



IEI Technology Corp.



**MODEL:  
iSignager 10.4"**

**10.4" iSignager LCD with Wireless Module, Video Input  
Audio Input & Output, DVI-I Output, LAN, USB,  
IP64 Compliant Front Panel**

## **User Manual**

**Rev. 1.00 – 18 March, 2009**



# Revision

---

Date	Version	Changes
18 March, 2009	1.00	Initial release

# Copyright

---

## **COPYRIGHT NOTICE**

The information in this document is subject to change without prior notice in order to improve reliability, design and function and does not represent a commitment on the part of the manufacturer.

In no event will the manufacturer be liable for direct, indirect, special, incidental, or consequential damages arising out of the use or inability to use the product or documentation, even if advised of the possibility of such damages.

This document contains proprietary information protected by copyright. All rights are reserved. No part of this manual may be reproduced by any mechanical, electronic, or other means in any form without prior written permission of the manufacturer.

## **TRADEMARKS**

All registered trademarks and product names mentioned herein are used for identification purposes only and may be trademarks and/or registered trademarks of their respective owners.

# Table of Contents

<b>1 INTRODUCTION.....</b>	<b>8</b>
1.1 OVERVIEW.....	9
1.2 FEATURES.....	9
1.3 SYSTEM OVERVIEW .....	10
1.3.1 Front View .....	10
1.3.2 Bottom Panel.....	11
1.3.3 Rear View .....	11
1.4 PHYSICAL DIMENSIONS .....	13
1.5 SPECIFICATIONS .....	14
1.6 PACKING LIST.....	15
<b>2 INSTALLATION .....</b>	<b>17</b>
2.1 HARDWARE INSTALLATION.....	18
2.1.1 iSignager 10.4" Set-Up .....	18
2.1.2 HDD Installation (Optional).....	18
2.1.3 DVI/VGA Connection.....	20
2.1.3.1 Supported Output Ports and Resolutions .....	21
2.2 MOUNTING.....	22
2.2.1 Wall Mounting.....	22
2.2.2 Stand Installation.....	24
2.2.3 Arm Mounting .....	25
<b>3 OSD CONFIGURATION.....</b>	<b>27</b>
3.1 OSD MENU STRUCTURE .....	28
3.2 USING THE OSD.....	29
3.2.1 Image Menu .....	29
3.2.2 Display Menu.....	30
3.2.3 Color Menu .....	31
3.2.4 System Menu .....	32
3.2.4.1 OSD Configuration.....	33
3.2.4.2 Auto-Brightness (Auto-Dimming) Configuration.....	34

## iSignager 10.4" Panel PC

3.3 REMOTE CONTROL .....	35
<b>A SERIAL PORT COMMANDS .....</b>	<b>36</b>
A.1 CHECK AND MODIFY STATUS BY SERIAL PORT .....	37
<i>A.1.1 Successful Message—LAN Connection .....</i>	<i>44</i>
<i>A.1.2 Successful Message—Wifi Connection .....</i>	<i>45</i>
A.2 CHECKING CONNECTION .....	46
A.2.1 Check the LED.....	46
A.2.2 Ping in DOS Environment or Hyper Terminal Session .....	46
A.2.2.1 PC.....	47
A.2.2.2 iSignager 10.4" .....	47
A.2.3 Check the Status in the Player Manager .....	47
A.3 NETWORK BEHAVIOR .....	47

# List of Figures

---

Figure 1-1: Front View .....	10
Figure 1-2: Bottom Panel View .....	11
Figure 1-3: Rear View .....	12
Figure 1-4: Dimensions (millimeters) .....	13
Figure 2-1: Format the HDD via IDE-USB Cable .....	18
Figure 2-2: Back Cover Retention Screws .....	19
Figure 2-3: IDE Connector Location .....	19
Figure 2-4: IDE HDD Installation .....	20
Figure 2-5: Second Display Device Connection .....	20
Figure 2-6: Device Settings .....	21
Figure 2-7: Wall-mounting Bracket .....	23
Figure 2-8: Chassis Support Screws .....	24
Figure 2-9: Stand Mounting .....	25
Figure 2-10: Arm Mounting Retention Screw Holes.....	26
Figure 3-1: Image Menu .....	29
Figure 3-2: Display Menu .....	30
Figure 3-3: Color Menu .....	31
Figure 3-4: System Menu .....	32
Figure 3-5: OSD Configuration.....	33
Figure 3-6: Auto Brightness Configuration .....	34
Figure 3-7: Remote Control .....	35

# List of Tables

---

Table 1-1: iSignager 10.4" Specifications .....	15
Table 1-2: Packing List.....	16
Table 2-1: Supported Resolutions for the Second Display Device .....	22
Table 3-1: OSD Menus.....	29



Chapter

1

# Introduction

---

## iSignager 10.4" Panel PC

### 1.1 Overview

The iSignager 10.4" is a multimedia display device developed by IEI to display dynamic, visual and audio contents for a target audience. The flat front panel of the iSignager 10.4" provides IP 64 protection, which effectively wards off dust and water. The iSignager 10.4" comes with an application software, the iSignager AdDesign, to help users to design, schedule and transfer dynamic contents for iSignager 10.4" to display. The built-in wireless connection enables the display sources to be updated anytime anywhere. With the iSignager 10.4", an advertising station is easily established and promotes the product and services in the simplest way.

### 1.2 Features

Some of the iSignager 10.4" features are listed below.

- 10.4" TFT LCD
- Built-in speakers
- Support wall/stand/arm mounting
- Built-in 802.11b/g wireless module and PIFA antenna
- Multi-zone layout supports full spectrum of media formats
- Flexible schedule management showing customized contents
- Real time A/V input to display video from DVD player, NTSC/ PAL TV signal, Digital Video Box, Cable TV within on large screen
- High-resolution displays, HDTV, to produce the best advertising results
- Contents can be stored in CompactFlash® disk, USB 2.0 flash drive or IDE/USB hard disk drive
- Uploading content remotely to the iSignager 10.4" through Network management function
- IP 64 compliant front panel
- RoHS compliant

## 1.3 System Overview

### 1.3.1 Front View

The front of the iSignager 10.4" is a flat panel TFT LCD screen surrounded by an ABS/PC plastic frame. The iSignager 10.4" also includes two sensors and one LED on the front panel:

- **Ambient Light Sensor**  
The ambient light sensor detects the brightness of the ambient environment when the auto-dimming function is turned on.
- **Infrared Sensor**  
This sensor receives the signal from the remote control.
- **Power LED** lights up turned on in green when the LCD monitor is on.

Figure 1-1 shows the front view of the iSignager 10.4".

