the TPID from the InitBox to connect to the server and load all pre-configured settings and content.

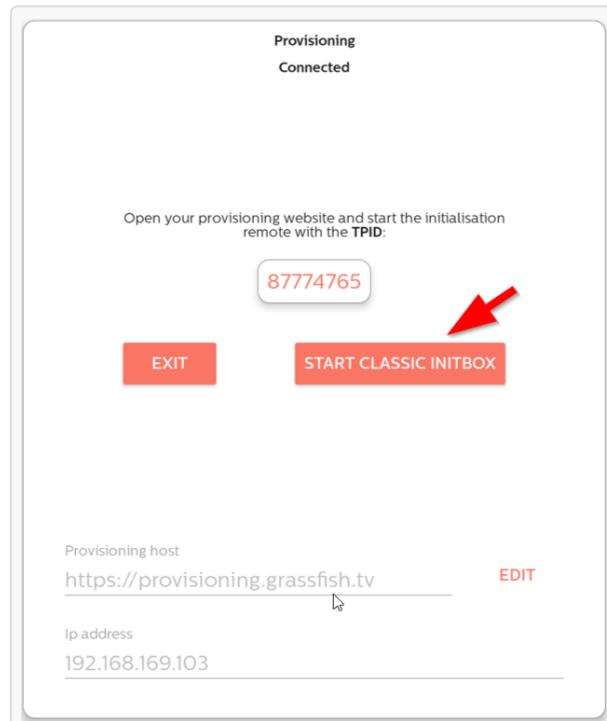
Note

For step-by-step instructions, [click here](#). If generic provisioning is not enabled on your server, please contact support@grassfish.com.

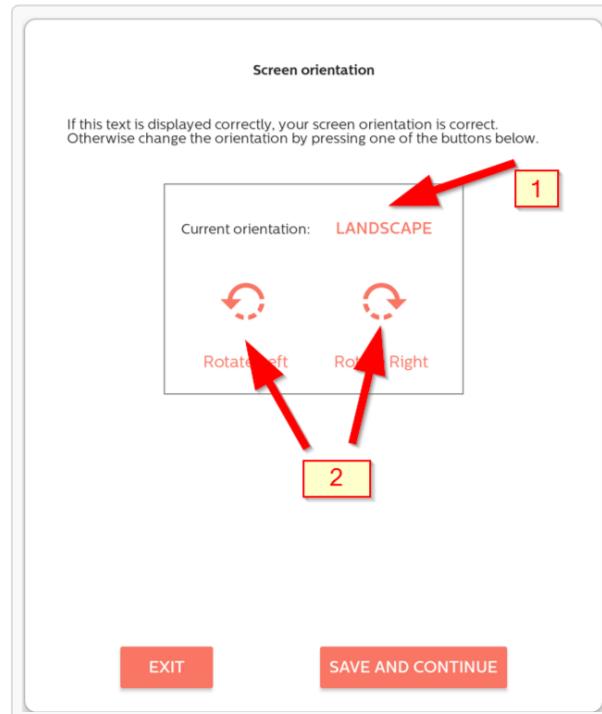
Initialize the player via the classic InitBox

To initialize the player using the InitBox, perform the following steps:

1. Click **Start classic InitBox**.

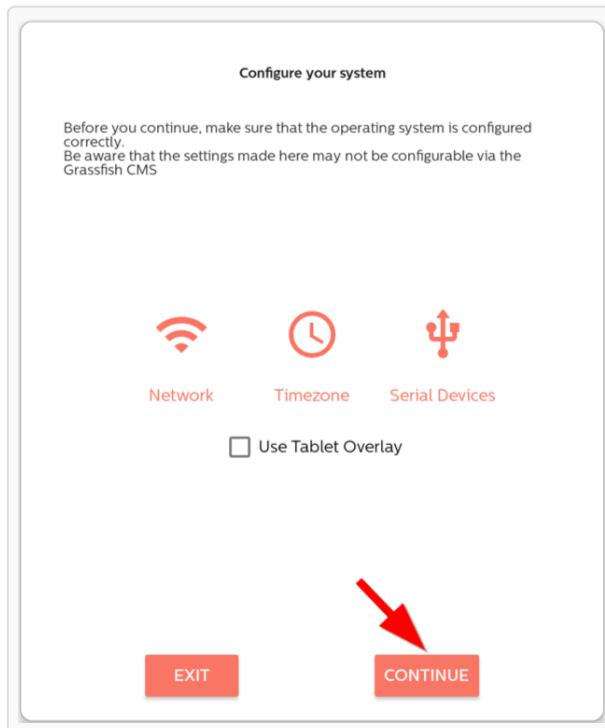


2. Select your screen orientation using the drop-down menu (1) or the arrows (2).



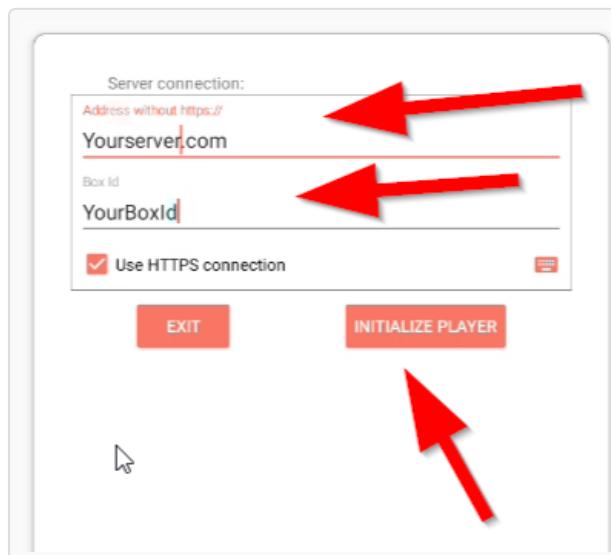
3. Click **Save and continue**.
4. On the **Configure your system** screen, configure your settings and configure a serial device if needed. For more information on the settings, [click here](#).

5. Click **Continue**.



6. Enter your IXM Server URL and Box-ID. Optionally, use the pre-filled one.

7. If your server uses HTTP, Turn off **Use HTTPS connection**.



8. Click **Initialize player**.

The player restarts and downloads content and settings from the server. Once the download is complete, the player begins playing your content.

Note

For more information, see our [articles on how to operate the Android Player](#).

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

HTTP stands for Hypertext Transfer Protocol. This is a standardized protocol for transmitting data between clients and servers on the internet. The client sends an HTTP request to the server using a standard set of methods such as GET to specify the action it wants to perform on a specific resource.

Installation guides

URL: <https://docs.grassfish.com/docs/installation-guides>

Archiviert am: 2025-07-17 18:40:25

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user-site

URL: <https://docs.grassfish.com/docs/player-services-and-modules-win>

Archiviert am: 2025-07-17 18:40:27

Install the Tizen Player

URL: <https://docs.grassfish.com/grassfish/docs/install-the-tizen-player>

Archiviert am: 2025-07-17 18:40:29

This article describes how to install the Grassfish Player on Samsung Tizen devices.

Prerequisites

Before you begin the installation, ensure that you meet the following requirements:

- You've uploaded the Tizen JavaScript player software to the backend of the server. We recommend creating a Tizen directory in the www directory of the backend server.
- You've configured the Touch Point with IXM One:
 - The Samsung Tizen serial number serves as the . You can find it on both the device and the packaging.
 - Both 14- and 15-digit serial numbers are supported.

Install the player

You must install the player on the device and initialize and configure both the Tizen OS and the Grassfish Player software. To do so, perform the following steps:

1. Remove the device from its packaging and set it up on an appropriate stand or mount.
2. Connect the power cord and the network cable if you don't use WiFi.
3. Power on the device.
4. Depending on your screen, perform one of the following steps:
 - For a first-time installation, select your preferred language using the arrow keys on the remote and press **Enter** to confirm.
 - For a screen that has been used before, go to **Menu > System > Start Setup**.
5. As installation type, select **Basic Setup**. Press **Enter** to confirm.
6. As display orientation, select **Landscape** or **Portrait**. Press **Enter** to confirm. Note that you must set the same orientation on the player and in the screen layout in the IXM One.
7. Disable the auto power off option by selecting Off. Press **Enter** to confirm.
8. Wait for the successful check of the network connection. If you use WiFi or an internet proxy, specify the network setting details.
9. Under **Play via**, select **URL Launcher**. Press **Enter** to confirm.

10. Enter the URL for downloading the player software that you've installed before ([see prerequisites](#)).
11. Press **Done** and **Enter** to confirm.
12. You can skip **Connect to RM Server**. The Grassfish player doesn't require this functionality.
13. Enter the current date and time press **Next**. Note that HTTPS connections only work with the correct date and time.
14. Click on **Done** to complete the basic setup process.
15. In the main menu, select **URL Launcher** to load the Grassfish Player software.

The Grassfish Player starts. From now on, it'll start automatically on the monitor whenever powered on.

Note

Wait until the player has completed loading the assigned content. When you turn the screen off, it'll automatically turn on again unless you disable this function in the player configuration in the IXM One.

Test the installation

The upload of the Tizen player software leads to a URL for downloading the Grassfish Player from the backend server, such as `https://example.com/tizen`.

To test your Tizen server installation, open the following website: `https://example.com/tizen/sssp_config.xml`. The screen will open the same URL.

user-site

URL: <https://docs.grassfish.com/grassfish/docs/use-player-functions>

Archiviert am: 2025-07-17 18:40:31

News

URL: <https://docs.grassfish.com/docs/news>

Archiviert am: 2025-07-17 18:40:33

:

DoohPlaybackService Add-on releases

URL: <https://docs.grassfish.com/docs/doohplaybackservice-add-on-releases>

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Get the latest version

Please contact your Grassfish account manager to get the latest version.

DoohPlaybackService Add-on Version 2.9.2

New features

With this version, we've implemented the following new features:

New standard value

We've updated the default value of the setting **Dooh.SspLiveTagKey** from **ADV_Segments** to **AdvSegments** at the stakeholder's request.

DoohPlaybackService Add-on Version 2.9.1

New features

With this version, we've implemented the following new features:

Safe guard

We've implemented a safe guard in the DOOHPublicService add-on that checks whether processes with the same name are already running at startup. This allows us to:

- Prevent duplicate AdServing API requests.
 - Stabilize system behavior in the event of system crashes.
 - Improve overall performance and reduce the load on the AdServing API.
-

DoohPlaybackService Add-on Version 2.9

New features

With this version, we've implemented the following new features:

Security update

To fix security vulnerabilities of earlier versions, we've updated NuGet packages.

.NET upgrade

With this version, we've updated DoohPlaybackAddon project to .NET 8.

DoohPlaybackService Add-on Version 2.8.0 - 2.8.1

New features

With this version, we've implemented the following new features:

Live tags and impressions enhancements

We've made improvements to live tag handling and impressions.

Linux ARM64 support

As of this version, linux-arm64 architecture is supported.

Logging improvements

We've enhanced debug logging throughout the application. It's now displayed whether debug logging is activated and we've removed redundant or unnecessary logging statements.

Resolved issues

- We've fixed an issue where live tags were bypassing the cooldown mechanism.
-

DoohPlaybackService Add-on Version 2.7.3

New features

With this version, we've implemented the following new features:

Logging enhancements

We've improved logging messages for clarity and replaced certain log separators for consistency.

Resolved issues

- We've fixed issues where the calculation of the last target playback could be stuck on previous days and adjusted reference times to ensure accurate scheduling. In addition, we've added debug logging for better visibility into playback calculations.
 - To fix the live tag replacement logic, they can now be replaced by null or another spot when appropriate. This prevents non-live tags from being incorrectly placed due to recalculations, while ensuring that calculation of the last target playback remains consistent.
-

DoohPlaybackService Add-on Version 2.7.2

Resolved issues

We've fixed an issue where the interval of spot instances wasn't saved correctly, leading to inconsistent playback schedules.

DoohPlaybackService Add-on Version 2.7.1

New features

With this version, we've implemented the following new features:

Synchronized media viewer content

We've implemented synchronization of media viewer content in the DoohPlaybackService add-on. This ensures that the displayed content aligns with the audience's preferences and behaviors and enhances dynamic content adaptation based on real-time data.

Added ScreenNr for screen-specific SSP categories

We've added the ScreenNr to support screen-specific SSP categories. This enhances targeting capabilities for multi-screen setups and improves compatibility with external SSPs.

DoohPlaybackService Add-on Version 2.6.0

New features

With this version, we've implemented the following new features:

UDC importer changes

We've adapted the DoohPlaybackService add-on to updates in the UDC importer, for example to adapt data processing to updated UDC data structures.

DoohPlaybackService Add-on Version 2.5.0 - 2.5.1

New features

With this version, we've implemented the following new features:

Playback logic enhancements

As of version 2.5.1, we've implemented and improved the following playback methods which provide powerful tools to optimize ad delivery, improve audience engagement, and meet contractual obligations:

- SoV (Share of Voice): ensures equitable distribution of ad playtime among different advertisers based on agreed shares.
- Playback: manages scheduling and execution of ad content playback.
- Frequency: controls how often a particular ad runs within a given time frame.
- Live Tags: allow dynamic content changes based on real-time data or triggers.

Resolved issues

- We've fixed an issue where negative target playback times were generated.
- We've fixed an issue with handling exceptions when retrieving UDC data, returning null and managing it accordingly.
- We've fixed playback distribution issues.

Hotfix

2.5.0-hotfix.1 includes the following improvements:

- The pauseSync property in the plannedSpots MQTT request object is now set to false by default.
 - Compatibility with player synchronization mechanisms is now ensured.
-

DoohPlaybackService Add-on Version 2.3.0 - 2.3.1

New features

With this version, we've implemented the following new features:

Thread-safe access to PlaytimesDb

To prevent potential race conditions when accessing the database, we've improved the stability of the playtime reporting mechanism.

Logging enhancements

The product version is now logged on startup for better traceability. Additionally, we've improved error logging to include exception details.

Upgrade to .NET Core 3.1

To improve performance and security, we've upgraded the DoohPlaybackService framework. This also ensures compatibility with newer libraries and dependencies.

Resolved issues

- We've fixed an issue that occurred when the URI port was used for player connections.
-

DoohPlaybackService Add-on Version 2.1.0

New features

With this version, we've implemented the following new features:

SSP playback through SSP proxy

As of this version, the add-on can handle SSP (Supply-Side Platform) playbacks via a proxy. To make this possible, we've implemented configurations to support the new SSP communication flow and ensured compatibility with external advertising platforms.

DoohPlaybackService Add-on Version 1.0.0 - 1.1.0

New features

The first versions included the following features, enhancements, and fixes:

Initial DOOH version release

The first versions of the DoohPlaybackService contained the foundation for all later improvements and features, including the following:

- Foundational features for Digital Out-of-Home (DOOH) advertising
- Live tag support in UDC importer and player add-on

Enhancements and fixes

The first versions included the following enhancements and fixes:

- Extended UDC data handling and mapping
- Improved live tag responsiveness and handling of multiple daily entries
- Fixed issues related to filler content playback and validity considerations

OIDC releases

URL: <https://docs.grassfish.com/docs/oidc>

Archiviert am: 2025-07-17 18:40:38

OIDC - OpenID Connect 2.1

IXM One version

This OIDC version requires IXM One version 11.16.0 to 11.18.1 or IXM One 12.0 or later.

New features

With this version, we've implemented the following new features:

Improved error reporting

We've improved error handling for invalid placeholders in URL templates — appends error description to the query string by default.

Maintenance and refactoring

This version includes the following maintenance and refactoring:

- Updated Serilog to v8.2.0 and disabled default console logging.
 - Removed redundant docker-compose setup, added launchSettings.json, unified apphost/api secret ID, switched to async, added path base.
 - Refactored Docker image and pipeline file, restored deleted env variable, minor syntax fixes.
-

OIDC - OpenID Connect 2.1

IXM One version

This OIDC version requires IXM One version 11.16.0 or later.

New features

With this version, we've implemented the following new features:

Improved error handling

To improve error handling, we've improved the descriptions and handling of access denial and error scenarios.

Docker and modernization

We've made updates to support Dockerized deployments using the latest .NET 8.0 version. In addition, we've introduced Bitbucket pipelines for automated Docker image builds and publishing.

Documentation and configuration

This version includes refinements to our README files for better onboarding and clarity.

OIDC - OpenID Connect 2.0

IXM One version

This OIDC version requires IXM One version 11.16.0 or later.

New features

With this version, we've implemented the following new features:

Enhanced authentication flow

To enhance the authentication flow, we've enhanced redirect parameters to improve security and flexibility. In addition, we've improved debugging and handling of potential errors during the authentication process.

Infrastructure improvements

With this release, we've updated dependencies to ensure compatibility with newer tools.

Code quality enhancements

To keep the code clean and maintainable, we've removed unused namespaces and settings. Furthermore, we've improved SonarCloud validation and test coverage.

OIDC - OpenID Connect 1.0

New features

With this version, we've implemented the following new features:

- Essential OIDC authentication and authorization mechanisms.
- Base setup for managing user sessions and access tokens.

Player

URL: <https://docs.grassfish.com/docs/player>

Archiviert am: 2025-07-17 18:40:40

:

Windows and Linux Player releases

URL: <https://docs.grassfish.com/docs/release-notes-win-lin-player>

Archiviert am: 2025-07-17 18:40:42

Get the latest version

Please contact your Grassfish account manager to get the latest version.

Windows and Linux Player Version 11.17.1

04.07.2025

Server version

At least server version 11.14 required.

Note

We recommend all users of version 11.15 and later to upgrade to this version.

New features

Qt 6.7 support

With this version, we've updated the player framework to Qt version 6.7 and the underlying Linux operating system to better support recent hardware (Giada D612 and D613).

We strongly recommend updating your player software. Please note the following information:

- Update if you're using the Grassfish Linux Player on Intel 12th generation hardware or later. This player version should fix different instabilities that were reported for earlier versions.
- Partners reported issues with older hardware and Linux Player 11.17. We therefore strongly recommend to test before updating earlier Linux Player versions. We're currently looking into these issues.
- Update if you're using the Grassfish Windows Player. This version should fix strange behavior with the web engine like delayed, randomly flipped, or rotated spots in earlier versions.

Different synchronization group for second player

It's now possible to use a different synchronization group for player 2. We've added the new setting SYNC_GROUP2 to the configurator on the player, which offers the following configuration options:

- If this setting is set to a value greater than -1, player 2 uses SYNC_GROUP2 as the synchronization group value and ignores the existing SYNC_GROUP value.

- If this setting is set to the default value -1, player 2's service uses the existing SYNC_GROUP value. This was the behavior for all earlier versions.

Note

Note that synchronization for player 2 can't be disabled while synchronization for Player 1 is enabled.

Resolved issues

- We've fixed an issue where stats.db files with playtime entries set to null prevented the player from uploading detailed spot statistics. This lead to players having accumulated spot statistics in the CMS but no detailed spot statistics.
- We've fixed an issue where some time zones that were deprecated by IANA were not working on the Linux Player. Deprecated time zones will stop being supported in a future player version.
- We've fixed an issue where the RS232 command was cut off in the log file. This issue only affected the log files.
- The updater no longer ignores the setting IGNORE_SSL_ERRORS. This affected servers with privately signed certificates.
- We've fixed an issue where cleanup didn't work with Qt 11.15 and 11.17. This could lead to full disks.

Windows and Linux Player Version 11.15.3

25.09.2024

Server version

At least server version 11.14 required.

New features

With this version we've implemented the following features:

Improved hardware acceleration support on Linux

With this version we've added hardware acceleration support for 13th generation Intel CPUs to the Linux Player.

Resolved issues

- The player now correctly accumulates player heartbeat logs before sending them to the server.
- We've fixed an issue where planned spots that were invalid could lead to a player hang.
- We've fixed an issue where a Linux Player update was impossible because of hwsupport version.
- We've fixed an issue where the player failed to upload detailed spot statistics to the server.
- We've fixed an issue where time zones were not correctly transferred from server to player.

Windows and Linux Player Version 11.15.2

26.02.2024

Server version

At least server version 11.14 required.

New features

With this version we've implemented the following features:

Lubuntu update

With this new player version, we've updated the Lubuntu operating system of our Linux Player to version 22.04.3. Some of the latest CPUs require this player version since they're incompatible with version 11.13 (Intel 12th generation).

Framework updates

We've upgraded many libraries and frameworks on which our players depend to newer versions. This is the biggest player update since two years.

Player API compatibility

Grassfish Player 11.15 is not compatible with IXM server versions prior to 11.14.

Provisioning

From this player version on, Grassfish provisioning which facilitates the setup of new players is used by default. If you prefer to use the traditional Grassfish InitBox, simply press F10 as indicated on the provisioning landing page. Provisioning should be available on the latest IXM servers, otherwise ask your Grassfish partner.

New synchronization protocol

Grassfish Player 11.15 uses a slightly different synchronization protocol. Therefore, it can't synchronize with previous Grassfish Windows and Linux Player versions. However, you can synchronize Grassfish Windows and Linux Players 11.15 with the Tizen Player from version 11.10.

Resolved issues

- Wireless on Mele Quieter 3C players is now supported.
- Log rotation on Lubuntu 22.04 now happens daily instead of weekly.

Known issues

- On Mele Quieter 3Q players, the reboot fails sometimes. As a workaround, perform a power cycle. The problem is not reproducible on Mele Quieter 3C systems.
-

Windows and Linux Player Version 11.13.9

02.09.2024

Server version

At least server version 11.11 required.

New features

With this version we've implemented the following features:

Use server regex for Box-IDs

The Windows and Linux Player now uses server regex for Box-IDs. This ensures that the regex is valid on both the player and the server.

Exclude add-on logs

Windows and Linux Players write their own logs. Player add-ons also write logs that appear within the player logs. If you want to avoid a high number of log entries, you can now exclude add-on logs from the player logs via a [new configuration](#).

Resolved issues

- We've fixed an issue where the screen controller didn't stop the player after reboot if operating times were off, especially if the services started delayed.
-

Windows and Linux Player Version 11.13.8

20.08.2024

Server version

At least server version 11.11 required.

Resolved issues

We've fixed an issue where the players could not download content from servers with new certificates if SSL authentication was set.

Windows and Linux Player Version 11.13.6

03.05.2024

Server version

At least server version 11.11 required.

Resolved issues

We've fixed an issue on Windows where the second player didn't start even though the display times were set for player 1 and 2.

Windows and Linux Player Version 11.13.5

04.10.2023

Server version

At least server version 11.11 required.

New features

With this version we've implemented the following features:

WiFi drivers for Mele Quieter 3C hardware

We've added WiFi support on the Linux Player for new Mele devices. The required driver is now included in the player image.

Improve handling of incompatible add-ons

We have implemented a feature that allows the system to detect incompatible add-on versions and accordingly print a log message.

InitBox change on Linux

Similar to the behavior on Windows, network settings on Linux are made through the OS again, the new network settings will be available again in player version 11.15.

Resolved issues

- We've fixed UDP streams on our Windows Player.
-

Windows and Linux Player Version 11.13.3

17.07.2023

Server version

At least server version 11.14 required.

Resolved issues

- We've fixed an issue where the screen resolution was sometimes incorrectly detected after a nightly reboot. This issue was originally reported for Windows players.
 - We've fixed an issue where ZIP files containing Grassfish widgets in some cases could not be downloaded again on Windows after a server box reset.
-

Windows and Linux Player Version 11.13.2

30.05.2023

Resolved issues

- We've fixed a regression in 11.13 where the X/Y coordinates and size were being ignored for a screensaver event playlist displayed as an overlay.
-

Windows and Linux Player Version 11.13.1

30.01.2023

Resolved issues

- We've fixed an issue where SharePoint spots didn't work because the relevant cookie was not forwarded to the WebEngine.
-

Windows and Linux Player Version 11.13.0

11.11.2022

New features

With this version we've implemented the following features:

New InitBox

With this version, we've implemented a new InitBox with new network settings, new audio settings, and support for future Grassfish provisioning. In addition, the InitBox has a new and updated look.

Automatic player setup during silent installation

If you perform a silent installation on Windows, you can now pass the server hostname, Box ID, and HTTPS connection via command line. To do so, simply write the values into an INI file. The InitBox checks this file and starts the initialization if the provided data is correct. If the data doesn't work, the InitBox appears, and you can correct the data.

Improved F2, F3, and F8 windows

As of this version, we've improved the F2 and F3 windows and we've revised the F8 window's positioning and its elements.

New filter field in gfConfigurator

You can now use a new field in the gfConfigurator to filter which settings are visible. This helps you to easily navigate the available settings and quickly find what you are looking for. You can filter for keys as well as setting names and descriptions. To facilitate the search for settings across tools, we've added an option to search all modules in the tool selection.

Log info about RS232 device in use

If your display is controlled via RS232 and a USB-to-Serial adapter, the screen controller can now display the vendor ID, product ID, and serial number of the adapter in the log file.

Configure transparency on the player

We've added a new player configuration that makes the player background and the background of all playlists completely transparent. To configure transparency, just set the new setting WINDOW_TRANSPARENT to true. This applies to Windows and Linux players.

Log ActionList entry in human readable form

With this version, ActionList entries are logged as a readable string like "GetContentFiles" in the InternetReceiver. This facilitates working with log entries because they're easier to read if they're not just numbers.

Disable InitBox settings

You can now disable the network, audio, and keyboard settings in the settings file presets/os.ini.

Resolved issues

- We've fixed an issue where the player didn't center PDFs correctly.
- We've fixed an issue that occurred in 11.12.0 where the overlay didn't display any content when event playlists were triggered.
- We've fixed an issue where the player froze for an instance every 30 seconds if the ScreenController was started.
- We've fixed an issue where if the Overseer service was stopped, updating any service in the CMS forced the InternetReceiver service to restart.
- We've fixed an issue where player 2 didn't start reliably on Windows.

AdServing API releases

URL: <https://docs.grassfish.com/docs/ad-serving-api-releases>

Archiviert am: 2025-07-17 18:40:45

Get the latest version

Please contact your Grassfish account manager to get the latest version.

AdServing API Version 1.8

Note

This version requires IXM One version 11.12 or later.

New features

With this version, we've implemented the following new features:

AiOO integration

The AdServing API now supports importing AiOO Basic HTML spot zip files into IXM One. It automatically extracts and saves the necessary content. AiOO is an audience intelligence and programmatic advertising provider (SSP) that integrates AI solutions.

Milliseconds in VAST responses

Additionally, we've enhanced the system to process VAST responses that include time in milliseconds, such as 00:00:30.000, offering more precise timing for ad delivery.

Resolved issues

We've fixed a problem with parsing media files that occurred when forwarding to another SSP via the VAST wrapper.

AdServing API Version 1.7

New features

With this version, we've implemented the following new features:

.NET SDK upgrade

We've updated the .NET SDK used in the Bitbucket pipeline to the latest version, improving build stability and compatibility with newer .NET features. Additionally, we can now streamline the development process with more efficient build pipelines.

Entity Framework and SQL Server updates

With this version, we've updated Microsoft.EntityFrameworkCore.SqlServer to version 8.0.8 and Grassfish.Framework.EFCore to 3.1.1.3 to ensure compatibility with the latest features and bug fixes. This helps us improve our database management and query performance across all services.

AdServing API update

We've updated our AdServing API to support .NET 8, bringing it up to date with the latest framework features and optimizations, ensuring longevity and compatibility with future API integrations.

Configuration and logging enhancements

We've updated Grassfish.Extensions.Configuration.MasterConfig to version 8.0.0 and Grassfish.Extensions.Logging.Serilog.Server to 8.0.0. These updates improve configuration management and logging capabilities and provide better traceability and monitoring of server activities. Overall, this improves system observation and makes troubleshooting easier.

Removed unused references

To reduce technical debt and improve code maintainability, we've cleaned up the codebase by removing unused references from various plugins. Our codebase is now leaner, reducing complexity and potential future issues.

Improved tests and builds

We have updated xunit.runner.visualstudio to version 2.9.0 and xunit packages to ensure more reliable and up-to-date test execution environments. This ensures higher test reliability and better support for later Visual Studio versions.

Additional package upgrades

To improve API documentation and coverage reporting, we've upgraded Swashbuckle.AspNetCore to version 6.7.3 and coverlet.collector to 6.0.2. This enables better API documentation generation and improved code coverage insights.

AdServing API Version 1.6

New features

With this version, we've implemented the following new features:

Viooh integration

With this version we've extended AdServing API to support querying SSP content from Viooh, another non-VAST compliant SSP provider. This facilitates using SSP content from Viooh and ensures that players can handle both VAST and non-VAST SSP responses.

Iterating SSPs

We've enabled the ability to query multiple SSPs in descending priority order if the highest-priority SSP doesn't return valid content.

Resolved issues

- We've fixed an issue where a high system load caused an error.
-

AdServing API Version 1.5

New features

With this version, we've implemented the following new features:

SSP wildcard for screen number

If you have players with multiple screens and your SSP requires this information, you can now use the wildcard {screenNr} in the SSP URL. The system is able to replace the wildcard with the screen number (1 or 2).

Example SSP URL with screen number wildcard: *https://my.ssp-provider.com/testdata/video.xml?playerid={boxId}_{screenNr}*

AdServing API Version 1.4

New features

With this version, we've implemented the following new features:

Code refactoring

We've improved the caching mechanisms in *cachedgrassfishrepository*.

Screen playlist for SSP spots

With this version, we've introduced managing memory constraints on Tizen players by sending only the required spots to the player. This helps avoid a memory overload.

Additional logging

We've added logging to monitor whether SSP is configured for a single screen or a general playlist.

AdServing API Version 1.3

New features

With this version, we've implemented the following new features:

Framen as SSP Provider

With this version, we've extended the AdServing API to support querying SSP content from Famen, a non-VAST compliant SSP provider. This helps customers who need SSP content from Famen, which uses a custom response model.

Multiple SSPs

We've enabled querying from multiple SSP providers for a single player, including fallback mechanisms if the highest-priority SSP doesn't return content.

AdServing API Version 1.2

New features

With this version, we've implemented the following new features and fixes:

Multiple bug fixes and code improvements

With this version of the AdServing API, we've resolved issues and implemented improvements for better stability and performance.

Generic spot selector

URL: <https://docs.grassfish.com/docs/generic-spot-selector>

Archiviert am: 2025-07-17 18:40:48

The Spot Selector spot allows you to quickly and easily create your own spot selector and define its overall look using layout, colors, fonts, and other design options.

Note

If you would like to use this spot or need more information, please contact Grassfish support or sales team.

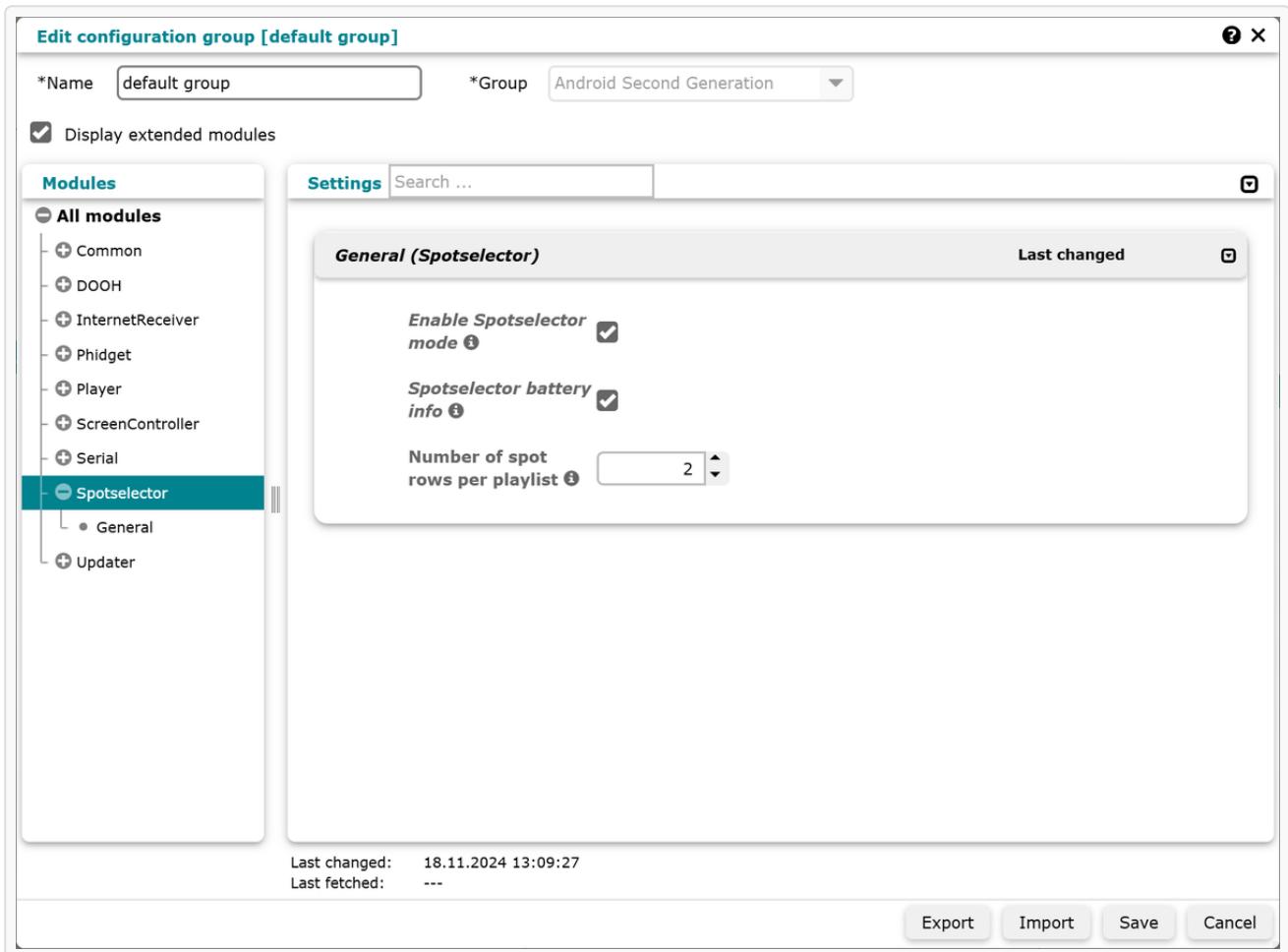
System requirements

This spot requires Android Player version 11.18.0 or later.

Configure the player

To play the spot on the Android Player, you must first configure its settings. To do so, perform the following steps:

1. In IXM One, go to the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **Spotselector**.
4. Select **Enable Spotselector mode**.
5. Optionally, select **Spotselector battery info** to display the remaining battery capacity in percent.
6. Under **Number of spot rows per playlist**, select how many rows with spots you want to display.



Upload the Spot Selector spot

To use the spot, you must first upload the spot file to IXM One. To do so, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, click on **New**.
4. Select **Upload spots**.
5. Upload the spot file in one of the following ways:
 - Drag and drop the skin.asc.zip file into the upload manager window.
 - Click on **Add data**, select the skin.asc.zip file from your files and click on **Open**.
6. Click on the **Play** icon to start the upload.
7. Once the upload has finished, click on **Close** to close the upload manager.

Note

You must save the spot as a `skin.asc` file, otherwise the Android Player can't recognize it.

Configure the Spot Selector spot

To configure the spot in the HTML Wizard, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, hover over the spot and select **Edit content** or double-click on it. This opens the HTML Wizard.
4. Under **Spot**, configure the following settings:

| | |
|------------------|---|
| Show Opened Spot | Select to see the opened spot view, where the close and arrow buttons appear in the spot. Note that the spot is replaced by a placeholder in the HTML Wizard. Since the spot is replaced by a placeholder in the HTML Wizard, the player. |
| Playlist Font | Select a playlist font from the dropdown menu. |
| Main Font | Select a main font from the dropdown menu. This font is used for all text except playlist titles. |

5. Select **Page layout** and configure the following settings:

| | |
|-------------------------------------|---|
| Orientation | Select the screen orientation that matches your screen: <input type="radio"/> Horizontally <input type="radio"/> Vertically |
| Page Padding left/right | Specify the left and right side padding of the page in pixels. |
| Header Height | Specify the height of the header in pixels. |
| Playlist Section Padding top/bottom | Specify the top and bottom padding of the playlist selection in pixels. |
| Spot Item Spacing | Specify the space between the spots in pixels. |

6. Select **Header** and configure the following settings:

| | |
|----------------------|---|
| Background Color | <p>Set a background color for the header.</p> <p>Click in the color picker to select a color or enter a HEX code.</p> |
| Transparent Overlays | <p>Select to enable transparency.</p> <p>In this case, only the Close button and logo are visible.</p> |

7. Select **Button** and configure the following settings:

| | |
|--------------------|---|
| Background Color | <p>Set a background color for the button.</p> <p>Click in the color picker to select a color or enter a HEX code.</p> |
| Border | Specify the width of the button border in pixels. |
| Border Color | <p>Set a color for the button border.</p> <p>Click in the color picker to select a color or enter a HEX code.</p> |
| Close Button Text | Enter the text that appears on the button, such as "Close" or "Exit". |
| Close Button Style | Style the button text using font size, color, and more options. |
| Position Top | Specify the distance between the button and the top edge of the page in pixels. |
| Height | Specify the height of the button in pixels. |
| Padding Left/Right | Specify the left and right side padding of the button in pixels. |
| Radius | <p>Specify the radius of the button corners.</p> <p>0 means square and 100 means round.</p> |

8. Select **Time & Date** and configure the following settings:

| | |
|---------------------|---|
| Time/Date Alignment | <p>Select an alignment for the date and time:</p> <ul style="list-style-type: none"> ◦ Left ◦ Right |
|---------------------|---|

| | |
|-------------|---|
| Show Time | Select to display the current time in the header. |
| Time Format | Select a time format: <ul style="list-style-type: none">◦ 24-hour clock◦ 12-hour clock |
| Time Style | Style the time text using font size, color, and more options. |
| Show Date | Select to display the current date in the header. |
| Date Format | Select a date format: <ul style="list-style-type: none">◦ DD.MM.YYYY◦ DD/MM/YYYY◦ MM/DD/YYYY |
| Date Style | Style the date text using font size, color, and more options. |

9. Select **Hero** and configure the following settings:

| | |
|--------------|--|
| Image | Select an image for the hero section. You can use a JPG, PNG, GIF file. |
| Height/Width | Specify the height or width of the image in pixels. The value applies to the height if your layout is horizontal and to the width if your layout is vertical. |

10. Select **Logo** and configure the following settings:

| | |
|---------------|--|
| Image | Select a logo image. You can use a JPG, PNG, GIF file. |
| Logo Height | Specify the height of the logo in pixels. |
| Position Top | Specify the distance between the logo and the top edge of the page in pixels. |
| Position Left | Specify the distance between the logo and the left edge of the page in pixels. |

11. Select **Playlist section** and configure the following settings:

| | |
|-------------------------------|---|
| Show Playlist Titles | Select to display playlist titles, which is the name of the playlists in IXM One. |
| Playlist Title Style | Style the playlist titles using font size, color, and more options. |
| Playlist Title Bottom Padding | Specify the bottom padding of the playlist titles in pixels. |
| Show Spot Title | Select to display spot titles, which is the name of the spots in IXM One. |
| Spot Title Style | Style the spot titles using font size, color, and more options. |

12. Select **Color** and configure the following settings:

| | |
|---------------------------|---|
| Even Background Color | Set a background color for even playlist sections. That is, the second, fourth, sixth, eighth, tenth, etc. sections. Click the color picker to select a color or enter a HEX code. |
| Even Playlist Title Color | Set a playlist title color for even playlists. Click the color picker to select a color or enter a HEX code. |
| Even Spot Title Color | Set a spot title color for even spots. Click the color picker to select a color or enter a HEX code. |
| Odd Background Color | Set a background color for odd playlist sections. That is, the first, third, fifth, seventh, ninth, etc. sections. Click the color picker to select a color or enter a HEX code. |
| Odd Playlist Color | Set a title color for odd playlists. Click the color picker to select a color or enter a HEX code. |
| Odd Spot Title Color | Set a spot title color for odd spots. Click the color picker to select a color or enter a HEX code. |

13. To finish the spot configuration, click **Save** and **Close**.

Elements

Search ...

Spot

- Show Opened Spot
- Playlist Font
- Main Font
- Page Layout
- Header
- Hero
- Logo
- Playlist section

gf-spotselector-skin_1.4.0-B44.skin

Canvas Permissions

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No. 1
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00:00 / 00:10

66 %

Help Save Close

Use surface app switch

URL: <https://docs.grassfish.com/docs/use-surface-app-switch>

Archiviert am: 2025-07-17 18:40:53

Use the surface app switch feature on the Android Player to bring a background app to the surface on touch. This feature is especially useful on interactive displays, such as vending machines with built-in touchscreens.

How to use it

Consider a vending machine with a built-in touchscreen. By default, the player displays dynamic content, such as advertisements or special offers. When a user interacts with the screen, the player pauses and switches to an app, such as a product selection interface. After the user stops interacting with the screen, the player automatically switches back to the original content and resumes the playlist or next advertisement.

