



BrightSign[®]

USER GUIDE

BrightPlates

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INTRODUCTION

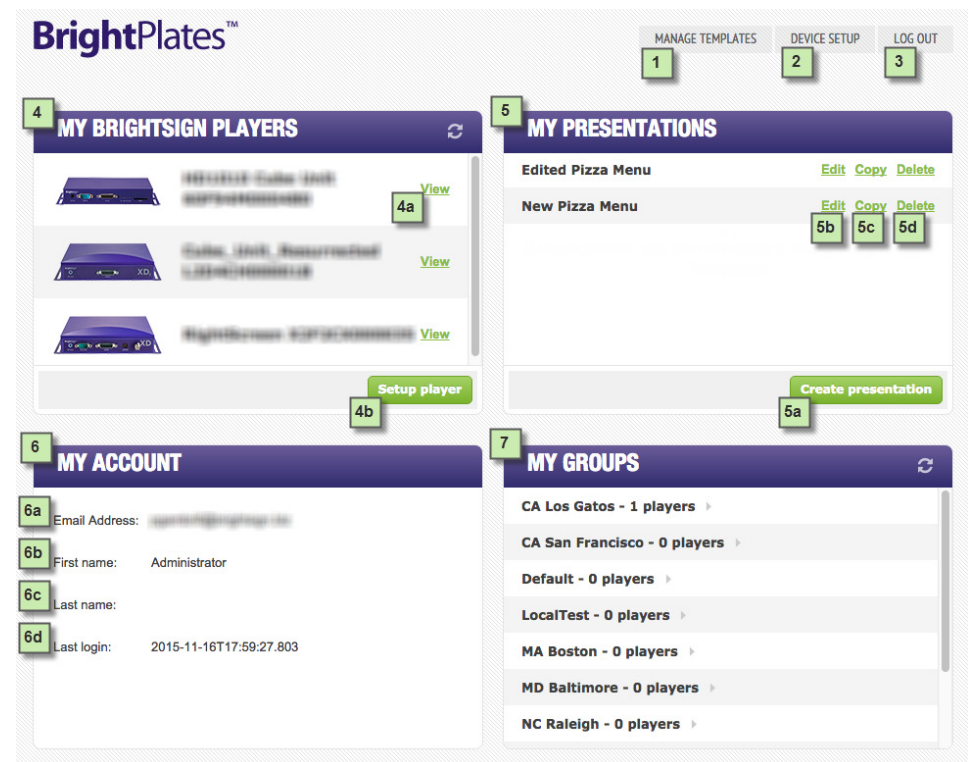
BrightPlates is a straightforward web-based presentation authoring and publishing interface. You can use BrightPlates to create professional-looking HTML5 content from premade templates, or you can upload your own HTML templates for uniquely branded content. If you have a BrightSign Network account, you can use content and Live Media feeds from your BSN account to populate the templates.

MAIN PAGE

Once you log in to BrightPlates, you will be taken to the BrightPlates main page. This page provides an overview of your saved presentations, groups, players, and account information.

1. **Manage Templates:** Takes you to the Manage Templates page, where you can add or remove custom presentation templates.
2. **Device Setup:** Takes you to the Device Setup page, where you can configure BrightSign players to connect to your BrightPlates account.
3. **Log Out:** Logs you out of the BrightPlates UI.
4. **My BrightSign Players:** A list of BrightSign players on your BrightPlates account.
 - a. **View:** Opens the [Player Details](#) window.
 - b. **Setup player:** Takes you to the [Device Setup](#) page, where you can create setup files for adding players to your BrightPlates account.
5. **My Presentations:** A list of currently saved and/or published BrightPlates presentations.
 - a. **Create presentation:** Creates a new presentation using one of the available pre-made templates.
 - b. **Edit:** Edits the saved presentation.
 - c. **Copy:** Copies the saved presentation. You can then use the **Edit** button to modify it.
 - d. **Delete:** Deletes the presentation.

6. **My Account:** Provides information about your account.
 - a. **Email Address:** The Email address associated with your account.
 - b. **First name:** The first name associated with your account.
 - c. **Last name:** The last name associated with your account.
 - d. **Last login:** The last time you logged into the account: The date/time is formatted as follows:



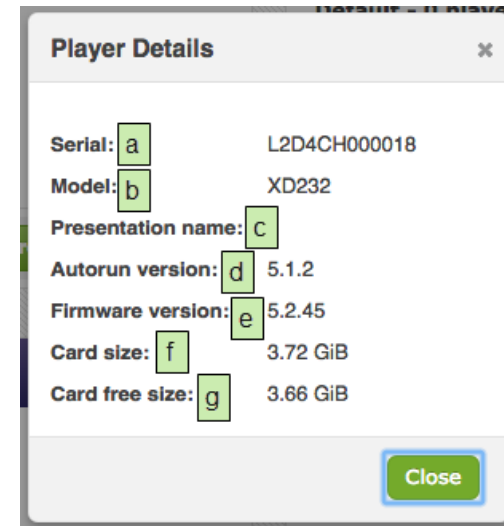
<yyyy-mm-dd>T<hh:mm:ss.sss>

7. **My Groups:**(BSN Only) A list of groups on your BrightSign Network account. Click a group name to see a list of players that are part of that group.

