

Application Note

Play a content when receiving an UDP
message using the script **variable-by-UDP**
(Screen Composer G3)

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1 Introduction

When executed in a playout, the script **variable-by-udp.js** is listening to UDP messages on a specific port. When the specific UDP message is received, a variable is set on the player permitting to play a specific content.

This script can also be configured to send a UDP message when the same Boolean variable is set back to true by Playzilla.

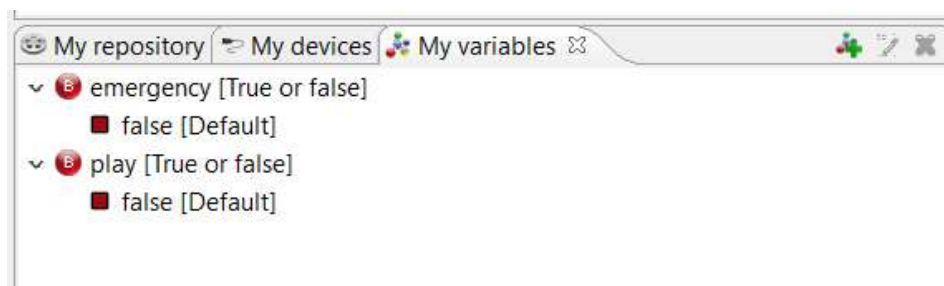
2 Prerequisites

The following conditions must be filled:

- ScreenComposer G3 3.20.14 (or above)
- Playzilla 4.10.19 (or above)
- Players
 - DMB400
- Gekkota V4.10.11 (or above)