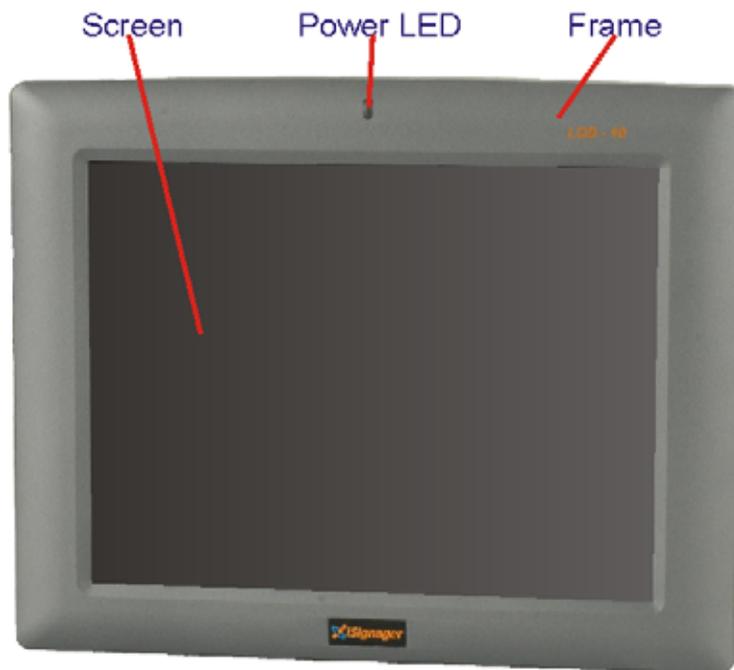


Figure 1-1: Front View

## iSignager 10.4" Panel PC

### 1.3.2 Bottom Panel

All peripheral device connectors are located on the bottom panel of the iSignager 10.4". The following is a list of the bottom panel peripheral device connectors used on the iSignager 10.4".

- Power switch
- 12V power connector
- RS-232 serial connector
- RJ-45 Ethernet connector
- USB connector
- Audio jacks (audio in, audio out)
- Composite BNC connector
- DVI-I connector
- CompactFlash® slot

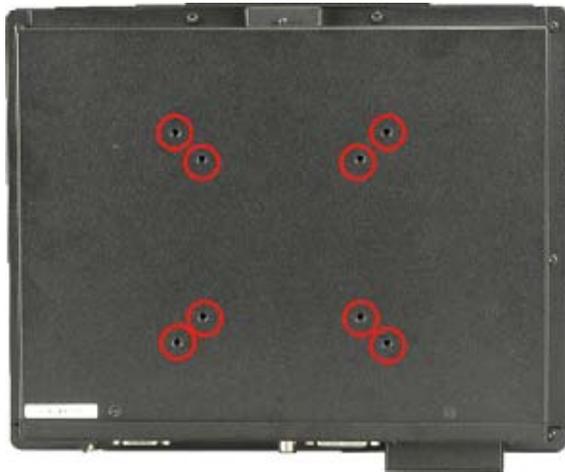
Figure 1-2 shows the bottom panel.



Figure 1-2: Bottom Panel View

### 1.3.3 Rear View

The rear panel features fan ventilation holes and four retention screw holes that support a VESA FDMI (MIS-D 100) wall-mounting bracket, a stand or an arm.



**Figure 1-3: Rear View**

## iSignager 10.4" Panel PC

### 1.4 Physical Dimensions

The physical dimensions are shown below.

- Width: 276 mm
- Height: 227 mm
- Depth: 51 mm

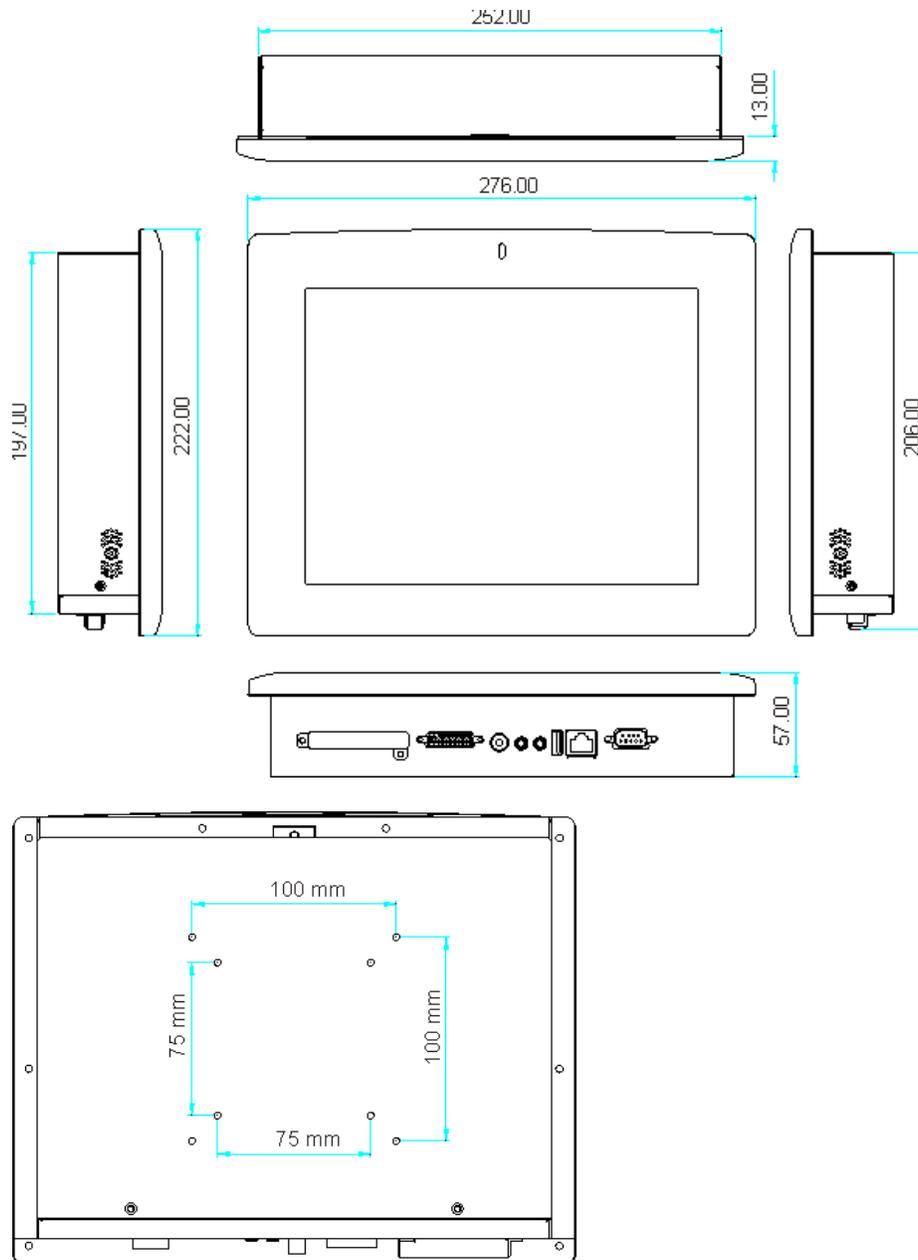


Figure 1-4: Dimensions (millimeters)

## 1.5 Specifications

Table 1-1 shows the specifications.

iSignager 10.4"	Specification
LCD Size	10.4"
Max. Resolution	800 x 600
Brightness (cd/m <sup>2</sup> )	400
Contrast	500:1
LCD Color	16.2 million
Pixel Pitch (mm)	0.264 x 0.264
View Angle (H / V)	120/100
Backlight MTBF (Hrs)	50000
Video Out	1 x DVI-I (DVI/VGA)
Video In	1 x Composite BNC
Audio In	1 x Audio jack
Audio Out	2 x AMP 1.5W speakers 1 x Audio jack
USB	1 x USB 2.0 port
Serial Port	1 x RS-232
Ethernet	1 x 10/100BASE-T
802.11b/g Wireless	Built-in
Storage	1 x CF Type II 1 x 2.5" IDE HDD (internal)
Power Adapter	60W
Power Consumption	27 W
Mounting	Wall, Stand, Arm
OSD function	No
Ambient Light Sensor	No
Dimension (WxHxD) (mm)	276 mm x 227 mm x 51 mm
Operation Temperature	0°C ~50°C
Safety	CE, FCC, UL
IP Level	IP 64

## iSignager 10.4" Panel PC

iSignager 10.4"	Specification
N/G Weight	1.33 kg

**Table 1-1: iSignager 10.4" Specifications**

### 1.6 Packing List

The package includes the following components. If anything is missing or defective, please contact IEI immediately.