Player Details

Clicking **View** next to a player will open the **Player Details** window.

- a. **Serial:** The serial number of the player.
- b. **Model:** The model number of the player.
- c. **Presentation name:** The name of the current presentation on the player (if any).
- d. **Autorun version:** The current presentation autorun version. This number is usually determined by the version of BrightAuthor used to create the presentation. Presentations created in BrightPlates or the BSN WebUI use a standard, up-to-date autorun version.
- e. **Firmware version:** The current player firmware version.
- f. **Card size:** The total size of the primary storage device on the player.
- g. **Card free size:** The amount of free space on the primary storage device of the player.



CREATING A BRIGHTPLATES PRESENTATION

Follow these steps to create a BrightPlates presentation.

Selecting a Template

1. On the BrightPlates main page, click the **Create Presentation** button.
2. Select the **Portrait** or **Landscape** option.
3. Select the template type (e.g. Menu Board).
4. Click a template thumbnail to see a larger preview.
5. Once you've selected the template you wish to use to create your BrightPlates presentation, click the **Next / Edit** button.

Creating a Presentation

Each BrightPlates template is divided into *images*, *Live Media feeds*, and the *background image*.

Image Fields

Click an image field to edit it. The **Image** window will open with the following options:

1. **Image:** Click **Choose file** to open the **File Manager** window. Select the image you wish to use.
 - a. If the image you need is not uploaded to your

The screenshot shows the BrightPlates template selection interface on the left and a layout preview window on the right. The interface has a purple header with 'TEMPLATES' and radio buttons for 'Portrait' and 'Landscape'. A green box with the number '2' is over the 'Landscape' button. Below are several menu board thumbnails. A green box with the number '4' is over one of the thumbnails. At the bottom of the interface is a button labeled '<< Back to Layouts'. The layout preview window on the right shows a large grey rectangle representing the presentation area. Below it is the text 'LAYOUT PREVIEW' and 'Landscape'. At the bottom of the preview window are two buttons: '<< Back' and 'Next / Edit >>'. A green box with the number '5' is over the 'Next / Edit >>' button.

account yet, click **Upload file** in the lower-right corner of the window. Use the **Browse** button to locate the image file on your computer, then click **Upload** to upload it to your account.

- b. If you have a BSN account, you can use the file directory at the top to navigate among content folders on your account.
- c. For best results, you should choose an image that is the same width and height as the image field. For system templates, the width and height of the image field is shown in the sample image accompanying the field.

2. **Size:** Select one of the following sizing options for the image:
- a. **Fit:** Centers the image without stretching it. If the aspect ratio of the image does not match the

aspect ratio of the image field, some of the image field will be left blank.

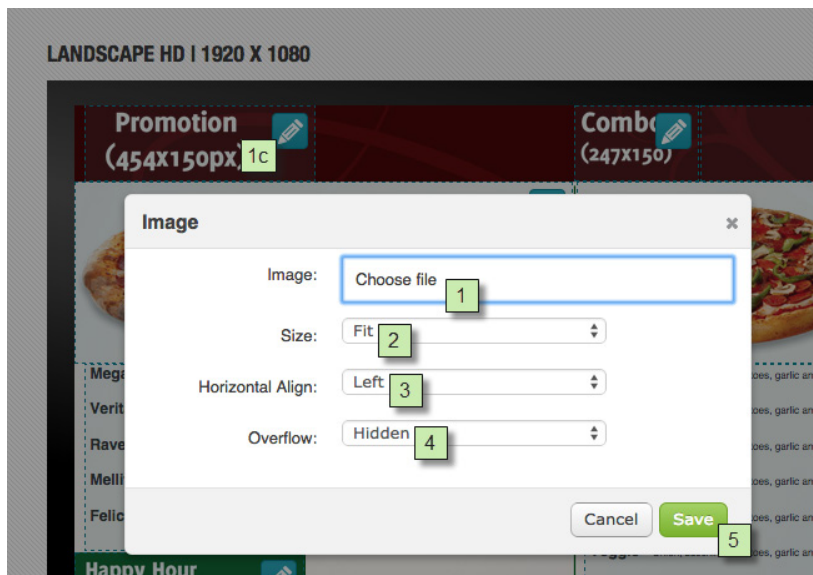
- b. **Stretch:** Alters the width and/or height of image to ensure it fits the image field.
- c. **Stretch width:** Alters the width of the image to ensure it fits the width of the image field. The image height is left unaltered.
- d. **Stretch height:** Alters the height of the image to ensure it fits the height of the image field. The image width is left unaltered.