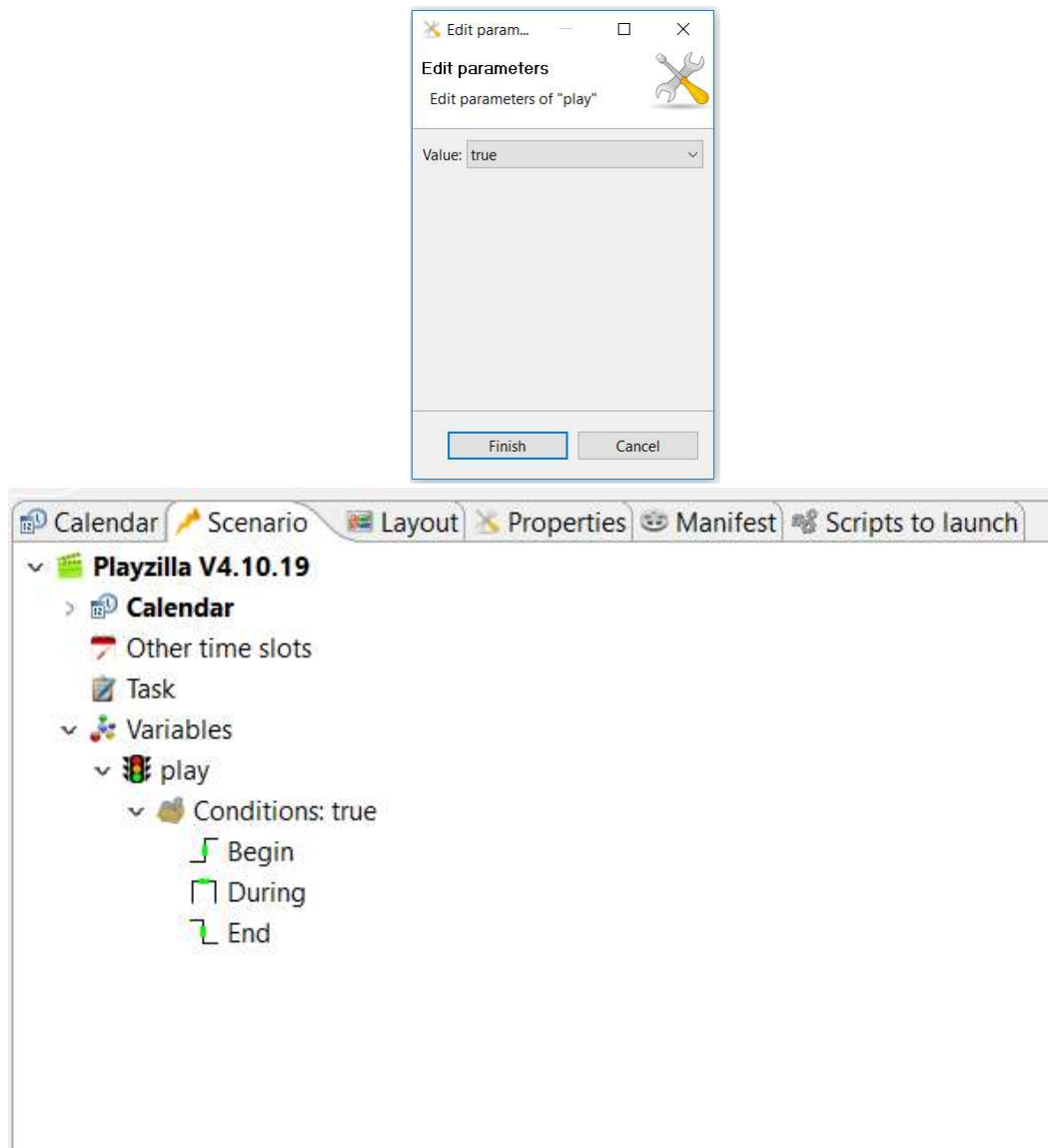
3 Configuration in Screen Composer

- In the “My repository” folder:
 - Add the list of medias to be played when a UDP message is received.
 - Add the script “variable-by-udp.js”
- In the “My Variables” folder, create a new “true/false” variable named “play” (as the default variable name defined in the script).
- Right click on the variable and select “New default value”. Choose “false”.

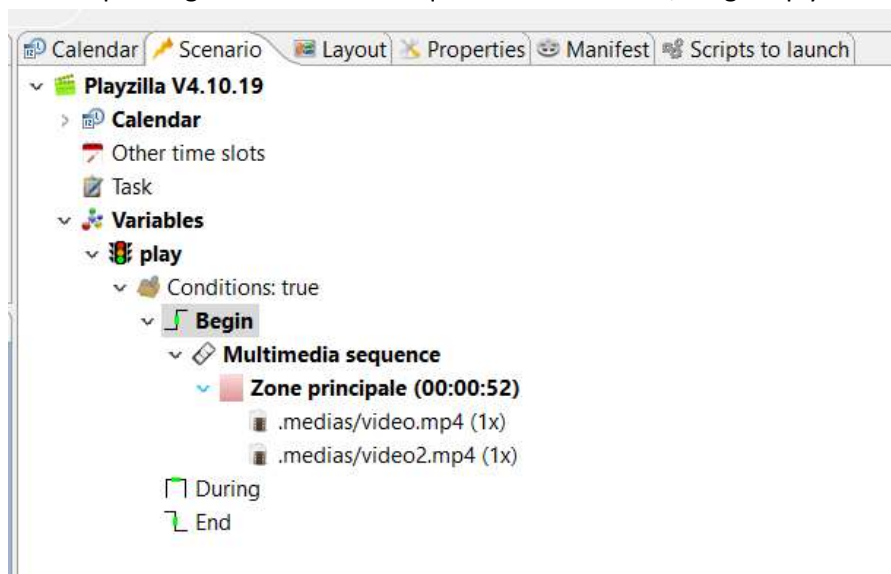


- Click on the “Scenario” Tab and drag drop the “play” variable and select true when prompted.

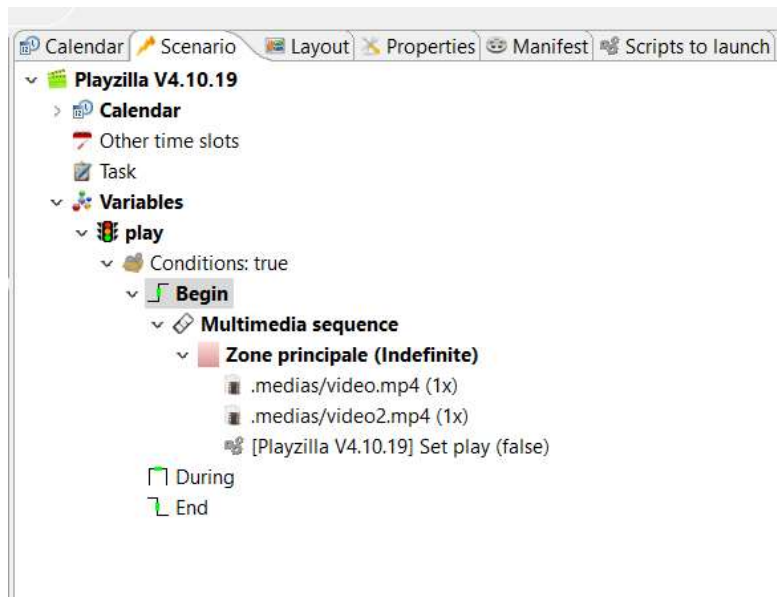
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- Right click on “Begin” below “Conditions : true” to add a multimedia sequence
- After expanding the multimedia sequence and the zone, drag drop your media sequence