Quantity	Item	Image
1	iSignager 10.4"	
1	AC power adaptor	
1	Power cord	
1	1GB demo CompactFlash® card	
1	Screw set	
1	DVI-I to VGA adapter	
1	RCA video cable	
1	Audio cable	

Quantity	Item	Image
1	iSignager AdDesign software companion CD	

**Table 1-2: Packing List**

Chapter

2

# Installation

---

## 2.1 Hardware Installation

### 2.1.1 iSignager 10.4" Set-Up

To set up the iSignager 10.4" (the player), follow the steps below:

**Step 1:** Connect audio and video input to the player (if available).

**Step 2:** To transfer player settings or sequences to the player via the network, connect the iSignager 10.4" to the same LAN of the PC via an Ethernet cable (optional step).

**Step 3:** Connect the player to the power supply.



#### **NOTE:**

After the hardware installation, a formatted CF card/HDD with display content and player settings generated by iSignager AdDesign has to be installed in the iSignager 10.4" for broadcasting.

### 2.1.2 HDD Installation (Optional)

A hard drive disk (HDD) can be used as the storage device on the iSignager 10.4" instead of the CF card. The HDD provides larger data storage capacity. Before installing the HDD, please install the iSignager AdDesign first and design the layout and sequence with the iSignager AdDesign (see iSignager AdDesign user manual). After designing the display content in the iSignager AdDesign, follow the steps below to install IDE HDD.

**Step 1:** **Format the HDD as FAT 32 format.** Connect the HDD to a computer with an IDE-USB cable and format the HDD.



**Figure 2-1: Format the HDD via IDE-USB Cable**

## iSignager 10.4" Panel PC

**Step 2:** Generate a playable disk to the HDD. Follow the steps in the AdDesigner manual to prepare the hard drive. Disconnect the HDD from the computer.

**Step 3:** Remove the plastic back cover. The plastic back cover is secured to the chassis with few retention screws. Remove the retention screws and lift the back cover off.

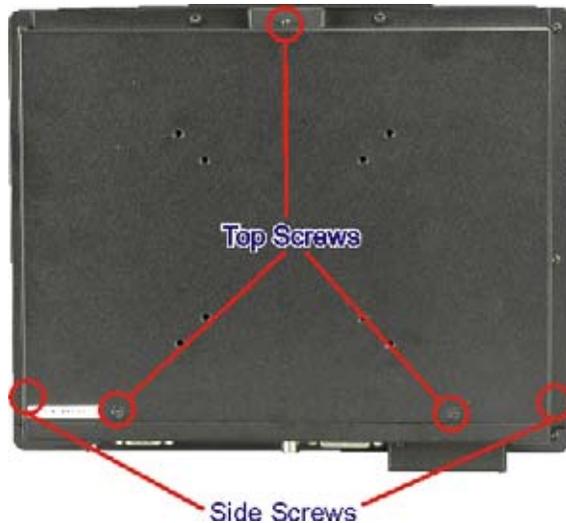


Figure 2-2: Back Cover Retention Screws

**Step 4:** Locate the IDE connector on the board. The location of the IDE connector is shown below.

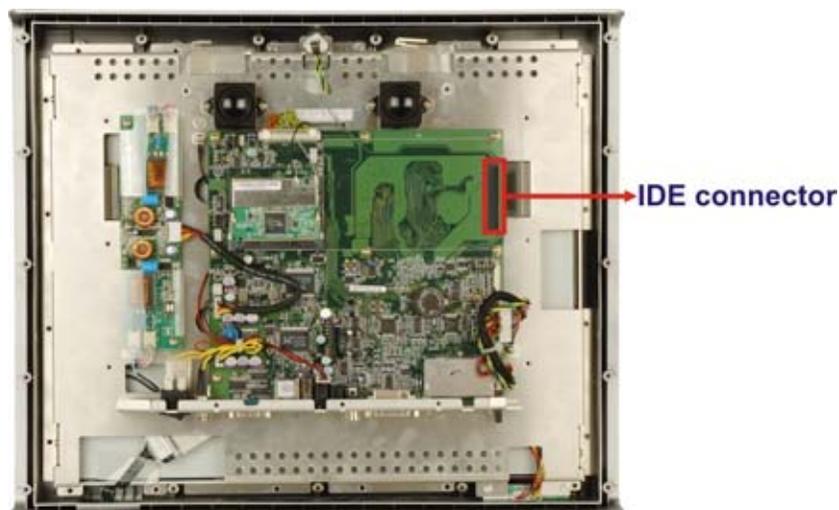


Figure 2-3: IDE Connector Location

**Step 5:** Install the HDD into the system by inserting the HDD to the IDE connector on the board.



Figure 2-4: IDE HDD Installation

**Step 6:** Replace the aluminum cover and the plastic back cover.

### 2.1.3 DVI/VGA Connection

The iSignager 10.4" supports dual display via the DVI-I connector on the bottom panel. To connect the iSignager 10.4" to a monitor, follow the instructions below.

**Step 1: DVI:** Connect the DVI cable to the DVI port on the bottom panel. Connect the other side of the DVI cable to the second display device.

**VGA:** Connect the DVI-I to VGA adapter to the DVI port on the bottom panel. Connect the VGA cable to the iSignager 10.4" and the second display device.

**Step 2:** Connect the audio cable from the output on the iSignager 10.4" to the audio input on the other monitor.



Figure 2-5: Second Display Device Connection

## iSignager 10.4" Panel PC

**Step 3:** Make sure the display device is set to **DVI (DVI/VGA Dual)** in the device settings in the player manager of the iSignager AdDesign. Please refer to the iSignager AdDesign user manual for more details.

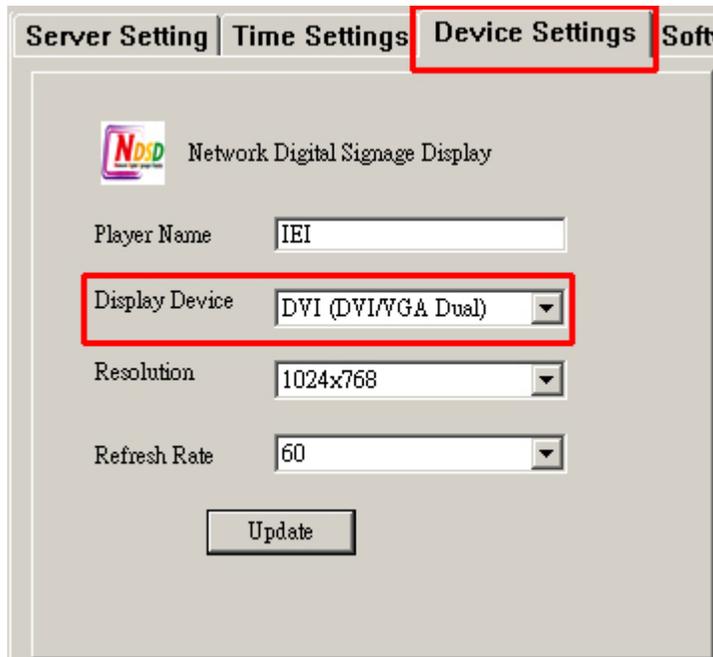


Figure 2-6: Device Settings

### 2.1.3.1 Supported Output Ports and Resolutions

The iSignager 10.4" supports multiple resolutions for the second display device. The supported display resolutions are listed in **Table 2-1**.