System requirements

Ensure that you meet the following system requirements:

- Android Player version 11.18.1 or later
- IXM Server version 11.14.0 or later with the latest player configuration

Note

You don't need to change the screen off interval, the player adjusts it automatically to the app switch inactivity delay.

Configure the player

To use the surface app switch feature on the Android Player, perform the following steps:

1. Open the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **Player > Surface App Switch**.
4. In **Settings**, select **Surface app switch enabled**.
5. As **Surface app switch package name**, enter the package name of the app that you want the player to switch. The package name uniquely identifies your app on a device and looks like this: `com.example.myapplication`

6. In the **Surface app switch inactivity delay** field, specify after how many seconds the player switches back to the surface.
7. Click **Save** to save your changes.

Edit configuration group [default group]

*Name: default group *Group: Android Second Generation

Display extended modules

Modules

All modules

- + Coba
- + Common
- + DOOH
- + InternetReceiver
- + Phidget
- Player
 - Appearance
 - General
 - Intervals
 - Notification
 - SSP
 - Surface App... **(selected)**
 - Sync
- + ScreenController
- + Serial
- + Spotselector
- + Updater

Settings Search ...

Surface App Switch (Player)

| | Last changed |
|--|------------------|
| Surface app switch enabled <input checked="" type="checkbox"/> | |
| Surface app switch package name | com.app.toswitch |
| Surface app switch inactivity delay | 120 |

Last changed: 29.01.2025 15:32:29
Last fetched: ---

Export Import Save Cancel

The screenshot shows the 'Edit configuration group' dialog for the 'default group'. The 'Modules' sidebar is open, showing various system modules like Coba, Common, DOOH, etc., and the 'Player' module which is expanded to show Appearance, General, Intervals, Notification, SSP, Surface App..., and Sync. The 'Surface App...' item is selected and highlighted with a teal background. The main panel displays the 'Surface App Switch (Player)' settings. It has three entries: 'Surface app switch enabled' with a checked checkbox, 'Surface app switch package name' set to 'com.app.toswitch', and 'Surface app switch inactivity delay' set to '120'. At the bottom, status information shows 'Last changed: 29.01.2025 15:32:29' and 'Last fetched: ---'. At the very bottom are buttons for Export, Import, Save, and Cancel.

Allow Composer spot creation

URL: <https://docs.grassfish.com/docs/allow-composer-spot-creation>

Archiviert am: 2025-07-17 18:40:56

You can specify which IXM One user type is allowed to create HTML Composer spots.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **allowHTMLComposerSpotCreationForUserType** to one or more of the following options:
 - **Admin**: admin users can create HTML Composer spots.
 - **StandardUser**: standard users can create HTML Composer spots.
 - **LocationUser**: location users can create HTML Composer spots.
5. Save your changes and close the file.

```
"cms": {  
    "allowHTMLComposerSpotCreationForUserType": [  
        "Admin",  
        "StandardUser",  
        "LocationUser"  
    ],  
}
```

Customize colors, logo, background

URL: <https://docs.grassfish.com/docs/customize-colors-logo-background>

Archiviert am: 2025-07-17 18:41:00

You can change the colors, background image, customer logo, and other elements of IXM One to match a custom corporate identity.

Access the configuration files

To adapt the layout to your custom requirements, you must edit the config.json file. To access the file, perform the following steps:

1. Navigate to the configuration files on the server at: \GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: contains the configurations for the entire server, which means for all customers. This also applies to the login area which appears before the user has logged in to IXM One.
 - **000xxx**: contains customer-specific settings. xxx is the customer ID. You can [determine the ID using your browser's developer tools](#). The values specified here override the 00000 folder, except for the login area.
 - If there's no folder yet, create it.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. If the file doesn't exist yet, create it with the following content:

JSON

```
{  
  "common": {  
    "theme": {  
      "colors": {  
        "accent": "#00838F",  
        "accentLightContrastFrom": "300",  
        "background": "#efefef",  
        "backgroundLightContrastFrom": "9999",  
        "button": "#F0F0F0",  
        "buttonLightContrastFrom": "800",  
        "primary": "#ffffff",  
        "primaryLightContrastFrom": "9999",  
        "warn": "#E94944",  
        "warnLightContrastFrom": "400"  
      },  
      "backgroundImage": "../common/assets/images/grassfish_background.jpg",  
      "disableGF": false,  
      "favIcon": "../common/assets/images/favIcon.png",  
    }  
  }  
}
```

```
        "loginHeader": "../common/assets/images/GF_LoginHeader.jpg",
        "logo": {}
    }
}
```

Note

Ensure that your custom config.json file is valid. Otherwise, the system uses the general template file that doesn't contain your modifications.

You can now configure the colors, logo and background in the config.json file. To do this, follow the instructions below. Don't forget to save your changes to the file.

Change primary color and accent color

To change the primary color and accent color of IXM One, perform the following steps:

1. In the config.json file, find the attributes **accent** and **primary**.
2. To specify a new color value for **accent** and **primary**, enter a Hex color code that begins with a pound sign or hashtag (#) followed by six letters and/or numbers.

```
"theme": {
"colors": {
    "accent": "#00838F",
    "accentLightContrastFrom": "300",
    "background": "#efefef",
    "backgroundLightContrastFrom": "9999",
    "button": "#F0F0F0",
    "buttonLightContrastFrom": "800",
    "primary": "#ffffff",
    "primaryLightContrastFrom": "9999",
    "warn": "#E94944",
    "warnLightContrastFrom": "400"
},
}
```

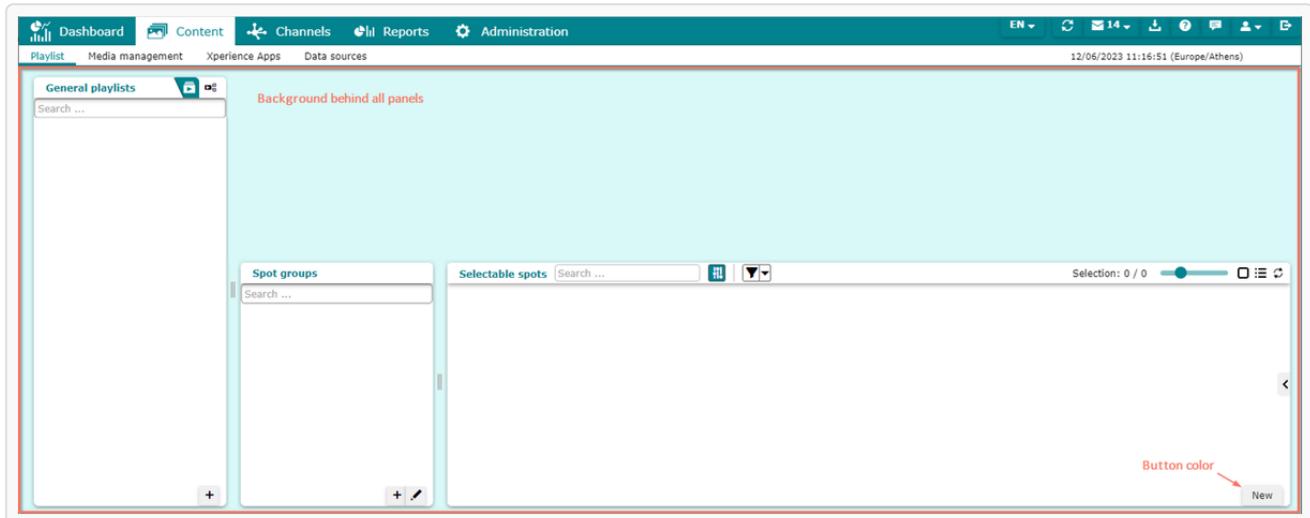
The screenshot shows the IXM One application interface. At the top, there is a navigation bar with links for Dashboard, Content, Channels, Reports, Administration, and a language switch to EN. Below the navigation bar is a search bar labeled "Managing players [Search ...]". The main area contains a table titled "Managing players" with columns for ID, Type, Name, Posta..., Coun..., City, Addr..., Box-ID, Screen L..., Tim..., Inst..., Me..., Da..., Onl..., Dis..., Dis..., Last access, and Cancellation Date. The table lists multiple entries, each with a checkbox in the first column and various status indicators (green, orange, red) across the other columns. A red arrow originates from the word "accent" in the text above and points to the "Administration" link in the top navigation bar. A blue arrow originates from the word "primary" in the text above and points to the status bar at the bottom of the screen, which displays "Selection: 0 / 17" and other system information.

Change background and buttons

To change the background and button color of IXM One, perform the following steps:

1. In the config.json file, find the attributes **background** and **button**.
2. To specify a new color value for **background** and **button**, enter a Hex color code that begins with a pound sign or hashtag (#) followed by six letters and/or numbers.

```
"theme": {
  "colors": {
    "accent": "#00838F",
    "accentLightContrastFrom": "300",
    "background": "#efefef",
    "backgroundLightContrastFrom": "9999",
    "button": "#F0F0F0",
    "buttonLightContrastFrom": "800",
    "primary": "#ffffff",
    "primaryLightContrastFrom": "9999",
    "warn": "#E94944",
    "warnLightContrastFrom": "400"
  }
},
```



Change the font contrast

IXM One uses each color value in gradations. To maintain the contrast of a color with the font color, you can set a threshold to indicate when the font color should change from black to white.

To do so, perform the following steps:

1. In the config.json file, find the attribute **AccentLightContrastFrom**.
2. To specify a new threshold value for the attribute **AccentLightContrastFrom**, enter a number.

| | Red |
|-----|---------|
| 500 | #F44336 |
| 50 | #FFEBEE |
| 100 | #FFCDD2 |
| 200 | #EF9A9A |
| 300 | #E57373 |
| 400 | #EF5350 |
| 500 | #F44336 |
| 600 | #E53935 |
| 700 | #D32F2F |
| 800 | #C62828 |
| 900 | #B71C1C |

Change the background image

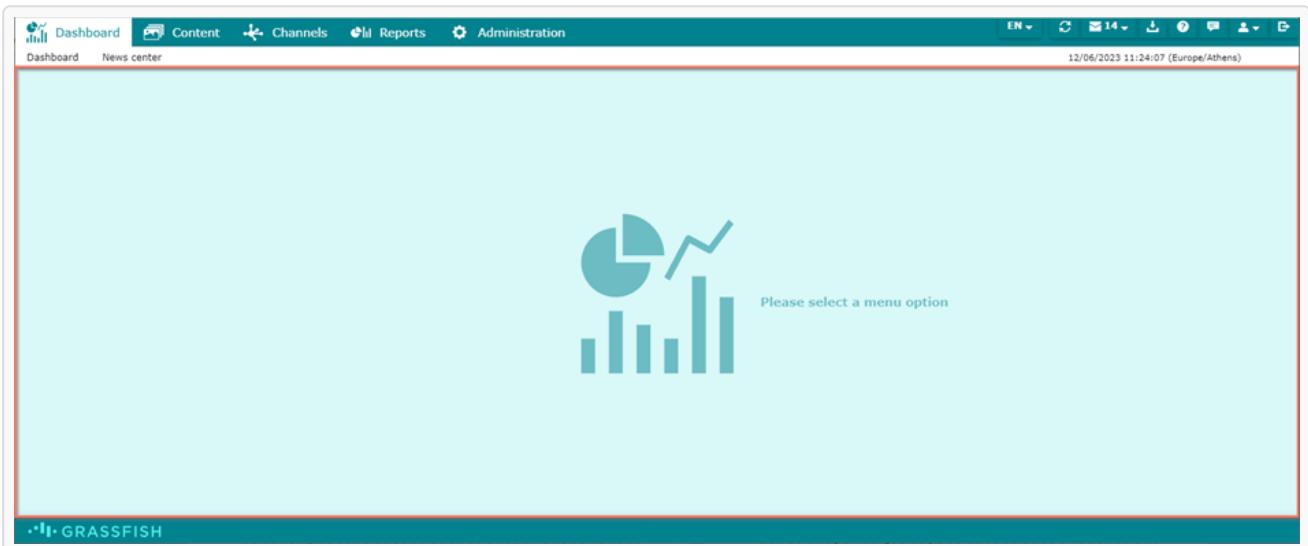
Note

Use a 1920x1080 pixels SVG, JPG, or PNG image. If you don't want a background image, enter empty quotation marks ("").

To change the background image of IXM One, perform the following steps:

1. In the config.json file, find the attribute **backgroundImage**.
2. To specify a new value for **backgroundImage**, enter the file path where you saved your image.

```
"theme": {
"backgroundImage": "../Path_to_image/background.jpg"
}
```



Change the favicon

Note

Use a 16x16 pixels SVG, JPG, or PNG image.

To change the favicon which appears in the browser tab, perform the following steps:

1. In the config.json file, find the attribute **favicon**.
2. To specify a new value for **favicon**, enter the file path where you saved your image.

```
"theme": {  
  "favicon": "../Path_to_image/favicon.ico"  
}
```

Change the login header

Note

Use a 496 × 110 pixels SVG, JPG, or PNG image.

To change the login header at the top of IXM One login window, perform the following steps:

1. In the config.json file, find the attribute **loginHeader**.
2. To specify a new value for **loginHeader**, enter the file path where you saved your image.

```
"theme": {  
  "loginHeader": "../Path_to_image/favicon.jpg"  
}
```



Add a custom logo

Note

Use a SVG, JPG, or PNG image. The maximum height is 34 pixels.

To add a custom logo to IXM One, perform the following steps:

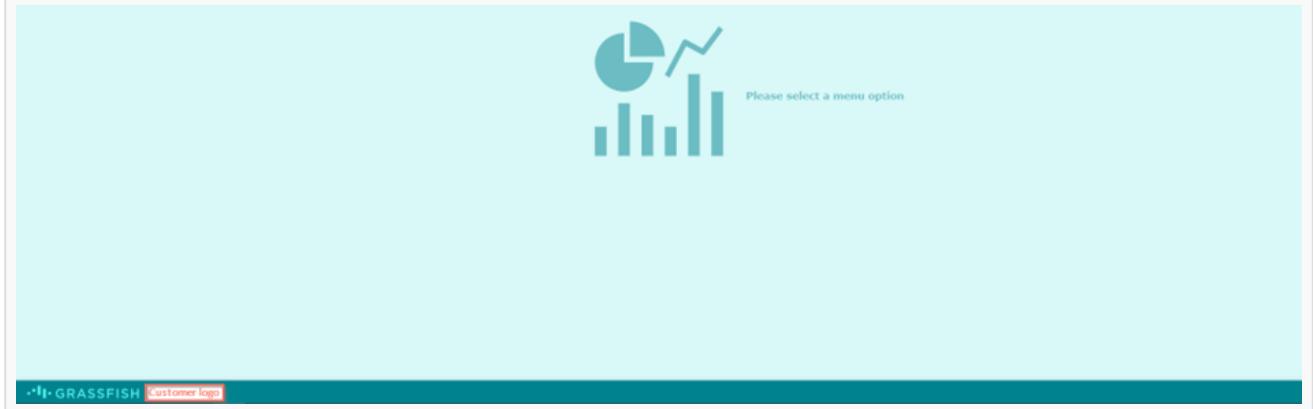
1. In the config.json file, find the attribute **logo**.
2. To specify a new value for **logo**, enter the file path where you saved your image.
3. Optionally, specify the display properties:
 - **height**: specify the height of the logo in percent.
 - **paddingBottom**: specify the padding at the bottom of the logo in pixel.
 - **paddingLeft**: specify the padding on the left side of the logo in pixel.
 - **paddingRight**: specify the padding on the right side of the logo in pixel.
 - **paddingTop**: specify the padding at the top of the logo in pixel.
 - **width**: specify the width of the logo in percent.

```
"theme": {  
    "logo": {
```

```

        "height": "100%",
        "paddingBottom": "",
        "paddingLeft": "5px",
        "paddingRight": "",
        "paddingTop": "2px",
        "path": "../Path_to_image/favicon.jpg"
        "width": "100%"
    }
}

```



Determine the customer ID

You can determine the customer ID with the help of your browser. The instructions below are for the following browsers:

- Google Chrome
- Mozilla Firefox

Get customer ID in Google Chrome

To determine the customer ID in Google Chrome, perform the following steps:

1. Go to the URL of your IXM One.
2. Open the Chrome Menu in the upper right corner of the browser window and select **More Tools > Developer Tools**.
3. Open the **Network** tab.
4. Log-in to IXM One with application, username, and password.
5. After the page has loaded correctly, look for the entry **login** in the developer tools.
6. Select the entry **login**.
7. Check the CustomerID in the **Preview** tab on the right side.

The screenshot shows the Network tab in the Google Chrome DevTools. A POST request to 'login' is selected. In the 'Preview' tab of the response pane, the JSON payload is shown, including the key 'CustomerID' with the value '27'.

Get customer ID in Firefox

To determine the customer ID in Mozilla Firefox, perform the following steps:

1. Go to the URL of your IXM One.
2. Open the Firefox menu and select **Tools > Web Developer > Web Developer Tools**.
3. In the developer tools, switch to the **Network** tab.
4. Log-in to IXM One with application, username, and password.
5. After the page has loaded correctly, look for the entry **login** in the developer tools.
6. Select the entry **login**.
7. Check the CustomerID in the **Response** tab on the right side.

The screenshot shows the Network tab in the Mozilla Firefox Developer Tools. A POST request to 'login' is selected. In the 'Response' tab of the details pane, the JSON payload is shown, including the key 'CustomerID' with the value '1'.

Enable holiday selection

URL: <https://docs.grassfish.com/docs/enable-holiday-selection>

Archiviert am: 2025-07-17 18:41:03

Holiday selection allows users of IXM One to control the display of content on holidays in specific locations. This includes flexibly adapting operating times based on local demands and creating local holiday lists.

To enable holiday selection, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **cms > enableHolidaySelection** to **true**.
5. Save your changes and close the file.

```
"cms": {  
    "enableHolidaySelection": true,  
}
```

Enable the news center

URL: <https://docs.grassfish.com/grassfish/docs/enable-news-center>

Archiviert am: 2025-07-17 18:41:05

IXM One's news center is a central hub for creating, editing, and sending messages within IXM One and emails.

Enable the news center

Before you can use the news center, you must enable it in the master.config file. Perform the following steps:

1. Open the master.config file.
2. Set **MessageCenterEnabled** to true.
3. Optionally, configure the **SmtpWhiteList** to specify which email addresses should receive messages from the news center. If you specify email addresses, emails from the message center are only sent to these people. Use a semicolon to separate multiple email addresses.
4. Optionally, configure **MessageCenterIntervalMinutes** to specify how often the system checks for new messages. The default value is five minutes.
5. Under **MessageCenterSenderEmailAddress** specify a sender address for messages from the news center.
6. Optionally, configure **MessageCenterCustomKeyForAdditionalEmail** to specify an additional email address for messages from the news center.
7. Under **MessageCenterOfflineToleranceIntervalInHours** specify how many hours after a player goes offline an offline message is created. The default value is 48 hours.
8. Under **MessageCenterOfflineRenotifyIntervalInHours** specify the interval at which new offline messages are sent until the offline player is online again. The default value is 24 hours.
9. Under **MessageCenterOfflinePlayerReportCronschedule** specify when and how often the offline player report is sent in minutes, hours, day of the month, month, day of the week. For more information on the format, visit [the crontab guru website](#).
10. Save your changes and close the file.

```
<appSettings type="DataGateway">
  <add key="MessageCenterEnabled" value="true" />
  <add key="SmtpWhiteList" value="user1@mail.com;user2@mail.com"/>
  <add key="MessageCenterIntervalMinutes" value="5" />
  <add key="MessageCenterSenderEmailAddress" value="from@mail.com" />
  <add key="MessageCenterCustomKeyForAdditionalEmail" value="EMail" /> <!-- optional -->

  <!-- Player offline-->
  <add key="MessageCenterOfflineToleranceIntervalInHours" value="48" />
  <add key="MessageCenterOfflineRenotifyIntervalInHours" value="24" />

  <!-- Player offline Report-->
  <add key="MessageCenterOfflinePlayerReportCronschedule" value="00 11 * * 2" />
</appSettings>
```

Configure SMTP settings

Simple Mail Transfer Protocol (SMTP) settings are crucial for all email-related features of IXM One. To configure your SMTP settings, perform the following steps:

1. Open the master.config file.
2. Scroll to **configurations**.
3. Set the following configurations:
 - **SmtpServer**: specify your SMTP server.
 - **SmtpPort**: specify the port.
 - **SmtpUser**: specify your SMTP server username for authentication.
 - **SmtpPassword**: specify your SMTP server password for authentication.
 - **SmtpDomain**: specify your SMTP domain.
 - **SmtpEnableSsl**: set to **true** to enable Secure Sockets Layer (SSL) protocol for emails. Otherwise, set it to **false**.
 - **SmtpEnableAutoEncryption**: set to **true** to enable auto encryption for emails. Otherwise, set it to **false**.

4. Save your changes and close the file.

```
<configuration>
  <appSettings type="global">
    <add key="SmtpServer" value="mail.grassfish.com" />
    <add key="SmtpPort" value="587" />
    <add key="SmtpUser" value="admin" />
    <add key="SmtpPassword" value="password" />
    <add key="SmtpDomain" value="grassfish" />
    <add key="SmtpEnableSsl" value="true" />
    <add key="SmtpEnableAutoEncryption" value="true" />
  </appSettings>
```

Configure user settings

You can configure message settings based on the user type to determine who should receive which messages. To do so, perform the following steps:

1. Open the config.json file.
2. Set **enableNotificationSubscriptionsForUserType** to the user types that should be able to [subscribe to notifications](#). Set one or all of the following values: **Admin**, **StandardUser**, **LocationUser**.
3. Set **enableLocationReceiveMessage** to **true** to enable sending messages to the recipients entered at the location. Otherwise, set it to **false**.
4. Set **enablePlaylistReceiveMessage** to enable sending messages about released playlists. Otherwise, set it to **false**.
5. Set **enableApprovalNotificationForUserType** to enable sending messages about playlist approvals to specific user types. Use the following values: **Admin**, **StandardUser**, **LocationUser**.

6. Set **enableNewsCenterSettingsForUserType** to the user types that should be able to access news center settings.
Use the following values: **Admin**, **StandardUser**, **LocationUser**.
7. Set **enableSpotgroupNotificationForUserType** to the user types that should receive spot group notifications. Use the following values: **Admin**, **StandardUser**, **LocationUser**.
8. Set **PlayerOfflineReport > message** to **true** to disable the message type **MonthlyPlayerReport** within IXM One.
That means, this message can only be sent as an email.
9. Set **routeToNewsCenterAfterCreateMessage** to **true** to automatically load the news center after a message has been generated.
10. Under **notificationRefreshSeconds** specify the refresh interval in which new received messages are checked. The default value is 60 seconds.
11. Save your changes and close the file.

```
{
  "cms": {

    "enableNotificationSubscriptionsForUserType": [
      "Admin",
      "StandardUser",
      "LocationUser"
    ],

    "enableLocationReceiveMessage": true,
    "enablePlaylistReceiveMessage": true,
    "notification": {
      "enableApprovalNotificationForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableEmailMessageForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableNewsCenterSettingsForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "enableSpotgroupNotificationForUserType": [
        "Admin",
        "StandardUser",
        "LocationUser"
      ],
      "hideSetting": {
        "PlayerOfflineReport": {
          "message": true
        }
      },
      "routeToNewsCenterAfterCreateMessage": true
    },
    "notificationRefreshSeconds": 60
  }
}
```

Configure notification settings

You can configure who user groups can send notifications to. To do so, perform the following steps:

1. In IXM One, go to **Administration > User groups**.
2. Under **User group management**, double click on the user group that you want to edit.
3. Under **Can send notifications to**, select one of the following options:
 - **Nobody**
 - **Only assigned user groups**: drag and drop user groups from the **Unassigned** pane to the **Assigned** pane.
 - **Everybody**
4. Click on **Save** to save your changes.

Configure subscriptions

You can configure which messages you want to receive and in which way. To do so, perform the following steps:

1. In IXM One, go to **Dashboard > News center**.
2. Under **Subscriptions**, select or deselect the following options for each available message type:
 - **Message**: select to receive messages within IXM One.
 - **E-mail**: select to receive emails to the email address of your IXM One user account.

HTML Basic Spots

URL: <https://docs.grassfish.com/docs/html-basic-spots-1>

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HTML Basic spots are standalone websites that are stored locally on the player. These spots are designed to be relatively simple, with limited customization options in IXM One.

To create your own HTML Basic spots, use the instructions in the following articles.

Note

For more complex and integrated spots, we recommend using [HTML Wizard spots](#), as they offer broader functionality and deeper integration with the Grassfish system.

Daytime Media Viewer Spot

URL: <https://docs.grassfish.com/docs/daytime-media-viewer-spot>

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With the Daytime Media Viewer spot, you can display multiple spots at different times of the day. For example, one spot can play until 12:00 PM, the next until 03:00 PM, and so on.

You can configure a maximum of four spots with multiple media elements to play during the day and a fallback media file in case a time of day isn't covered.

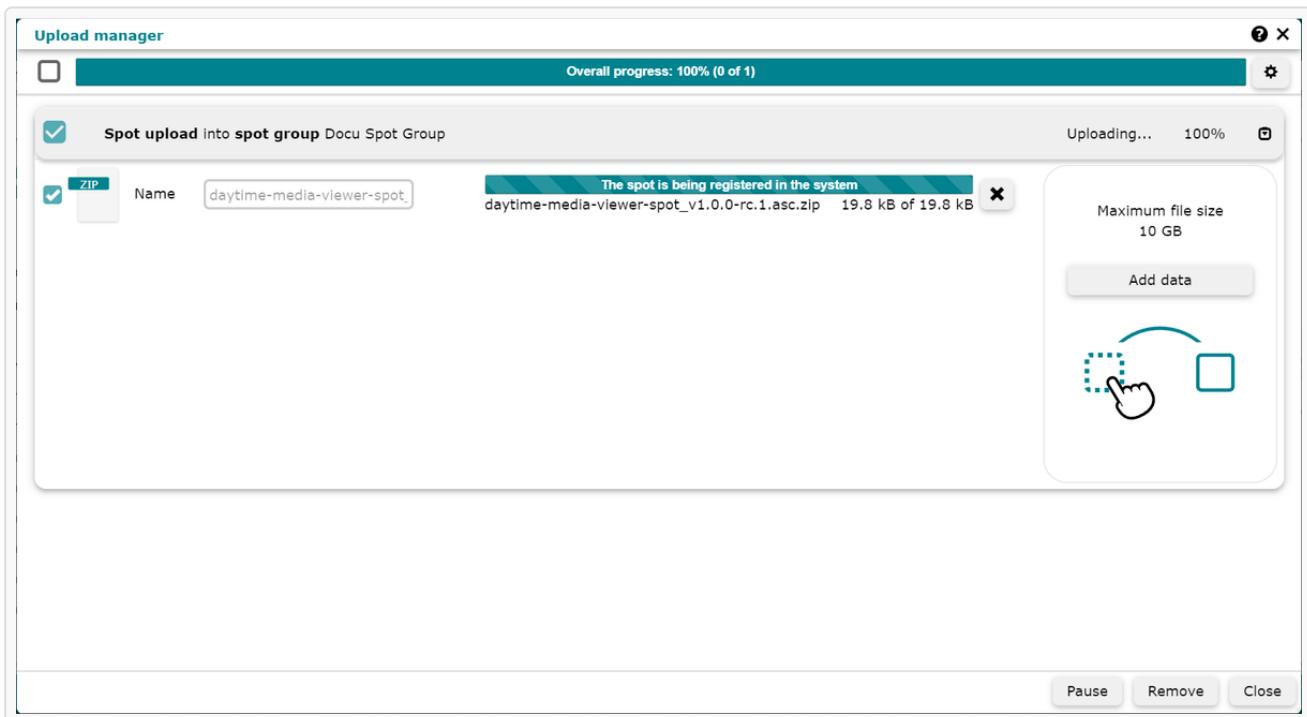
Note

Please contact Grassfish for information on how to get this solution.

Upload the spot

Upload the Daytime Media Viewer spot to IXM One. To do so, perform the following steps:

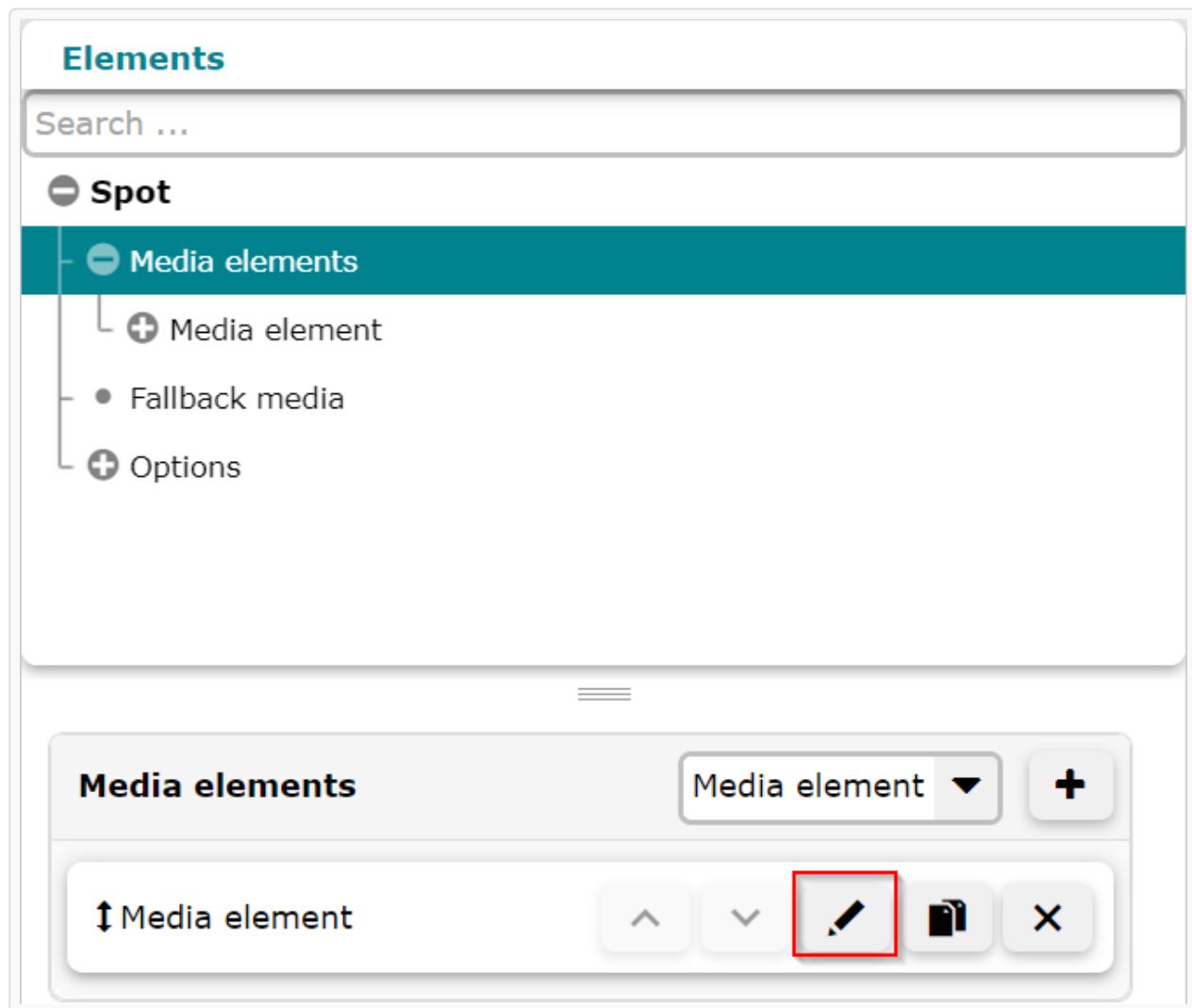
1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, click on **New**.
4. Select **Upload spots**.
5. Upload the Daytime Media Viewer spot in one of the following ways:
 - Drag and drop the ZIP file into the upload manager window.
 - Click on **Add data**, select the ZIP file from your files and click on **Open**.
6. Click on the **Play** icon to start the upload.
7. Once the upload has finished, click on **Close** to close the upload manager.



Configure the spot

To configure your spot in the HTML Wizard, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. In the **Spot groups** pane, select your spot group.
3. In the **Selectable spots** pane, hover over the Daytime Media Viewer spot and select **Edit content**. Alternatively, double-click on it.
4. Click on **Media elements**.
5. Click on the **+** to add a media element.
6. Next to the new media element, click on **Edit**.



7. Click on **Add medium**.
8. In the **Select media file** dialog, select a media group.
9. In the **Selectable media** pane, perform one of the following actions:
 - Select an available media file and click **Select**.
 - Click on **Upload** to upload a new media file to select.
10. Under **Play until**, specify the time of day until which to display the media. For example, enter 12:00 to play it until noon.
11. Repeat steps 4 through 10 to create all media elements you need.
12. In the **Elements** pane, select **Fallback media**.
13. Click on **Add medium** to add a fallback media file to display if there's no other media for a time of day.
14. In the **Select media file** dialog, select a media group.

15. In the **Selectable media** pane, perform one of the following actions:

- Select an available media file and click **Select**.
- Click on **Upload** to upload a new media file to select.

16. Click on **Options**.

17. Under **Playback duration for images [sec]**, specify how long each image is displayed in seconds. Note that videos are displayed for their duration.

18. Under **Player**, click **Select** to select the player that you want to display the spot.

19. Optionally, click on **Preview** to test the playout in the HTML Wizard:

- Select **Enabled** to enable the preview.
- Specify a **Mock time** to test the playout at this time of day.

20. To finish the spot configuration, click **Save** and **Close**.

Use the spot for advertisement

To create an advertisement with the Daytime Media Viewer spot, you must create a DOOH booking item. To do so, perform the following steps:

1. In IXM One, go to **DOOH > Booking**.
2. In the **Bookings** panel, click on **New**.
3. In the **Edit booking item for product** window, specify the booking details.
4. In the **Spot** section, click on **Select from spot group**.
5. Select your Daytime Media Viewer spot. This opens the HTML Wizard.
6. In the HTML Wizard, configure the spot further if needed.
7. Once you've finished, click **Save** and **Close** to close the HTML Wizard.
8. To save the booking item, click **Save**.

DOOH

URL: <https://docs.grassfish.com/docs/dooh>

Archiviert am: 2025-07-17 18:41:13

Digital Out of Home (DOOH) refers to digital advertising in public places. The Grassfish DOOH module is an extension to IXM One that supports you in the process of selling digital and analog advertising spaces. The main purpose of the DOOH module is selling digital spaces. However, it supports analog spaces just as well.

The DOOH module makes the whole sales process a lot easier. It facilitates client and content management, guides you through the complete booking workflow from start to finish, helps manage pricing, and supports you with a clear overview of sold and free ad spaces in your network.

[Read more about the DOOH module on our website.](#)

How DOOH and SSP work

URL: <https://docs.grassfish.com/docs/how-dooh-and-ssp-work>

Archiviert am: 2025-07-17 18:41:15

Playing DOOH and SSP content requires the coordination of multiple components like the player, the Grassfish IXM system, the Grassfish Server, the SSP, and their databases.

DOOH and SSP management

The Grassfish system facilitates the management of DOOH and SSP bookings and playouts in the following way:

- DOOH content is managed as internal bookings in the Grassfish system. It can be created both directly in the system and programmatically via defined interfaces.
- The Grassfish system enables the combined delivery of internal DOOH bookings and additional advertising content from external supply-side platforms (SSPs).
- In this case, DOOH bookings always have priority:
 - The system prioritizes DOOH spots and allocates the remaining time slots for SSP advertising content.
 - The delivery logic ensures that the campaign goals for internal bookings are achieved.
 - For example, in a scenario with 10-second spots, where a spot has a share of voice of 1/6, that spot will be systematically placed in every sixth play interval.
- If no DOOH or SSP content is planned, the system automatically activates fallback spots from a filler playlist (standard playlist) for continuous content delivery.
- On Linux- or Windows-based players, the DOOH add-on implements the delivery of digital advertising and enables the control of up to two displays via a server-client architecture.
- On the Android Player, you can simply enable DOOH and SSP in the player configuration. You don't need to install an add-on.

Workflow

The playout of DOOH and SSP spots works in the following way:

1. During the playback of a spot and the simultaneous preloading of the next spot, the player asks the DOOHPlaybackService add-on whether it has valid DOOH or SSP spots to play next.
2. To find out, the player add-on accesses the local UDC database which stores all DOOH spots for this player.

DOOH spots, also called bookings, are booked in the IXM DOOH module, stored in a UDC database, and transferred to the player. This enables the player to play DOOH spots without a connection to the server.

3. Based on the saved DOOH bookings, the player add-on now calculates the next playback.

For example, if the player still has 60 minutes available play time and the spot lasts one minute, it has to be played ten more times. That means the spot must be played every six minutes.

4. Once the player has calculated the next playback, the following two outcomes are possible:

Outcome 1: DOOH flow

If the player add-on found and calculated a DOOH spot for playout, it communicates this to the player which then plays the spot.



Outcome 2: SSP flow

If the player add-on didn't find a DOOH spot for playout, it starts to look for an SSP spot instead:

1. The add-on on the server asks the SSP connector for valid SSP spots.

2. The SSP connector, also called AdServing API, accesses one or more external SSP providers and asks for valid SSP bookings (SSP spots):

- **No valid SSP spots available:** if no SSP spots are available or if no bookings are currently valid, the SSP provider communicates this to the SSP connector. The SSP connector forwards this information to the player add-on which informs the player. The player now plays the next valid spot from its filler playlist.

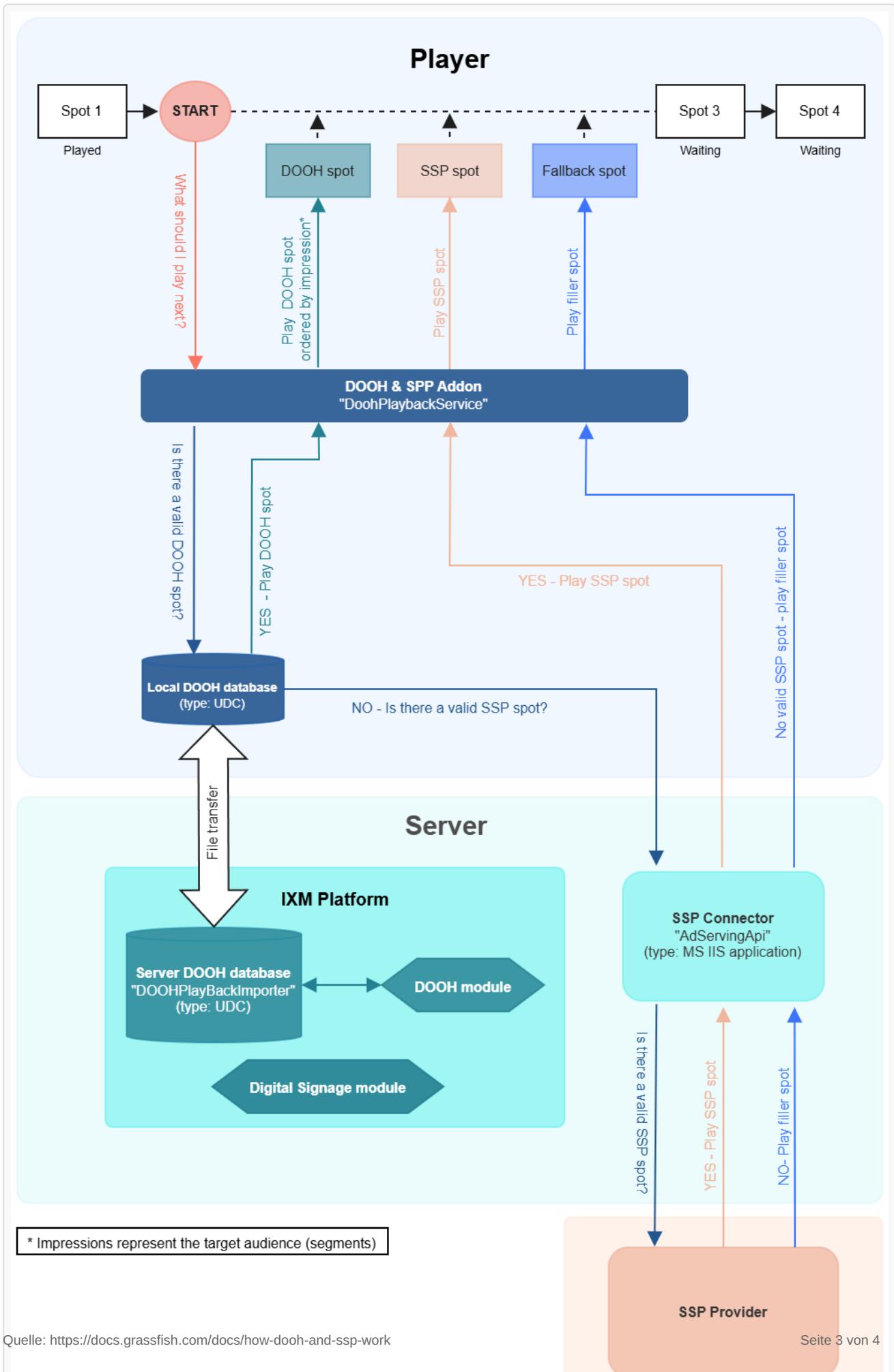
- **Valid SSP spots available:** if the SSP provider finds a valid spot for playout, the SSP connector uses the IXM database to check whether this spot has already been transferred to the player:

- The spot was transmitted: the SSP connector informs the player add-on which informs player. The player can now play the spot.

