Configuration guide of ESII Vertical Banner

May 2015

Version 002

What is ESII Banner?

The ESII Banner is designed to receive messages from the ESII eSirius or eGestat systems.

Prerequisites

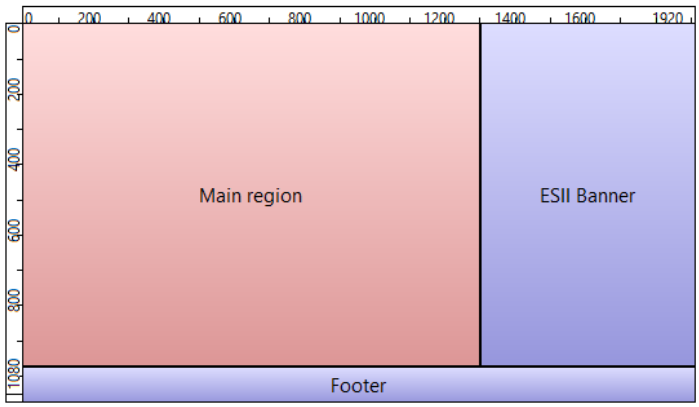
The banner will run on Gekkota G3 V3.12.19 or above.

If you want to make it work with eGstat, with the egestat_eds_udp server on the same PC as gekkota, you will have to use a corei5 minimum.

ESII Banner features

The banner is designed to be displayed vertically in a three region display (1920x1080)

- ✓ Main region is 4/3 1306x980
- ✓ Footer is 1920x100
- ✓ ESII Banner is 614x980.

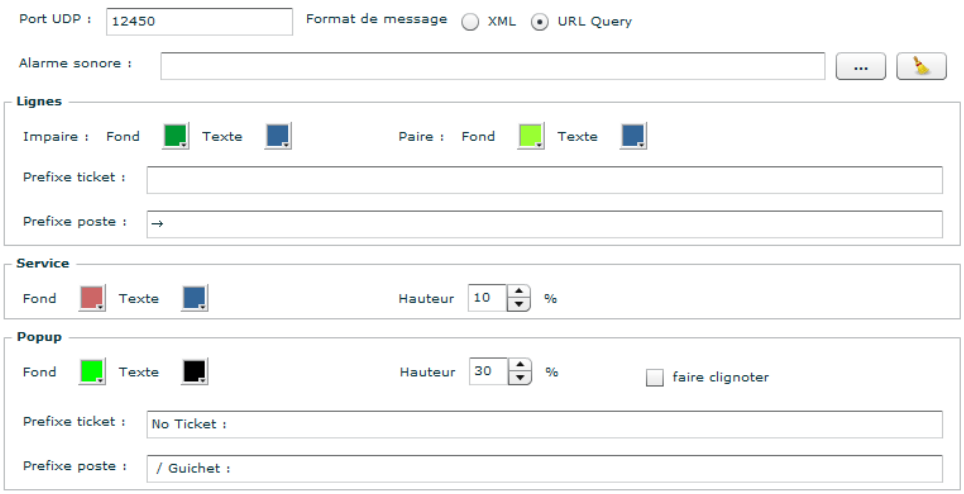


In the ESII Banner:

- ✓ A maximum of 4 services can be defined.
- ✓ A maximum of 6 lines (total lines) can be defined
  (meaning not 6 lines per service)

ESII Banner configuration

Once the model is installed, the information to be display has to be defined and how this information will be displayed as well.



Port UDP: Port that the model will listen for messages. This also has to be configured on the HTTP or ESII server by default this is 12450.

Format de message: ESII can produce messages in XML or URL Query formats, the correct format has to be chosen. Typical cases: eSirius => URL Query, eGestat => XML.

Alarme Sonore: mp3 audio file to be played when a ticket is on max.

Lignes: The tickets are shown on the lines, colors for fore and back grounds for odd/even lines can be defined. Each ticket contains the ticket and poste number, can define a prefix text for each.

Service: define fore and background color also the height that will be used based on the total available height.

Popup: The popup is displayed when a ticket is in state “max”. The color, size and if the text on the popup will flash or not can be defined. There is also the prefix texts for ticket and post.

Reserve: define if a space has to be left at the top or the bottom.

Activer le diagnostic: displays the diagnostic screen or not. The diagnostic checks if the banner is correctly configured, and then will trace each message received.