Output Port	Resolution
DVI	DVI – 640x480, 848x480, 800x600, 1024x768, 1152x864, 1280x768, 1280x960, 1280x1024, 1360x768, 1400x1050, 1600x1200, 1920x1200 HDMI – 480p(720x480), 720p(1280x720), 1080i(1920x1080), 1080p(1920x1080)

Output Port	Resolution
VGA	640x480, 848x480, 800x600, 1024x768, 1152x864, 1280x768, 1280x960, 1280x1024, 1360x768, 1400x1050, 1600x1200, 1920x1200

**Table 2-1: Supported Resolutions for the Second Display Device**

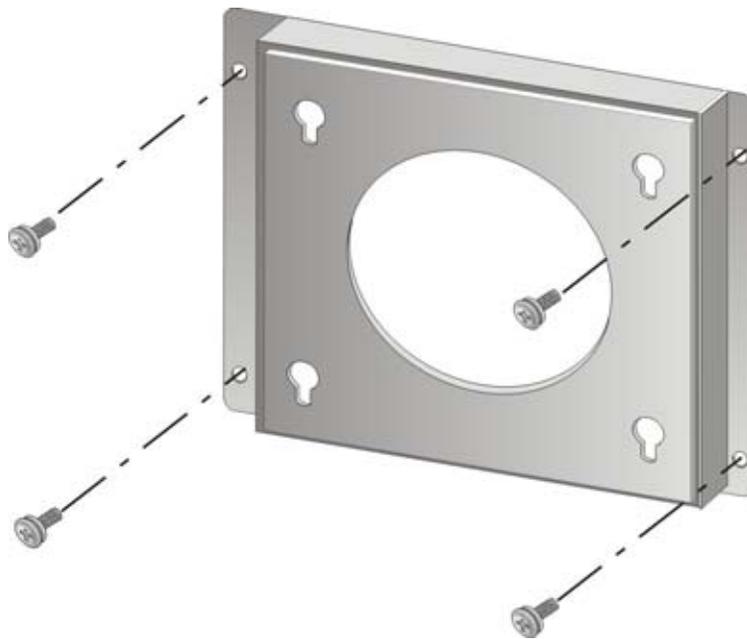
## 2.2 Mounting

The iSignager 10.4" can be mounted on a wall, stand or arm. The mounting methods are described below.

### 2.2.1 Wall Mounting

The iSignager 10.4" has Video Electronics Standards Association (VESA) standard mounting holes on the rear panel. The standard holes are M4 set at 100mm x 100mm and 75mm x 75mm apart and support wall, arm or stand mount.

- Step 1:** Select the location on the wall for the wall-mounting bracket.
- Step 2:** Carefully mark the locations of the four brackets screw holes on the wall.
- Step 3:** Drill four pilot holes at the marked locations on the wall for the bracket retention screws.
- Step 4:** Align the wall-mounting bracket screw holes with the pilot holes.
- Step 5:** Secure the mounting-bracket to the wall by inserting the retention screws into the four pilot holes and tightening them (**Figure 2-7**).



**Figure 2-7: Wall-mounting Bracket**

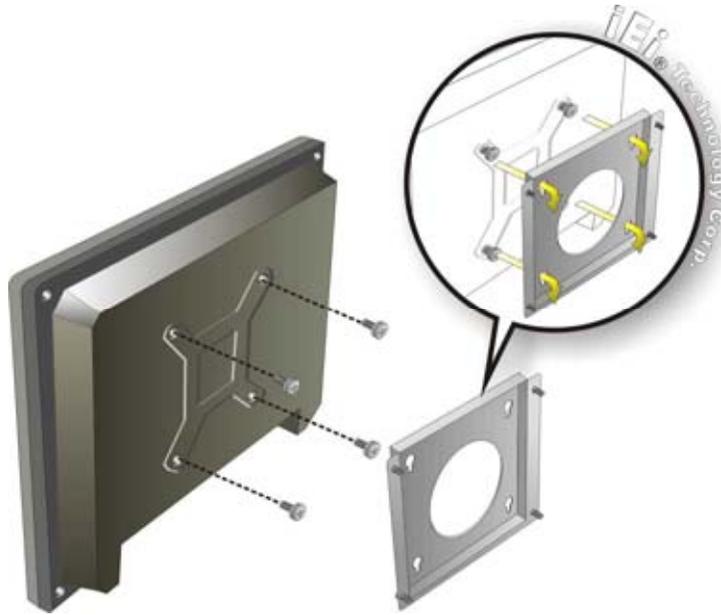
- Step 6:** Insert the four monitor mounting screws provided in the wall mounting kit into the four screw holes on the rear panel of the monitor and tighten until the screw shank is secured against the rear panel (**Figure 2-8**).
- Step 7:** Align the mounting screws on the monitor rear panel with the mounting holes on the bracket.
- Step 8:** Carefully insert the screws through the holes and gently pull the monitor downwards until the monitor rests securely in the slotted holes (**Figure 2-8**). Ensure that all four of the mounting screws fit snugly into their respective slotted holes.



**NOTE:**

In the diagram below the bracket is already installed on the wall.

---



**Figure 2-8: Chassis Support Screws**

### 2.2.2 Stand Installation

The iSignager 10.4" has Video Electronics Standards Association (VESA) standard mounting holes tapped into the rear panel. The stand mounting plate has a matching VESA hole pattern. To mount the iSignager 10.4" onto a stand, please follow the steps below.

- Step 1:** Line up the threaded holes on the iSignager 10.4" rear panel with the screw holes on the stand mounting plate.
- Step 2:** Secure the iSignager 10.4" to the stand with the supplied retention screws (Figure 2-9).

## iSignager 10.4" Panel PC

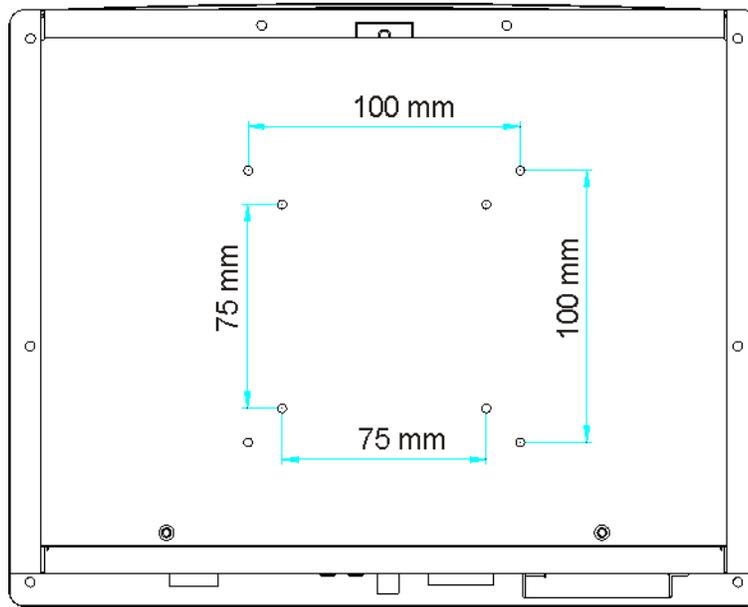


**Figure 2-9: Stand Mounting**

### 2.2.3 Arm Mounting

The iSignager 10.4" is VESA (Video Electronics Standards Association) compliant and can be mounted on an arm with a 100mm interface pad. To mount the iSignager 10.4" on an arm, please follow the steps below.