- The spot wasn't transmitted: the file is queried from the SSP provider and made available for download to the player via IXM playlists. The downloaded SSP spot will be available at the next attempt. In the meantime, the player add-on and thus the player is informed that there is currently no valid SSP spot. The player plays filler content instead.



The following diagram shows the communication and data transfer process between the different components required for DOOH and SSP.



Reporting to the SSP

The external SSP needs to know whether SSP content has been played or not. To let the SSP know, the player communicates when an SSP spot has started and ended.

The reporting process works in the following way:

1. When the player starts playing an SSP spot that was scheduled by the AdServing API, it informs the DOOHPlaybackService add-on.
2. In turn, the DOOHPlaybackService add-on sends a `ReportSpotStarted` request to the AdServing API.
3. The AdServing API now calls the corresponding reporting URL for the external SSP provider.
4. Once the player has finished playing a spot that was scheduled by the AdServing API, it informs the DOOHPlaybackService add-on.
5. In turn, the DOOHPlaybackService add-on sends a `ReportSpotEnded` request to the AdServing API.
6. The AdServing API now calls the corresponding reporting URL for the external SSP provider.

Impression management

Impressions represent the target audience (segments). There is an additional Advertima add-on on the Grassfish Player for impression management:

- The add-on receives impression data, sorts it by number, and places it on the player accordingly.
- The DOOHPlayback add-on integrates the impression data into LiveTags and considers it in the delivery decision.
- Optionally, impression data can be attached to the ad request to an SSP, provided the SSP uses this information for its own decision logic. This allows the actual segments to be considered during programmatic ad booking.

An add-on is a software extension or enhancement that adds new features or functionality.

The client is the application that sends the request to the server who sends a response.

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

DOOH and SSP configurations

URL: <https://docs.grassfish.com/docs/dooh-and-ssp-configurations>

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:

Install DOOH

URL: <https://docs.grassfish.com/docs/install-dooth>

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The following articles describe how to install and configure Digital Out of Home (DOOH) in a Grassfish system.

Grassfish's DOOH Platform module supports you in the sales process of advertising spaces in a flexible and transparent way. It facilitates client and content management, guides you through the complete booking workflow from start to finish, helps manage pricing, and supports you with a clear overview of sold and free ad spaces in your network.

As an alternative to the DOOH Platform module, you can use DOOH Lite which is an extension to the Grassfish IXM One for the Windows and Linux Player. With DOOH Lite, you can create DOOH playlists and add bookings by dragging and dropping a spot into a playlist. You can edit your booking properties via the spot instance properties.

How to install DOOH

The following articles provide step-by-step instructions for the installation and configuration of DOOH. They cover the server configuration, IXM One configuration, and player configuration. Perform all steps that are relevant for your system and skip the others. For example, if you don't use the Android Player, you can skip the Android Player article.

System requirements

The following table indicates the system requirements for all possible components in the DOOH setup. Ensure that you meet the requirements of all components that are relevant for your system. For example, if you use the Android Player ensure that you have IXM One and Grassfish Server version 11.14.0 or later.

| Product | Version |
|-----------------------------------|------------------|
| IXM One | 11.11.0 or later |
| Grassfish Server | 11.11.0 or later |
| Android Player | 11.14.0 or later |
| Windows or Linux Player | 11.11.0 or later |
| DOOH add-on (DoohPlaybackService) | 2.3.0 or later |

| | |
|-------------------------------------|----------------|
| UDC importer (DOOHPlayBackImporter) | 2.2.0 or later |
| .NET | 6.0 |

Configure the server

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

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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 | | Search ... | | Number of items: 3 | |
| Data importer | | Name | Imported | Version | Assigned |
| | | DOOH Playback Importer | 12/02/2020 1... | 2.6 | <input checked="" type="checkbox"/> |
| | | ExchangeCalendarImpor... | 17/02/2020 0... | 0.11 | <input checked="" type="checkbox"/> |
| | | Generic Foreca Weather... | 27/01/2023 1... | 1.2 | <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 | Specify the maximum time span from the last access date of a player until it's considered offline. If a player is offline, it's not included in the calculation for the distribution of playouts among all players. |
| 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 true to log all players, online players, and spot instances if the log level is set to debug . |

| | | |
|-----------------|-------|--|
| ExtendedLogging | false | Set to true to log additional information if the log level is set to debug . |
|-----------------|-------|--|

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.

Configure IXM One

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

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To use the DOOH module and to play DOOH content on any player, you must configure IXM One.

Enable DOOH in the config file

To enable DOOH in IXM One configuration file, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following the folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Change the settings as follows:
 - Set **enableDooh** to **DOOHPlatform** or **DOOHLite**.
 - Set **enableCategoriesPerScreen** to **true**.
 - Set **enableLiveTags** to **true**.
 - Set **enableSpotPropertyInheritanceForUserType** to **Admin**.
5. Save your changes and close the config file.

Example configuration of the config.json file

```
"enableDooh": "DOOHPlatform",
"enableCategoriesPerScreen": true,
"enableLiveTags": true,
"enableSpotPropertyInheritanceForUserType": [
[
"Admin"
]]
```

Set up the data importer

To import data via the [UDC importer](#) into IXM One, you must set up and configure the data importer in IXM One.

Create the data importer

To create the data importer, perform the following steps:

1. In IXM One, go to **Administration > Content > Data importer**.
2. Click on **New**.
3. From the **Data importer** dropdown, select the **DOOH Playback Importer**.
4. Specify a **Designation** and **Displayname** for your data importer.

The screenshot shows the 'Create data importer' dialog box with the 'General' tab selected. The 'Data importer' dropdown is set to 'DOOH Playback Importer'. The 'Name' field contains 'DOOH Playback Importer', 'File type' is 'Special', and 'Abbreviation' is 'DoohPlayba'. Under the 'Permissions' section, there is a table showing permissions for 'DOOH Admin' and 'DOOH Standard' user groups, both having 'Read' and 'Write' checked. To the right, there are two lists: 'User group' and 'Search ...'. The 'User group' list contains 'DOOH Test' and 'DOOH Location'. At the bottom right are 'Save' and 'Cancel' buttons.

| User group | Read | Write |
|---------------|-------------------------------------|-------------------------------------|
| DOOH Admin | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |
| DOOH Standard | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |

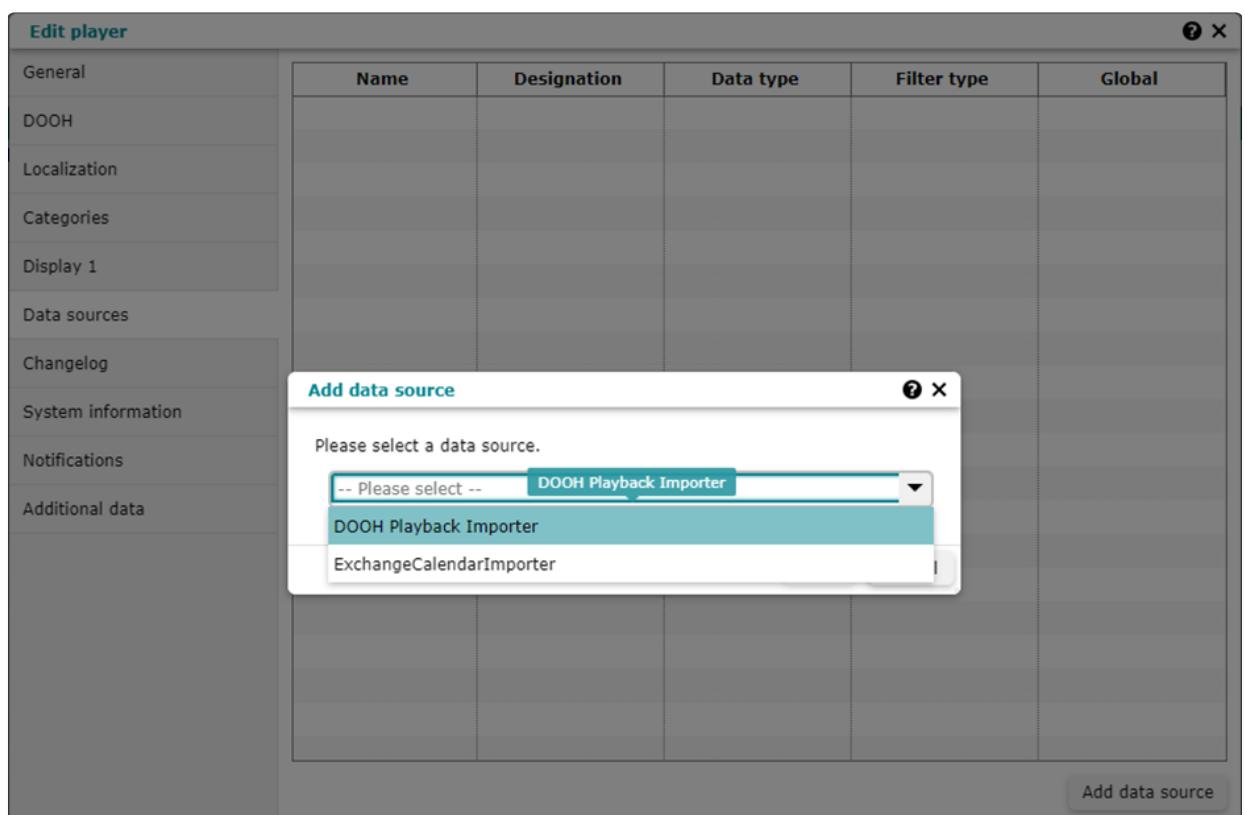
5. Switch to the **Feeds** tab and select a **Feeds definition** from the dropdown menu.
6. Click on the **+** and add a feed.
7. In the **Path** field, enter the file path to your feed definition config file.
8. Specify all other settings as required.
9. Click **Save** to save your changes.

Assign the data importer

You must assign the data importer to a player or a location in IXM One. If you assign the data source to a location, it'll be applied to all players in this location and all sub-locations.

To assign the data source, perform the following steps:

1. In IXM One, go to **Channels > Location**.
2. Double-click on the player or location that you want to assign the data source to.
3. In the subsequent window, select the **Data sources** tab.
4. Click on **Add data source**. This opens the **Add data source** window.
5. Select the **DOOH Playback Importer** from the dropdown menu.



6. Click **Save**.
7. Select **Global** for the DOOH Playback Importer.
8. Click **Save** to save your changes.

Set up IXM One

URL: <https://docs.grassfish.com/docs/set-up-the-ixm-one>

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To play DOOH content, you must set up playlists, a program scheme, and spots in IXM One.

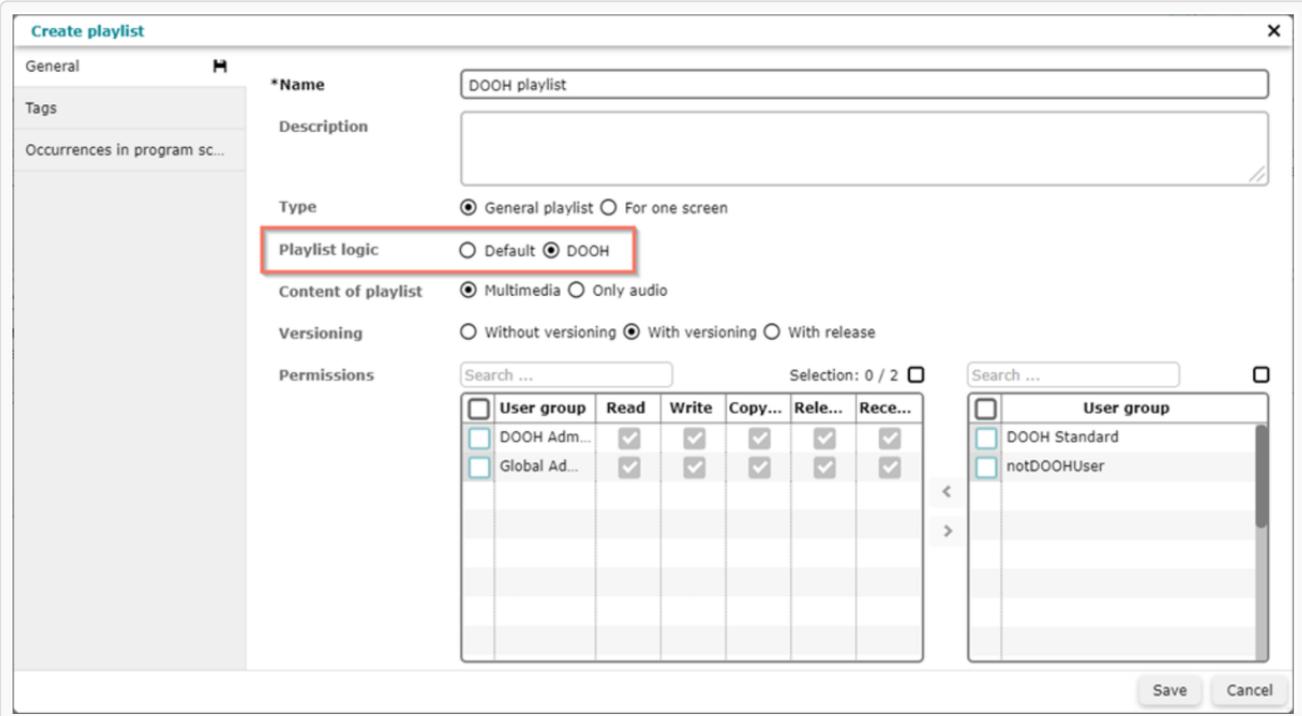
Create playlists

You must create a playlist for your DOOH spots and a playlist that contains standard content. Usually, the DOOH playlist will not take up the entire playlist playback time, so the system inserts standard spots in-between as fillers.

Create the DOOH playlist

To create a playlist for your DOOH spots, perform the following steps:

1. Go to **Channels > Programm scheme**.
2. In the **Available playlists** pane, click **New**.
3. In the **Create playlist** window, enter a name for your playlist.
4. As **Playlist logic**, select **DOOH**.
5. Specify all other settings as needed.
6. Click **Save** to save your changes.



Note

You can only have one DOOH playlist per network and you don't have to fill it. When you add a spot to a DOOH booking item, it's automatically added to the DOOH playlist.

Create a standard playlist

To create the standard playlist that contains filler spots, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. To create the standard playlist, click **New**.
3. In the **Create playlist** window, enter a name for your standard playlist.
4. As **Playlist logic**, select **Default**.
5. Specify all other playlist settings as required.
6. Click **Save** to save your changes.

Add spots to the standard playlist

To play standard spots as fillers, you must add them to the standard playlist. To do so, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. Select the standard playlist.
3. Drag and drop your standard spots from the **Selectable spots** pane onto the **Content of playlist** pane.

Assign the playlists to a program scheme

To play any of your playlists, you must assign them to the program scheme. To do so, perform the following steps:

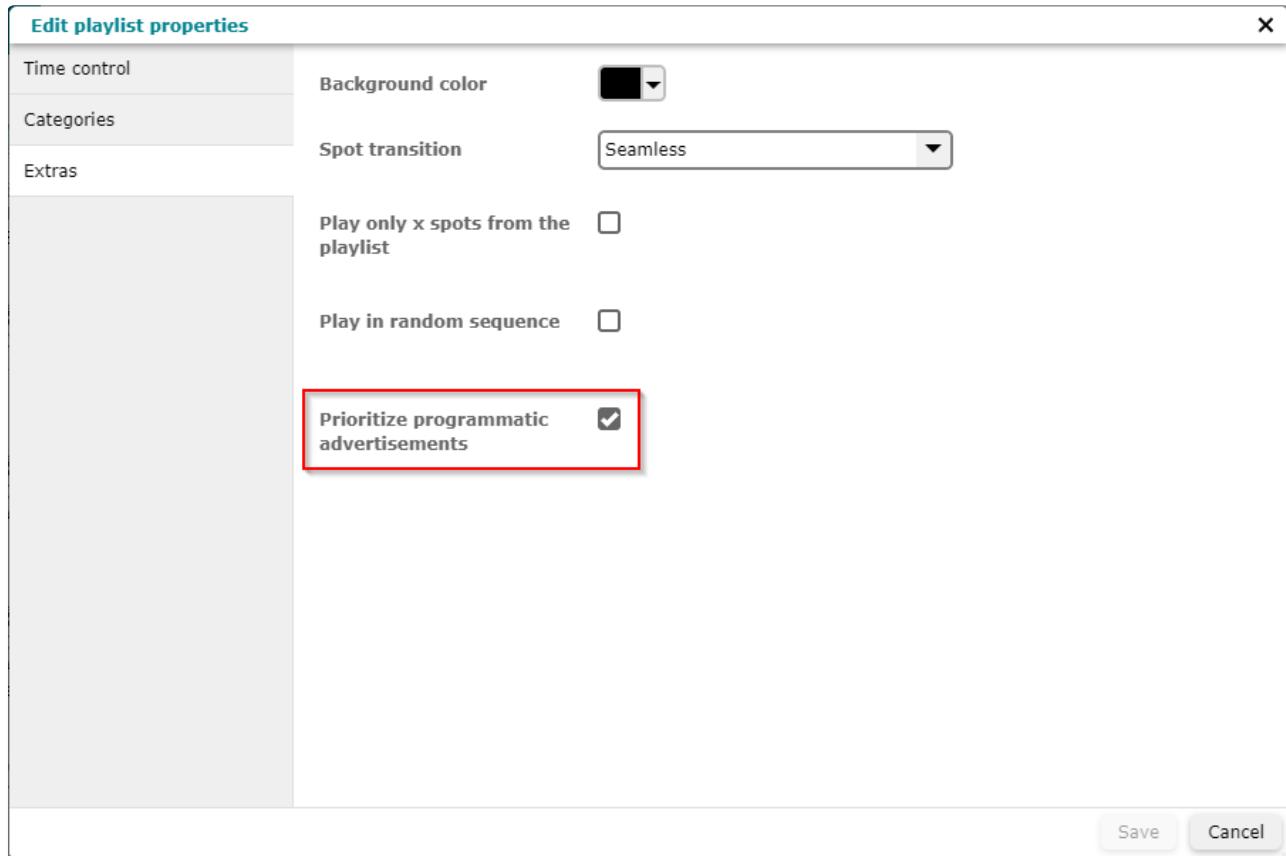
1. In IXM One, go to **Channels > Program scheme**.
2. To create a new program scheme, click on the **+** button.
3. In the **Create program scheme** window, enter a name for your program scheme.
4. Select **Event playlists**.
5. Specify all other program scheme settings as required.
6. Click **Save** to save your changes.
7. To assign the standard playlist to the program scheme, drag and drop it onto the **Standard playlists** panel.
8. To assign the DOOH playlist, drag and drop it onto the **Event playlists** panel.

Configure playlist properties

You must configure the standard playlist to play DOOH spots in-between standard filler spots. Otherwise, the standard playlist will be played through in one go.

To do so, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. In the **Standard playlists** panel, hover over the standard playlist and select the menu icon. Alternatively, double-click on it.
3. In the **Edit playlist properties** window, switch to the **Extras** tab.
4. Select **Prioritize programmatic advertisements**.
5. Configure all other playlist properties as needed.
6. Click **Save** to save your changes.



Configure the Windows or Linux Player

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

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Note

If you use a different player, you can skip this article.

Before you configure the Windows or Linux Player for DOOH, ensure that you meet the following requirements:

- You've installed the standard [Windows Player](#) or [Linux Player](#).
- You've connected the player to IXM One.
- You've installed the latest config settings for the player on the server.

Install the DOOH add-on

To use DOOH on the Windows or Linux Player, you must install the DoohPlaybackService add-on.

You can install this add-on from the server via an update package or locally on the player. For information on the update package, please contact your Grassfish account manager.

To install the add-on manually, perform the following steps:

1. Store the installation package in any folder on the player.
2. Open a command prompt as administrator.
3. To install the package, run a bootstrap command. Enter the command that matches your player's operating system:
 - For Windows, enter: `C:\GVClient\tools\current\gfBootstrap\gfBootstrap [path] \DoohPlaybackService_version_win-x64.zip`
 - For Linux, enter: `sudo/opt/grassfish/tools/current/gfBootstrap/gfBootstrap [path] /DoohPlaybackService_version_linux-x64.zip`
4. Restart the player service or reboot the player for your changes to take effect.

Install Mosquitto for MQTT

The DOOH add-on communicates with the Windows or Linux Player via Message Queuing Telemetry Transport (MQTT). To enable this, Mosquitto needs to be installed as a broker for the MQTT protocol.

For the Linux Player, MQTT is already included in the installation package by default.

For the Windows Player, you can install MQTT from the server via an update package or locally on the player:

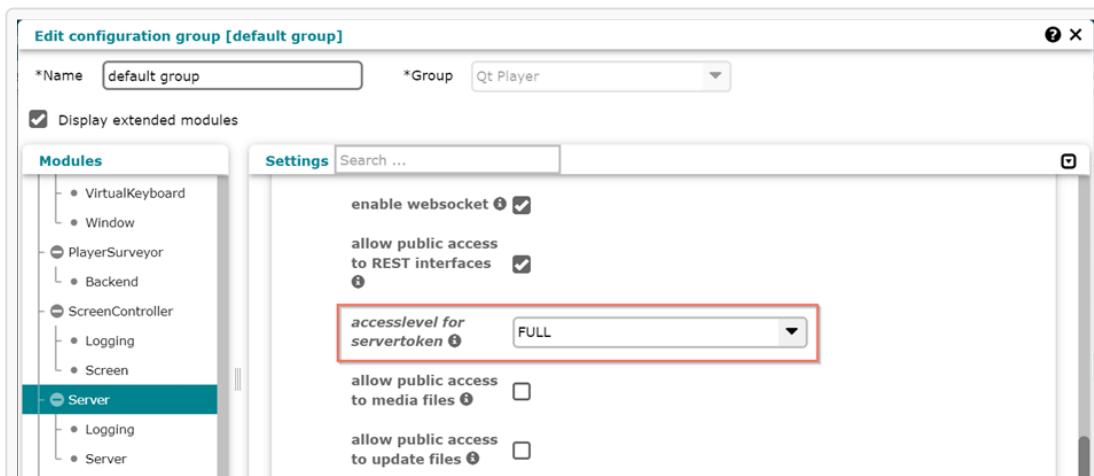
- For information on the update package, please contact your Grassfish account manager.

- To install Mosquitto manually on Windows, open the file mosquito-1.6.9-install-windows-x64.exe from the installation package and install it.

Enable MQTT

To use DOOH on the Windows or Linux Player, you must enable the connection to the MQTT broker. To do so, perform the following steps:

1. In IXM One, go to the player configuration or configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Common > Backend** and select **Enable connection to mWindows & Linux broker**.
4. Under **Overseer > Tool**, select **Control installed mosquito service**.
5. Under **Server**, set **accesslevel for servertoken** to **Standard** or **Full**.



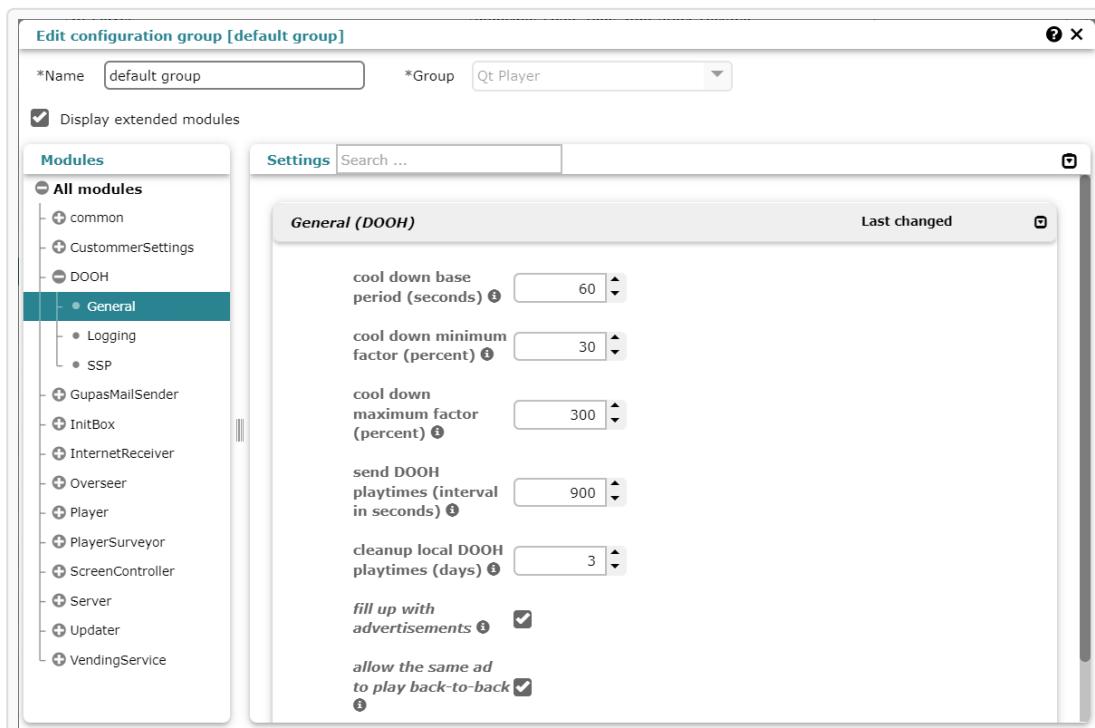
6. Click **Save** to save your changes.
7. Restart the player service or reboot the player for your changes to take effect.

Configure DOOH settings

To optionally configure DOOH-specific settings, perform the following steps:

1. In IXM One, go to the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** dialog.

- For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
 3. Under **Modules**, select **DOOH**.
 4. Optionally, change the **cool down base period (seconds)**. The cooldown time for live tag spots is based on this base period.
 5. Optionally, change the **cool down minimum factor (percent)**. That is the base time before the same programmatic advertisement runs again.
 6. Optionally, change the **cool down maximum factor (percent)**. That is the maximum time before the same programmatic advertisement runs again.
 7. Optionally, change **send DOOH playtimes (interval in seconds)**. That is how often DOOH playtimes are sent to the server.
 8. Optionally, change **cleanup local DOOH playtimes (days)**. That is how often DOOH playtimes are deleted from the add-on database.
 9. Optionally, enable **fill up with advertisements** to fill available advertising time with random DOOH spots. This happens if there's airtime left on the player and no other DOOH spot needs to be played back.
 10. Optionally, enable **allow the same ad to play back-to-back** to allow the same advertisement to play consecutively. This can be useful, for example, if you only have one DOOH spot and don't want the system to play too much filler content or nothing at all.



11. Optionally, switch to **Logging** and set the **Log level** to specify which notifications are collected:
 - Debug

- Info
- Notice
- Warning
- Error

12. Click **Save** to save your changes.

13. Restart the player service or reboot the player for your changes to take effect.

An add-on is a software extension or enhancement that adds new features or functionality.

Configure the Android Player

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

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Note

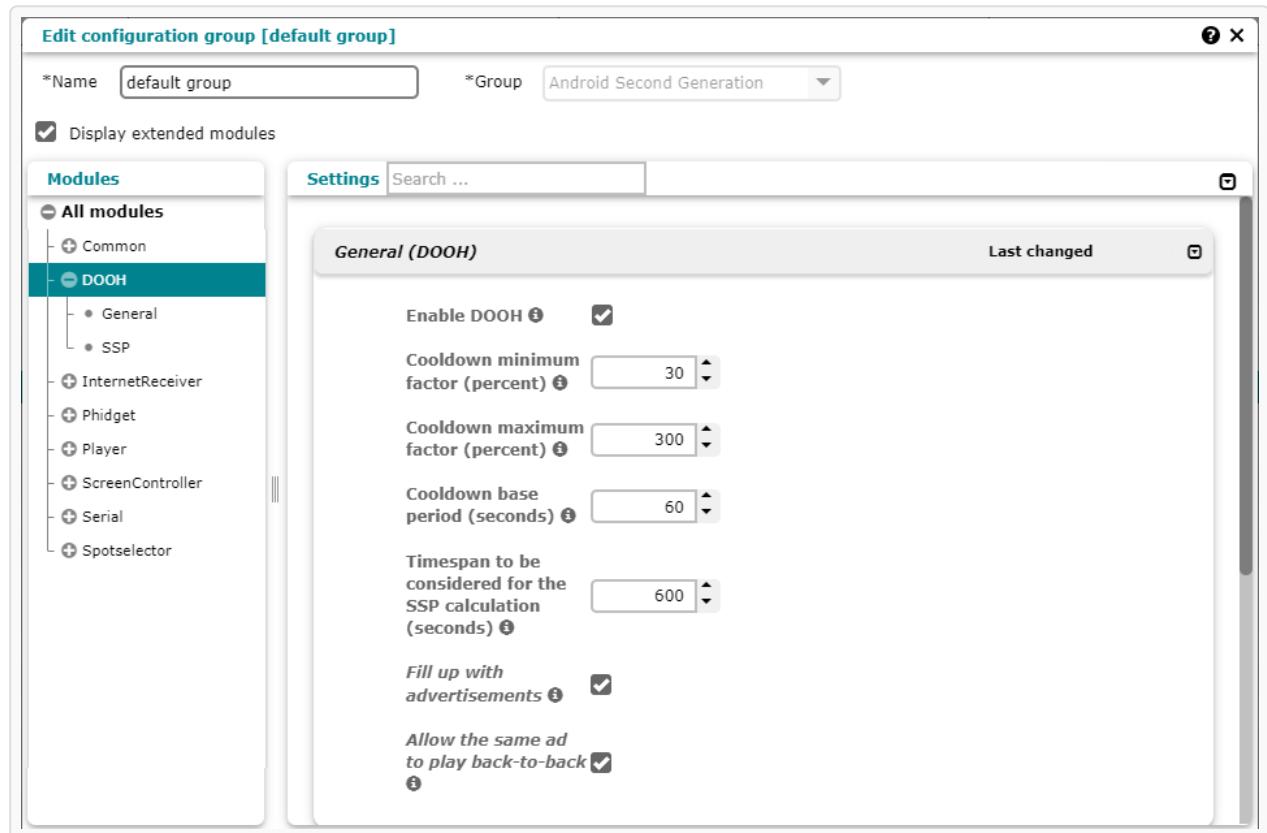
If you use a different player, you can skip this chapter.

To use DOOH on the Android Player, you must enable it for the individual player or the whole player configuration group. You can also configure DOOH-specific settings here.

Enable DOOH

To enable DOOH and configure DOOH settings, perform the following steps:

1. In IXM One, go to the player configuration or the configuration group:
 - For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** window.
 - For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.
2. In the **Edit configuration group** window, select **Display extended modules**.
3. Under **Modules**, select **DOOH**.
4. Under **Settings**, select **Enable DOOH**.
5. Optionally, change the **Cooldown minimum factor (percent)**. That is the minimum factor before the same programmatic advertisement runs again. The system uses the minimum factor if there's time available.
6. Optionally, change the **Cooldown maximum factor (percent)**. That is the maximum factor before the same programmatic advertisement runs again. The system uses the maximum factor if there are a lot of advertisements to run.
7. Optionally, change the **Cooldown base period (seconds)**. That is the base time before the same programmatic advertisement runs again.
8. Optionally, enable **Fill up with advertisements** to fill available advertising time with random DOOH spots. This happens if there's airtime left on the player and no other DOOH spot needs to be played back.
9. Optionally, enable **Allow the same ad to play back-to-back** to allow the same advertisement to play consecutively. This can be useful, for example, if you only have one DOOH spot and don't want the system to play too much filler content or nothing at all.



10. Click **Save** to save your changes.

11. Restart the player service or reboot the player for your changes to take effect.

Special content solutions

URL: <https://docs.grassfish.com/docs/special-content-solutions>

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Grassfish provides spot templates that are particularly useful when you work with DOOH.

The templates help, for example, if you want to use multiple media files per booking item and display them randomly, based on live tags and categories, or on a specific day of the week.

[Learn more](#)

Live tags help filter spots based on data from (local) web services. For example, to adapt the content displayed in a store to the current weather.

SSP

URL: <https://docs.grassfish.com/docs/ssp>

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The SSP concept is common in the online world and becoming more important in the digital out of home (DOOH) world. Simply put, a supply-side platform (SSP) is a programmatic advertisement platform that allows you to play spots. Usually, SSPs work with demand-side platforms (DSPs) to distribute advertisement spots to advertisement spaces.

Grassfish provides a solution for playing both DOOH and SSP content. Our DOOH and SSP module provides a controlled and transparent interface to programmatic advertisement platforms, allowing the network owner to define rules and control media playback.

[Read more about the module on our website.](#)

How DOOH and SSP work

URL: <https://docs.grassfish.com/docs/how-dooh-ssp-works>

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Playing DOOH and SSP content requires the coordination of multiple components like the player, the Grassfish IXM system, the Grassfish Server, the SSP, and their databases.

DOOH and SSP management

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- DOOH content is managed as internal bookings in the Grassfish system. It can be created both directly in the system and programmatically via defined interfaces.
- The Grassfish system enables the combined delivery of internal DOOH bookings and additional advertising content from external supply-side platforms (SSPs).
- In this case, DOOH bookings always have priority:
 - The system prioritizes DOOH spots and allocates the remaining time slots for SSP advertising content.
 - The delivery logic ensures that the campaign goals for internal bookings are achieved.
 - For example, in a scenario with 10-second spots, where a spot has a share of voice of 1/6, that spot will be systematically placed in every sixth play interval.
- If no DOOH or SSP content is planned, the system automatically activates fallback spots from a filler playlist (standard playlist) for continuous content delivery.
- On Linux- or Windows-based players, the DOOH add-on implements the delivery of digital advertising and enables the control of up to two displays via a server-client architecture.
- On the Android Player, you can simply enable DOOH and SSP in the player configuration. You don't need to install an add-on.

Workflow

The playout of DOOH and SSP spots works in the following way:

1. During the playback of a spot and the simultaneous preloading of the next spot, the player asks the DOOHPlaybackService add-on whether it has valid DOOH or SSP spots to play next.
2. To find out, the player add-on accesses the local UDC database which stores all DOOH spots for this player.

DOOH spots, also called bookings, are booked in the IXM DOOH module, stored in a UDC database, and transferred to the player. This enables the player to play DOOH spots without a connection to the server.

3. Based on the saved DOOH bookings, the player add-on now calculates the next playback.

For example, if the player still has 60 minutes available play time and the spot lasts one minute, it has to be played ten more times. That means the spot must be played every six minutes.

4. Once the player has calculated the next playback, the following two outcomes are possible:

Outcome 1: DOOH flow

If the player add-on found and calculated a DOOH spot for playout, it communicates this to the player which then plays the spot.



Outcome 2: SSP flow

If the player add-on didn't find a DOOH spot for playout, it starts to look for an SSP spot instead:

1. The add-on on the server asks the SSP connector for valid SSP spots.

2. The SSP connector, also called AdServing API, accesses one or more external SSP providers and asks for valid SSP bookings (SSP spots):

- **No valid SSP spots available:** if no SSP spots are available or if no bookings are currently valid, the SSP provider communicates this to the SSP connector. The SSP connector forwards this information to the player add-on which informs the player. The player now plays the next valid spot from its filler playlist.

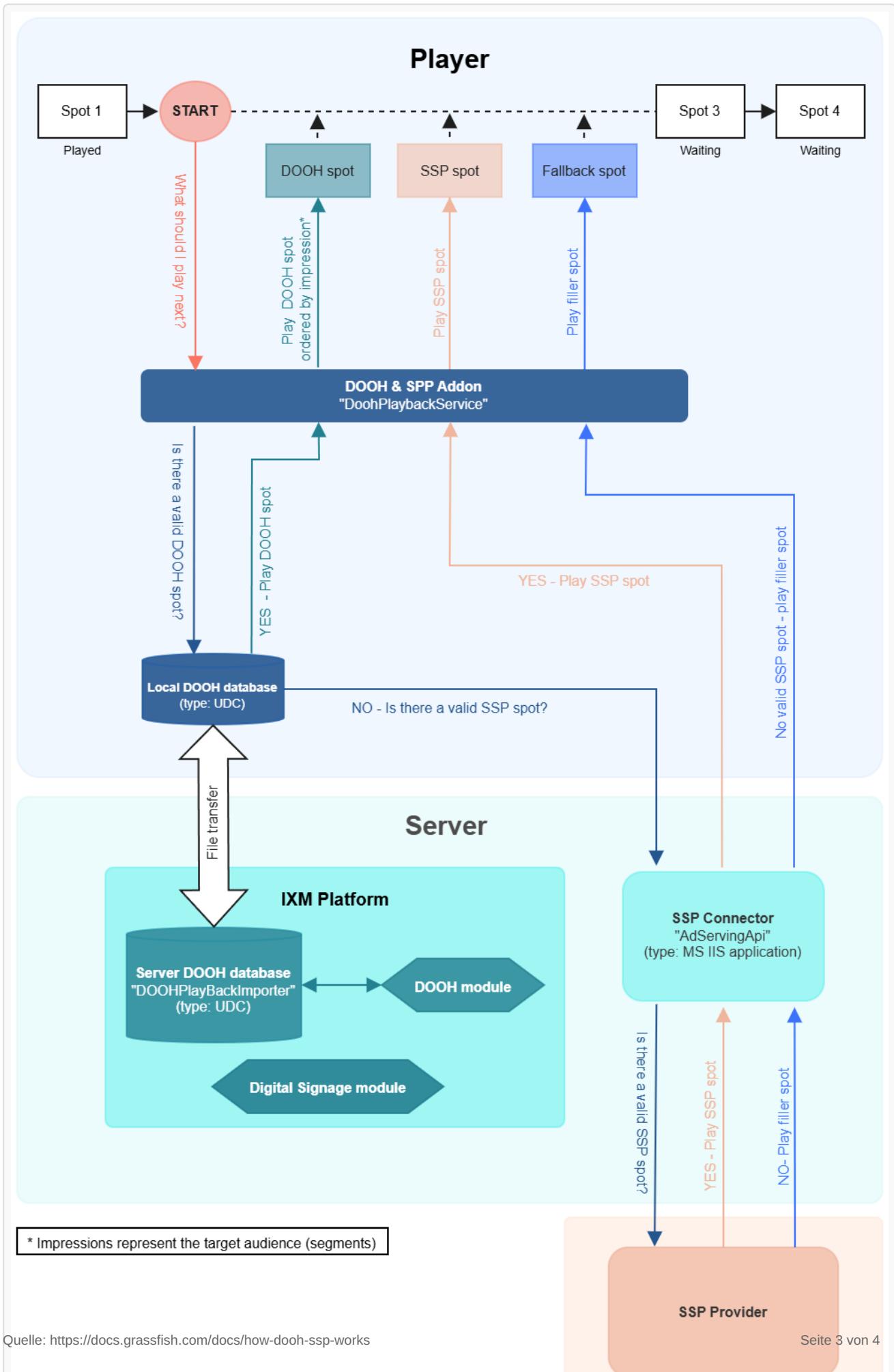
- **Valid SSP spots available:** if the SSP provider finds a valid spot for playout, the SSP connector uses the IXM database to check whether this spot has already been transferred to the player:

- The spot was transmitted: the SSP connector informs the player add-on which informs player. The player can now play the spot.

- The spot wasn't transmitted: the file is queried from the SSP provider and made available for download to the player via IXM playlists. The downloaded SSP spot will be available at the next attempt. In the meantime, the player add-on and thus the player is informed that there is currently no valid SSP spot. The player plays filler content instead.



The following diagram shows the communication and data transfer process between the different components required for DOOH and SSP.



Reporting to the SSP

The external SSP needs to know whether SSP content has been played or not. To let the SSP know, the player communicates when an SSP spot has started and ended.

The reporting process works in the following way:

1. When the player starts playing an SSP spot that was scheduled by the AdServing API, it informs the DOOHPlaybackService add-on.
2. In turn, the DOOHPlaybackService add-on sends a `ReportSpotStarted` request to the AdServing API.
3. The AdServing API now calls the corresponding reporting URL for the external SSP provider.
4. Once the player has finished playing a spot that was scheduled by the AdServing API, it informs the DOOHPlaybackService add-on.
5. In turn, the DOOHPlaybackService add-on sends a `ReportSpotEnded` request to the AdServing API.
6. The AdServing API now calls the corresponding reporting URL for the external SSP provider.

Impression management

Impressions represent the target audience (segments). There is an additional Advertima add-on on the Grassfish Player for impression management:

- The add-on receives impression data, sorts it by number, and places it on the player accordingly.
- The DOOHPlayback add-on integrates the impression data into LiveTags and considers it in the delivery decision.
- Optionally, impression data can be attached to the ad request to an SSP, provided the SSP uses this information for its own decision logic. This allows the actual segments to be considered during programmatic ad booking.