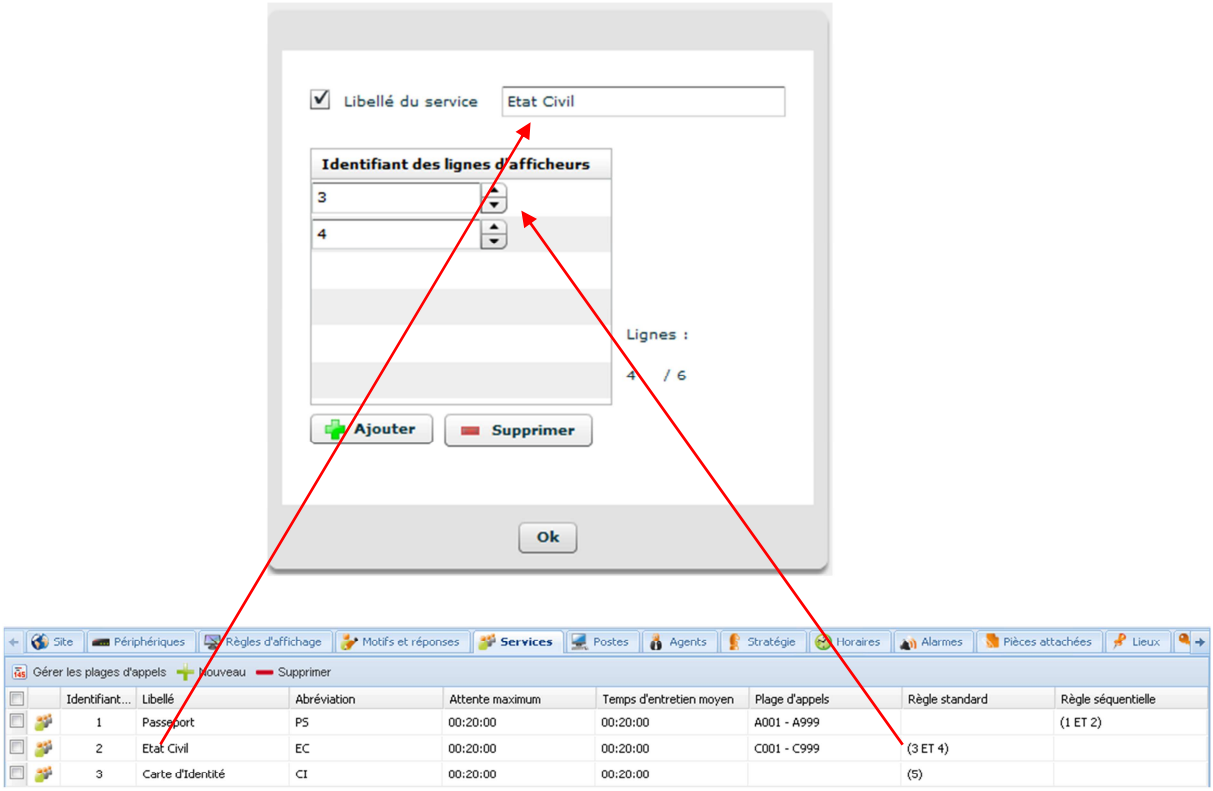
Each service and display line that is required to display information from the ESII server must be defined.

Each service can have a title or not and for each display line the ID ***must be identical*** to the ID defined in the corresponding ESII system. An ID cannot be used in two services.

The title is not obligatory the same as the service in eSirius or Egestat system, but it's easier to use the same for better comprehension.

Use with eSirius

You can find the correspondent ID and title here:



The IP address of the player must be declared on the EDS service on the ESII server.

The default location for the eSirius installation is "D:\ESII-Applications\".

In the this directory will find two files

"D:\ESII-Applications\eds\eds.properties"

"D:\ESII-Applications\eds\eds-config.xml"

These are used to configure the eSirius system and notable the IP addresses for the player to send messages to. For further information please consult the eSirius documentation or contact ESII.

Use with eGestat

The EGestat system sends messages to an HTTP server, which in turns sends UDP messages to each required player to display the information. So there are two parts in this installation.

Part 1 : HTTP Server configuration

You have to find a windows PC to install the HTTP server on it. If one gekkota_rt player is used, you can use the same PC as the gekkota one, **but in this case, you will need a corei5 minimum**.

Run the “egestat_eds_udp-setup-x.yy.zz.exe” to install the HTTP server, it is installed as a service, the default location is “C:\Program Files (x86)\egestat_eds_udp”.

In this directory there is a file called **config.json**, this must be edited to define how the messages will be routed.

```
{
	"port": 8084,
	"udp_remotes": [{
		"address": "192.168.1.107",
		"port": 12450
	},{
		"address": "127.0.0.1",
		"port": 12450
	}],
	"log": false
}
```

The port is the port that will be used to listen for messages. This corresponds to the port defined in Egestat digital signage HTTP server (see after). Then the list of players has to be defined in the UDP remotes for each the IP address and the port number. This is the UDP port defined in the ESII Vertical banner form. In the above example the second UDP remote is on the same computer as the HTTP server.

When the config.json is changed the egestat_eds_udp service must be restarted.

In any case, verify that the service is started.