- Step 3:** The arm is a separately purchased item. Please correctly mount the arm onto the surface it uses as a base. To do this, refer to the installation documentation that came with the mounting arm.
- Step 4:** Once the mounting arm has been firmly attached to the surface, lift the iSignager 10.4" onto the interface pad of the mounting arm.
- Step 5:** Align the retention screw holes on the mounting arm interface with those in the rear of the iSignager 10.4". The iSignager 10.4" arm mount retention screw holes are shown in **Figure 2-10**.



**Figure 2-10: Arm Mounting Retention Screw Holes**

- Step 6:** Secure the iSignager 10.4" to the interface pad by inserting four retention screws through the bottom of the mounting arm interface pad and into the iSignager 10.4".

Chapter

3

# OSD Configuration

---

### 3.1 OSD Menu Structure

Table 3-1 shows the OSD menu structure for all models of the iSignager LCD Series.

Level 0	Level 1	Value		
Image Menu	Brightness	0 to 100		
	Contrast	0 to 100		
	Sharpness	0 to 100		
Display Menu	Auto Adjust	Select		
	Phase	0 to 100		
	Clock	0 to 100		
	Display Control	Display Image	Auto, 1:1, Aspect	
		Aspect Ratio	Auto, 4x3, 14x9, 16x9, >16x9	
Display Position		Select		
Color Menu	Auto Color	Select		
	Color Temperature	USER	Red (0 to 100) Green (0 to 100) Blue (0 to 100)	
		4200K, 5000K, 6500K, 7500K, 9300K		
	sRGB	Off, On		
System Menu	Audio	Mute	On, Off	
		Volume	0 to 100	
	Factory Reset	Select		
	Information	Select		
	Input Select	VGA, YpbPr, DVI, Svideo, CVBS		
	Language	English		
	Misc			
	OSD Configuration	OSD Timer	Off, 5 sec, 10 sec, 15 sec, 20 sec, 25 sec, 30 sec	
		OSD Position	Select	
OSD Transparency		0 to 100		
OSD Zoom		0 to 100		

## iSignager 10.4" Panel PC

	Auto Brightness	Auto Brightness	On
			Off

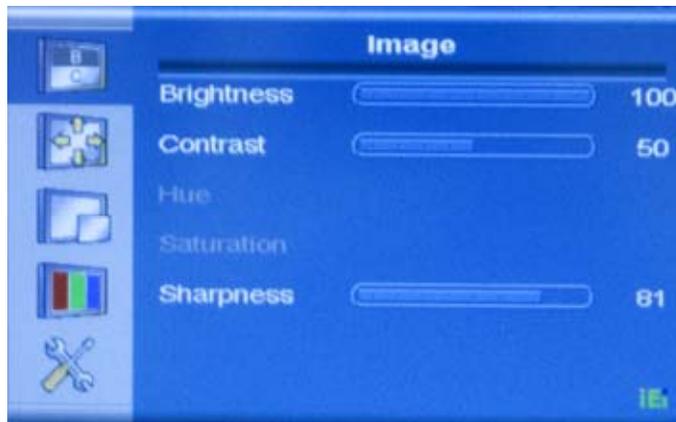
**Table 3-1: OSD Menu**

### 3.2 Using the OSD

OSD menu options are described below.

#### 3.2.1 Image Menu

Image menu options are shown in **Figure 3-1**.



**Figure 3-1: Image Menu**

- Brightness** Adjusts the brightness of screen. This function adjusts the offset value of ADC. Setting this value too high or too low will affect the quality of image. When the auto dimming function is turned on, the brightness control is not effective.
- Contrast** Adjusts the gain value of ADC. Adjusting this value too high or too low will worsen the quality of image.
- Sharpness** Adjusts the sharpness level. This option may help reduce the softening edges around the displayed objects.

### 3.2.2 Display Menu

Display options are shown in **Figure 3-2**.



**Figure 3-2: Display Menu**

Auto Adjust	Automatically adjusts the LCD screen position.
Phase	Adjusts the input signal (Analog only)
Clock	Adjusts the dot clock position
Display Control	This item allows adjustment of the following items. <ul style="list-style-type: none"> <li>▪ <b>Display Image</b> – Adjusts the size of the display image</li> <li>▪ <b>Display Position</b> – Adjusts the horizontal and vertical position of the display screen</li> </ul>

## iSignager 10.4" Panel PC

### 3.2.3 Color Menu

Color options are shown in **Figure 3-3**.



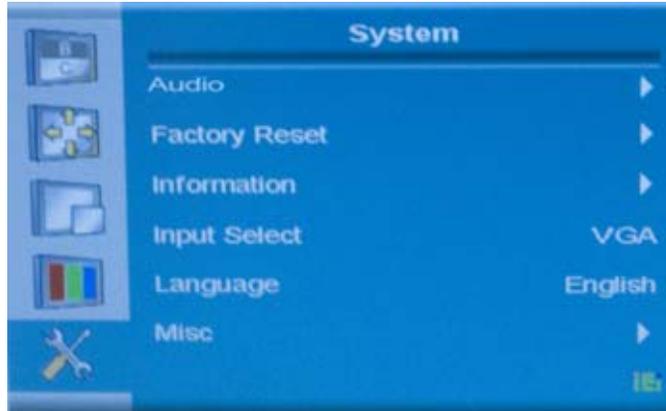
**Figure 3-3: Color Menu**

Color options are described below.

Auto Adjust	Automatically adjusts the color hues
Color Temperature	Fine-tunes the palette of color hues
sRGB	Fine-tunes the balance among the Red, Green, and Blue color hues if images look garish or unrealistic

### 3.2.4 System Menu

System options are shown in **Figure 3-4**.



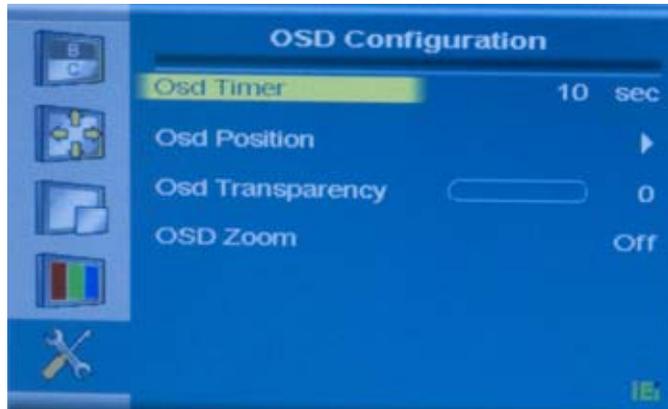
**Figure 3-4: System Menu**

System options are described below.

Audio	Mutes the audio or adjusts audio volume.
Factory Reset	Restores the default OSD settings. Note that this will restore all default display settings.
Information	Provides information on the LCD monitor, such as model number, input device, and resolution
Input Select	Allows selection of input device to use
Language	Provides options for selecting OSD screen legends in a preferred language
Misc	Provides options for OSD configuration and auto-brightness (auto-dimming)

### 3.2.4.1 OSD Configuration

OSD configurations are shown in **Figure 3-5**.