An add-on is a software extension or enhancement that adds new features or functionality.

The client is the application that sends the request to the server who sends a response.

API means application programming interface. An API consist of multiple definitions and protocols for developing and integrating application software. An API is an interface that allows independent applications to communicate with each other and exchange data.

Checklist: SSP preparation

URL: <https://docs.grassfish.com/docs/ssp-checklist-preparation>

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Use the following checklist to prepare for setting up SSP.

General information and requirements

- You've clarified the objective of the SSP connection (e.g., increase reach, monetize remaining spaces).
- You've identified specific requirements (e.g., reporting, tracking, data protection).
- You've identified target regions or restrictions.
- You've examined alternatives (e.g., DOOH booking function in IXM One).
- You've identified suitable SSPs (e.g., Framen, VIOOH, SSP1).
- You've checked which SSPs or standards (e.g., VAST) are currently supported and suitable.
- You're aware that the contract with the SSP provider must be concluded by the customer.

Considerations for IXM configuration

- Is IXM One already in use?
 - If **no**, a basic setup of IXM One is required.
- You've specified an existing or new spot group for SSP assignment.
- You've determined a playlist to be populated programmatically.
-

You know which category should be used for SSP assignment.

-

You've documented all IDs relevant for technical configuration.

Optional inventory synchronization

-

You've clarified whether player or location inventory must be synchronized:

-

If yes:

-

You've clarified the synchronization method (SSP retrieves / provisioned by Grassfish).

-

You've clarified the format or interface.

-

If no:

-

You've clarified that the customer manages inventory manually via SSP.

Technical information from the SSP provider

-

The SSP endpoint is available (e.g., VAST URL, API endpoint).

-

You've clarified authentication (token, API key, basic auth, etc.).

-

You've checked other technical parameters (if relevant):

-

LiveTag URLs are available.

-

Custom header is defined.

-

SspType is identified (e.g., Framen, VIOOH).

-

You have access to technical documentation/specifications.

Checklist: SSP installation

URL: <https://docs.grassfish.com/docs/ssp-checklist>

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Use the following checklist to review the key steps of the SSP installation and ensure that you have completed all relevant tasks.

System requirements

-

You are using at least IXM One version 11.11.0 and Grassfish Server version 11.11.0.

-

You have the .NET 6 Hosting Bundle installed on the server if you are using a version prior to 11.18.

[Read more about the system requirements here.](#)

Installation

-

You have installed and connected the AdServing API on IIS.

-

You have correctly set the path to the user.config and master.config files in the AdServing API.

-

You have configured the IIS Application Pool for the AdServing API and set the idle timeout to 0.

-

You have configured the config.json file.

-

You have made general settings for the AdServing API in the master.config file.

-

You have defined the SSP provider in a separate SSP configuration file.

[Read more about the installation steps here.](#)

IXM One setup

-

You have created an SSP-specific spot group.

-

You have created and configured an SSP playlist.

-

You have created a standard playlist with filler content.

-

You have configured the standard playlist so that it can be interrupted by programmatic advertising.

-

You have created an empty DOOH playlist.

-

You have created a program scheme and assigned the playlists to it.

-

You have created a category for SSP and assigned it to locations and players.

[Read more about setting up the IXM One here.](#)

Special setup for Windows and Linux Player

-

You have installed the DOOHPlayback add-on.

-

You have installed MQTT.

-

You have installed and configured the UDC Importer if you are using DOOHPlayback add-on version 2.5.1 or earlier.

[Read more about setting up the Windows and Linux Player here.](#)

Setup for all players

-

You have adjusted the player configuration or configuration group.

-

You have activated SSP on the player or in the configuration group.

-

You have set the airtime ratio for SSP.

-

You have made a `/GetNextSpot` API call via Swagger for testing and received a correct SSP response.

-

You have tested whether an SSP spot is being played correctly on the player.

-

You have verified proof of play and tracking.

-

You have enabled monitoring of player logs and AdServing API logs.

Read more about setting up the [Android Player](#) or the [Windows and Linux Player](#).

Definition of the SSP provider

Ensure that you have specified at least the following information for each provider:

-

SspPriority (request order)

-

SspUrl (SSP endpoint)

-

SspCategoryId (category ID in the IXM One)

-

SspPlaylistId (playlist ID for spot assignment)

-

SspSpotGroupId (spot group ID for uploads)

-

SspServiceUserId (user for SSP uploads)

-

Optional: LiveTag URLs, custom headers, SspType (e.g., Framer or Viooh)

[Read more about configuring the SSP provider in the AdServing API.](#)

An API call or API request is a message to a server that requests an API to provide a service or information.

Set up IXM One

URL: <https://docs.grassfish.com/docs/ixm-platform-setup>

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To play SSP content, you need to create and configure a program scheme, playlist, and spot group in IXM One.

Prerequisites for multiple SSPs

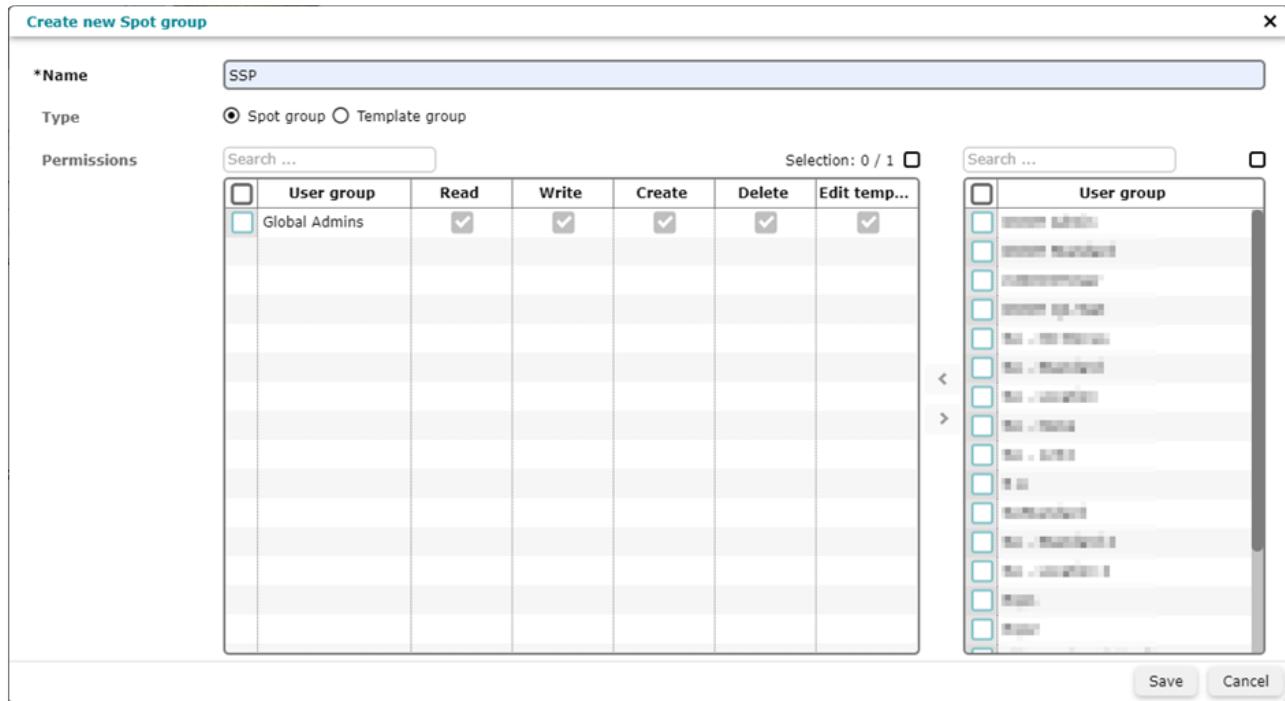
If you want to play spots provided by multiple SSPs, note the following additional information:

- The SSP admin user must have permission for all SSP playlists and spot groups.
- We recommend creating a separate SSP playlist for each SSP provider.
- You can control which SSP spots are downloaded to which player by creating and assigning categories.

Create an SSP spot group

To create the spot group, perform the following steps:

1. In IXM One, go to **Content > Playlist**.
2. To create a new spot group, click on the **+** in the **Spot groups** pane.
3. In the **Create new Spot group** window, enter a name for your SSP spot group.
4. As **Type**, select **Spot group**.
5. Specify all other spot group settings as required.
6. Click **Save** to save your changes.



Create playlists

To play SSP content, you need to create the following playlists:

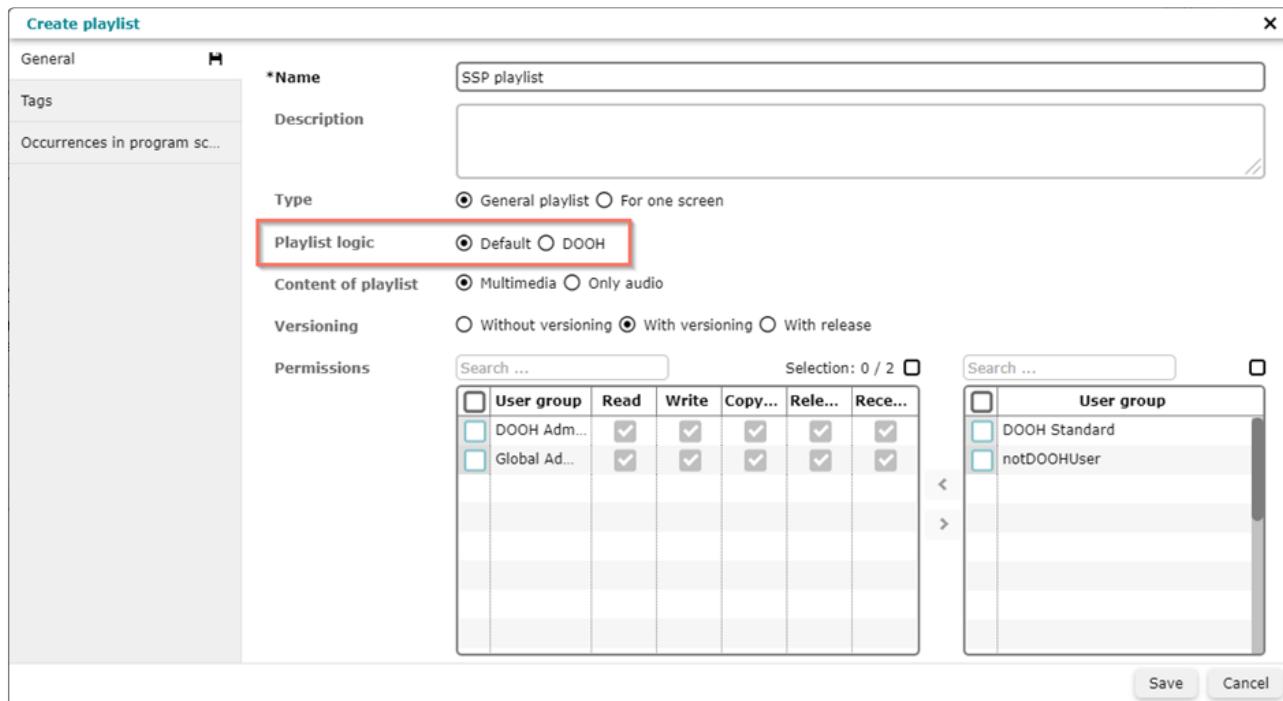
- A playlist for your SSP spots.
- A playlist with standard content. Since the SSP playlist typically doesn't take up the entire playlist time, the system inserts standard spots as filler.
- A **DOOH** playlist, which you can either fill with DOOH spots or leave empty. This playlist is required to trigger the [DOOHPlayback add-on](#) which is required for SSP too.

Create an SSP playlist

The system will download media files from the SSP and upload them to your SSP playlist as spots.

To create an SSP playlist, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. To create an SSP playlist, click **New**.
3. In the **Create playlist** window, enter a name for your SSP playlist.
4. As **Playlist logic**, select **Default**.
5. Specify all other playlist settings as required.
6. Click **Save** to save your changes.



Create a standard playlist

To create the standard playlist which contains filler spots, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. To create the standard playlist, click **New**.
3. In the **Create playlist** window, enter a name for your standard playlist.
4. As **Playlist logic**, select **Default**.
5. Specify all other playlist settings as required.
6. Click **Save** to save your changes.

Add spots to the standard playlist

To play standard spots as fillers, you must add them to the standard playlist. To do so, perform the following steps:

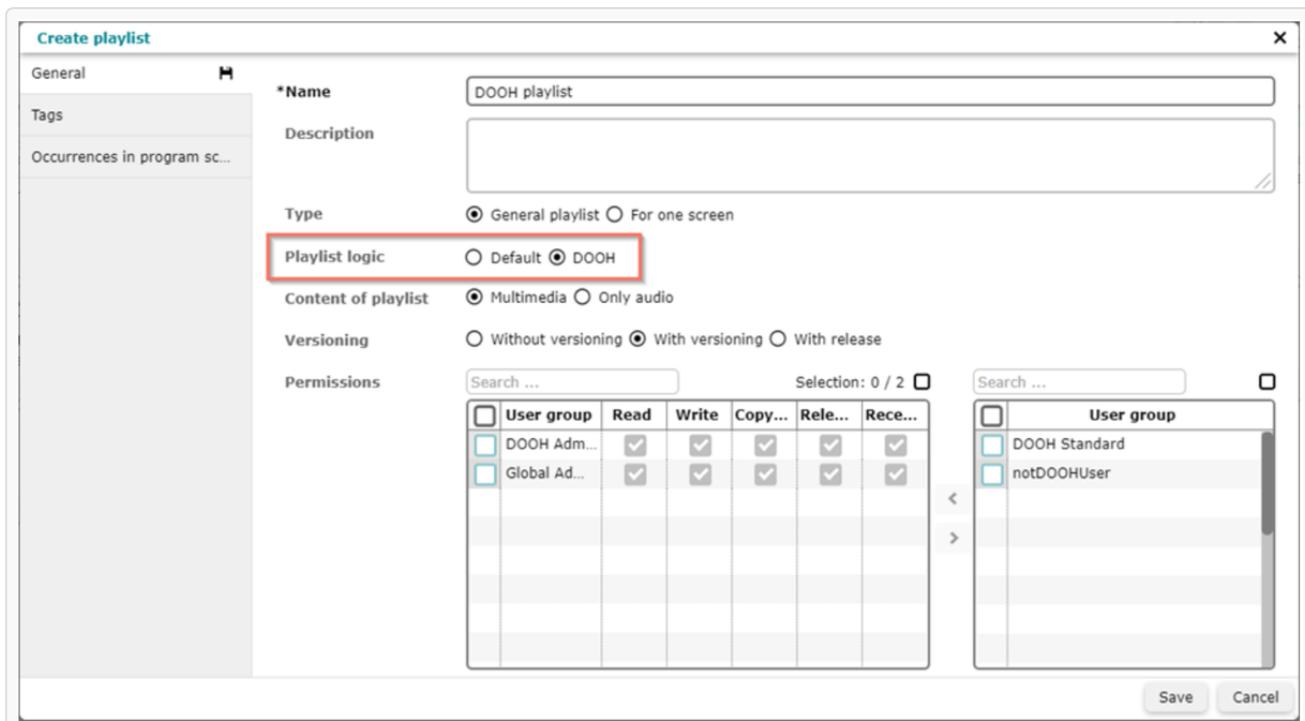
1. In IXM One, go to **Content > Playlist**.
2. Select the standard playlist.
3. Drag and drop your standard spots from the **Selectable spots** pane onto the **Content of playlist** pane.

Create the DOOH playlist

To create the DOOH playlist, perform the following steps:

1. Go to **Channels > Programm scheme**.

2. In the **Available playlists** pane, click **New**.
3. In the **Create playlist** window, enter a name for your playlist.
4. As **Playlist logic**, select **DOOH**.
5. Specify all other settings as needed.
6. Click **Save** to save your changes.



Assign the playlists to a program scheme

To play any of your playlists, you must assign them to a program scheme. To do so, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. To create a new program scheme, click on the **+** button.
3. In the **Create program scheme** window, enter a name for your program scheme.
4. Select **Event playlists**.
5. Specify all other program scheme settings as required.
6. Click **Save** to save your changes.
7. To assign the standard playlist to the program scheme, drag and drop it onto the **Standard playlists** panel.
8. To assign the SSP playlist, drag and drop it onto the **Event playlists** panel.
9. To assign the DOOH playlist, drag and drop it onto the **Event playlists** panel.

Configure playlist properties

You must configure the properties of your SSP and standard playlists to specify when they should run.

Configure SSP playlist properties

Your SSP playlist is an event playlist. That means, you can specify an event that will trigger it.

To do so, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. In the **Event playlists** panel, hover over the SSP playlist and select the menu icon. This opens the **Edit playlist properties** window.
3. Switch to the **Event properties** tab and select the following settings:
 - As **Event type**, select **Once by ID**.
 - As **Start event**, specify **SSP**.

4. Click **Save** to save your changes.

| Edit playlist properties | |
|--------------------------|--|
| Time control | *Event type Once by ID |
| Categories | *Start event SSP |
| Extras | Start behaviour Immediately |
| Event properties | Playback position <input checked="" type="radio"/> Interrupt playlist <input type="radio"/> Display as overlay |
| | Action at finish <input checked="" type="radio"/> Play next spot <input type="radio"/> Replay last played spot <input type="radio"/> Restart playlist |

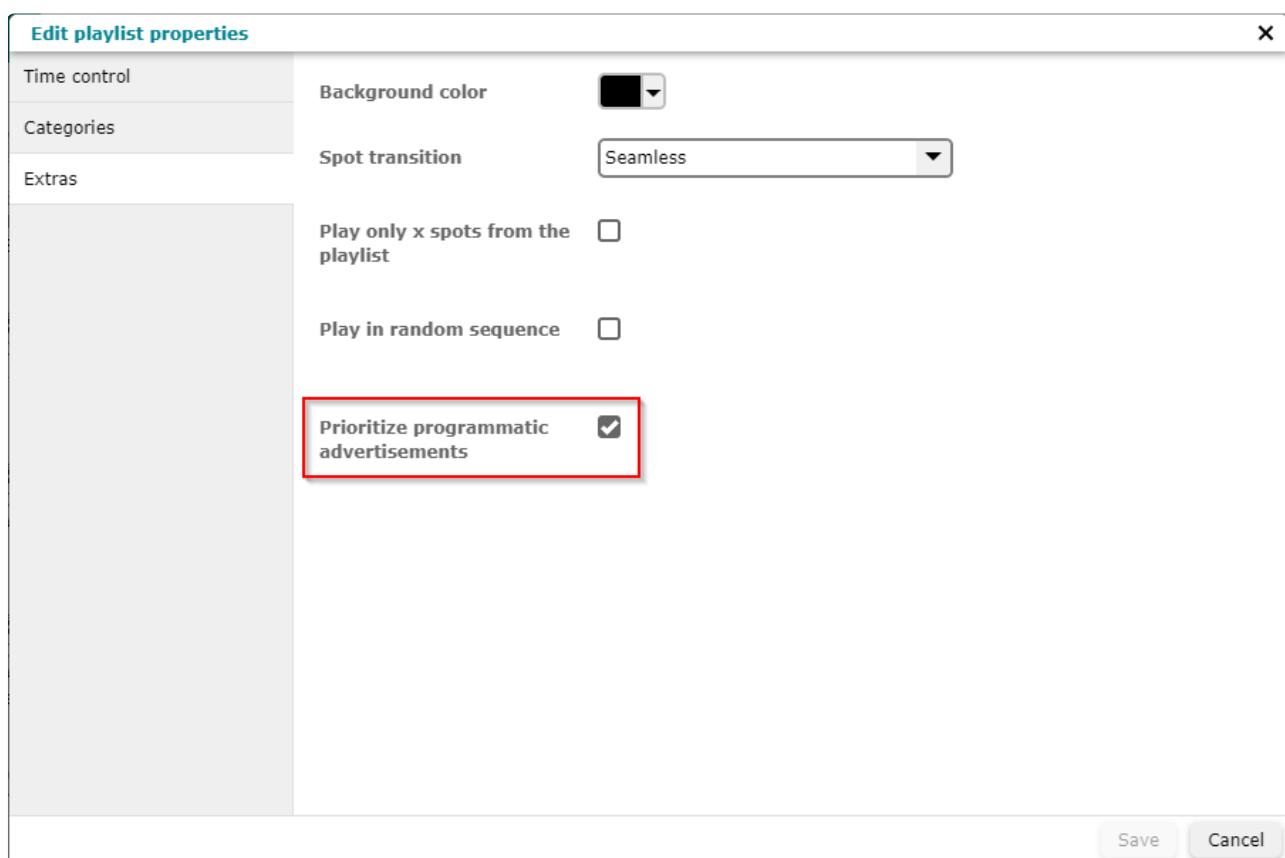
Save Cancel

Configure standard playlist properties

You must configure the standard playlist to ensure that SSP spots are played in-between standard filler spots. Otherwise, the standard playlist will be played through in one go.

To do so, perform the following steps:

1. In IXM One, go to **Channels > Program scheme**.
2. In the **Standard playlists** panel, hover over the standard playlist and select the menu icon. Alternatively, double-click on it.
3. In the **Edit playlist properties** window, switch to the **Extras** tab.
4. Select **Prioritize programmatic advertisements**.
5. Configure all other playlist properties as needed.
6. Click **Save** to save your changes.



Create and assign an SSP category

With the help of categories, the system can distribute content directly to selected players. You must create an SSP category in IXM One and assign it to the locations or players that you want to play SSP content.

Create the SSP category

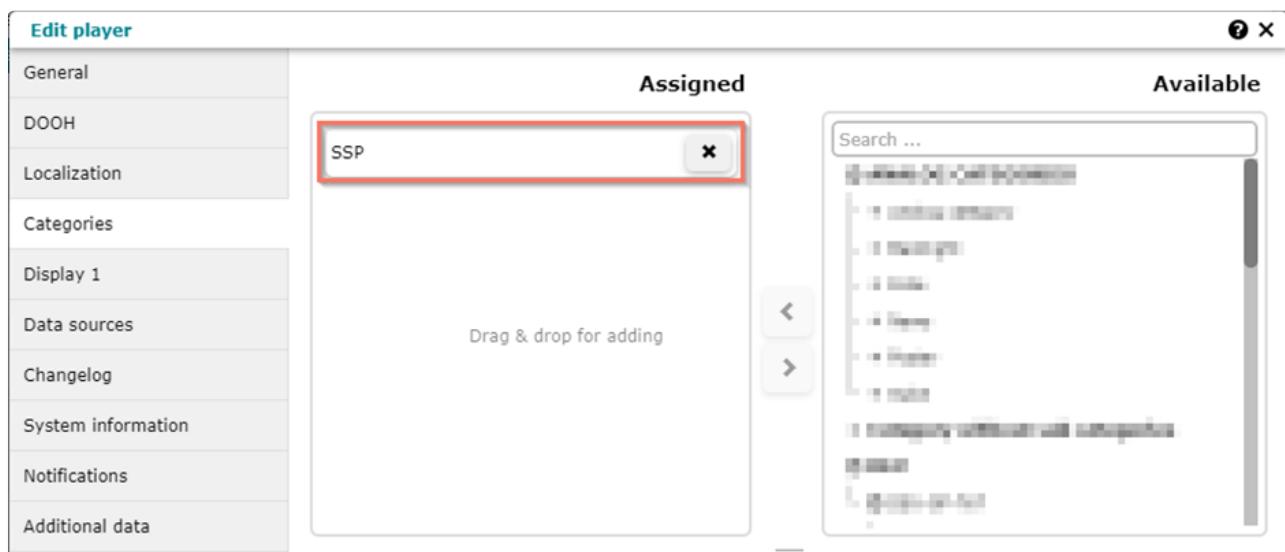
To create a category for SSP, perform the following steps:

1. In IXM One, go to **Administration > Content > Categories**.
2. To create a new category, click on the + in the bottom right corner.
3. In the **New category** window, enter the name of the category. For example, SSP.
4. Optionally, select **Selectable** to allow location users to assign categories. That means to add content to a player on an individual basis.
5. Assign permissions as required.
6. Click **Save** to save your changes.

Assign the SSP category

You must assign the SSP category to all locations or players that you want to play SSP content. To do so, perform the following steps:

1. In IXM One, go to **Channels > Location**.
2. Double-click on the location or player that you want to play SSP content.
3. Switch to the **Categories** tab.
4. Drag and drop the SSP category from **Available** to **Assigned**.
5. Click **Save** to save your changes.
6. Assign the category to all locations or players that you want to play SSP content.



Change the provisioning URL

URL: <https://docs.grassfish.com/grassfish/docs/change-provisioning-url>

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You can change the provisioning server URL during or after initializing your player. This may be necessary, for example, if you use your own provisioning server. There are two ways to do this:

- [Change the URL via a configuration file](#)
- [Edit the URL in the InitBox](#)

Change the URL via configuration file

To change the URL, perform the following steps:

1. Use a text editor to create a file named **provisioning.conf**.
2. In the configuration file, enter the URL of your custom provisioning server.



3. Save the file in the Android installation package folder.

| Name | Änderungsdatum | Typ | Größe |
|---------------------------------------|------------------|-----------------------|------------|
| api | 25.06.2025 15:31 | Dateiordner | |
| lib64 | 25.06.2025 15:31 | Dateiordner | |
| systrace | 25.06.2025 15:31 | Dateiordner | |
| adb.exe | 23.06.2025 16:20 | Anwendung | 2.583 KB |
| AdbWinApi.dll | 23.06.2025 16:20 | Anwendungserweiterung | 96 KB |
| AdbWinUsbApi.dll | 23.06.2025 16:20 | Anwendungserweiterung | 62 KB |
| Chrome_107.0.5304.105.apk | 23.06.2025 16:20 | APK-Datei | 224.237 KB |
| dmttracedump.exe | 23.06.2025 16:20 | Anwendung | 241 KB |
| do_11.18.2-release.apk | 20.06.2025 10:32 | APK-Datei | 3.988 KB |
| etc!tool.exe | 23.06.2025 16:20 | Anwendung | 415 KB |
| fastboot.exe | 23.06.2025 16:20 | Anwendung | 1.322 KB |
| fm.hd.apk | 23.06.2025 16:20 | APK-Datei | 4.262 KB |
| hprof-conv.exe | 23.06.2025 16:20 | Anwendung | 41 KB |
| Install_gf_Tools_Up_to_Android_10.bat | 01.07.2025 13:02 | Windows-Batchdatei | 1 KB |
| libwinpthread-1.dll | 23.06.2025 16:20 | Anwendungserweiterung | 228 KB |
| make_f2fs.exe | 23.06.2025 16:20 | Anwendung | 467 KB |
| Make_get_Screenshots.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| Make_get_Screenshots_over_IP.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| Make_get_Screenshots_over_SN.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| mke2fs.exe | 23.06.2025 16:20 | Anwendung | 723 KB |
| player_11.18.2-release.apk | 20.06.2025 10:32 | APK-Datei | 48.453 KB |
| radiolog | 23.06.2025 16:20 | Datei | 215 KB |
| README.txt | 23.06.2025 16:26 | TXT-Datei | 1 KB |
| reboot_device.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| reboot_tab.bat | 23.06.2025 16:20 | Windows-Batchdatei | 1 KB |
| source.properties | 23.06.2025 16:20 | Properties-Quelldatei | 17 KB |
| sqlite3.exe | 23.06.2025 16:20 | Anwendung | 1.336 KB |
| Teamviewer_universal_add_on.apk | 23.06.2025 16:20 | APK-Datei | 2.472 KB |
| TeamviewerHost_15.66.739.apk | 20.06.2025 10:58 | APK-Datei | 64.915 KB |
| Terminal_Emulator.apk | 23.06.2025 16:20 | APK-Datei | 352 KB |
| tv_qs_addon.apk | 23.06.2025 16:20 | APK-Datei | 1.228 KB |
| provisioning.conf | 01.07.2025 12:16 | CONF-Datei | 1 KB |
| sc.png | 01.07.2025 13:08 | PNG-Datei | 51 KB |

4. Open the script file **Install_gf_Tools_from_Android_[version]-on.bat**.

5. Add the following command to copy the file to the Android device: `adb push provisioning.conf /sdcard/Download/GF/config/`

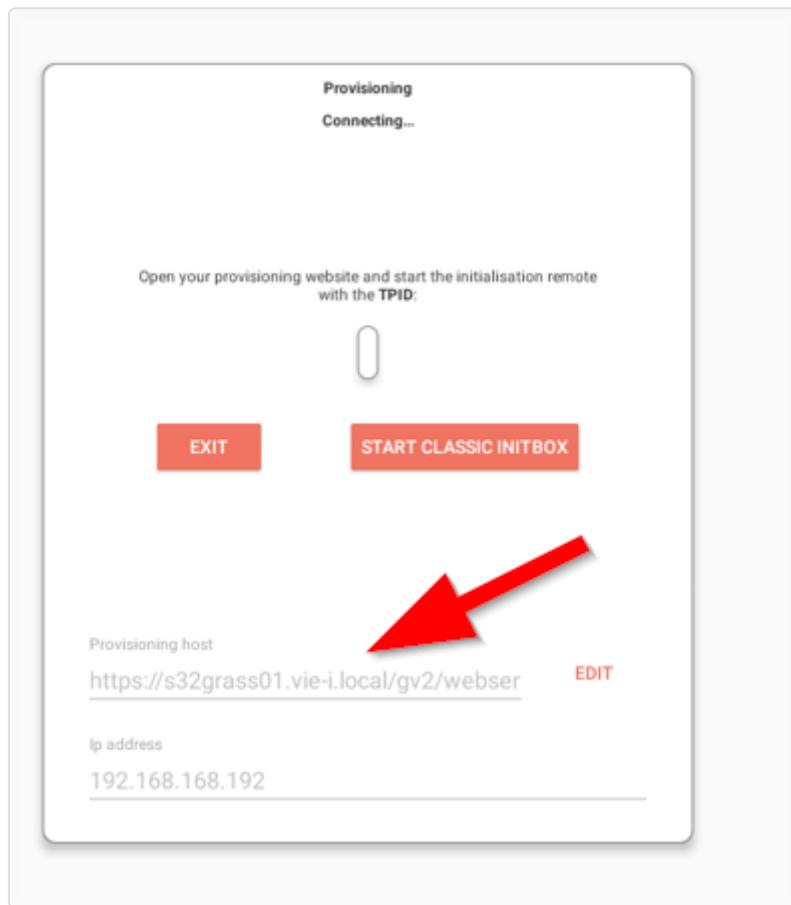
```
timeout 1
adb push provisioning.conf /sdcard/Download/GF/config/provisioning.conf
```

6. Save your changes and close the file.

Edit the URL in the InitBox

You can also edit the provisioning server URL once you've installed and configured the Android Player. The player automatically opens the InitBox where you can do the following:

1. In the InitBox, click **EDIT** next to **Provisioning host**.
2. Enter your custom URL.
3. [Continue the initialization](#), to connect player and server.



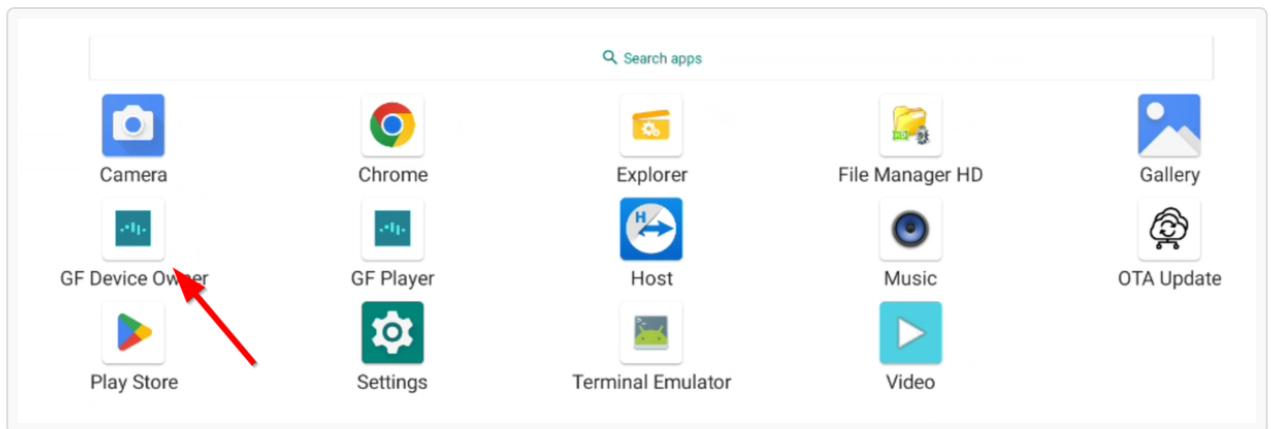
Configure settings

URL: <https://docs.grassfish.com/docs/post-installation-settings>

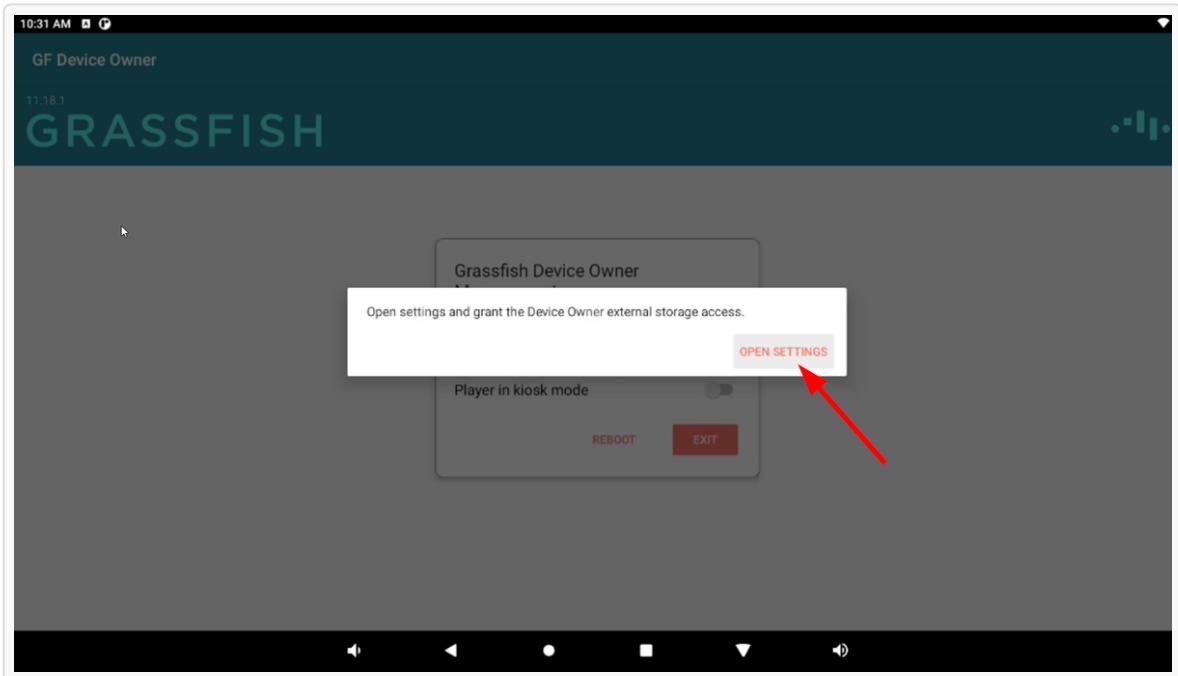
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After installing the software, you can configure the player settings. To do so, perform the following steps:

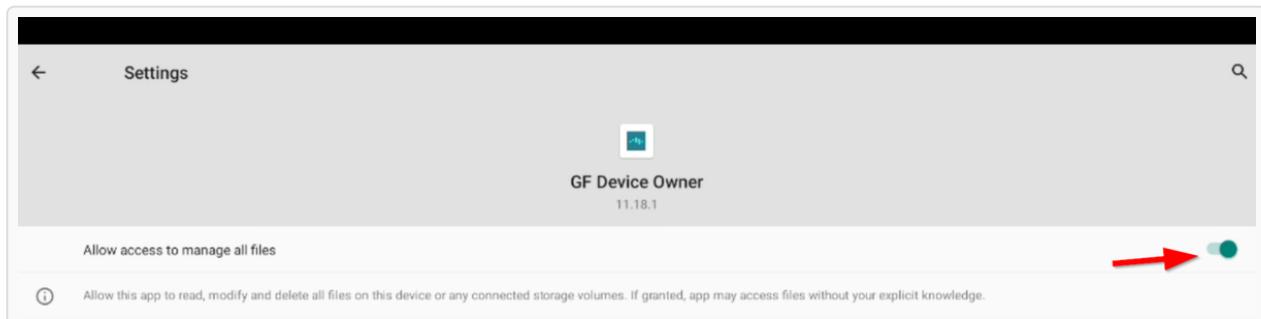
1. Open the app drawer.
2. Locate the **GF Device Owner** app and open it.



3. In the subsequent dialog, click **Open settings**.

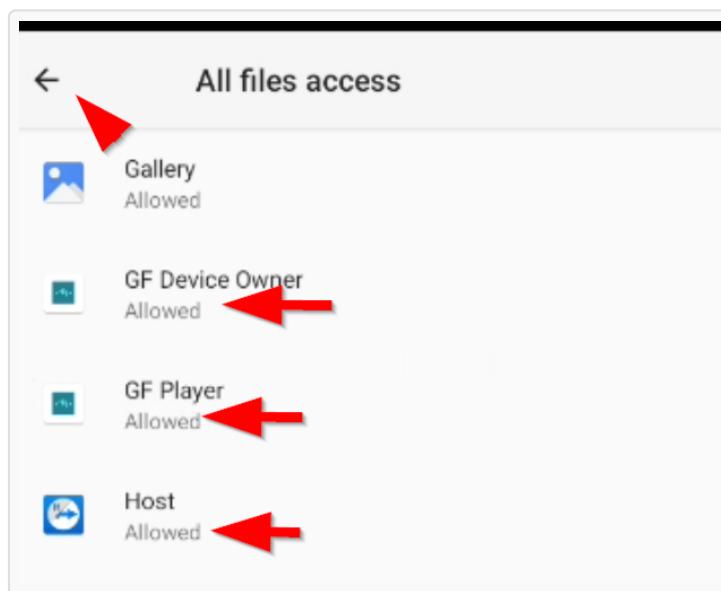


4. Click **GF Device Owner** and turn on **Allow access to manage all files**.



5. Turn on the same setting for **GF Player** and **Host** (if installed).

6. Ensure that **All files access** is set to **Allowed** for these apps.

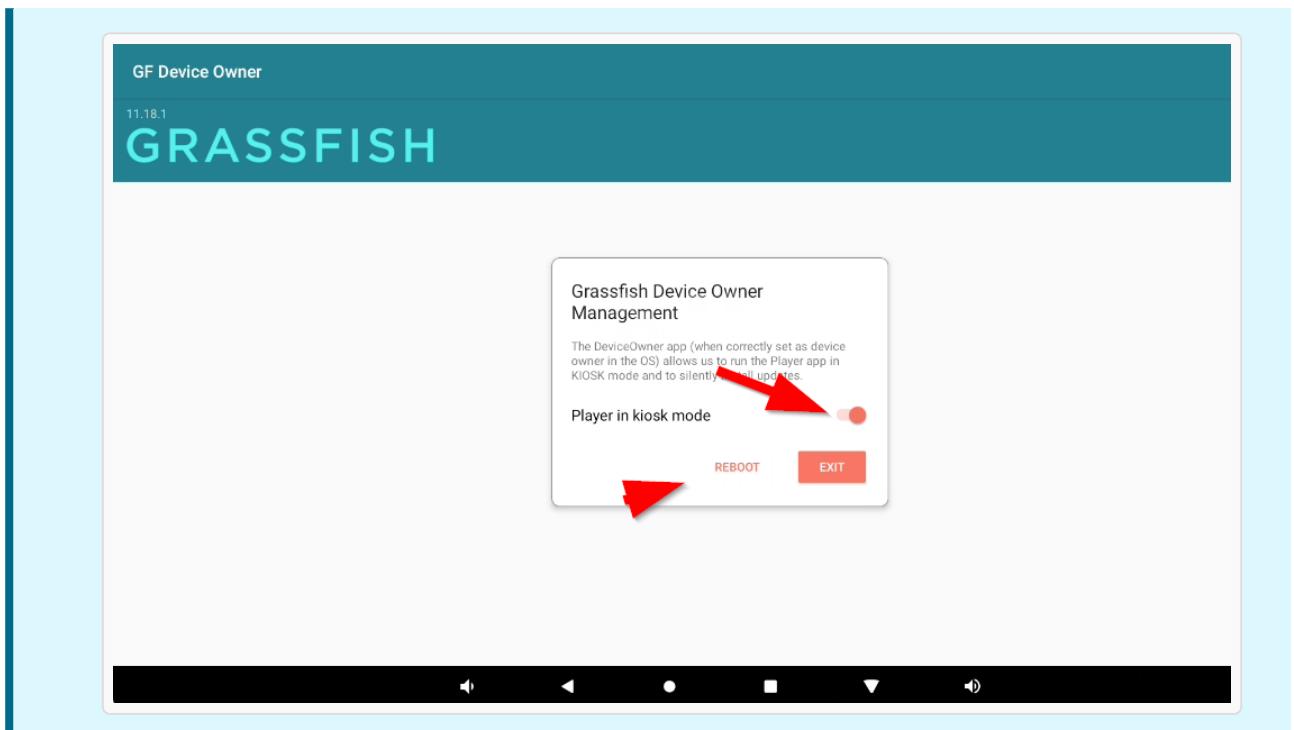


7. Click the back arrow to return to the **Device Owner** app. The system performs an automatic reboot.

Note

If the dialog for file access permissions is not available, the file access permission is already granted.