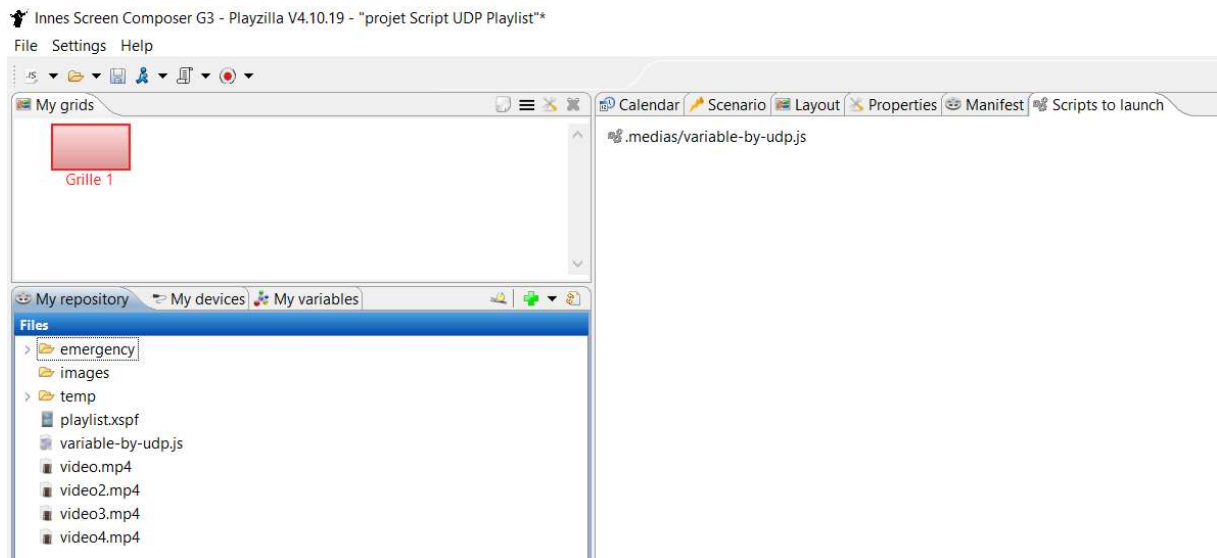


- Then drag drop the variable at the end of the sequence and choose “false” when prompted



- Customize the variable-by-udp.js previously uploaded to “My repository” by changing the constants default values:
 - `// local player constants`
 - `Const UDP_LOCAL_PORT = 49152;`
 - `const LOCAL_MULTICAST_GROUP = "224.1.5.5";`
 - `const EXPECTED_UDP_MESSAGE = "play";`
 -
 - `// remote player constants`
 - `const ENABLE_SEND_MESSAGE_AFTER_SEQUENCE = false;`
 - `const UDP_MESSAGE_TO_SEND = "play";`
 - `const UDP_REMOTE_MULTICAST_ADDRESS = "224.1.5.80";`
 - `const UDP_REMOTE_PORT = 49152;`
- Drag drop the variable-by-udp.js file in the “Scripts to launch” tab

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- Publish to your DMB400 player.

Appendix

With a UDP tool, like by example PacketSender, send the UDP packet on the network where your device is running the script. The multimedia sequence, which is starting when the play variable is set to true, is played.

The screenshot shows the Packet Sender application window. The configuration fields are as follows:

- Name: UDP Message Play
- ASCII: play
- HEX: 70 6c 61 79
- Address: 192.168.1.131
- Port: 49152
- Resend Delay: 0
- Protocol: UDP
- Buttons: Send (highlighted with a red box), Save, Load File

Below the configuration fields is a search bar for saved packets and a checkbox for Persistent TCP.

The packet list shows one packet:

	Method	ASCII	Hex
1	UDP	play	70 6c 61 79

At the bottom, there is a log table showing the traffic details:

	Time	From IP	From Port	To IP	To Port	Method	Error	ASCII	Hex
1	2:00:35.960	You	12450	192.168.1.131	49152	UDP		play	70 6c 61 79