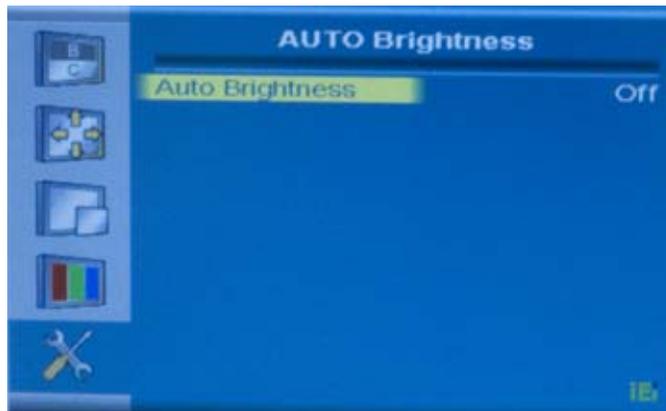
**Figure 3-5: OSD Configuration**

OSD configuration options are described below.

- |                  |   |
|------------------|---|
| OSD Timer        | Determines how many seconds the OSD screen stays on screen before it disappears when OSD is left unattended.  |
| OSD Position     | Adjusts the OSD position on the screen. Use the arrow buttons on the OSD control panel to move the OSD screen |
| OSD Transparency | Adjusts the transparency of the OSD screen  |
| OSD Zoom         | Turns the OSD zoom feature on or off  |

### 3.2.4.2 Auto-Brightness (Auto-Dimming) Configuration

The iSignager LCD Series features an auto-dimming function. Use the OSD to turn this function on or turn off. The auto-dimming screen is shown in **Figure 3-6**.



**Figure 3-6: Auto Brightness Configuration**

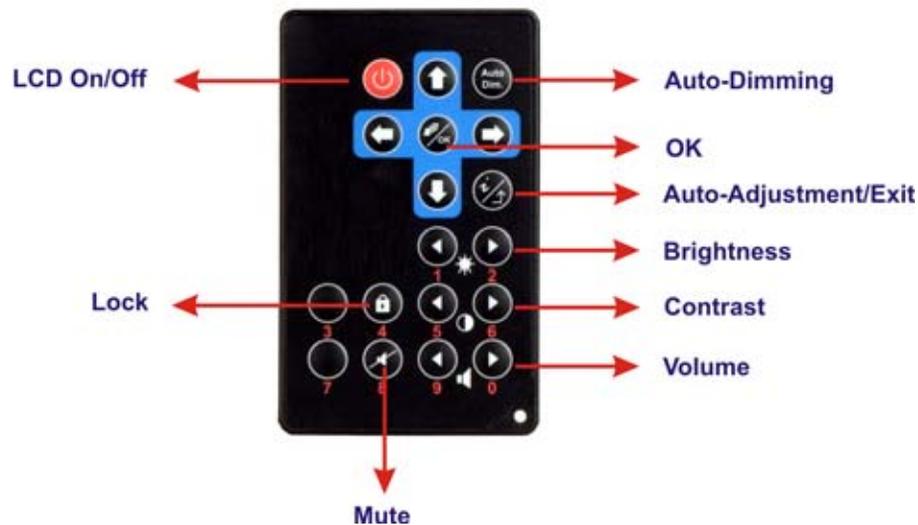
Auto Brightness configuration options are described below.

- |     |   |
|-----|---|
| On  | Turns the auto-dimming function on. When auto-dimming is turned on, the auto-dimming LED on the OSD panel is on and the monitor automatically adjusts the brightness depending on ambient light conditions. |
| Off | Turns the auto-dimming function off.  |

## iSignager 10.4" Panel PC

### 3.3 Remote Control

The iSignager LCD Series comes with a remote control for easy configuration of OSD settings. **Figure 3-7** shows the remote control and its function keys.



**Figure 3-7: Remote Control**

- **LCD On/Off.** Press this button to turn the LCD monitor on or off.
- **Lock.** This function is currently unavailable.
- **Mute.** Press this button to turn off the audio.
- **Auto-Dimming.** Press this button to turn the auto-dimming function on or off.
- **OK.** Press this button to confirm a setting or an adjustment made.
- **Auto-Adjustment/Exit.** Press this button to let the system automatically configure the OSD settings or to exit the current menu.
- **Brightness.** Use these control buttons to adjust the brightness of the LCD screen.
- **Contrast.** Use these control buttons to adjust the contrast values.
- **Volume.** Press this button to adjust the audio volume level.

Appendix

A

# Serial Port Commands

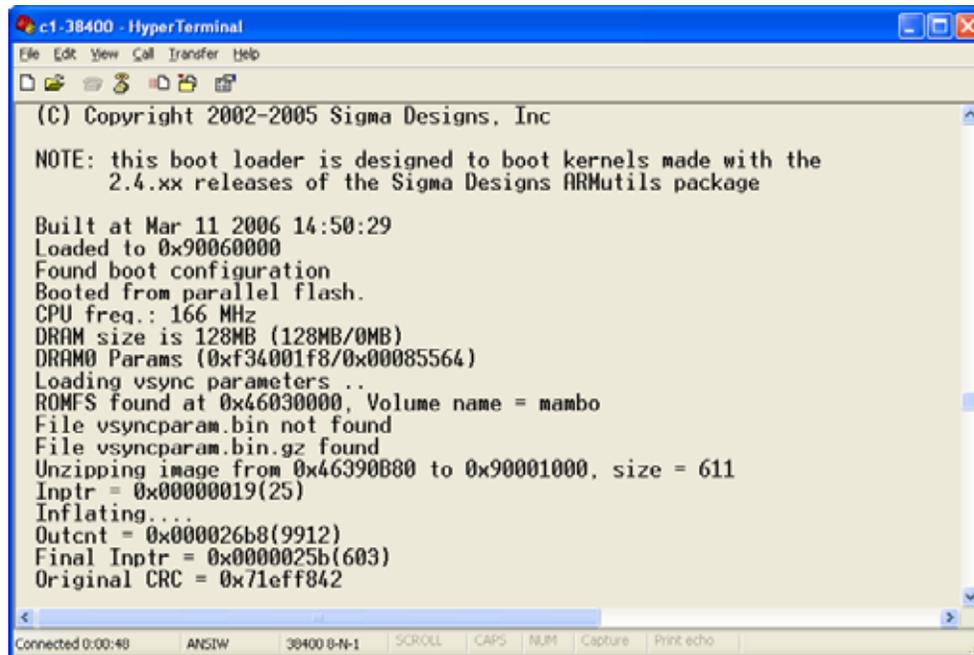
---

## iSignager 10.4" Panel PC

### A.1 Check and Modify Status by Serial Port

Follow these steps to check and modify settings through the serial port.