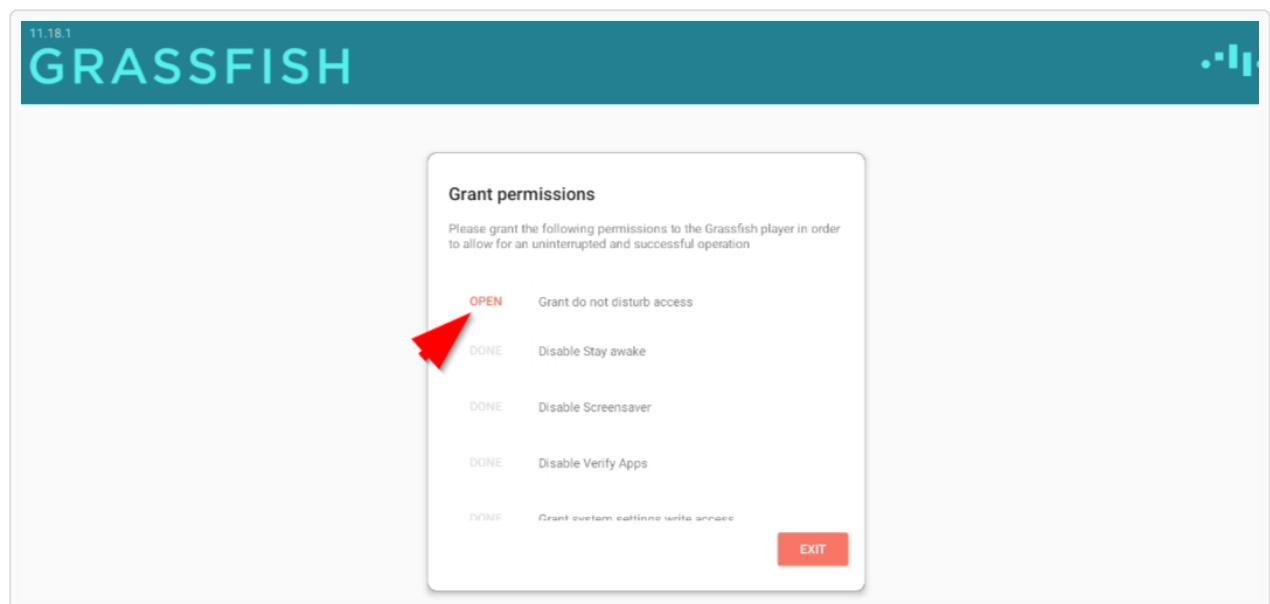
In that case, turn on the setting **Player in kiosk mode** and click **REBOOT**.



Grant permissions

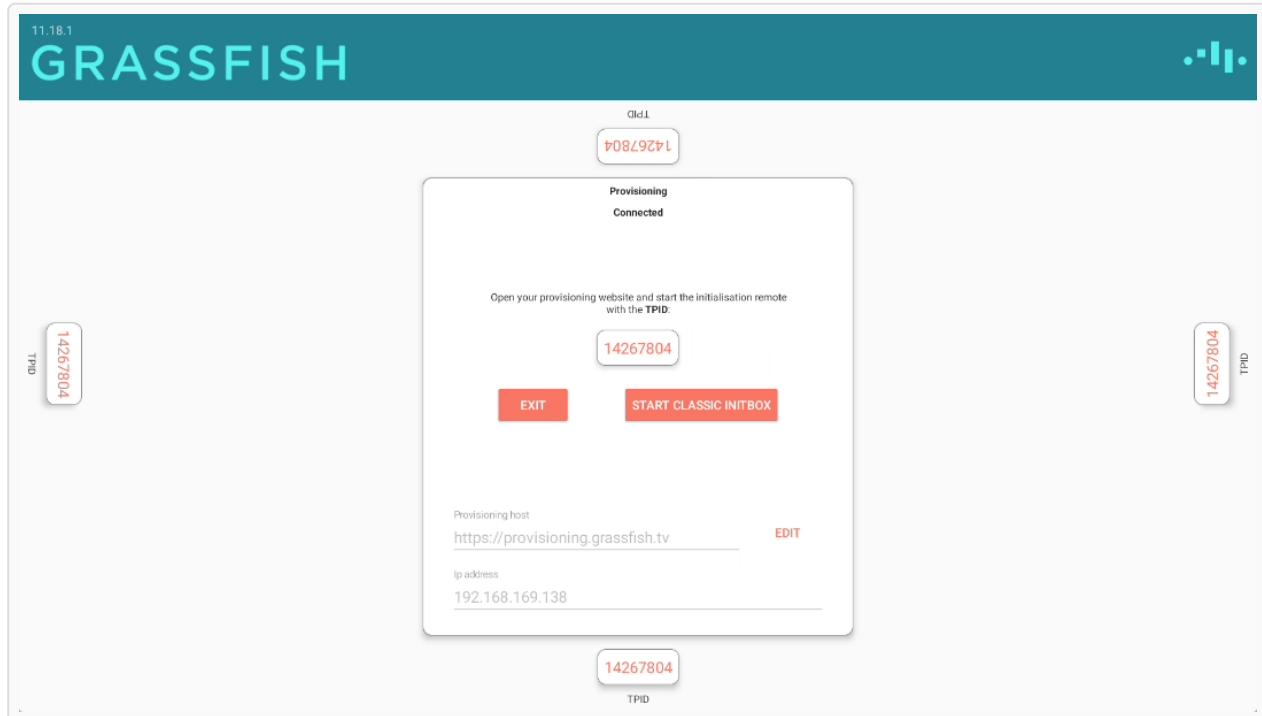
After the reboot, you can grant permissions that may not have been granted yet, based on the firmware of your device. To grant permissions, perform the following steps:

1. Click **Open** next to the permissions that have not been granted.



2. Click **Open** next to the required settings and **Allow**.
3. After each setting, click the back arrow or right-click to return to the **Permissions** page.

4. After all permissions have been granted, the player starts the InitBox.



The installation is now complete.

Connect player and server

URL: <https://docs.grassfish.com/grassfish/docs/connect-player-and-server>

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Note

Before you begin the initialization, ensure that the player has been set up on the server and has a valid license.

There are two ways to connect the player to the IXM server:

- [Use the generic provisioning service](#).
- [Use the classic InitBox](#).

Initialize the player via generic provisioning

Note the following prerequisites:

- You need a PC to open the provisioning service website via: `yourserver.xy/gv2/gf/provisioning/#/`
- Note the TPID from the InitBox to connect to the server and load all pre-configured settings and content.

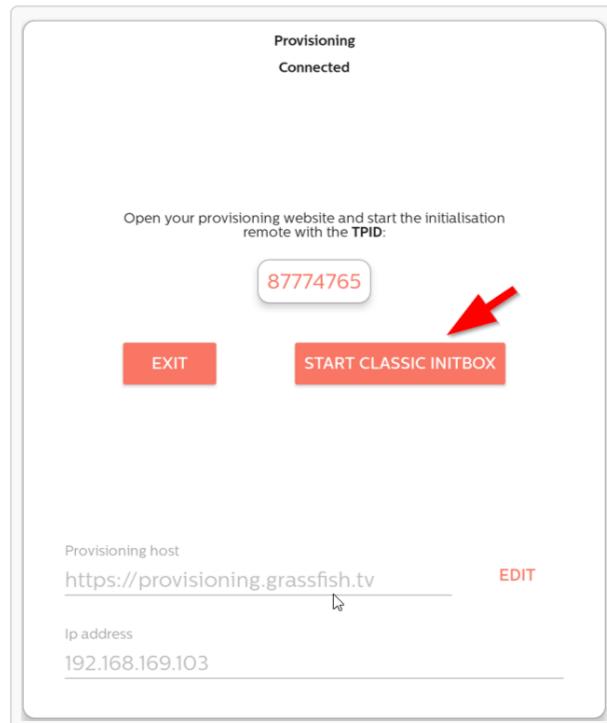
Note

For step-by-step instructions, [click here](#). If generic provisioning is not enabled on your server, please contact support@grassfish.com.

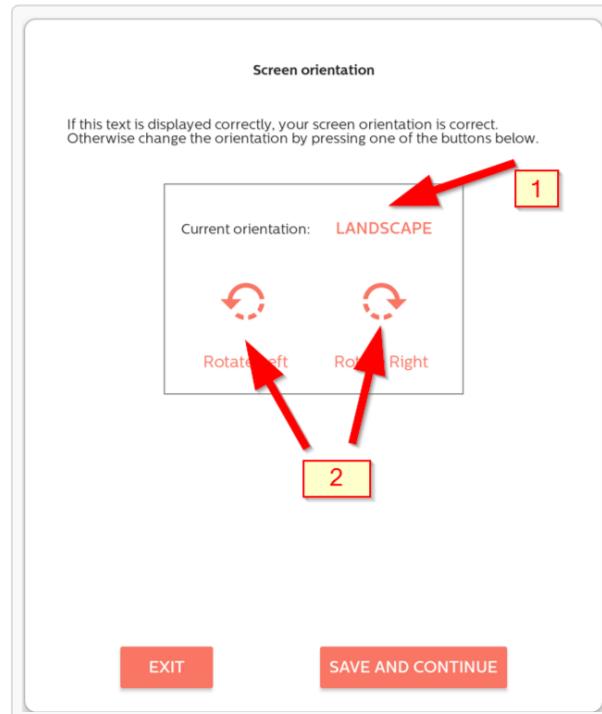
Initialize the player via the classic InitBox

To initialize the player using the InitBox, perform the following steps:

1. Click **Start classic InitBox**.

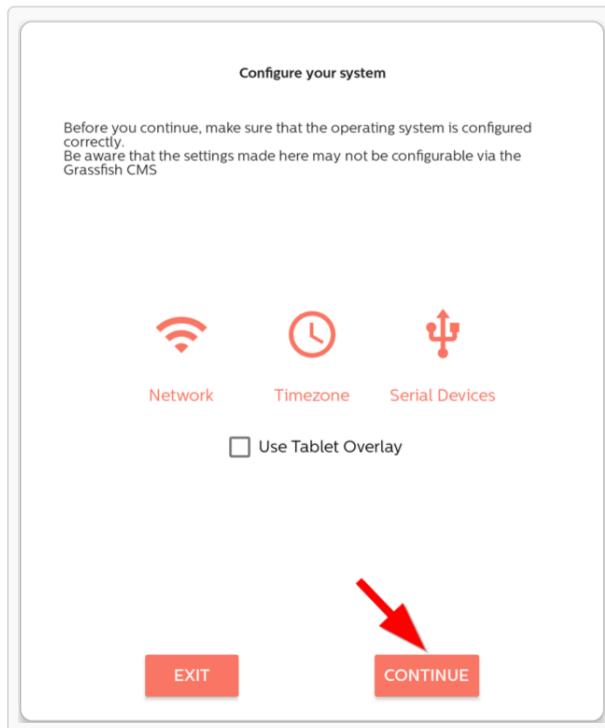


2. Select your screen orientation using the drop-down menu (1) or the arrows (2).



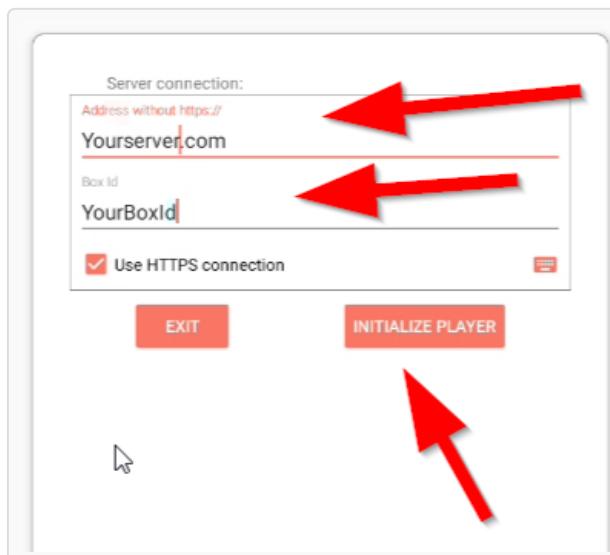
3. Click **Save and continue**.
4. On the **Configure your system** screen, configure your settings and configure a serial device if needed. For more information on the settings, [click here](#).

5. Click **Continue**.



6. Enter your IXM Server URL and Box-ID. Optionally, use the pre-filled one.

7. If your server uses HTTP, Turn off **Use HTTPS connection**.



8. Click **Initialize player**.

The player restarts and downloads content and settings from the server. Once the download is complete, the player begins playing your content.

Note

For more information, see our [articles on how to operate the Android Player](#).

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

HTTP stands for Hypertext Transfer Protocol. This is a standardized protocol for transmitting data between clients and servers on the internet. The client sends an HTTP request to the server using a standard set of methods such as GET to specify the action it wants to perform on a specific resource.

Manage Android settings

URL: <https://docs.grassfish.com/docs/manage-android-settings>

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Note

This article explains how to use the InitBox. For information on how to initialize your player with the provisioning website, [click here](#)

You'll find multiple important settings in the InitBox of your player. To open the InitBox, perform the following steps:

1. Select **F10**.
2. If necessary, enter the daily password and confirm it in the subsequent dialog.

This opens the first window of the InitBox which allows you to check and adjust the screen orientation.

Change screen orientation

In the **Screen orientation** window, you can see which screen orientation is selected and whether the orientation is correct. Note that not all devices support all rotation angles.

Note

For initialized players, you can alternatively change the screen-rotation in the display management of the IXM One.

To change the screen orientation, perform the following steps:

1. Rotate the screen in one of the following ways:
 - Select your screen orientation from the dropdown menu.
 - Click **Rotate Left** or **Rotate Right** to adjust the screen.
2. Once your screen orientation is correct, click **Save** and continue or select the spacebar.

Screen orientation

If this text is displayed correctly, your screen orientation is correct.
Otherwise change the orientation by pressing one of the buttons below.

Current orientation: **LANDSCAPE**

Rotate Left **Rotate Right**

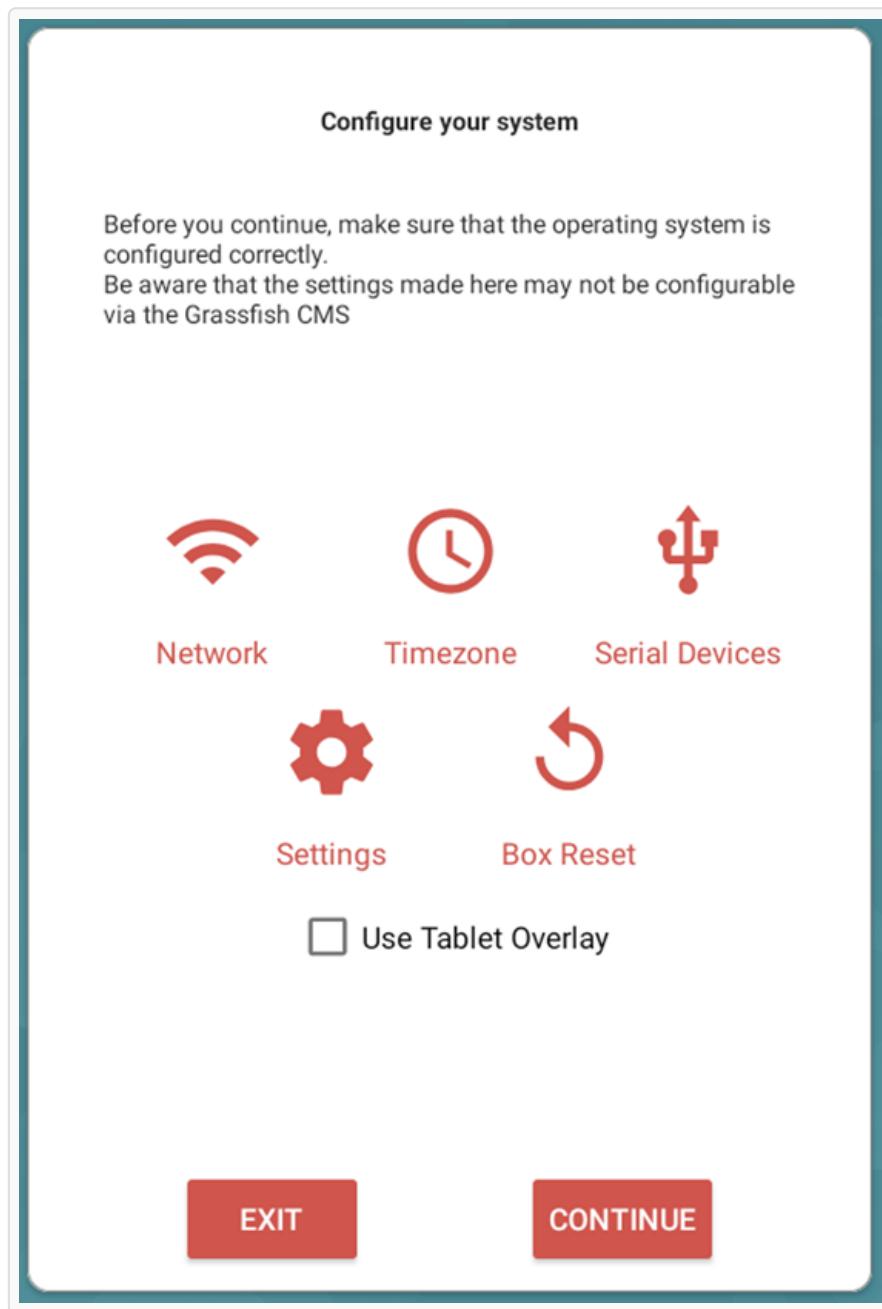
SAVE AND CONTINUE

Configure your system

In the subsequent **Configure your system** window, you'll find shortcuts to the system settings. For example, you can jump to the network settings, time zone settings, or the configuration tool for serial devices.

Note

The system automatically syncs changes that you make in the player system settings with the player configuration in the IXM One.



Reset the player

If you need to, you can reset your player from here. This restarts the initialization of the player.

→ To reset the player, click **Box Reset**.

Configure serial device settings

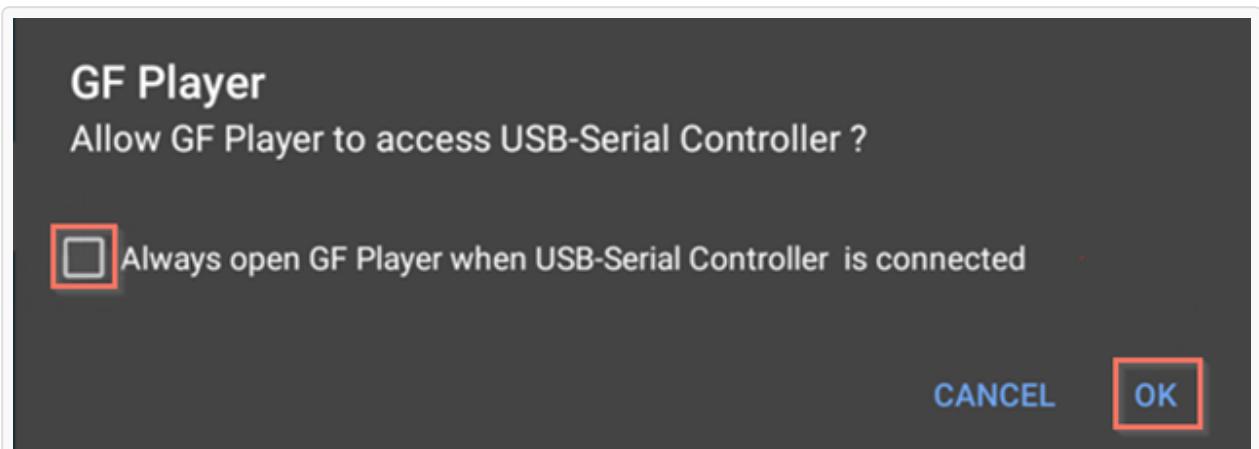
Use the serial device settings to configure supported devices. For example, you can configure RS232 device settings for monitor steering here. To do so, you must perform the following steps:

- Link your device to the screen controller.
- Setup RS232 control in the IXM One.

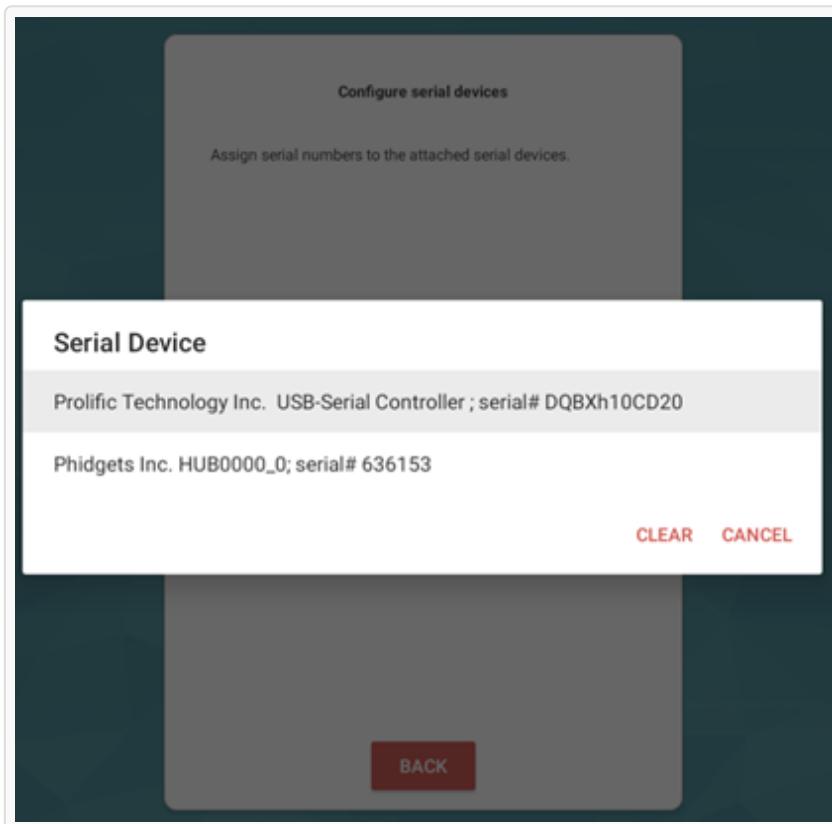
Link your device to the ScreenController

You can control your monitor via an RS232 interface. To do so, you must link the RS232 device, which connects via USB to an RS232 adapter, with the player software's ScreenController. To do so, perform the following steps:

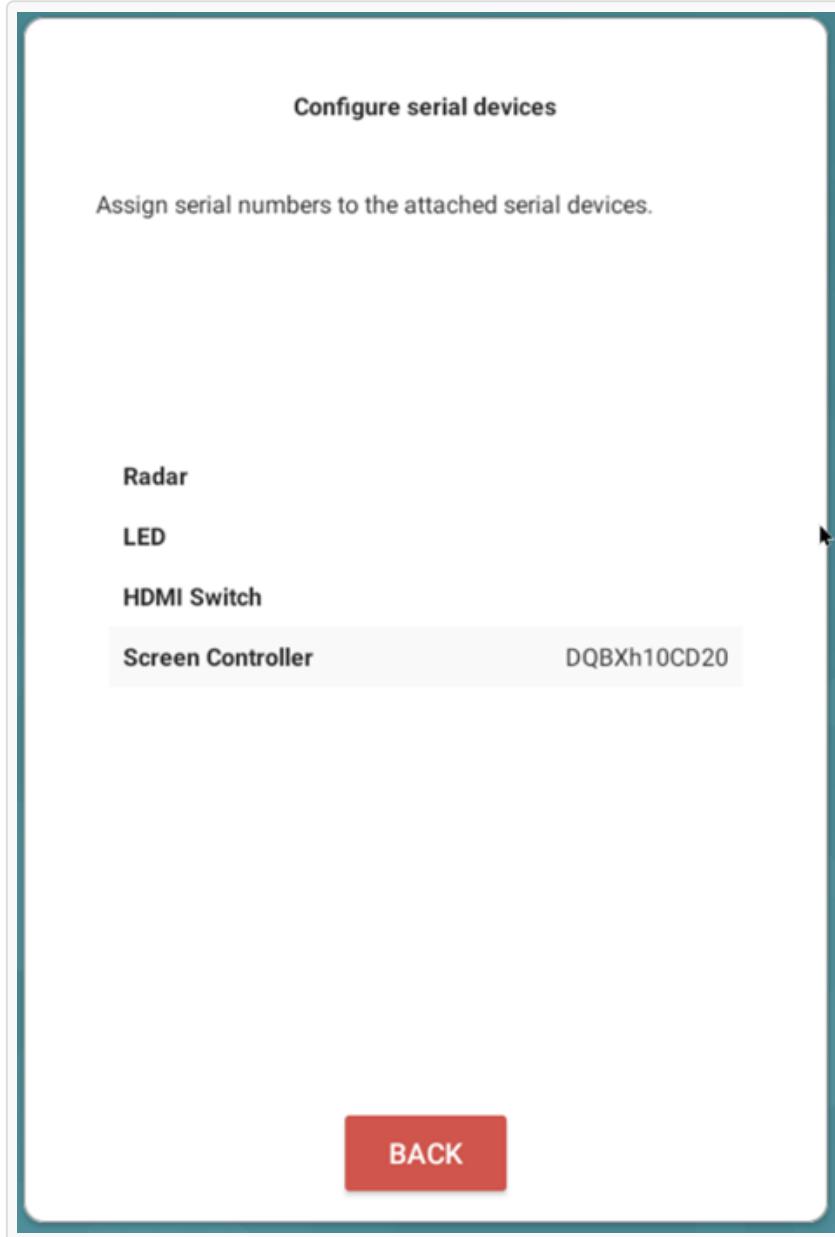
1. In the **Configure your system** window, click **Serial Devices**. You can now see all supported serial devices.
2. Connect your serial device to the player. After a few seconds, the **GF Player** dialog appears.
3. In this dialog, select **Always open GF Player when USB-Serial Controller is connected**.
4. To confirm, click **OK**. This dialog appears twice. Select and confirm both times.



5. In the subsequent window, click **Screen Controller**. You can now see a list of all connected serial adapters. If you only have one adapter for the connected monitor, there's only one list entry.
6. To select the device, click on it.



7. In the subsequent window, click **Back**. This takes you back to the **Configure your system** window.



8. To finish the configuration, click **Continue** or select the spacebar.
9. Once you've configured your settings, you must restart or reboot the player depending on the changes. To do so, click on the screen or select any key.

Setup RS232 control in the IXM One

To control your monitor via RS232, you also need set it up in the IXM One. To do so, perform the following steps:

1. In the IXM One, go to the **Edit player** window.
2. Select the tab **Display 1**.
3. As **Display control**, select **RS232**.
4. From the dropdown menu, select the correct steering scheme for the player.

Edit player

| | | | | | | | | |
|--------------------|--|----------------------|-------------|-------------|-------------|-------------|-------------|-------------|
| General | Display-Name | Front | | | | | | |
| Localisation | Orientation | Controlled by player | | | | | | |
| Categories | Display control | | | | | | | |
| Display 1 | <input type="radio"/> Standard (Player OS) <input type="radio"/> VCP <input checked="" type="radio"/> RS-232 Philips_Lift&Learn HDMI-Switch | | | | | | | |
| Display 2 | Display times | | | | | | | |
| Data sources | <input type="radio"/> Always on <input checked="" type="radio"/> Manual | | | | | | | |
| Changelog | | | | | | | | |
| System information | | | | | | | | |
| Notifications | | | | | | | | |
| Additional data | | | | | | | | |
| | SU | MO | TU | WE | TH | FR | SA | H |
| | Off | 07:30-22:30 | 07:30-22:30 | 07:30-22:30 | 07:30-22:30 | 07:30-22:30 | 07:30-22:30 | 10:00-15:00 |

Tools ▾ New

Save Cancel

Connect Wi-Fi

URL: <https://docs.grassfish.com/docs/connect-wi-fi-hw02200>

Archiviert am: 2025-07-17 18:42:08

This article describes how to connect a HW02200 device to your Wi-Fi network.

Prerequisites

Ensure that you meet the following prerequisites:

- HW02200 connected to power and a monitor
- Keyboard with F keys (We recommend Logitech K400.)

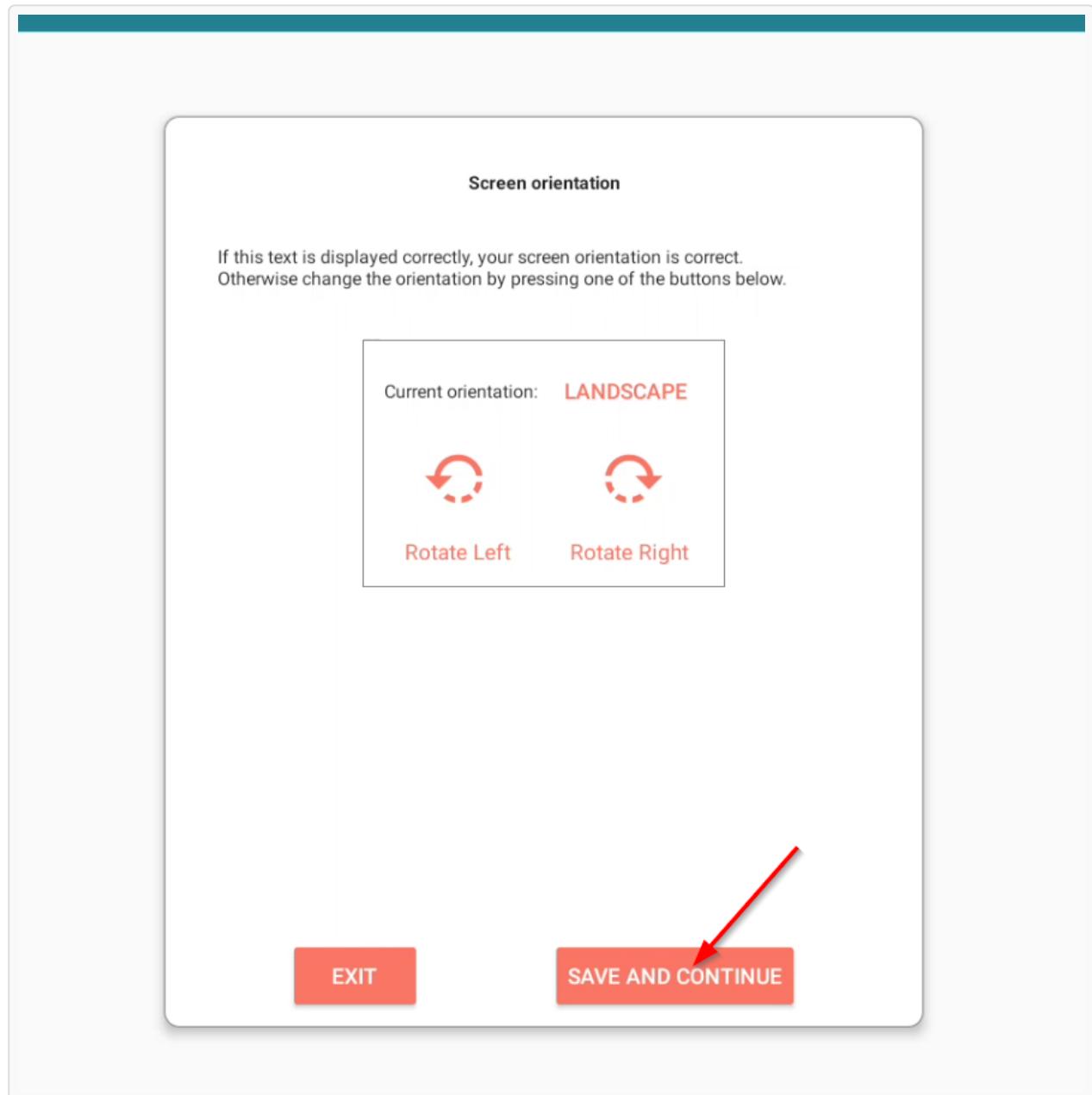
Connect the device to Wi-Fi

To connect the device to Wi-Fi, perform the following steps:

1. Connect the keyboard to one of the device's USB ports.
2. Press **F10** on the keyboard. On Logitech K400, press **FN** and **F10** simultaneously.



3. In the **Screen Orientation** window, click on **SAVE AND CONTINUE**.



4. In the **Configure your system** window, click on **Network**.

Configure your system

Before you continue, make sure that the operating system is configured correctly.
Be aware that the settings made here may not be configurable via the Grassfish CMS



Network

Timezone

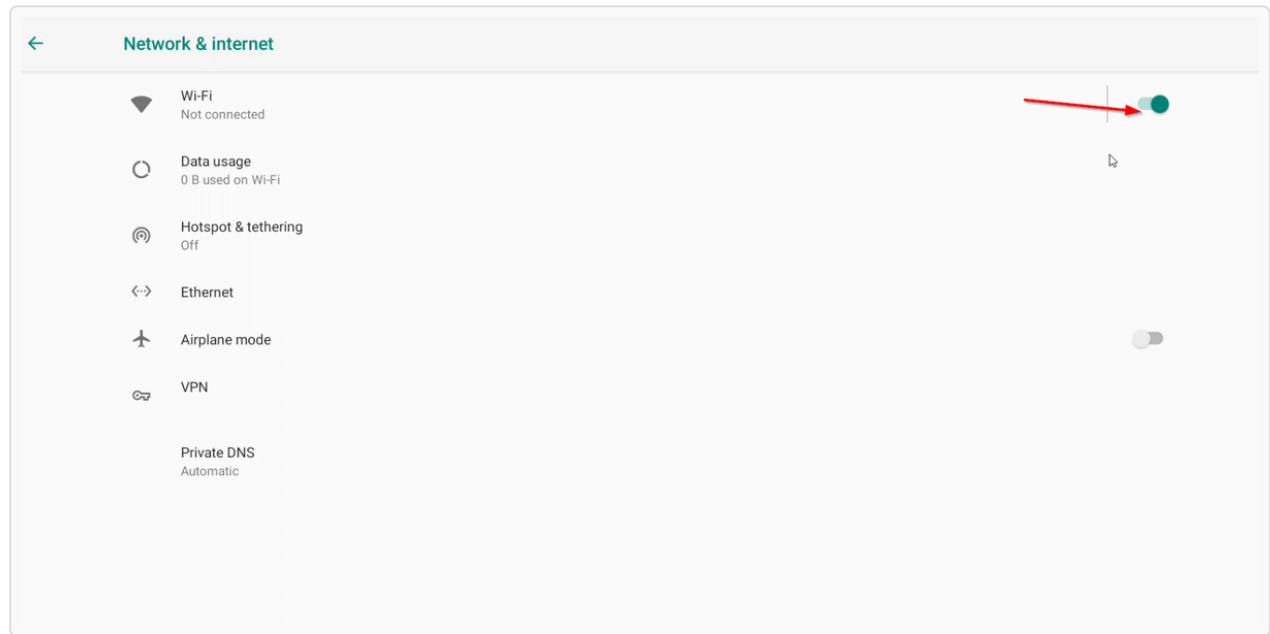
Serial Devices

Use Tablet Overlay

EXIT

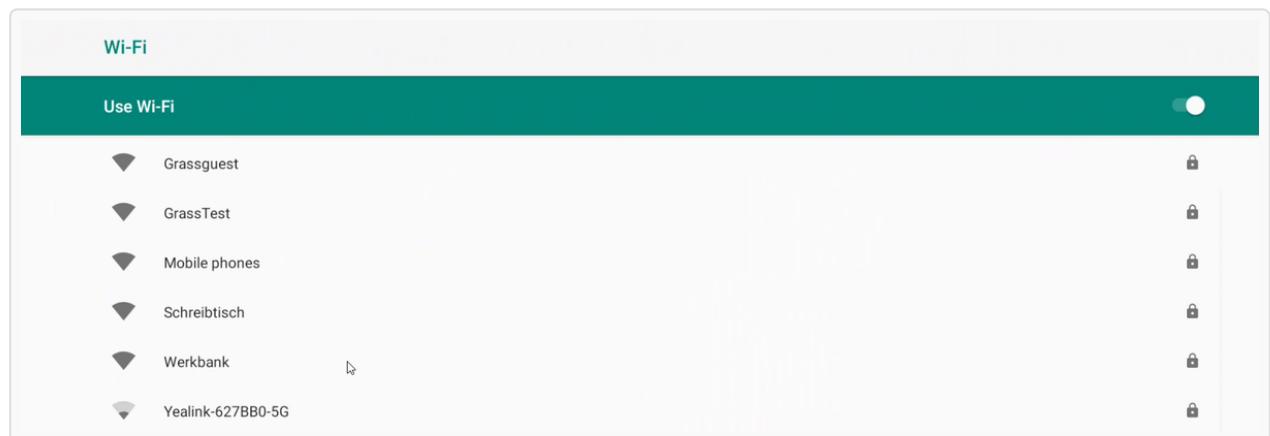
CONTINUE

5. In the **Network & internet** window, enable **Wi-Fi**.

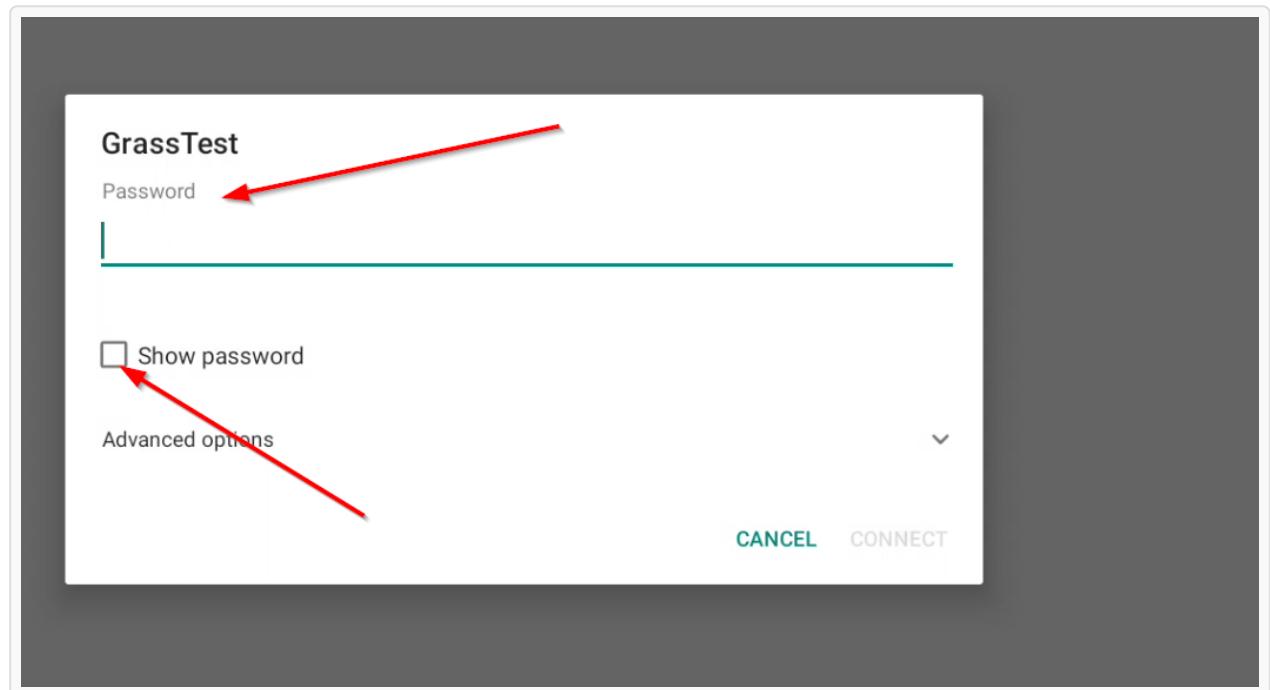


6. Click on **Wi-Fi** to add your Wi-Fi network. Wait while the system searches for your network.

7. Click on your Wi-Fi network.



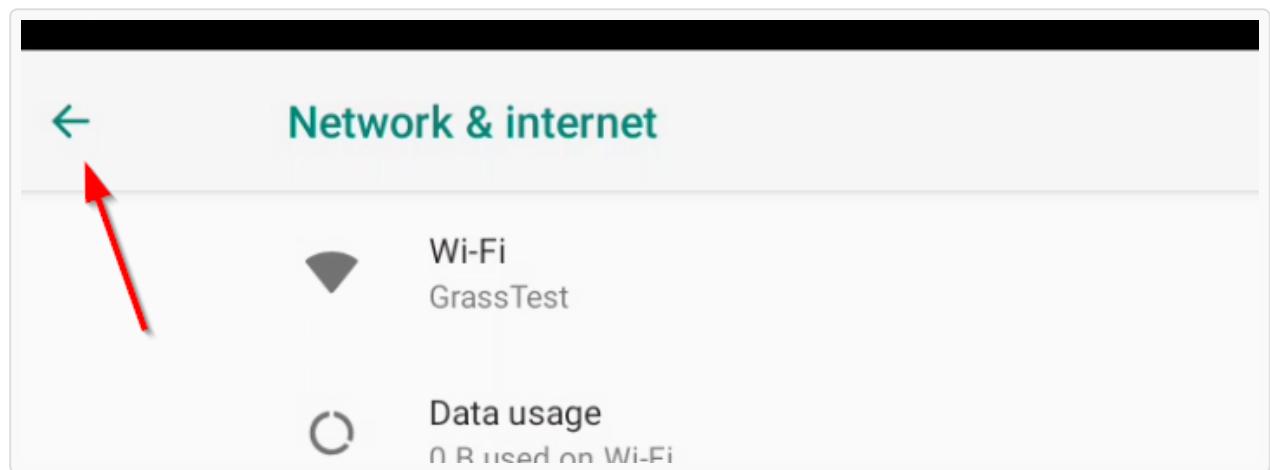
8. Enter your Wi-Fi password. Note that the keyboard setting on the device is set to English by default.