If you have to install a new version of egestat_eds_udp, please uninstall first the previous version. You will have to modify again the file config.json.

You should configure the firewall to let it pass the udp ports.

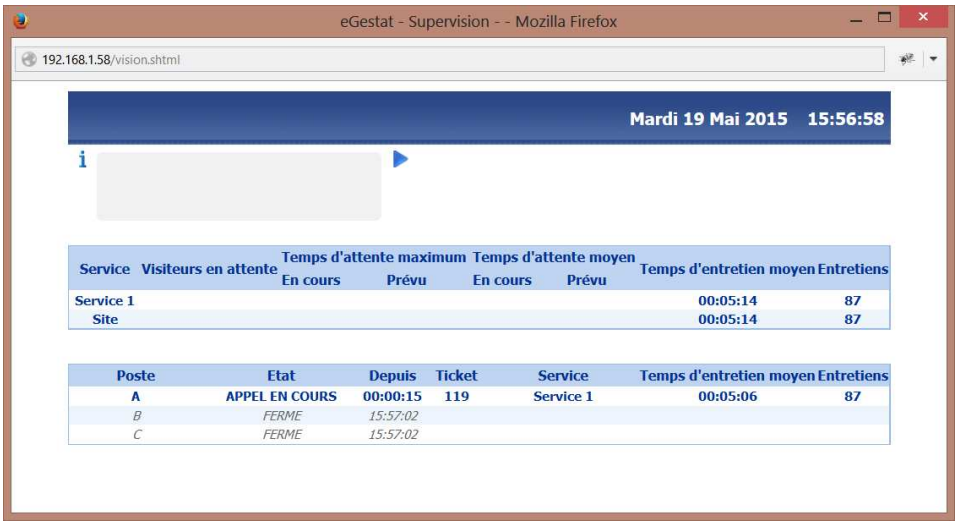
Part 2 : EGestat configuration

When the CTIPV3 is switched on, the IP is displayed on the LCD display.

To configure the system connect with a web browser to the IP address.

Eg http://192.168.1.58/

To check the EGestat system is operating correctly select supervision.



When press the green arrow button on the Wired pad, this will show “APPEL EN COUR”.

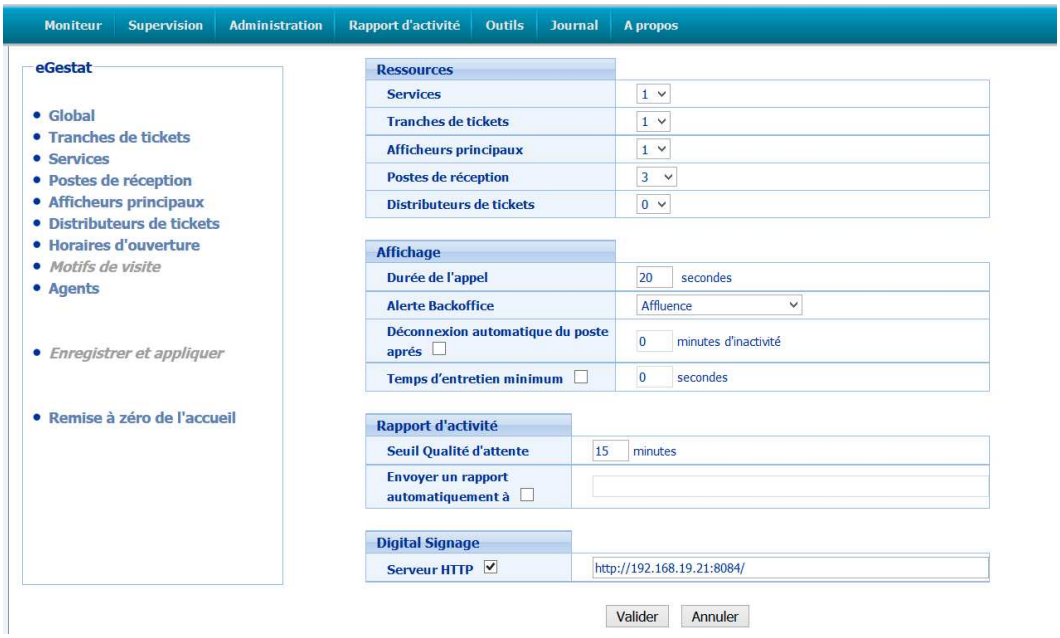
In the configuration of the Digital Signage HTTP server, retrieve the port number.

Then, you have to define the complete URL on which EGestat will have to send:

http://<Adress_of_Digital_Signage_http_server>:<port>/

Eg http://192.168.19.21:8084/

Enters this url inside the CTIPV3 web UI, Menu Administration/Egstat, part ‘Digital Signage’:



Then select “Valider”, and ”enregistrer et appliquer” on the left.

For further information please consult the eGestat documentation or contact ESII.