**Step 1:** In Windows® 200/XP, create a HyperTerminal session and prepare a null modem cable to connect the PC and the iSignager 10.4".



```

c1-38400 - HyperTerminal
File Edit View Call Transfer Help
(C) Copyright 2002-2005 Sigma Designs, Inc
NOTE: this boot loader is designed to boot kernels made with the
      2.4.xx releases of the Sigma Designs ARMutils package
Built at Mar 11 2006 14:50:29
Loaded to 0x90060000
Found boot configuration
Booted from parallel flash.
CPU freq.: 166 MHz
DRAM size is 128MB (128MB/0MB)
DRAM0 Params (0xf34001f8/0x00085564)
Loading vsync parameters ..
ROMFS found at 0x46030000, Volume name = mambo
File vsyncparam.bin not found
File vsyncparam.bin.gz found
Unzipping image from 0x46390880 to 0x90001000, size = 611
Inptr = 0x00000019(25)
Inflating...
Outcnt = 0x000026b8(9912)
Final Inptr = 0x0000025b(603)
Original CRC = 0x71eff842
Connected 0:00:48  ANSIV  38400 8-N-1  SCROLL  CAPS  NUM  Capture  Print echo
  
```

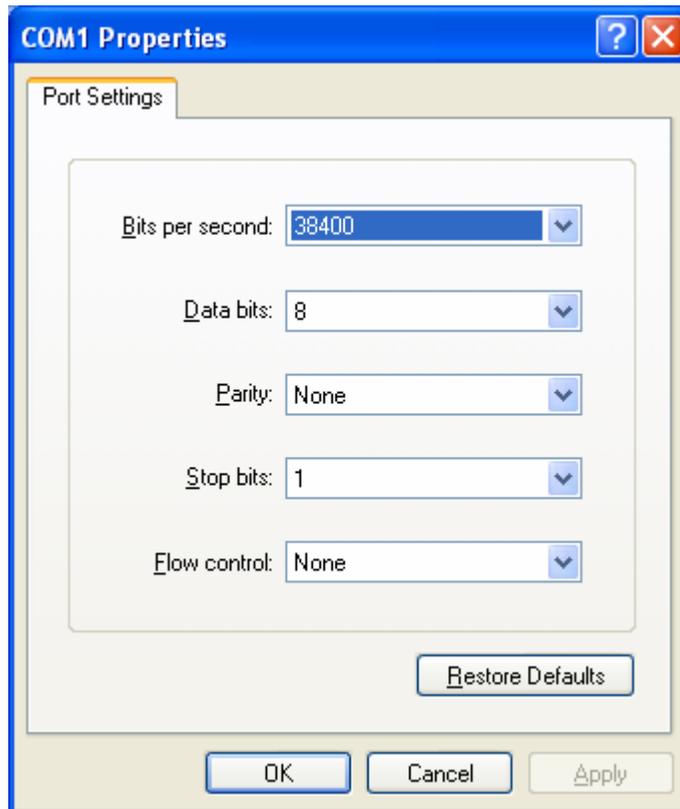
Figure A-1: HyperTerminal



**NOTE:**

All these settings can be done in the iSignager AdDesign.

**Step 2:** Modify COM1 Settings as below.



**Figure A-2: COM Port Settings**

**Step 3:** Connect RS-232 cable to COM1 of iSignager 10.4":

```
vick[/]#  
run vick[/]# cd /bin
```

**Step 4:** Display Playerinfo function:

```
vick[/bin]# ./playerinfo  
BINFMT_FLAT: Loading file: ./playerinfo
```

Usage:

```
./playerinfo -i: To display all information  
./playerinfo -sh hostname: To change PC host name  
./playerinfo -ch hostname: To change client host name  
./playerinfo -ddev <val>: To change device type  
./playerinfo -si ip: To change PC IP
```

## iSignager 10.4" Panel PC

```

./playerinfo -ci ip: To change client IP
./playerinfo -d 1/0: To enable DHCP(1) or to disable DHCP(0)
./playerinfo -pstop: To stop playlist
./playerinfo -pstart: To start playlist
./playerinfo -cstart: To restart client
./playerinfo -time <val>: To change time
./playerinfo -wal : To display wireless info
./playerinfo -reboot : To reboot system

```

### Step 5: Examples:

Example 1.1 Use command `playerinfo-i` and show the information of the player is connected via LAN:

```

Glob1[/]# playerinfo -i
BINFMT_FLAT: Loading file: /new/part1/bin/playerinfo
*****Information*****
Romfs Version      : 107
Client Hostname    : Glob1
Client Ip eth0     : 10.10.19.253
Server Hostname    : RD-VICKWU-NB
Server Ip          : 10.10.18.37
Display Device     : VGA 1024x768 60
Apps Version       : 106

WIFI :
BINFMT_FLAT: Loading file: /new/part1/bin/playerinfo
no wireless extensions

```

Example 1.1 Use command `playerinfo-i` and show the information of the player is connected via Wifi

```

vick[/]# playerinfo -i
BINFMT_FLAT: Loading file: /new/part1/bin/playerinfo
*****Information*****
Romfs Version      : 200
Client Hostname    : vick
Client Ip eth0     : 192.168.10.7

```

```
Server Hostname      : RD-VICKWU-NB
Server Ip            : 192.168.10.5
Dhcp                 : disable
Display Device       : VGA 1360x768 60
Apps Version         : 200
```

```
WIFI :
BINFMT_FLAT: Loading file: /new/part1/bin/playerinfo
Client ra0 Ip       : 192.168.10.3
Access Point        : 00:13:46:87:EA:02
Encryption key      : 132-3334-3536-3738-3930-6162-63
ESSID               : "iei_sw2"
vick[/]#
```

#### Example 2. Set iDSServer hostname to client system

```
vick[/bin]# ./playerinfo -sh RD-VICKWU-NB
```

```
BINFMT_FLAT: Loading file: ./playerinfo
Changing server hostname
Done
```

#### Example 3. Set client hostname to client system

```
vick[/bin]# ./playerinfo -ch vick
```

```
BINFMT_FLAT: Loading file: ./playerinfo
Changing client hostname
```

#### Example 4. Set device display mode type

```
vick[/bin]# ./playerinfo -ddev VGA 1360x768 60
```

```
BINFMT_FLAT: Loading file: ./playerinfo
Display Device: VGA 1360x768 60
```

#### Example 5. Set iDSServer IP to client system

```
vick[/bin]# ./playerinfo -si 10.10.10.58
```

```
BINFMT_FLAT: Loading file: ./playerinfo
Changing server IP
Done
```

Example 6. Set client IP to client system

```
vick[/bin]# ./playerinfo -ci 10.10.10.74
```

```
BINFMT_FLAT: Loading file: ./playerinfo
Changing client IP 10.10.10.74
74
eth0: link up, 100Mbps, full-duplex, lpa 0x45E1
vick[/bin]# interface < eth0 > is up and running
```

```
=====
the systems IP address is :10.10.10.74
connecting to windows server.....
windows server ip address is : 10.10.10.58
windows server hostname is : RD-VICKWU-NB
connection = Y
CONNECTED TO WINDOWS SERVER!
```

```
=====
gateway: Unable to read gateway from interface
```

```
=====
Mac address of the board is: #00:0b:6a:36:a3:10
Default gateway of the board is: 0.0.0.0
Subnet mask is: 255.255.254.0
Host name is: vick
DNS of the board is: 172.16.2.6
```

```
=====
#00:0b:6a:36:a3:10#10.10.10.74#172.16.2.6#vick#0.0.0.0#255.255.254.0#0#0#0#0#0
##
```

**Example 7. Set DHCP action**

```
vick[/bin]# ./playerinfo -d 1
```

```
BINFMT_FLAT: Loading file: ./playerinfo  
Changing dhcp.txt  
Done
```

**Example 8. Stop playing**

```
vick[/bin]# ./playerinfo -pstop
```

```
BINFMT_FLAT: Loading file: ./playerinfo  
killall: pictureplayer: no process killed  
killall: play0: no process killed  
killall: play1: no process killed  
killall: play2: no process killed
```

```
munmap of non-mmapped memory by process 1811 (play_animate): 17e02000
```

```
munmap of non-mmapped memory by process 1812 (play_animate): 17e02000
```

```
killall: play_rotate: no process killed  
killall: nano-X: no process killed  
killall: audioplayer: no process killed  
killall: audio: no process killed  
killall: saver: no process killed
```

```
munmap of non-mmapped memory by process 1806 (banner): 17e02000
```

```
munmap of non-mmapped memory by process 1807 (banner): 17e02000
```

```
munmap of non-mmapped memory by process 1808 (banner): 17e02000
```

```
killall: mbanner: no process killed  
killall: videoin: no process killed
```