9. Optionally, select **Show password** to check your password.

10. Click on **CONNECT**.

11. Click on the **Back** arrow to return to system configuration. Alternatively, wait five seconds to be redirected automatically.



12. Click on **CONTINUE**.

Configure your system

Before you continue, make sure that the operating system is configured correctly.
Be aware that the settings made here may not be configurable via the Grassfish CMS



Network



Timezone



Serial Devices

Use Tablet Overlay

EXIT

CONTINUE



13. Click in the window or press a key to restart the player.

2021010020 is already initialized
Click here or press a key to restart the Player



The device is now connected to your Wi-Fi network.

Operate Android Player 2.0

URL: <https://docs.grassfish.com/docs/operate-android-player-20>

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:

Exclude logs

URL: <https://docs.grassfish.com/docs/exclude-logs>

Archiviert am: 2025-07-17 18:42:15

Windows and Linux Players write their own logs. Player add-ons also write logs that are added to the player's log. If you want to avoid a high number of log entries, you can exclude add-on logs from the player log.

To do so, perform the following steps:

1. In IXM One, go to the player configuration or the configuration group:

•

For an individual player, go to **Channels > Location**. Double-click on your player and select **Edit** next to **Configuration** in the **Edit player** dialog.

•

For a configuration group, go to **Administration > Player > Configuration groups** and double-click on the configuration group.

2. In the **Edit configuration group** window, ensure that **Display extended modules** is enabled.

3. Under **Modules**, select **InternetReceiver > Logging**.

4. Under **Settings**, select **Exclude add-on logs from player logs**.

5. Click **Save** to save your changes.

Playlist configuration

URL: <https://docs.grassfish.com/docs/playlist-configuration>

Archiviert am: 2025-07-17 18:42:17

:

Disable F keys

URL: <https://docs.grassfish.com/docs/disable-f-keys>

Archiviert am: 2025-07-17 18:42:20

This article describes how to enable or disable the F key functions of physical keyboards. This affects the overlays F2, F3, F8, and the F10 and F12 functions.

System requirements

Ensure that you meet the following system requirements:

- Android Player version 11.8.9-coba or 11.8.7
- Server version 11.8.x or later
- Android Player configurations updated on server and IXM One

Disable F keys

By default, F key functions are enabled in the player settings and in IXM One configuration group. You can, however, disable them.

Configure the player

To disable the F key functions in the player settings, perform the following steps:

1. On your device, go to **Common**.
2. Disable the setting **Enable F-Key Functions**.

The screenshot shows the IXM One administration interface. At the top, there's a navigation bar with a back arrow and a dropdown menu set to 'Common'. Below this is a list of configuration items with checkboxes:

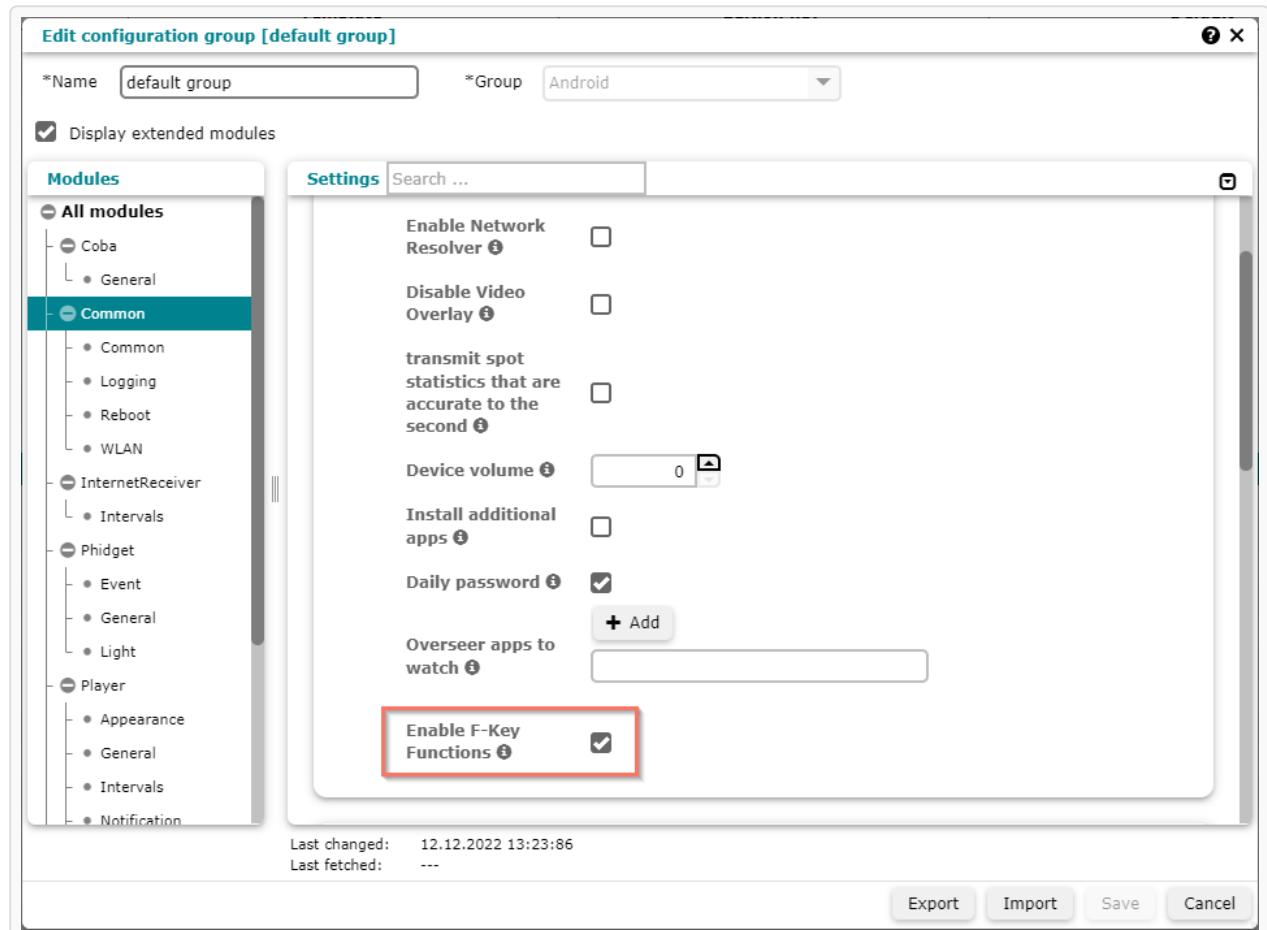
- Advanced spot statistics (unchecked)
- Install additional apps (unchecked)
- Daily password (unchecked)
- Overseer apps
- HDMI Cycle Activated (unchecked)
- Enable Network Resolver (checked)
- Disable Video Overlay (checked)
- Enable F-Key Functions** (checked, highlighted with a red border)

At the bottom left, there's a 'Logging' link.

Configure theIXM One

To disable the F key functions in IXM One, perform the following steps:

1. In IXM One, go to **Administration > Player**.
2. Select the **Configuration groups** tab.
3. In the **Configuration groups** pane, double-click on the configuration group. Alternatively, select the configuration group and click on **Edit**.
4. In the **Modules** pane, select **Common**.
5. Disable the setting **Enable F-Key Functions**.



6. Click **Save** to save your changes.

The settings are synchronized between the player and IXM One.

Restrict spot file upload

URL: <https://docs.grassfish.com/docs/restrict-spot-file-upload>

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You can specify which files can be uploaded as spot files. That means, user can't use other file types for spots in IXM One.

To create a list of allowed file formats, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Go to **common > upload > types > spot > fileTypes > extensions**.
5. Specify the file extensions of file formats that you want to allow as spot files such as **.html.zip**.
6. Save your changes and close the file.

```
"common": {  
  "upload": {  
    "types": {  
      "media": {  
        "maxSize": "1024MB"  
      },  
      "spot": {  
        "fileTypes": {  
          "extensions": [  
            ".mp4",  
            ".html.zip",  
            ".asc.zip"  
          ]  
        }  
      }  
    }  
  }  
}
```

Customize colors, logo, background

URL: <https://docs.grassfish.com/grassfish/docs/customize-colors-logo-background>

Archiviert am: 2025-07-17 18:42:26

You can change the colors, background image, customer logo, and other elements of IXM One to match a custom corporate identity.

Access the configuration files

To adapt the layout to your custom requirements, you must edit the config.json file. To access the file, perform the following steps:

1. Navigate to the configuration files on the server at: \GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: contains the configurations for the entire server, which means for all customers. This also applies to the login area which appears before the user has logged in to IXM One.
 - **000xxx**: contains customer-specific settings. xxx is the customer ID. You can [determine the ID using your browser's developer tools](#). The values specified here override the 00000 folder, except for the login area.
 - If there's no folder yet, create it.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. If the file doesn't exist yet, create it with the following content:

JSON

```
{  
  "common": {  
    "theme": {  
      "colors": {  
        "accent": "#00838F",  
        "accentLightContrastFrom": "300",  
        "background": "#efefef",  
        "backgroundLightContrastFrom": "9999",  
        "button": "#F0F0F0",  
        "buttonLightContrastFrom": "800",  
        "primary": "#ffffff",  
        "primaryLightContrastFrom": "9999",  
        "warn": "#E94944",  
        "warnLightContrastFrom": "400"  
      },  
      "backgroundImage": "../common/assets/images/grassfish_background.jpg",  
      "disableGF": false,  
      "favIcon": "../common/assets/images/favIcon.png",  
    }  
  }  
}
```

```
        "loginHeader": "../common/assets/images/GF_LoginHeader.jpg",
        "logo": {}
    }
}
```

Note

Ensure that your custom config.json file is valid. Otherwise, the system uses the general template file that doesn't contain your modifications.

You can now configure the colors, logo and background in the config.json file. To do this, follow the instructions below. Don't forget to save your changes to the file.

Change primary color and accent color

To change the primary color and accent color of IXM One, perform the following steps:

1. In the config.json file, find the attributes **accent** and **primary**.
2. To specify a new color value for **accent** and **primary**, enter a Hex color code that begins with a pound sign or hashtag (#) followed by six letters and/or numbers.

```
"theme": {
"colors": {
    "accent": "#00838F",
    "accentLightContrastFrom": "300",
    "background": "#efefef",
    "backgroundLightContrastFrom": "9999",
    "button": "#F0F0F0",
    "buttonLightContrastFrom": "800",
    "primary": "#ffffff",
    "primaryLightContrastFrom": "9999",
    "warn": "#E94944",
    "warnLightContrastFrom": "400"
},
}
```

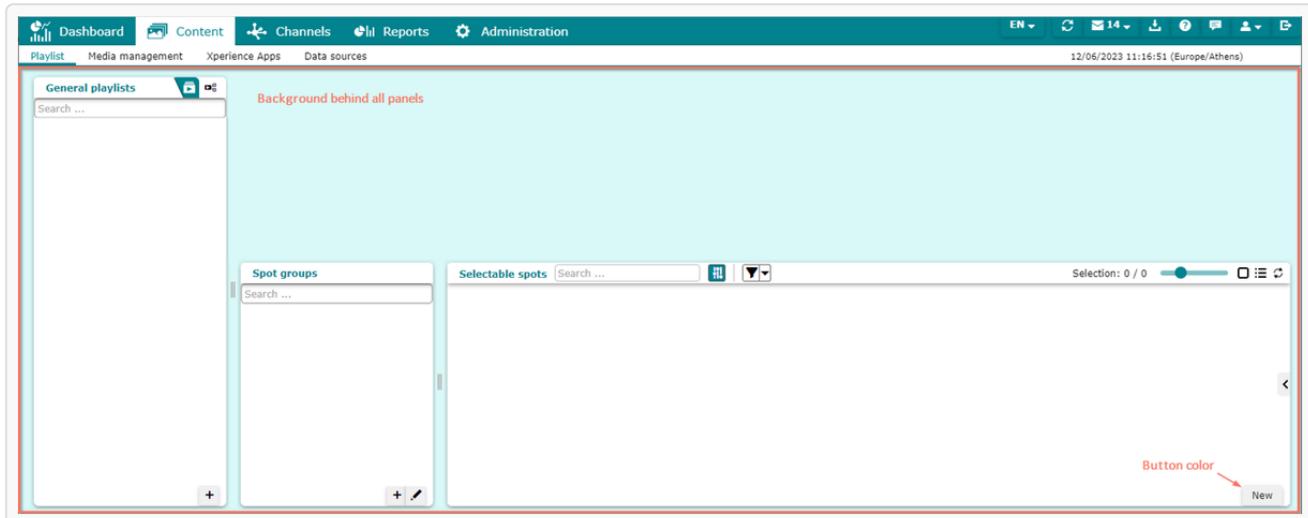
The screenshot shows the IXM One application interface. At the top, there is a navigation bar with links for Dashboard, Content, Channels, Reports, Administration, and a language switch to EN. Below the navigation bar is a search bar labeled "Managing players [Search ...]". The main area contains a table titled "Managing players" with columns for ID, Type, Name, Posta..., Coun..., City, Addr..., Box-ID, Screen L..., Tim..., Inst..., Me..., Da..., Onl..., Dis..., Dis..., Last access, and Cancellation Date. The table lists various player entries, such as Ibiza_12 through Ibiza_28, each with specific details like location and status. A sidebar on the left shows a tree view of locations, with "Spanien" and "Ibiza" selected. At the bottom of the screen, there is a footer bar with the "GRASSFISH" logo.

Change background and buttons

To change the background and button color of IXM One, perform the following steps:

1. In the config.json file, find the attributes **background** and **button**.
2. To specify a new color value for **background** and **button**, enter a Hex color code that begins with a pound sign or hashtag (#) followed by six letters and/or numbers.

```
"theme": {
  "colors": {
    "accent": "#00838F",
    "accentLightContrastFrom": "300",
    "background": "#efefef",
    "backgroundLightContrastFrom": "9999",
    "button": "#F0F0F0",
    "buttonLightContrastFrom": "800",
    "primary": "#ffffff",
    "primaryLightContrastFrom": "9999",
    "warn": "#E94944",
    "warnLightContrastFrom": "400"
  }
},
```



Change the font contrast

IXM One uses each color value in gradations. To maintain the contrast of a color with the font color, you can set a threshold to indicate when the font color should change from black to white.

To do so, perform the following steps:

1. In the config.json file, find the attribute **AccentLightContrastFrom**.
2. To specify a new threshold value for the attribute **AccentLightContrastFrom**, enter a number.

The screenshot shows the IXM One application interface. On the left, there's a sidebar with three main sections: 'Audio Asia' (with a red dot), 'Audio Central/South America' (with a blue dot), and 'Audio Europe' (with a green dot). Below these is a date and time indicator: '23/11/2016 11:11'. To the right of the sidebar is a vertical color palette titled 'Red' at the top. The palette consists of ten horizontal bars of increasing saturation. Each bar has its corresponding value and hex code to its right. The values range from 500 down to 900, and the hex codes range from #F44336 down to #B71C1C.

| | Red |
|-----|---------|
| 500 | #F44336 |
| 50 | #FFEBEE |
| 100 | #FFCDD2 |
| 200 | #EF9A9A |
| 300 | #E57373 |
| 400 | #EF5350 |
| 500 | #F44336 |
| 600 | #E53935 |
| 700 | #D32F2F |
| 800 | #C62828 |
| 900 | #B71C1C |

Change the background image

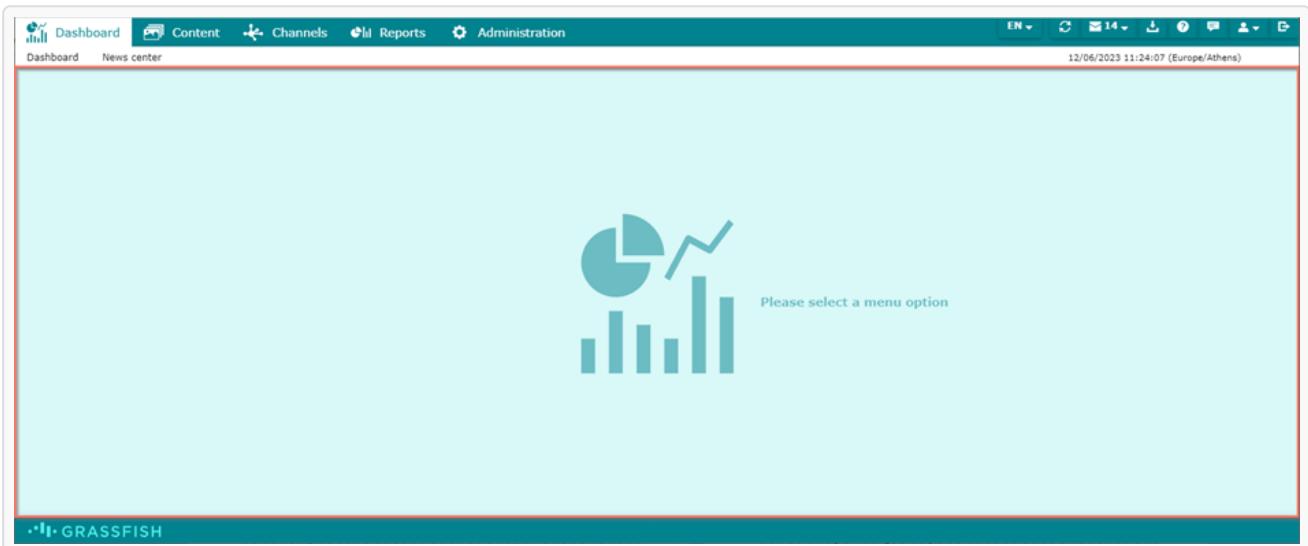
Note

Use a 1920x1080 pixels SVG, JPG, or PNG image. If you don't want a background image, enter empty quotation marks ("").

To change the background image of IXM One, perform the following steps:

1. In the config.json file, find the attribute **backgroundImage**.
2. To specify a new value for **backgroundImage**, enter the file path where you saved your image.

```
"theme": {
"backgroundImage": "../Path_to_image/background.jpg"
}
```



Change the favicon

Note

Use a 16x16 pixels SVG, JPG, or PNG image.

To change the favicon which appears in the browser tab, perform the following steps:

1. In the config.json file, find the attribute **favicon**.
2. To specify a new value for **favicon**, enter the file path where you saved your image.

```
"theme": {  
  "favicon": "../Path_to_image/favicon.ico"  
}
```

Change the login header

Note

Use a 496 × 110 pixels SVG, JPG, or PNG image.

To change the login header at the top of IXM One login window, perform the following steps:

1. In the config.json file, find the attribute **loginHeader**.
2. To specify a new value for **loginHeader**, enter the file path where you saved your image.

```
"theme": {  
  "loginHeader": "../Path_to_image/favicon.jpg"  
}
```



Add a custom logo

Note

Use a SVG, JPG, or PNG image. The maximum height is 34 pixels.

To add a custom logo to IXM One, perform the following steps:

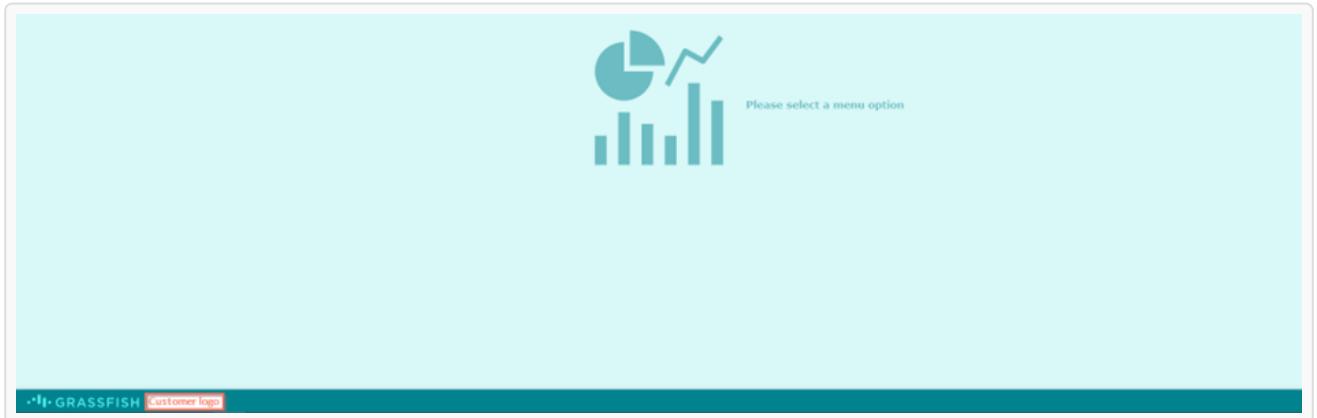
1. In the config.json file, find the attribute **logo**.
2. To specify a new value for **logo**, enter the file path where you saved your image.
3. Optionally, specify the display properties:
 - **height**: specify the height of the logo in percent.
 - **paddingBottom**: specify the padding at the bottom of the logo in pixel.
 - **paddingLeft**: specify the padding on the left side of the logo in pixel.
 - **paddingRight**: specify the padding on the right side of the logo in pixel.
 - **paddingTop**: specify the padding at the top of the logo in pixel.
 - **width**: specify the width of the logo in percent.

```
"theme": {  
    "logo": {
```

```

        "height": "100%",
        "paddingBottom": "",
        "paddingLeft": "5px",
        "paddingRight": "",
        "paddingTop": "2px",
        "path": "../Path_to_image/favicon.jpg"
        "width": "100%"
    }
}

```



Determine the customer ID

You can determine the customer ID with the help of your browser. The instructions below are for the following browsers:

- Google Chrome
- Mozilla Firefox

Get customer ID in Google Chrome

To determine the customer ID in Google Chrome, perform the following steps:

1. Go to the URL of your IXM One.
2. Open the Chrome Menu in the upper right corner of the browser window and select **More Tools > Developer Tools**.
3. Open the **Network** tab.
4. Log-in to IXM One with application, username, and password.
5. After the page has loaded correctly, look for the entry **login** in the developer tools.
6. Select the entry **login**.
7. Check the CustomerID in the **Preview** tab on the right side.

The screenshot shows the Network tab in the Chrome DevTools. A POST request to 'login' is selected. In the 'Preview' tab of the response pane, the JSON payload is shown, including the key 'CustomerID' with the value '27'.

Get customer ID in Firefox

To determine the customer ID in Mozilla Firefox, perform the following steps:

1. Go to the URL of your IXM One.
2. Open the Firefox menu and select **Tools > Web Developer > Web Developer Tools**.
3. In the developer tools, switch to the **Network** tab.
4. Log-in to IXM One with application, username, and password.
5. After the page has loaded correctly, look for the entry **login** in the developer tools.
6. Select the entry **login**.
7. Check the CustomerID in the **Response** tab on the right side.

The screenshot shows the Network tab in the Firefox Developer Tools. A POST request to 'login' is selected. In the 'Response' tab of the details pane, the JSON payload is shown, including the key 'CustomerID' with the value '1'.

Set the time zone

URL: <https://docs.grassfish.com/docs/set-the-time-zone>

Archiviert am: 2025-07-17 18:42:30

You can enable time zones and set a default time zone for IXM One.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **defaultTimeZone** to your desired time zone. For example, enter "**Europe/Vienna**" or "**America/New_York**".
5. Set **enableTimeZones** to **true**.
6. Save your changes and close the file.

```
"common": {  
    "defaultTimeZone": "Europe/Vienna",  
    "enableTimeZones": true  
}
```

Best practices for developers

URL: <https://docs.grassfish.com/docs/best-practices-spot-development>

Archiviert am: 2025-07-17 18:42:32

In this article, you'll gain an understanding of the key requirements and best practices when working with HTML spots.

By keeping these recommendations in mind during the development process, you can ensure that your HTML Basic and HTML Wizard spots are properly optimized for performance, display, and compatibility with target hardware and browsers.

Check resolution and color

When creating HTML Basic and HTML Wizard spots, it's essential to design them according to the resolution in which they will be displayed. This ensures optimal performance and user experience across different devices and platforms.

1:1 playback for media

Ensure that media is designed for 1:1 playback. This is especially important for HTML Basic spots, as they are not automatically scaled by the player. Any content that exceeds the designated resolution will be truncated, leading to display issues. To avoid this, make sure that media elements are optimized for the desired resolution.

Background color consistency

The background color of the website should match the background color of the playlist in the player to avoid flickering. A mismatch in background colors can lead to visual issues during transitions or content loading.

Test your HTML spots

Testing is an important part of spot development to make sure that your spots look and work as desired.

Target device tests

We recommend to test each HTML spot directly on the target device to ensure it displays correctly. This helps identify and resolve any device-specific issues before deployment. Testing on the actual hardware is critical to ensure the correct resolution, media quality, and performance.

Consider player performance and stability

It's important to consider the performance and stability of your player(s) when developing HTML spots.

Performance considerations

- Your HTML spots should be optimized for performance, particularly in relation to memory management. Note that poorly programmed HTML spots can negatively impact the stability of the player. The performance of your player depends on the device's hardware and performance issues can vary across devices.

- To maintain a stable and smooth user experience, be mindful of the impact that HTML spots have on memory usage, CPU load, and other system resources.

Choose media and animations

Media and animations are an integral part of most HTML spots. However, consider the following points when choosing media and animations.

Media formats

- Videos: we recommend using MP4 format with H.264 encoding for video content. This format ensures broad compatibility and efficient playback across various devices and browsers.
- Images: we support PNG and JPG. Both formats are widely supported and offer good quality with optimized file sizes for web use.

Hardware and browser considerations

Consider the hardware and browser that the player uses when choosing media and animations. More complex media or animations may cause performance issues, so it's essential to test your HTML spots on the target hardware and browser. Early testing also helps identify and mitigate performance issues before they affect the user experience.

Animation optimization

While animations can enhance the user experience, we recommend to implement them carefully to avoid excessive resource consumption. Use lightweight animation techniques and consider the performance limitations of the player hardware and browser.

Choose data formats

Note that data files are not uploaded as spots in IXM One and must be stored on the server as external data files. Ensure that the data files are properly linked to the HTML spots for correct functionality.

JSON and XML

We recommend using JSON or XML formats. These formats are well-suited for structured data and widely supported across platforms.

Consider the browser

The browser on both Windows and Linux players is Chromium Embedded Framework (CEF). It's crucial to optimize your website for compatibility with CEF and test it there.

HTML Wizard Spots

URL: <https://docs.grassfish.com/docs/en/html-wizard-spots>

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The HTML Wizard allows you to configure HTML spots in IXM One. You can upload an HTML Wizard spot into IXM One as a ZIP file with the file extension **.asc.zip**. ASC stands for Advanced Spot Configurator.

This ZIP file must contain the following files at the top level:

- **index.html**: is the entry point into the HTML Wizard spot. Other resources can be accessed relatively, as is common in websites.
- **ascData.json**: contains all editable elements of this spot.
- **gfWizardBase.js**: instantiate this file in the root scope of the spot. You can also store this file in a sub-directory if you prefer.

Note

Without the index.html and the ascData.json file, the spot can't play correctly.

Use JavaScript libraries

With every server update, we deliver the relevant JavaScript libraries. For the best possible compatibility, we recommend downloading the libraries directly from the customer server.

gfSpotBase: <http://domain/gv2/gf/GFWebHtml/lib/gfSpotBase/src/gfSpotBase.js>

gfWizardBase: <http://domain/gv2/gf/GFWebHtml/lib/gfWizardBase/src/gfWizardBase.js>

gfUdcConnector: <http://domain/gv2/gf/GFWebHtml/lib/gfUdcConnector/src/gfUdcConnector.js>

ascInterface: <http://domain/gv2/gf/GFWebHtml/asc/ascInterface/ascInterface.html>

Install Structured Importer

URL: <https://docs.grassfish.com/docs/install-structured-importer>

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Use the Structured Importer UDC plugin to import spots and media to IXM One. Upon import, the system automatically creates spot and media groups for the imported files. In addition, you can configure import options such as automatically adding spots to playlists, or clearing spot groups and playlists before importing new content.

Prerequisites

Consider the following prerequisites before you use the Structured Importer:

- You must have a base directory for importing. For example, a folder on the IXM Server.
- You can only import to existing playlists in IXM One. They're not created during the import.
- You must create a JSON configuration file to configure import settings.

Install the plugin

Note

We recommend using the latest versions of importers and spots so that you can take advantage of the latest fixes and features.

To install the Structured Importer UDC plugin, perform the following steps:

1. Stop the UDC service.
2. Open the release folder and go to `Server.zip\Plugins\Udc\StructuredImporter`.
3. Copy all files from there into the folder `UDCService/plugins` on the server. If the **plugins** folder doesn't exist, create it.
4. Start the UDC service.

Configure the data import

You must create a configuration file that contains settings for the importer. This allows you to specify how and where files are imported.

Save the config file anywhere on the server where the server services have access to.

There are two import options with different requirements. Basically, the server makes the difference. You can upload files either to the IXM Server or via an FTP server.

Upload files to the IXM Server

To upload files to the IXM Server, you must create a folder structure below the base directory that matches the spot groups, media groups, and playlists in IXM One.

Putting a spot or media file in one of these folders, uploads it to the corresponding group and playlist in IXM One.



Import via an FTP server

To import via an FTP server, you must create a folder structure below the base directory on an FTP server and store the files there.

The files are transferred to the server and all sub-folders are automatically adopted. You don't need to create them manually on the server.



Configure upload to spot and media groups

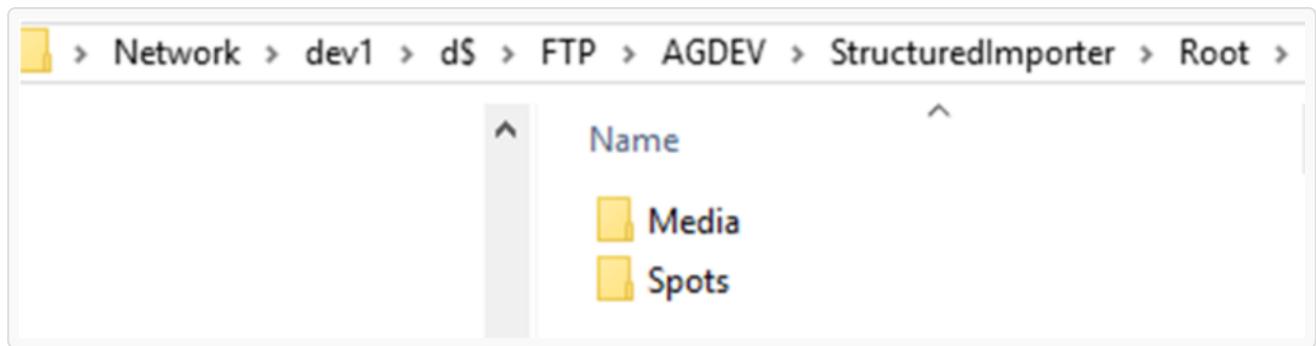
Configure the upload of files to spot and media groups either via the IXM Server or an FTP server depending on your setup.

IXM Server

If you import a spot or media file via the IXM Server, it's imported to the corresponding spot or media group in IXM One.

To make this possible, create the following folder structure on the server:

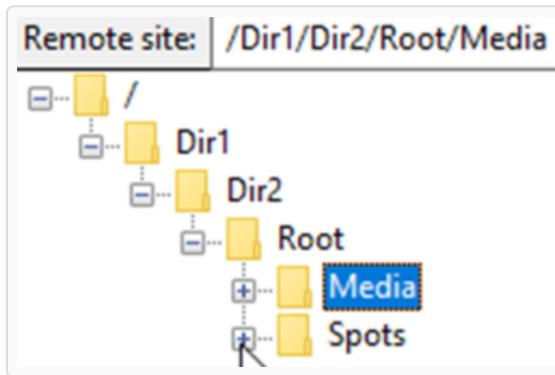
- Media groups: path to root\Media
- Spot groups: path to root\Spots



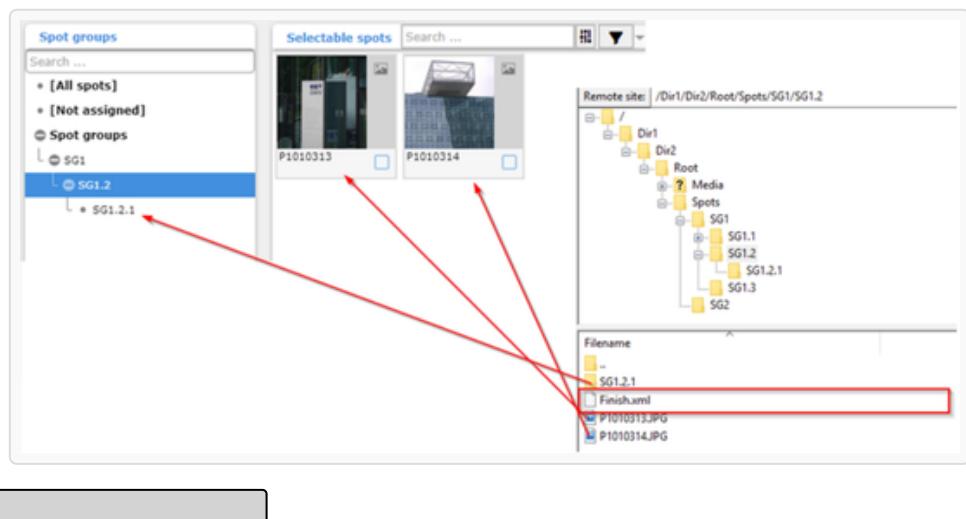
FTP server

If you deposit a spot or media file in a folder on the FTP server, it's automatically copied to the base directory on the IXM Server and imported to the corresponding spot or media group in IXM One.

To make this possible, create the following folder structure on the FTP server:



The folder structure on the IXM Server is created automatically.



Configure upload to playlists

You can import spots directly to your general playlists. This applies to both the IXM Server and FTP servers.

Note

Please note the following limitations:

- The import doesn't create playlists. Create the playlists in IXM One beforehand.
- You can only import to general playlists, screen playlists are not supported.

To upload spots to playlists, create a sub-folder within a spot group folder with the name of an existing playlist in square brackets.

Create the following folder structure: path to root\spots\spot group hierarchy\[name of playlist]

Upload to playlists with a start date

You can also create a playlist version with a start date when importing spots. To do so, create a sub-folder in the playlist folder with the date and time.

Create the following folder structure: path to root\spots\spot group hierarchy\[{name of playlist}]\YYYYMMDDhhmmss

Create the configuration file

To enable the import from any server, you must create a JSON configuration file called configuration.json with the following entries:

| Entry | Description |
|---------------|--|
| ApiKey | Provide your API key. You can create API keys for users in IXM One. The API key user is the creator of imported spots or media. |
| ImportType | Specify the import type with one of the following entries: <ul style="list-style-type: none">• Local: the files are imported directly from a folder to the server (base directory).• FTP: the files are copied from an FTP server to a folder on the server and imported. |
| BaseDirectory | Provide the path to the folder that contains the spots. |
| SpotDuration | Specify the duration for spots whose duration information is not available, such as images, PDF files, or HTML basic |
| Ftp | If you use an FTP server, specify the following details: <ul style="list-style-type: none">• Host: provide the name of the FTP host.• User: provide the name of the FTP user.• Password: provide the FTP password.• SourceFtpDirectory: provide the path to the root directory on the FTP server. |

Example configuration.json file:

```
{  
  "ApiKey": "3D1E08CBD56FE3668BE3C4148EBBC9*****",  
  "ImportType": "Ftp",  
  "BaseDirectory": "\\\\qa11\\data\\\\StructuredImporter\\\\FtpImport",  
  "SpotDuration": 13,  
  "Ftp": {  
    "Host": "support.grassfish.tv",  
    "User": "*****",  
    "Password": "*****",  
    "SourceFtpDirectory": "/Dir1/Dir2/Root"  
  }  
}
```

If paths contain backslashes, you must mask them with escape sequences ('\\'). Network drives require four backslashes at the beginning ('\\\\\\\\').

Prepare the data import

Before you set up the data importer, note that there are two different types of import. You must select the import type when you [set up the data importer in IXM One](#). However, you might have to prepare your import type in advance.

You can use the default import or full import.

Default import

The default import allows you to specify import options via an XML file.

That means, you must create a file called Finish.xml and store it in the base directory. That is a FTP or local folder on the server.

The importer immediately starts synchronizing when it finds the XML file in that folder.

To create the XML file, use the following structure:

```
<?xml version="1.0"?>
<FinishFile xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <ClearSpotGroups>true</ClearSpotGroups>
  <TruncateEmptyPlaylists>true</TruncateEmptyPlaylists>
  <ClearPlaylistIfExists>true</ClearPlaylistIfExists>
</FinishFile>
```

Configure the following import options in the file:

ClearSpotGroups

- Set to **true** to delete existing spots from spot groups before importing new spots.
- Set to **false** to add new spots to existing spots.

TruncateEmptyPlaylists

- Set to **true** to delete existing spot instances from playlists if the imported playlist folder is empty.
- Set to **false** to ignore empty folder structures.

ClearPlaylistIfExists

- Set to **true** to delete all spot instances from playlists before the import.
- Set to **false** to add new spot instances to existing spot instances.

Full import

The full import follows standard import settings, which can't be changed. You don't need to create an XML file.

During the import, the following happens:

- If a spot group contains a spot that doesn't exist in the imported directory, it's removed from all playlists and spot groups.
- If an existing spot has changed, it's replaced with the new file. Spots that are not associated with any import folders are not affected.
- All spots from playlists that are affected by the import are removed before new spots are imported. The spot instances are assigned to the playlist and sorted alphabetically.



Configure spot time control

Optionally, you can specify the validity of imported spots. To do so, you must create a JSON file with time control settings for each spot and place it in the playlist folder.

Create a file with the name **[Spotname].json** and the following entries:

| Entry | Description |
|-----------|--|
| ValidFrom | Specify the date and time from which the spot is valid. |
| ValidTo | Specify the date and time until which the spot is valid. |
| Weekdays | Specify the weekdays (MO, TU, WE, TH, FR, SA, SO) and holidays on which the spot is valid. |
| DailyFrom | Specify the time of day from which the spot is valid. |
| DailyTo | Specify the time of day until which the spot is valid. |
| Loops | Specify the iterations in which the spot is valid. |

Example spotname.json file:

```
{  
  "ValidFrom": "2020-05-10T11:59:10",  
  "ValidTo": "2020-07-27T04:15:46",  
  "Weekdays": {  
    "Monday": false,  
    "Tuesday": false,  
    "Wednesday": false,  
    "Thursday": false,  
    "Friday": true,  
    "Saturday": false,  
    "Sunday": false  
  }  
}
```

```
        "Saturday": true,  
        "Sunday": false,  
        "Holiday": true  
    },  
    "DailyFrom": "05:00",  
    "DailyTo": "21:30",  
    "Loops": {  
        "One": false,  
        "Two": true,  
        "Three": false,  
        "Four": true,  
        "Five": false,  
        "Six": false  
    }  
}
```

Set up the data importer

To set up the data importer in IXM One, perform the following steps:

1. Go to **Administration > Content > Data importer > New**.
2. In the **Create data importer** dialog, select the Structured Importer as **Data importer**.
3. Enter a **Designation**. You'll use the designation when you select the data source of the spot.
4. Enter a **Display name**. The display name is the name of the data source in the system.
5. Switch to the **Feeds** tab and select one of the following **Feed definitions**:
 - [Default import](#)
 - [Full import](#)
6. As **Path**, enter the path to your [config.json file](#).
7. Specify all other settings as required.
8. Click **Save** to save the data importer.

Start the data importer

To finish the installation, you must start the data import in IXM One. To do so, perform the following steps:

1. In IXM One, go to **Administration > Content > Data importer**.
2. Select the data importer that you want to start.
3. In the lower-right corner, select **Tools > Start import**.
4. Optionally, select **Display data** to display the imported data. Click **OK** to close the window.

Install Android Player software

URL: <https://docs.grassfish.com/docs/installation>

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To install the Grassfish Android Player software, you have to access and run a batch file from the installation package.

Prerequisites

Before you install the Grassfish software, note that the batch file executes the following commands:

```
adb devices → lists the serial no. of the connected device or IP address if wireless ADB is used.  
timeout 1  
adb shell settings put global package_verifier_enable 0 → disables the Google verifier  
timeout 1  
adb install -r TV-Host15.65.712.apk → installs the TemViewer Host APK  
timeout 1  
adb install -r Teamviewer_universal_add_on.apk → installs the add-on for TeamViewer  
timeout 1  
adb install -r player_11.18.1-release.apk → installs the Grassfish Player APK  
timeout 1  
adb install -r do_11.18.1-release.apk → installs the Grassfish device owner APK  
timeout 1  
adb install -r -d android-system-webview-130-0-6723-58.apk → installs the correct WebView APK  
timeout 1  
adb shell settings put global package_verifier_enable 0 → disables the Google verifier (second time)  
timeout 1  
adb shell appops set com.grassfish.player PROJECT_MEDIA allow → sets permission to take screenshots  
timeout 1  
adb shell settings put global GF_PROJECT_MEDIA_ALLOWED 1 → sets permission to take screenshots  
timeout 1
```

```
adb shell dpm set-device-owner com.grassfish.deviceowner/.receivers.DeviceOwnerReceiver → defines the Grass  
pause
```

Note

TeamViewer apps are optional. If you don't want to install them, delete the respective lines from the batch file before running it.

Install Grassfish software

To install the Grassfish software, perform the following steps:

1. Navigate to the unzipped installation package.
2. Double-click the file **Install_gf_Tools_from_Android_[version]-on.bat** to start the installation.
3. Check the installation log and make sure that all installations complete successfully and no errors are logged.

```
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb devices
List of devices attached
192.168.169.138:5555      device   
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb shell settings put global package_verifier_enable 0  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>Timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb install -r TV-Host15.65.712.apk
Performing Streamed Install
Success   
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb install -r Teamviewer_universal_add_on.apk
Performing Streamed Install
Success   
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb install -r player_11.18.1-release.apk
Performing Streamed Install
Success   
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb install -r do_11.18.1-release.apk
Performing Streamed Install
Success   
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb install -r -d android-system-webview-130-0-6723-58.apk
Performing Streamed Install
Success   
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb shell settings put global package_verifier_enable 0  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>Timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb shell appops set com.grassfish.player PROJECT_MEDIA allow  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb shell settings put global GF_PROJECT_MEDIA_ALLOWED 1  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>timeout 1
Gewartet wird 0 Sekunden. Weiter mit beliebiger Taste...
```

```
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>adb shell dpm set-device-owner com.grassfish.deviceowner/.receivers.DeviceOwnerReceiver
Success: Device owner set to package ComponentInfo{com.grassfish.deviceowner/com.grassfish.deviceowner.receivers.DeviceOwnerReceiver}
Active domain set to component {com.grassfish.deviceowner/com.grassfish.deviceowner.receivers.DeviceOwnerReceiver}  
  
C:\Users\joe.kampl\Documents\1\Installation_package_GFPlayer_11.18.1_gen_Box_All>pause
Drücken Sie eine beliebige Taste . . .
```

Navigate the overlay

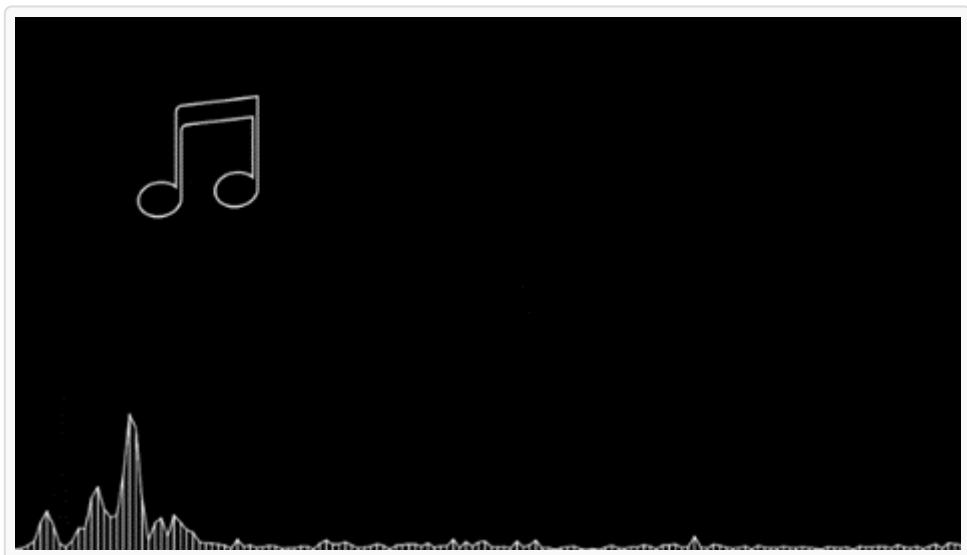
URL: <https://docs.grassfish.com/docs/navigate-the-overlay>

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This article describes how to navigate the Android Player overlay.

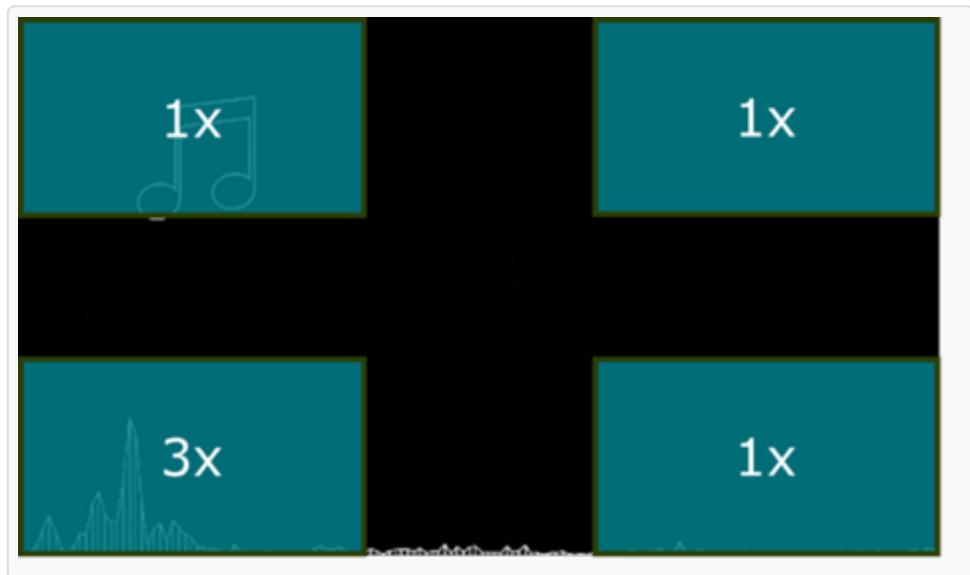
Open the Info window

The player stays in Kiosk mode while it's playing spots. During Kiosk mode, you can't access control elements.



To exit Kiosk mode and gain access to the controls, you must open the Info window in one of the following ways:

- If you have a keyboard connected to the player, select **F12**.
- If you have a player with a touch screen, use the following touch combination:
 - Click once on the upper left corner.
 - Click once on the upper right corner.
 - Click three times on the bottom left corner.
 - Click once on the bottom right corner.



Note

The time between clicks must not exceed three seconds.

Display information in the overlay

The overlay displays information on the player, the playlists, and all current player downloads. You can open the overlay by selecting the assigned key.

Display spot information

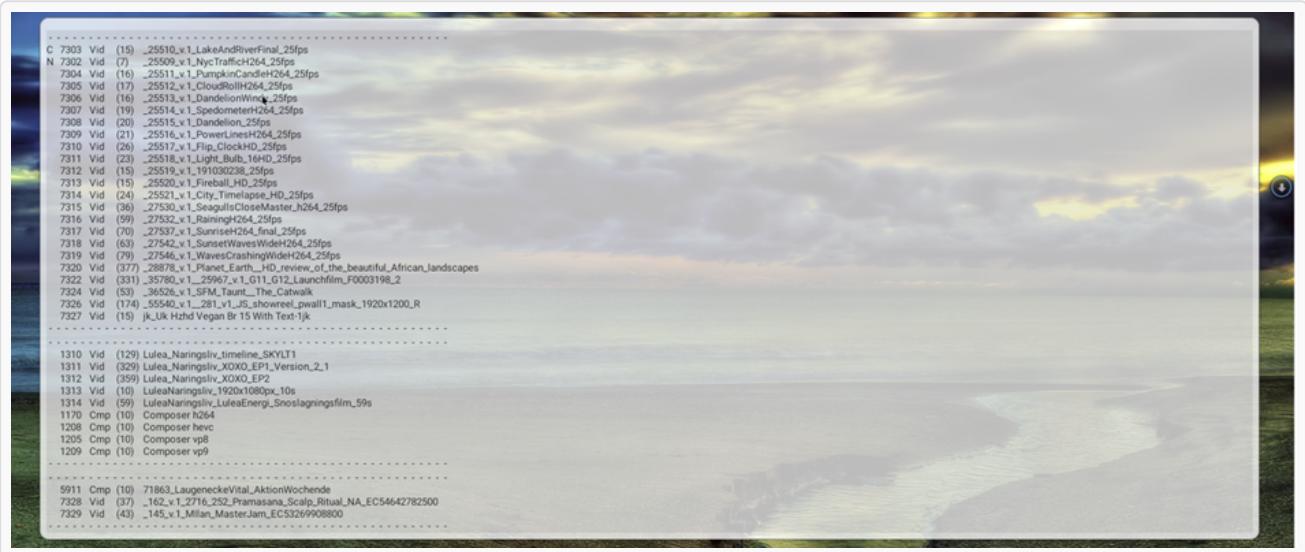
Use the overlay to get information on the spot that is currently playing. You can check, for example, the content URL, spot ID, and spot type.

→ To display spot information in the overlay, select **F2**.

Display playlist information

Use the overlay to get information on the playlist. For example, you can check the playlist content. The overlay marks the current spot with the prefix **C** and the next spot with an **N**.

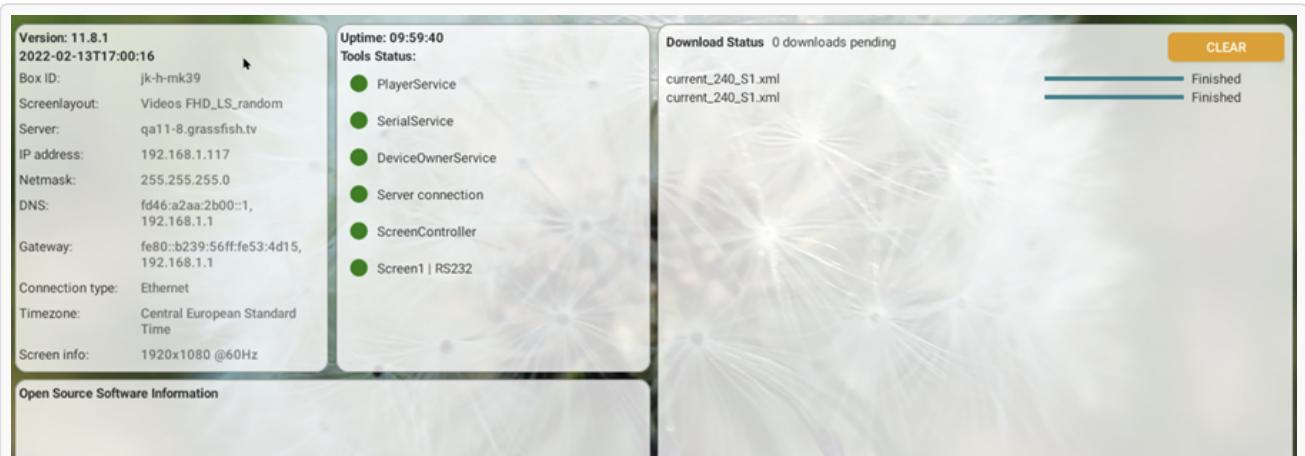
→ To display playlist information in the overlay, select **F3**.



Display player information

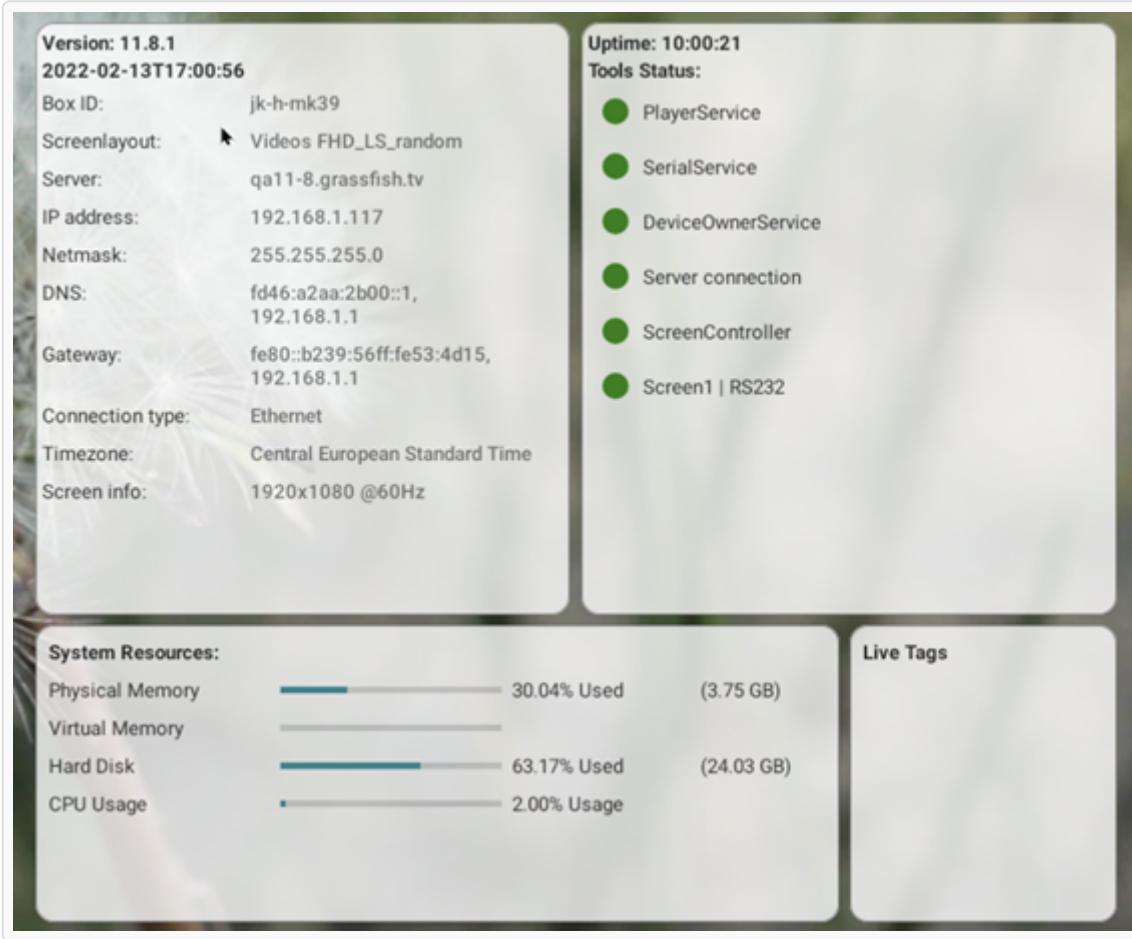
Use the overlay to get information on the player. You can check, for example, the player's IP address, Box-ID, screen layout, and tool status.

→ To display player information in the overlay, select **F8**.



The overlay can display additional system information, such as Live Tags or hardware utilization.

→ To display additional information, select **F8** twice.



Close the overlay

If you've seen all information relevant to you, you can close the overlay.

To close the overlay, select **Esc**.

Disable content download during operating hours

URL: <https://docs.grassfish.com/docs/disable-content-download-during-operating-hours>

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By default, players download content instantly regardless of their operating hours. If you don't want your player to download content during operating hours, you can enable a display setting in IXM One and use it to control the content download.

Configure content download

To enable the setting in IXM One, you must configure a setting in the master.config file and the config.json file.

To configure the master.config file, perform the following steps:

1. Open the master.config file on the server with a text editor like Notepad++.
2. Under **global**, find the setting **EnableContentDownloadDuringOperationTimesRestriction** or add it if necessary.
3. Set its value to **true**.
4. Save your changes and close the file.

```
<appSettings type="global">
    <add key="EnableContentDownloadDuringOperationTimesRestriction" value="true"/>
</appSettings>
```

To configure the config.json file, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Find the setting **restrictDownloadTimesEnabled** and set it to **true**.
5. Save your changes and close the file.

```
"cms": {
    "restrictDownloadTimesEnabled": true,
}
```

Enable download restriction

To disable content download during operating hours in IXM One, perform the following steps:

1. Go to **Channels > Location**.
2. In the **Location** pane, select the location of your player.
3. In the **Managing players** pane, double-click on the player that you want to edit.
4. Switch to the **Display** tab.
5. Select **No download during operating times**.
6. Click **Save** to save your changes.

Enable access to spot templates

URL: <https://docs.grassfish.com/docs/enable-access-to-templates>

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By default, location users can't access spot templates. That means, they can't see or select them in the spot list. However, you can enable access to spot templates for location users.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Under **cms**, add the following line: **allowTemplateSpotCreationForLocationUser**.
5. Set it's value to **true**.
6. Save your changes and close the file.

```
cms": {  
    "allowTemplateSpotCreationForLocationUser": true  
}
```

Set languages

URL: <https://docs.grassfish.com/docs/set-languages>

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IXM One supports many languages. You can specify which languages users can select as their interface language.

To set specific languages for customers, perform the following steps:

1. Open the master.config file on the server with a text editor like Notepad++.
2. Add the following entry: **Customer:{CustomerId}:AvailableLanguages**
3. Specify the required languages for each customer using the customer ID and the following abbreviations separated by commas:
 - **AR** for Arabic
 - **BG** for Bulgarian
 - **CN** for Chinese
 - **CS** for Czech
 - **DA** for Danish
 - **DE** for German
 - **EN** for English
 - **ES** for Spanish
 - **FI** for Finnish
 - **FR** for French
 - **HE** for Hebrew
 - **IT** for Italian
 - **NO** for Norwegian
 - **PL** for Polish
 - **RO** for Romanian
 - **RU** for Russian
 - **SK** for Slovak
 - **SL** for Slovenian
 - **SV** for Swedish
4. Save your changes and close the file.

```
<appSettings type="global">
  ...
<add key="Customer:0:AvailableLanguages" value="EN"/>
<add key="Customer:5:AvailableLanguages" value="EN, DE"/>
<add key="Customer:8:AvailableLanguages" value="DA, FI, NO, SV"/>
  ...
</appSettings>
```

Use media

URL: <https://docs.grassfish.com/docs/media-guidelines>

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This guideline contains information on supported spot types and recommendations on how to use media in spots.

Note

For more information on supported spot types and their availability, contact your Grassfish partner.

Spot types in IXM One

IXM One supports the following spot types:

| Spot type | Format | Description |
|-----------|--|---|
| Audio | MP3 | Audio recommendations <ul style="list-style-type: none">• Audio bitrate: 128 kB/sec.• Audio channels: 2 (Stereo)• Audio sample rate: 48 kHz (48,000 Hz)• The recommended bit rate also applies to MP3 files.• Higher bitrates may cause the media to be larger than necessary. |
| Image | JPG PNG GIF | Image recommendations <ul style="list-style-type: none">• Resolution: 3840 x 2160 px or 1920 x 1080 px• Tizen Player: max. resolution of 1920 x 1080 px• You'll achieve the best results when using high-resolution images.• GIFs achieve a better quality than video. |
| Video | MP4 (recommended) MOV MKV H.264 WebM | Video recommendations <ul style="list-style-type: none">• We recommend videos in MP4 format.• You'll achieve the best results when using high-quality video formats. |

| | | |
|------------|------|--|
| | | <p>Full HD</p> <p>All players support full HD resolution.</p> |
| | | <p>4K</p> <p>Whether you can play 4K videos without display port) and the video codec. Videos</p> <ul style="list-style-type: none"> • Linux (from player version 10.1.1) • Windows (from player version 10.0.8) • Android (from player version 8.1.0.2) • Tizen only supports 4K videos without |
| | | <p>Video encoding recommendations</p> <p><u>Videos up to 1920 x 1080</u></p> <ul style="list-style-type: none"> • Container: MP4 or MKV • Codec: H.264 • Format profile: we recommend H.264 • Audio codec: MP3 or AAC • Audio bitrate: max. 128 kB/sec. <p><u>Videos 4K 3840 x 2160</u></p> <ul style="list-style-type: none"> • Container: MP4 • Codec: preferred HEVC, possible H.264 • Format profile: high 5.1 • Audio codec: MP3 or AAC • Audio: 128 kB/sec. |
| HTML spots | HTML | <p>Note</p> <p><i>Grassfish does not guarantee that c</i></p> <p>HTML recommendations</p> <ul style="list-style-type: none"> • HTML content must be tested on the • HTML content (specifically websites) the players. |

| | | |
|---------------|---------------|--|
| HTML Basic | HTML.ZIP | Implementing large media files and different sources such as UDC is only possible with the HTML Basic spots. |
| HTML Wizard | ASC.ZIP | |
| HTML Composer | HTML Composer | |
| | | HTML5 basic spots recommendations <ul style="list-style-type: none"> • Simple spots have no embedded video. • Medium complex spots have embedded video. • Avoid animations in the first two seconds. |
| | | Standalone HTML Wizard spots recommendations <ul style="list-style-type: none"> • With the HTML Wizard, Grassfish provides a wizard to help you create your spots. • While there are no technical restrictions, it is recommended to use the lowest performing hardware of your target device. • Certain rules apply to the resolution of the video. • The animation type and length influence the performance. |
| | | Composer spot recommendations <p>The performance of the HTML Composer depends on several factors:</p> <ul style="list-style-type: none"> • Number of media, text, and widget elements. • Number and complexity of animations. • Possible actions like GoTo (touch) or scroll. • Hardware. <p>In general, there are some elements that should be considered:</p> <ul style="list-style-type: none"> • Requirements on the file format and encoding. • The maximum number of video elements. • The videos should match the size of the screen, not the resolution and not the resolution of the source file. • The video length should not exceed 10 seconds. |
| | | * Philips Android Player with Mstar M9000 processor. |

| | | |
|------------------|-------------|---|
| | | <p>Images within the HTML Composer</p> <ul style="list-style-type: none"> • Consider that the number and size of images can affect the performance of the player. • The images should match the size of the player window, not the resolution of the display. • The number and type of images must be compatible with the engine Greensock for the HTML Composer. • Animations with a higher duration may cause the player to freeze. It is recommended to use the engine Greensock for the HTML Composer. |
| Website spots | Website URL | <p>Depending on the player, it's possible to add website spots to the whitelist for website spots. In this case, the player will load the pages as well.</p> |
| PDF spots | PDF | <p>The system uses open-source libraries to handle PDF files.</p> <p>PDF recommendations</p> <ul style="list-style-type: none"> • Specify the correct size when you upload the file. The maximum size of 1920 x 1080 px. • Inserted media must not exceed the size of the page. • You must embed fonts as bitmaps to prevent them from appearing as outlines. • We recommend testing all PDF spots before publishing. |
| PowerPoint spots | PPT | <p>PowerPoint presentations can only be played in Microsoft PowerPoint.</p> <p>There are two options to display PowerPoint presentations:</p> <ul style="list-style-type: none"> • Microsoft PowerPoint Viewer 2010 (available for download) • Microsoft PowerPoint 2013 or 2016 (must be installed on the computer) |

| | | |
|-----------------|---------------|---|
| UDC | | The player can get data from external data sources. It's possible to specify whether data should be displayed or not. An example for this are weather forecasts. It's also possible to distribute images or other content dynamically. |
| Streaming spots | Streaming URL | <p>Note</p> <p>Please contact your Grassfish partner.</p> |

Spot types by player

The Grassfish players support the following spot types:

| Spot type | Windows and Linux Player* |
|-------------------------|---------------------------|
| Image | ✓ |
| Video | ✓ |
| Audio | ✓ |
| Website | ✓ |
| HTML Basic | ✓ |
| Standalone HTML Wizard | ✓ |
| HTML Composer | ✓ |
| HTML Wizard in Composer | ✓ |
| PDF | ✓ |

- * Windows or Linux Player version 11.11 or later
- ** Android Player version 11.4.7 or later
- *** Tizen Player 4.0, 6.5

Screen orientation

| Orientation | Description |
|------------------------|---|
| Portrait vs. Landscape | <p>Landscape orientation All players support the playback of content in landscape format.</p> |
| | <p>Portrait orientation Note that some display manufacturers have limitations on specific orientation modes.</p> |
| Split screen | <p>Split screen is only supported by the following Grassfish players:</p> <ul style="list-style-type: none"> • Qt-based Linux (from 10.1.1) • Qt-based Windows (from 10.0.8) |
| Multiple screens | <p>Windows or Linux-based players can display two independent screen layouts on two screens.</p> <p>Other players only support one screen layout.</p> |
| Video wall | <p>The Windows and Linux-based player on Windows and Linux can also be run with more than one screen.</p> <p>Note <i>If you have questions about video walls, please contact your Grassfish partner.</i></p> |

Install Structured Importer

URL: <https://docs.grassfish.com/grassfish/docs/install-structured-importer>

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Use the Structured Importer UDC plugin to import spots and media to IXM One. Upon import, the system automatically creates spot and media groups for the imported files. In addition, you can configure import options such as automatically adding spots to playlists, or clearing spot groups and playlists before importing new content.

Prerequisites

Consider the following prerequisites before you use the Structured Importer:

- You must have a base directory for importing. For example, a folder on the IXM Server.
- You can only import to existing playlists in IXM One. They're not created during the import.
- You must create a JSON configuration file to configure import settings.

Install the plugin

Note

We recommend using the latest versions of importers and spots so that you can take advantage of the latest fixes and features.

To install the Structured Importer UDC plugin, perform the following steps:

1. Stop the UDC service.
2. Open the release folder and go to `Server.zip\Plugins\Udc\StructuredImporter`.
3. Copy all files from there into the folder `UDCService/plugins` on the server. If the **plugins** folder doesn't exist, create it.
4. Start the UDC service.

Configure the data import

You must create a configuration file that contains settings for the importer. This allows you to specify how and where files are imported.

Save the config file anywhere on the server where the server services have access to.

There are two import options with different requirements. Basically, the server makes the difference. You can upload files either to the IXM Server or via an FTP server.

Upload files to the IXM Server

To upload files to the IXM Server, you must create a folder structure below the base directory that matches the spot groups, media groups, and playlists in IXM One.

Putting a spot or media file in one of these folders, uploads it to the corresponding group and playlist in IXM One.



Import via an FTP server

To import via an FTP server, you must create a folder structure below the base directory on an FTP server and store the files there.

The files are transferred to the server and all sub-folders are automatically adopted. You don't need to create them manually on the server.



Configure upload to spot and media groups

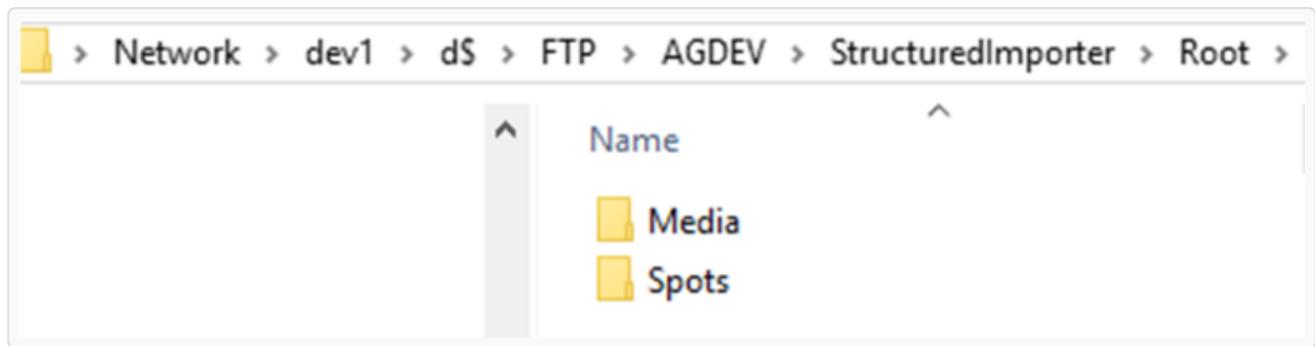
Configure the upload of files to spot and media groups either via the IXM Server or an FTP server depending on your setup.

IXM Server

If you import a spot or media file via the IXM Server, it's imported to the corresponding spot or media group in IXM One.

To make this possible, create the following folder structure on the server:

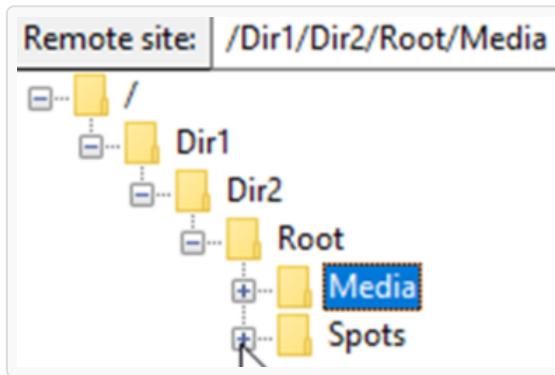
- Media groups: path to root\Media
- Spot groups: path to root\Spots



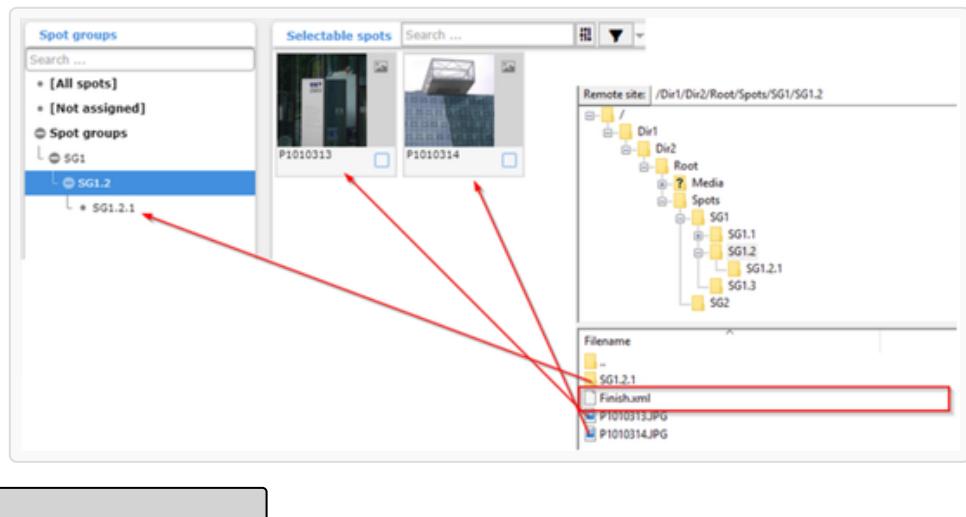
FTP server

If you deposit a spot or media file in a folder on the FTP server, it's automatically copied to the base directory on the IXM Server and imported to the corresponding spot or media group in IXM One.

To make this possible, create the following folder structure on the FTP server:



The folder structure on the IXM Server is created automatically.



Configure upload to playlists

You can import spots directly to your general playlists. This applies to both the IXM Server and FTP servers.

Note

Please note the following limitations:

- The import doesn't create playlists. Create the playlists in IXM One beforehand.
- You can only import to general playlists, screen playlists are not supported.

To upload spots to playlists, create a sub-folder within a spot group folder with the name of an existing playlist in square brackets.

Create the following folder structure: path to root\spots\spot group hierarchy\[name of playlist]

Upload to playlists with a start date

You can also create a playlist version with a start date when importing spots. To do so, create a sub-folder in the playlist folder with the date and time.

Create the following folder structure: path to root\spots\spot group hierarchy\[{name of playlist}]\YYYYMMDDhhmmss

Create the configuration file

To enable the import from any server, you must create a JSON configuration file called configuration.json with the following entries:

| Entry | Description |
|---------------|--|
| ApiKey | Provide your API key. You can create API keys for users in IXM One. The API key user is the creator of imported spots or media. |
| ImportType | Specify the import type with one of the following entries: <ul style="list-style-type: none">• Local: the files are imported directly from a folder to the server (base directory).• FTP: the files are copied from an FTP server to a folder on the server and imported. |
| BaseDirectory | Provide the path to the folder that contains the spots. |
| SpotDuration | Specify the duration for spots whose duration information is not available, such as images, PDF files, or HTML basic |
| Ftp | If you use an FTP server, specify the following details: <ul style="list-style-type: none">• Host: provide the name of the FTP host.• User: provide the name of the FTP user.• Password: provide the FTP password.• SourceFtpDirectory: provide the path to the root directory on the FTP server. |

Example configuration.json file:

```
{  
  "ApiKey": "3D1E08CBD56FE3668BE3C4148EBBC9*****",  
  "ImportType": "Ftp",  
  "BaseDirectory": "\\\\qa11\\data\\\\StructuredImporter\\\\FtpImport",  
  "SpotDuration": 13,  
  "Ftp": {  
    "Host": "support.grassfish.tv",  
    "User": "*****",  
    "Password": "*****",  
    "SourceFtpDirectory": "/Dir1/Dir2/Root"  
  }  
}
```

If paths contain backslashes, you must mask them with escape sequences ('\\'). Network drives require four backslashes at the beginning ('\\\\\\\\').

Prepare the data import

Before you set up the data importer, note that there are two different types of import. You must select the import type when you [set up the data importer in IXM One](#). However, you might have to prepare your import type in advance.

You can use the default import or full import.

Default import

The default import allows you to specify import options via an XML file.

That means, you must create a file called Finish.xml and store it in the base directory. That is a FTP or local folder on the server.

The importer immediately starts synchronizing when it finds the XML file in that folder.

To create the XML file, use the following structure:

```
<?xml version="1.0"?>
<FinishFile xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <ClearSpotGroups>true</ClearSpotGroups>
  <TruncateEmptyPlaylists>true</TruncateEmptyPlaylists>
  <ClearPlaylistIfExists>true</ClearPlaylistIfExists>
</FinishFile>
```

Configure the following import options in the file:

ClearSpotGroups

- Set to **true** to delete existing spots from spot groups before importing new spots.
- Set to **false** to add new spots to existing spots.

TruncateEmptyPlaylists

- Set to **true** to delete existing spot instances from playlists if the imported playlist folder is empty.
- Set to **false** to ignore empty folder structures.

ClearPlaylistIfExists

- Set to **true** to delete all spot instances from playlists before the import.
- Set to **false** to add new spot instances to existing spot instances.

Full import

The full import follows standard import settings, which can't be changed. You don't need to create an XML file.

During the import, the following happens:

- If a spot group contains a spot that doesn't exist in the imported directory, it's removed from all playlists and spot groups.
- If an existing spot has changed, it's replaced with the new file. Spots that are not associated with any import folders are not affected.
- All spots from playlists that are affected by the import are removed before new spots are imported. The spot instances are assigned to the playlist and sorted alphabetically.



Configure spot time control

Optionally, you can specify the validity of imported spots. To do so, you must create a JSON file with time control settings for each spot and place it in the playlist folder.

Create a file with the name **[Spotname].json** and the following entries:

| Entry | Description |
|-----------|--|
| ValidFrom | Specify the date and time from which the spot is valid. |
| ValidTo | Specify the date and time until which the spot is valid. |
| Weekdays | Specify the weekdays (MO, TU, WE, TH, FR, SA, SO) and holidays on which the spot is valid. |
| DailyFrom | Specify the time of day from which the spot is valid. |
| DailyTo | Specify the time of day until which the spot is valid. |
| Loops | Specify the iterations in which the spot is valid. |

Example spotname.json file:

```
{  
  "ValidFrom": "2020-05-10T11:59:10",  
  "ValidTo": "2020-07-27T04:15:46",  
  "Weekdays": {  
    "Monday": false,  
    "Tuesday": false,  
    "Wednesday": false,  
    "Thursday": false,  
    "Friday": true,  
    "Saturday": false,  
    "Sunday": false  
  }  
}
```

```
        "Saturday": true,  
        "Sunday": false,  
        "Holiday": true  
    },  
    "DailyFrom": "05:00",  
    "DailyTo": "21:30",  
    "Loops": {  
        "One": false,  
        "Two": true,  
        "Three": false,  
        "Four": true,  
        "Five": false,  
        "Six": false  
    }  
}
```

Set up the data importer

To set up the data importer in IXM One, perform the following steps:

1. Go to **Administration > Content > Data importer > New**.
2. In the **Create data importer** dialog, select the Structured Importer as **Data importer**.
3. Enter a **Designation**. You'll use the designation when you select the data source of the spot.
4. Enter a **Display name**. The display name is the name of the data source in the system.
5. Switch to the **Feeds** tab and select one of the following **Feed definitions**:
 - [Default import](#)
 - [Full import](#)
6. As **Path**, enter the path to your [config.json file](#).
7. Specify all other settings as required.
8. Click **Save** to save the data importer.

Start the data importer

To finish the installation, you must start the data import in IXM One. To do so, perform the following steps:

1. In IXM One, go to **Administration > Content > Data importer**.
2. Select the data importer that you want to start.
3. In the lower-right corner, select **Tools > Start import**.
4. Optionally, select **Display data** to display the imported data. Click **OK** to close the window.

Prepare your device

URL: <https://docs.grassfish.com/docs/prepare-your-device>

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To install the Android Player, you first need to prepare your Windows PC. The following instructions will guide you step by step through this process.

Prerequisites

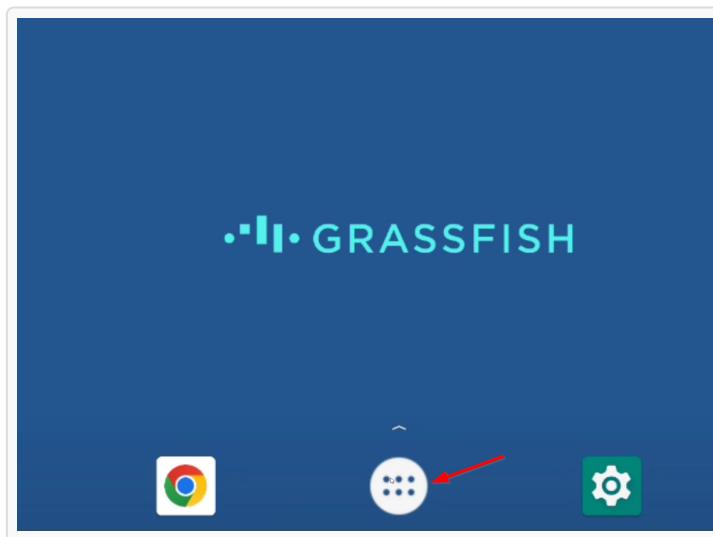
Ensure that you meet the following prerequisites:

- You've installed the ADB driver for USB.
- You've unzipped the Grassfish Android installation package.