**Example 9. Restart Play action**

```
vick[/bin]# ./playerinfo -pstart
```

```
BINFMT_FLAT: Loading file: ./playerinfo
```

## iSignager 10.4" Panel PC

```
vick[/bin]# *****PLAYING
/new/playlist5.txt*****Fading: disabled
```

```
Alpha0: 255
Alpha1: 255
D 0
Running check
iEi WCODE 1 0x05 0x02
iEi RCODE 1 0x05 0x02
```

### Example 10. Restart client connect

```
vick[/bin]# ./playerinfo -cstart
```

```
BINFMT_FLAT: Loading file: ./playerinfo
vick[/bin]# interface < eth0 > is up and running
```

```
=====
the systems ip address is :10.10.10.74
connecting to windows server.....
windows server ip address is : 10.10.10.58
windows server hostname is : RD-VICKWU-NB
connection = Y
CONNECTED TO WINDOWS SERVER!
```

```
=====
Mac address of the board is :#00:0b:6a:36:a3:10
Default gateway of the board is :10.10.10.1
Subnet mask is :255.255.254.0
Host name is :vick
DNS of the board is :172.16.2.6
=====
```

```
#00:0b:6a:36:a3:10#10.10.10.74#172.16.2.6#vick#10.10.10.1#255.255.254.0#0#0#0#
0#
```

### Example 11. Set system time

```
vick[/bin]# ./playerinfo -time 072211142006
```

```

BINFMT_FLAT: Loading file: ./playerinfo
Setting the date
Sat Jul 22 11:14:00 MDT 2006

```

**Example 12. Reboot the player**

```
vick[/bin]# ./playerinfo -reboot
```

**Step 6:** Use the following command to modify LAN settings:

- `ifconfig eth0 IP : set client IP value`
- `ifconfig eth0 netmask : set client mask`  
e.g. `ifconfig eth0 netmask 192.168.1.255`
- `ifconfig eth0 broadcast: set client broadcast`  
e.g. `ifconfig eth0 broadcast 255.255.255.0`

**Step 7:** Use the following command to modify Wifi settings:

- `ifconfig ra0 IP : set client IP value`
- `ifconfig ra0 netmask : set client mask`  
e.g. `ifconfig ra0 netmask 192.168.1.255`
- `ifconfig ra0 broadcast: set client broadcast`  
e.g. `ifconfig ra0 broadcast 255.255.255.0`

### A.1.1 Successful Message—LAN Connection

If LAN is successfully connected, the following messages are shown.

```

*****PLAYING/new/playlist7.txt*****
Fading : disabled
vick[/]# Alpha0 : 255
Found RT61 Wifi Card
Alpha1 : 255
D 0
Runing check
killall: rcli: no process killed
killall: client: no process killed
interface < eth0 > is up and running

```

## iSignager 10.4" Panel PC

```

=====
the systems ip address is :192.168.1.10
connecting to windows server.....
windows server ip address is : 192.168.1.5
windows server hostname is : RD-VICKWU-NB
error status-w: Contact iEi code=0x05 failed
connection = Y
CONNECTED TO WINDOWS SERVER!
=====
iEi WCODE 1 0x05 0x02
iEi RCODE 1 0x05 0x02
=====
Mac address of the board is :#00:9b:6b:36:a8:70
Default gateway of the board is :192.168.1.1
Subnet mask is :255.255.255.0
Host name is :vick
DNS of the board is :127.0.0.1
=====
#00:9b:6b:36:a8:70#192.168.1.10#127.0.0.1#vick#192.168.1.1#255.255.255.
0#0#0#0##read returned : 20

```

### A.1.2 Successful Message—Wifi Connection

If Wifi is successfully connected, the following messages are shown.

```

eth0: link down
ra0
killall: udhcpc: no process killed
Found RT61 Wifi Card
12:34:56:78:90:00:00:00:00:00:00:00:00:00:00:00:00:
RT61: RfIcType= 3
Probing for Wifi Card.....
inf_name ra0
WiFi IP { 10.10.88.100 }
WiFi Encryption Enable { Y }
WiFi Key type { open }

```

```
WiFi cipher type          { WEP }
WiFi key index            { 1 }
WiFi Key Length          { 128 }
WiFi Key                  { 1234567890abc }
WiFi Essid                { iei_sw2 }
WiFi Network Type        { infra }
Setting WiFi Ip Address.....
Setting Network Type.....
Command :iwpriv ra0 set NetworkType=infra
Setting Authenticaion Mode....
Command :iwpriv ra0 set AuthMode=open
Setting Encryption Type....
Command :iwpriv ra0 set EncrypType=WEP
Setting Default Key ID....
Command :iwpriv ra0 set DefaultKeyID=1
Setting Key .....
Command :iwpriv ra0 set Key1=1234567890abc
31:32:33:34:35:36:37:38:39:30:61:62:63:00:00:00:
Setting SSID....
Command :iwpriv ra0 set SSID=iei_sw2

interface < eth0 > is Down
interface < ra0 > is up and running
new compiled on Sep 21 2006 19:02:59
```

## A.2 Checking Connection

Check the connection between the iSignager 10.4" and the PC.

### A.2.1 Check the LED

Check the LAN activity indicator LEDs by the LAN ports. Green indicates an connection, orange indicates activity.

### A.2.2 Ping in DOS Environment or Hyper Terminal Session

The following techniques work from the Terminal.

## iSignager 10.4" Panel PC

### A.2.2.1 PC

To check if the specific IP connection exists in the server side, check in DOS environment of the server. In DOS environment, type “ping” followed by the LAN IP or WLAN IP, e.g. ping 10.10.12.82. Press Enter. If the reply message is shown, the connection exists, e.g.

```
Reply from 10.10.12.82: bytes=32 time<10ms TTL=128
Reply from 10.10.12.82: bytes=32 time<10ms TTL=128
Reply from 10.10.12.82: bytes=32 time<10ms TTL=128
```

### A.2.2.2 iSignager 10.4"

To check if the specific IP connection exists in the client side, check in a Hyper Terminal session of the iSignager 10.4". To create a Hyper Terminal session, please refer to **Section A.1**. In Hyper Terminal session, type “ping” followed by the LAN IP or WLAN IP, e.g. ping 10.10.19.253. Press Enter. If the reply message is shown, the connection exists, e.g.

```
64 bytes from 10.10.19.253: icmp_seq=0 ttl=64 time=1.3 ms
64 bytes from 10.10.19.253: icmp_seq=1 ttl=64 time=0.7 ms
64 bytes from 10.10.19.253: icmp_seq=2 ttl=64 time=0.5 ms
```

### A.2.3 Check the Status in the Player Manager

The iSignager AdDesign detects the player status automatically and shows the player status in the “Status” column in the Player Manager window. The status of the player is either On-Line, Off-Line or Playing.

## A.3 Network Behavior

The user can setup LAN and Wifi settings in the iSignager 10.4" at the same time. However, the iSignager 10.4" takes LAN as the first priority by default when booting up. If the LAN is successfully activated, the iSignager 10.4" does not activate the Wifi settings. The Wifi settings is activated only when the LAN activation process is failed.