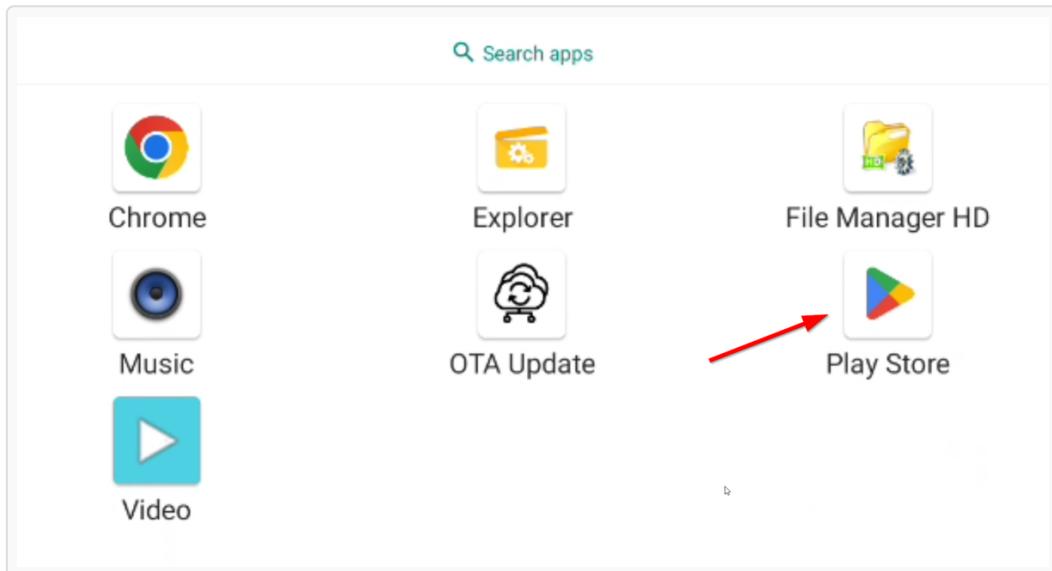
Prepare the device

Perform the following steps to prepare your device for the Android Player:

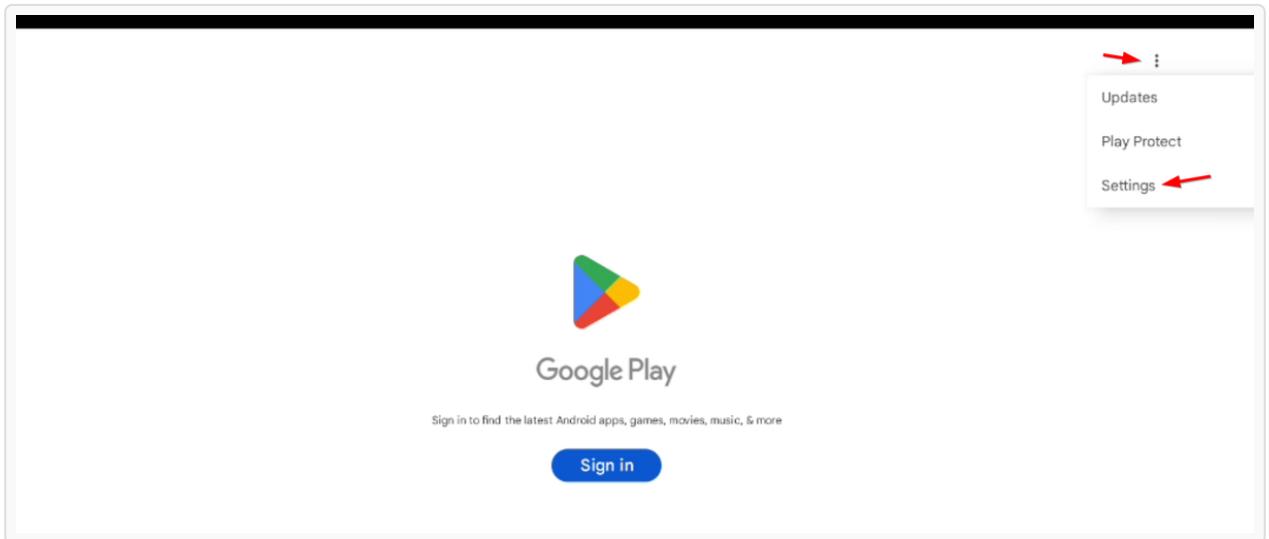
1. If the Google Play Store app is available on your device, disable its updates.
2. Click on the app drawer to open it.



3. Open the **Play Store** app.



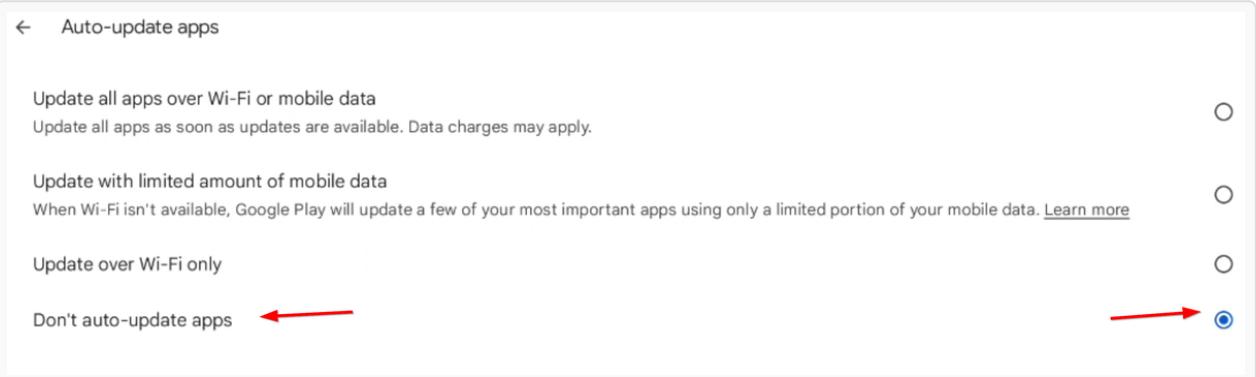
4. Open the menu in the top right corner and click **Settings**.



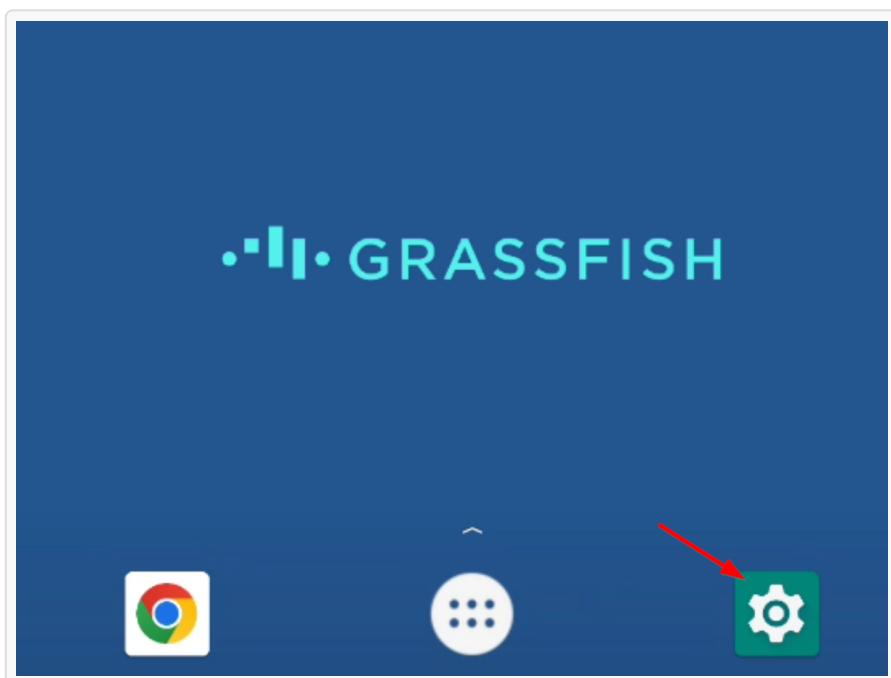
5. Click **Network preferences**

6. Click **Auto-update apps**.

7. Select **Don't auto update apps**.



8. To enable developer options and turn on ADB, open the **Settings**.



9. Navigate to **About device** and double-click it.

10. Find the **Build number** and click it seven times until you see the message: **You are now a developer!**

11

IP address

fe80::e068:3876:e774:21a2
192.168.178.103
2001:871:25a:4da0:14a8:adc4:f5c1:855
2001:871:25a:4da0:6075:1df3:24b6:8549

Wi-Fi MAC address

To view, choose saved network

Device Ethernet MAC address

7e:2b:3f:a1:5f:e6

Device Wi-Fi MAC address

f0:c8:14:1e:7d:14

Bluetooth address

Unavailable

Up time

2:40:27

Build number

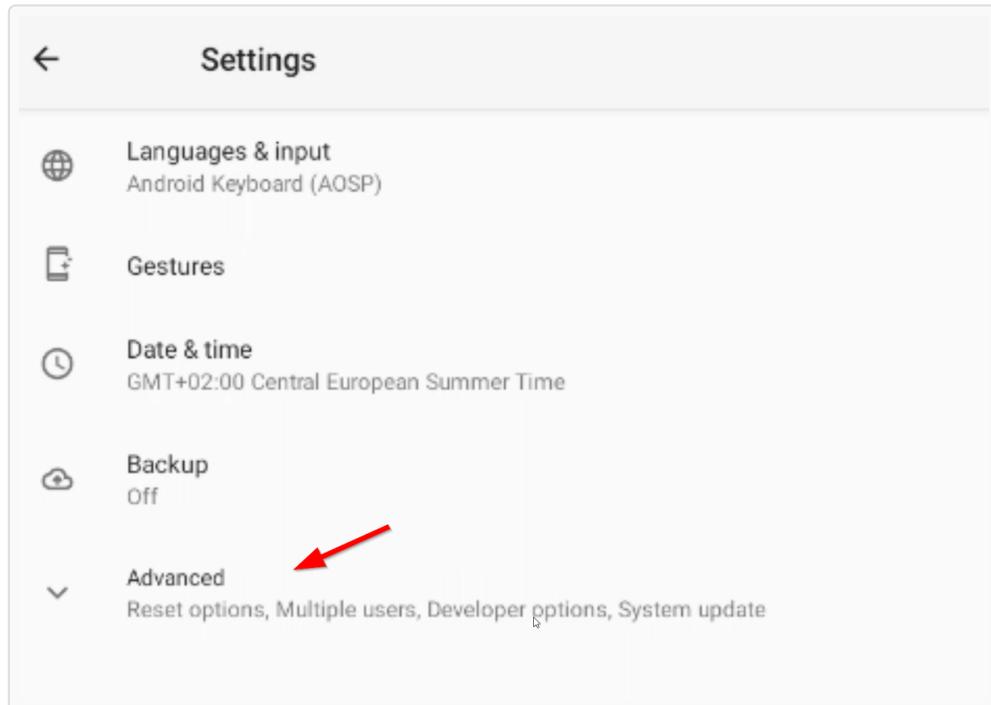
6062 BK2200 ANDROID 11.20241011



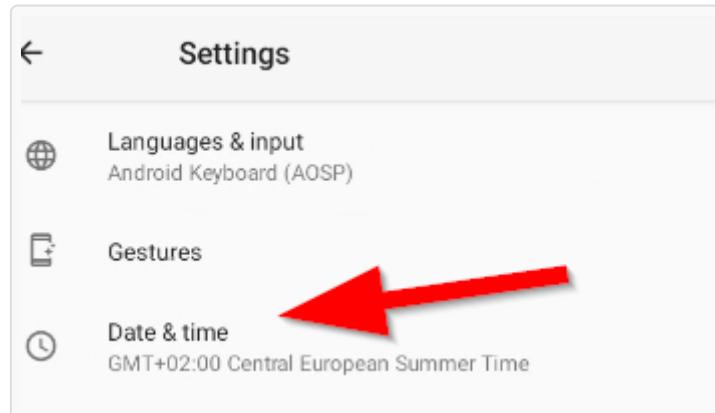
You are now a developer!

11. Return to **Settings** and open **System**.

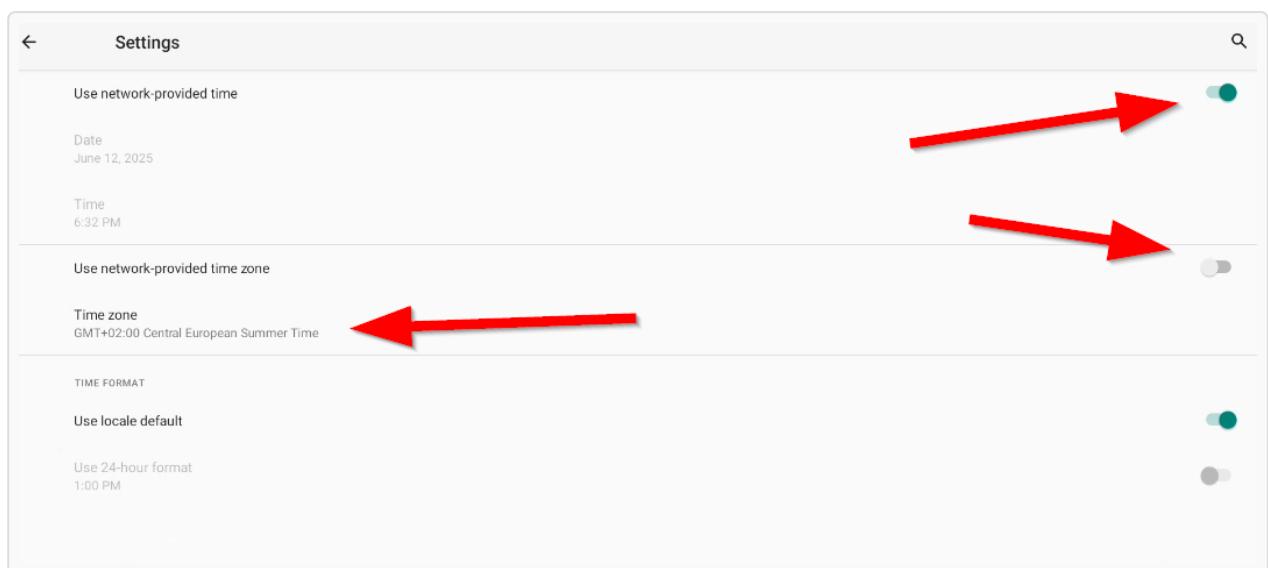
12. Click **Advanced**.



13. Click **Developer options**.
14. Scroll down and turn on **USB debugging**.
15. Optionally, turn on **Wireless debugging**. If a dialog appears, confirm by selecting **Always allow on this network** and **Allow**. If USB debugging is already enabled, disable and re-enable it now.
16. Return to **Settings**.
17. To configure time and time zone settings, click **Date & time**.



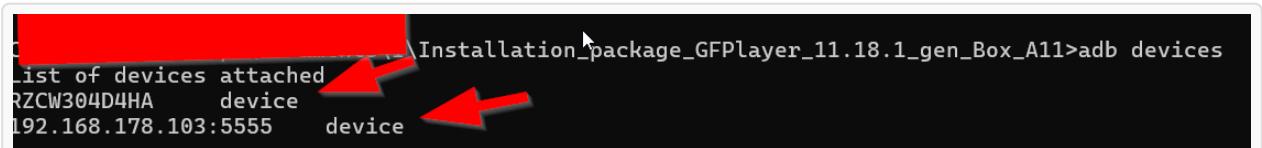
18. Select your date and time. You can modify this later in the IXM One location settings if needed.
19. Ensure that **Use network provided time** is turned on.
20. Turn off **Use network provided time zone**.



21. Select your time zone. You can modify this later in the IXM One location settings if needed.
22. Exit **Settings**.
23. To establish and check your ADB connection, open a terminal on your Windows PC and change the directory to the unzipped installation package.

24. Type **adb devices** to get a list of connected devices.

25. To run the installation, decide which device to use and disconnect the other one. Only one connected device is allowed. For example, the screenshot below shows one device connected via USB, and one via wireless debugging.



```
Installation_package_GFPlayer_11.18.1_gen_Box_A11>adb devices
List of devices attached
RZCW304D4HA    device
192.168.178.103:5555    device
```

26. If a dialog appears when your PC is connected to the Android device the first time, select **Always allow from this computer** and click **Allow**.



Your device is now prepared for the Android Player installation.

Initialize serial screen control

URL: <https://docs.grassfish.com/docs/initializing-serial-screen-control-rs232v-com>

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The Android Player supports serial screen control via RS232 or USB to Serial Adaptors (Virtual Com).

Note

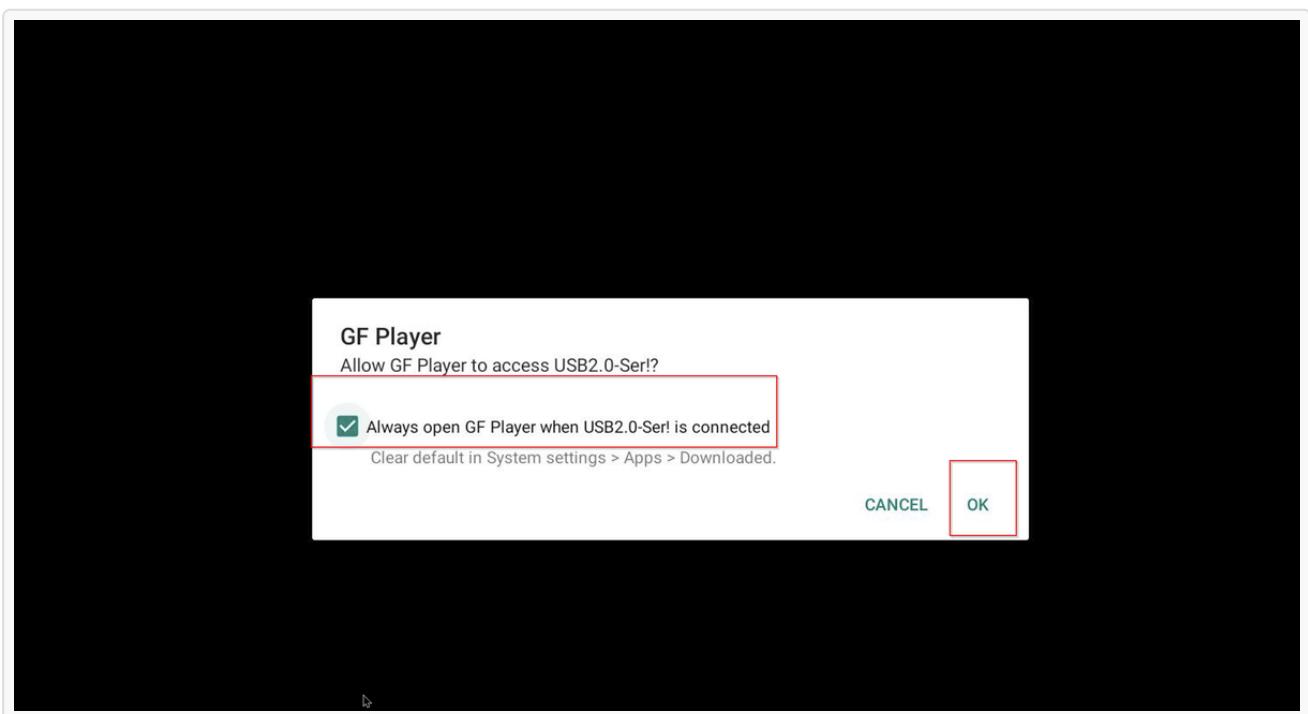
The serial device requires permission the first time the player is started:

- The permission applies only to this device.
- The USB-to-serial adapter must be connected.

Our players are tested with USB to RS232 adapters with FTDI and Prolific chipset. Although more drivers are included, these are the most common devices.

To initialize serial screen control, perform the following steps:

1. Before turning on the player, connect all cables and the USB-to-serial adapter.
2. Connect the device to the power supply and begin the boot process.
3. When the player starts, a pop-up window will appear asking you to grant permission for the USB-to-serial adapter.
4. Select **Always open GF Player when USB2.0-Ser! is connected** and click **OK**.
5. If the pop-up appears again, repeat this step until the player starts.



The player now controls the monitor via a serial connection once the correct display configuration has been transferred from the IXM One's display management.

Configure PlayerGrpc service

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

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The PlayerGrpc service enables communication between the server and the player via remote procedure call (RPC) framework. The service must be installed on all web servers that the players communicate with.

Prerequisites: HTTP vs. HTTPS

You can decide during installation whether you want to use an HTTP or HTTPS connection. We recommend HTTPS.

HTTPS

We recommend to use HTTPS for enhanced security. If you do so, you need to provide a GRPC port and an HTTPS certificate that must be installed in Local Computer\Personal\Certificates.

Example HTTPS configuration in the master.config file:

```
<appSettings type="PlayerGrpcService">
<add key="Kestrel:Endpoints:Https:Url" value="https://*:50118" />
```

HTTP

HTTP doesn't require a certificate or any further configuration. You only need to provide a GRPC port.

Example HTTP configuration in the master.config file:

```
<appSettings type="PlayerGrpcService">
<add key="Kestrel:Endpoints:Http:Url" value="http://*:50118" />
```

Install PlayerGrpc service

The PlayerGrpc service is part of the IXM One installation and installed by default. You must configure it during the installation.

To install the PlayerGrpc service, perform the following steps:

1. Start the IXM One installer and follow the instructions.
2. When you've reached the installer's **Grpc** window, enter your GRPC port. This information is mandatory, you must specify it.

3. Optionally, select **HTTPS** and enter the HTTPS certificate subject. That is, the certificate's name or identifier, such as: *.grassfish.com
4. Click on **Next** and finish the installation.

The screenshot shows a configuration window titled 'Grpc'. It has a 'Port' field containing '50118'. Below it is a radio button group for 'Http' (unselected) and 'Https' (selected). A large empty text input field is labeled 'Https Certificate Subject'.

Configure PlayerGrpc service

If you need to further adjust the GRPC port and HTTPS certificate, you can do so in the master.config file. This is necessary, for example, if you don't use the standard certificate store or if the certificate is stored locally in your file system.

The PlayerGrpc section is added to the master.config file during the IXM One installation. To configure it, perform the following steps:

1. Open to the master.config file on the server with a text editor like Notepad++.
2. Go to the **PlayerGrpcService** section.
3. The value of **Kestrel:Endpoints:Https:Url** is the port that you specified during the installation. You can change it here if needed.
4. If you don't use the standard certificate store, specify the following values under **Windows Certificate Store**:
 - For **Kestrel:Endpoints:Https:Url** enter the URL of the certificate store as value.
 - For **Kestrel:Endpoints:Https:Certificate:Store** enter the certificate store's name as value.
 - For **Kestrel:Endpoints:Https:Certificate:Location** enter the certificate's location as value.
 - For **Kestrel:Endpoints:Https:Certificate:Subject** enter the certificate's subject (name, identifier) as value.
5. If your certificate is stored locally, specify the following values under **Local Certificate File**:
 1. For **Kestrel:Endpoints:Https:Url** enter the URL of the certificate's location as value.
 2. For **Kestrel:Endpoints:Https:Certificate:Path** enter the file path to the certificate as value.
 3. For **Kestrel:Endpoints:Https:Certificate:Password** enter the certificate's password as value.
6. Save your changes and close the file.

```
<appSettings type="PlayerGrpcService">
  <add key="Kestrel:Endpoints:Http:Url" value="http://*:50118" />

  <!-- Windows Certificate Store
  <add key="Kestrel:Endpoints:Https:Url" value="https://*:5000" />
  <add key="Kestrel:Endpoints:Https:Certificate:Store" value="My" />
  <add key="Kestrel:Endpoints:Https:Certificate:Location" value="LocalMachine" />
  <add key="Kestrel:Endpoints:Https:Certificate:Subject" value="*.grassfish.com" />
  -->

  <!-- Local Certificate File
  <add key="Kestrel:Endpoints:Https:Url" value="https://*:5000" />
  <add key="Kestrel:Endpoints:Https:Certificate:Path" value="C:\Grassfish\certificate.pfx" />
  <add key="Kestrel:Endpoints:Https:Certificate:Password" value="Password" />
  -->
</appSettings>
```

Set spot expiration date

URL: <https://docs.grassfish.com/docs/set-spot-expiration-date>

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You can enable users to set an expiration date and time for spots in IXM One. You can specify which user types can set validity.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **enableSpotExpiryDateForUserType** to one or more of the following options:
 - **Admin**: admin users can set the validity date and time of a spot.
 - **StandardUser**: standard users can set the validity date and time of a spot.
 - **LocationUser**: location users can set the validity date and time of a spot.
5. Save your changes and close the file.

```
{  
  "cms": {  
    "enableSpotExpiryDateForUserType": [  
      "Admin",  
      "StandardUser",  
      "LocationUser"  
    ],
```

Install the Android Player (generic)

URL: <https://docs.grassfish.com/docs/install-the-android-player-generic>

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These installation instructions are based on a device running Android Player version 11, using a generic Android (AOSP) setup with native root access.

Note

Your device's firmware might differ due to modifications made by the manufacturer. However, unless there are major changes to how the device works, this guide should still be suitable for installation.

What's included in the installation package

The Grassfish software package includes the following components:

Two APKs

Optional third-party APKs:

- TeamViewer Host and its add-on
- A version of Google Chrome (for devices running Android 11 or earlier)
- Android WebView (for devices running Android 11 or later)

Note

If you don't want to install certain APKs, you can simply remove them from the installation batch script before running the installer. [Learn more ...](#)

System requirements

Ensure that you meet the following system requirements:

Grassfish Android Player Version 11.18.1 or later

Android OS Version 7.1 or later

- Currently supported up to Android version 14

Root access:

- Rooted devices are preferred for full functionality.
- Unrooted devices can be used, but some device management features may be limited.

Installation requirements

Before installing the Grassfish Android Player, make sure you have the following setup:

Windows PC with a USB-A port

- The ADB (Android Debug Bridge) driver must be installed.
- ADB allows your PC to communicate with the Android device.
- You can search online for the correct driver for your specific device model.

USB or Wi-Fi connection to the Android device

- USB cable connecting your PC to the device's USB OTG port.
- The OTG port is used for ADB communication. Check your device's specifications for the correct port.
- Alternatively, you can connect your device via Wi-Fi (network ADB) if supported.

Android device requirements

- Minimum 2 GB RAM
- At least 8 GB eMMC storage
- Android version 7.1 or later
- Device must be powered on and connected to the internet.

Grassfish Android installation package

- Request it from support@grassfish.com.
- Be sure to include the device model you plan to use, so you receive an optimized installation package.

Important pre-installation notes

- Do not sign in to any accounts on the Android device before installing the Grassfish software. This includes Google accounts or any other user accounts.
- The installation must be performed using ADB (either via USB or over the network). Other installation methods will not work and may cause issues.
- For easier setup and configuration, we recommend using a keyboard with integrated touchpad. The Logitech K400 series is a great option and works well with most Android devices.

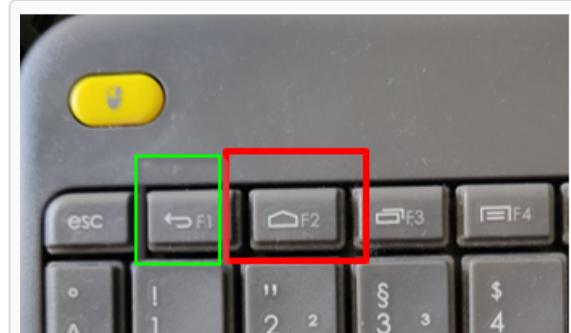
Keyboard shortcuts

We recommend to use a Logitech K400(+) keyboard. If you do so, note the following keyboard shortcuts before you start the installation:

- To go home, use the Home key or F2.
- To go back, right-click with your mouse or press



F1.



An add-on is a software extension or enhancement that adds new features or functionality.

Use the overlay

URL: <https://docs.grassfish.com/docs/overlay>

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The overlay displays playlist information and all current player downloads.

Access the control bar

You can use the control bar or function keys to display or hide overlay components.

- To access the control bar, press **F2**.
- To close the control bar, press **F2** again.

Use controls

The control bar provides the following options:

| | |
|---|---|
|  | <p>Playlist information</p> <ul style="list-style-type: none">• Access current playlist and all spots it contains.• Press F3 to display or hide. |
|---|---|



Download information

- Display all spots and media currently downloading to the player.
- Press **F8** to display or hide.



Info window

Open the info window. For example, to enter the current password.



Play next

Play the next spot from the playlist.

Restrict spot variants

URL: <https://docs.grassfish.com/docs/restrict-spot-variants>

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You can configure which IXM One users types can work with spot variants to create different versions of a centrally managed spot.

To do so, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **cms > hideSpotDetailTabVariantsForUserType** to one or more of the following options:
 - **Admin**: admin users can see spot variants.
 - **StandardUser**: standard users can see spot variants.
 - **LocationUser**: location users can see spot variants.
5. Ensure that **spotVariationsEnabled** is set to **true**.
6. Save your changes and close the file.

```
"cms": {  
    "hideSpotDetailTabVariantsForUserType": [  
        "LocationUser",  
    ],  
    "spotVariationsEnabled": true,  
}
```

Configure settings

URL: <https://docs.grassfish.com/docs/settings-window>

Archiviert am: 2025-07-17 18:43:26

To change a player's settings, open the selection menu in the upper right corner of the window.

The menu entries are based on the player configuration in IXM One. Depending on this, you may see the following information:

- Common
- Internet Receiver
- Player
- Local
- Debug:
 - [Overlay \(control bar\)](#)
 - Playlist information
 - Download information
- Phidget
- Serial
- Screen Controller

Common

Device volume
0 (0 - 15)

Advanced spot statistics
Activate/deactivate detailed spot statistics

Install additional apps
Install additional apps with the updates

Daily password
Enable or disable the daily password

Overseer apps

HDMI Cycle Activated
Turns HDMI off and on again at the start of the Player

Enable Network Resolver
Enable network resolver for this player

Disable Video Overlay
Disable playing videos in an overlay

Logging

Log level

Example: Activate the debug overlay

To use the debug options, select **Debug** to open the overlay:

- Select individual components to display them. You can do this directly in the overlay or with the function keys.
- Press **ESCAPE** to deactivate all components.

Debug

Overlay

Playlist

Downloads

Enable spot variants

URL: <https://docs.grassfish.com/docs/enable-spot-variants>

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You can use spot variants to create different variants of a centrally managed spot, for example, for branches. The spot variants remain connected with the original spot and you can manage them from a central location. That is, in the spot settings of the original spot. In addition, you can change the settings and content of a spot variant independently of the original spot to suit the needs of your branches.

To enable spot variants, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Under **cms**, set **spotVariationsEnabled** to **true**.
5. Save your changes and close the file.

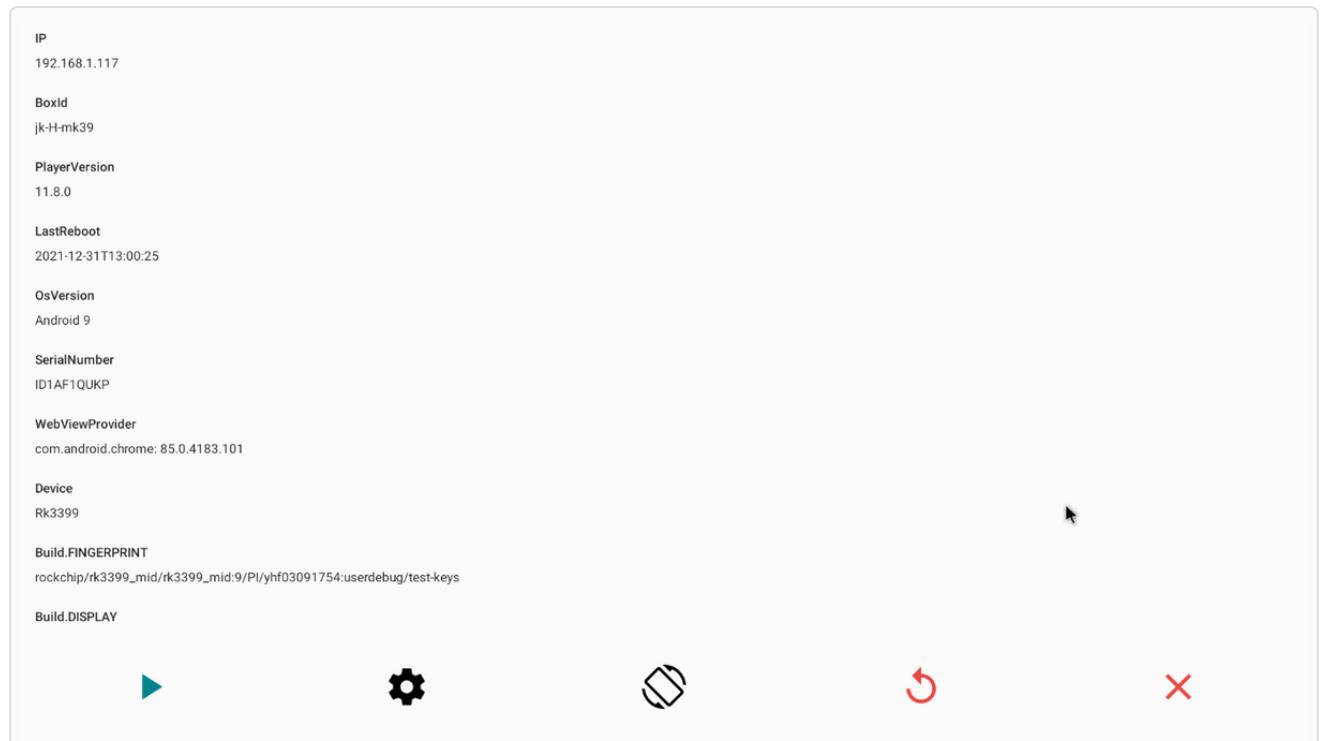
```
"cms": {  
    "spotVariationsEnabled": true,  
}
```

Use player options and settings

URL: <https://docs.grassfish.com/docs/menu-window>

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The menu window provides general information and access to additional options and system settings.



Click on the following icons for additional options:

| | |
|--|-------------------------------------|
| | Start the player. |
| | Open the settings . |

| | |
|---|---|
|  | Select the screen orientation: <ul style="list-style-type: none">• Landscape• Landscape reverse• Portrait• Portrait reverse• Auto |
|  | Reset the player. |
|  | Exit player. This shuts down the player software. |

Enable spot import and export

URL: <https://docs.grassfish.com/docs/enable-spot-export>

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You can enable the import and export of spots and the download of spot files like videos and images for specific user types in IXM One.

Enable spot import and export

To enable the import and export of spots for user types, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\
2. Open one of the following folders:
 - **00000**: edit configurations for the entire server, which means for all customers.
 - **000xxx**: edit customer-specific settings. xxx is the customer ID.
3. Open the config.json file in your folder with a text editor like Notepad++.
4. Set **cms > enableExportImportOfSpotsForUserType** to one or more of the following options:
 - Admin**: admin users can import and export spots.
 - StandardUser**: standard users can import and export spots.
 - LocationUser**: location users can import and export spots.
5. Save your changes and close the file.

```
"cms": {  
    "enableExportImportOfSpotsForUserType": [  
        "Admin",  
        "StandardUser",  
        "LocationUser"  
    ],  
}
```

Enable export of spot types

To enable the export of specific spot types, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer\

2. Open one of the following the folders:

- **00000**: edit configurations for the entire server, which means for all customers.
- **000xxx**: edit customer-specific settings. xxx is the customer ID.

3. Open the config.json file in your folder with a text editor like Notepad++.

4. Go to **cms > export**.

5. Set the following settings to **true** to enable the export:

- **composerSpots**: specified users can export HTML Composer spots.
- **playlistToVideo**: specified users can export playlists as a video.
- **spotpoolToVideo**: specified users can export spot pools as a video.

6. Save your changes and close the file.

```
"cms": {  
    "export": {  
        "composerSpots": true,  
        "playlistToVideo": false,  
        "spotpoolToVideo": false  
    },  
}
```

Enable spot file download

To enable the download of spot files such as videos and images for specific user types, perform the following steps:

1. Navigate to the configuration files on the server at: GVServer2\www\gv2\gf\GFWebHtmlCustomer

2. Open one of the following the folders:

- **00000**: edit configurations for the entire server, which means for all customers.
- **000xxx**: edit customer-specific settings. xxx is the customer ID.

3. Open the config.json file in your folder with a text editor like Notepad++.

4. Set **cms > allowDownloadableSpotFilesForUserType** to one or more of the following options:

Admin: admin users can download spot files.

StandardUser: standard users can download spot files.

LocationUser: location users can download spot files.

5. Save your changes and close the file.

```
{  
    "cms": {  
        "allowDownloadableSpotFilesForUserType": [  
            "Admin",  
            "StandardUser",  
            "LocationUser"  
        ]  
    }  
}
```

```
        "LocationUser"  
    ],  
}
```

Get general info

URL: <https://docs.grassfish.com/docs/info-window>

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If the player is not in [kiosk mode](#), you can see the info window. It contains the most important information about the system and the player hardware. For example, a player's IP address or the version of the operating system.

Note

Without user interaction, this window closes after 60 seconds and the player resumes playing spots. If you enter a password, every character counts as an interaction which keeps the window open for an additional 60 seconds.

Access the menu

To access the menu for [options and settings](#), enter the current password at the top of the info window and select **UNLOCK**.



Spot configuration

URL: <https://docs.grassfish.com/docs/spot-configuration>

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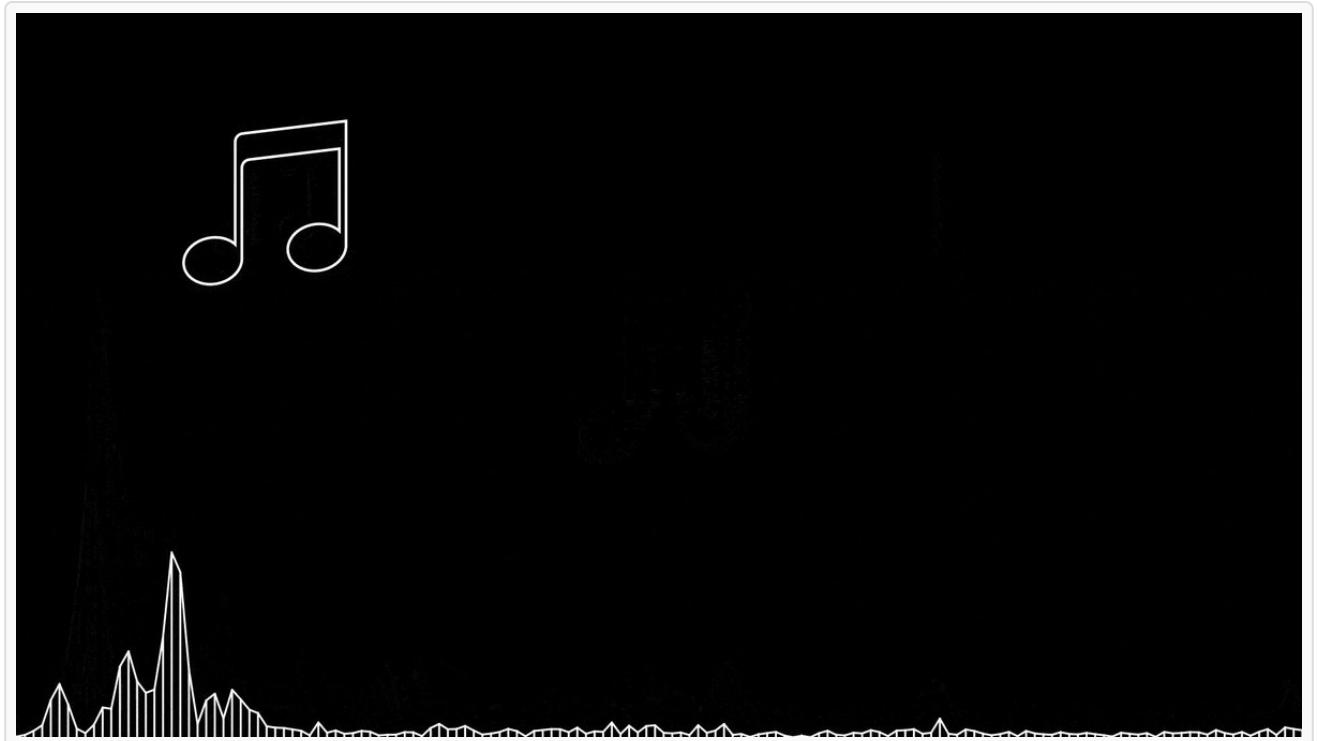
:

Exit Kiosk mode

URL: <https://docs.grassfish.com/docs/kiosk-mode>

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The player stays in Kiosk mode while spots are being played. Kiosk mode looks like this:



Access controls

Exit Kiosk mode and gain access to the player controls in one of the following ways:

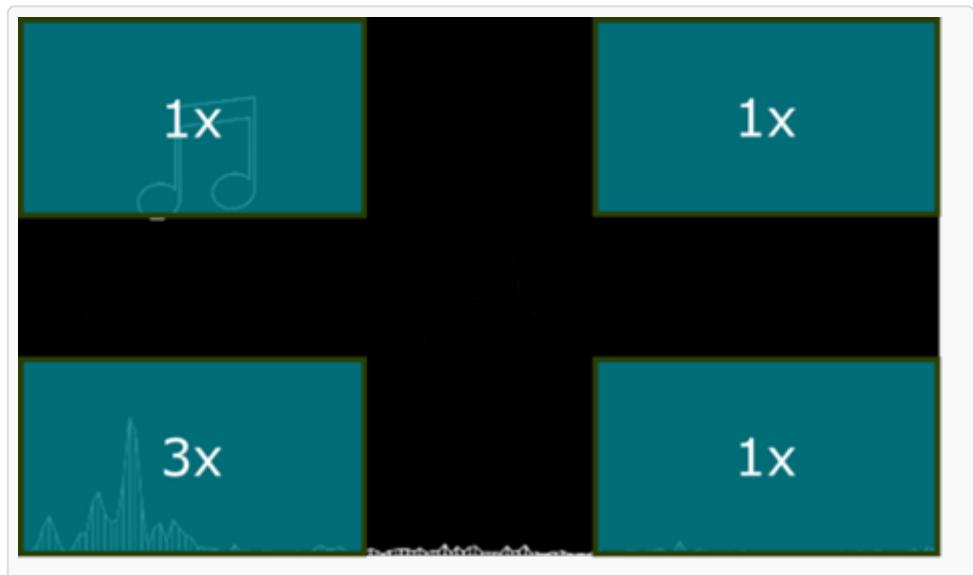
Use the keyboard

If you have a keyboard connected to the player, press **F12**.

Use the touch screen

If you have a player with a touch screen, use the following touch combination:

- Click once on the upper left corner.
- Click once on the upper right corner.
- Click three times on the bottom left corner.
- Click once on the bottom right corner.



Note

The time between clicks must not exceed three seconds.