3. **Horizontal Align:** This option specifies the image alignment if the width of the image is smaller than the width of the image field.

- a. **Left:** Aligns the image to the left side of the image field.
- b. **Center:** Aligns the image to the center of the image field.
- c. **Right:** Aligns the image to the right side of the image field.

4. **Overflow:** This option specifies the behavior of the image if its width or height is greater than that of the image field.

- a. **Visible:** The height or width overflow of the image will be displayed. Note that this may cause unpredictable interactions with other elements of the template.
- b. **Hidden:** The height or width overflow will be hidden, cutting off part of the image.



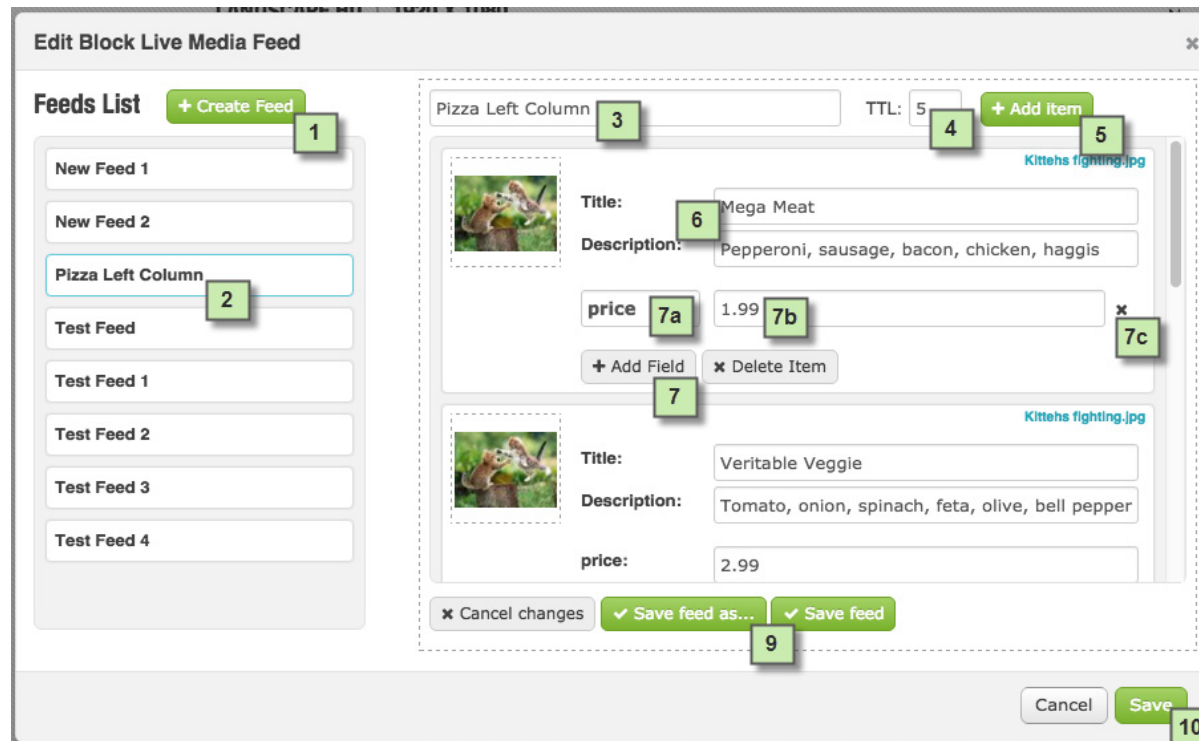
- Once you are finished configuring the image, click **Save** to insert the image into the image field.

Live Media Feed Fields

Click a feed list to edit it. The **Live Media Feed** window will open:

- Click **Create Feed** to create a new feed (editing the default template text will create a new feed automatically).
- If you already have a feed you wish to use, select it from the list on the left and click **Edit**.
- Enter a name for the feed.

- Enter a time-to-live (in minutes) for the feed in the **TTL** field. This determines how frequently the player will check in to see if the feed has changed.
- Click **Add Item** to add a new item to the feed. The **File Manager** will open. Select the image you wish to associate with the feed item. If the feed is text only, choose any image as a placeholder.
 - If the image you need is not uploaded to your account yet, click **Upload file** in the lower-right corner of the window. Use the **Browse** button to locate the image file on your computer, then click **Upload** to upload it to your account.



- b. If you have a BSN account, you can use the file directory at the top to navigate among content folders on your account.
6. Enter **Title** and **Description** text for the item.
 7. If the template allows for additional text field(s) (such as item price, calorie count, etc.), click the **Add Field** button. This will add the same custom field for all items in the feed, so you will only need to add a custom field once.
 - a. Enter a key for the text field.
Important: *This key must match the internal key within the template, or the custom field will not be displayed. To display menu prices, this key must be "price".*
 - b. Enter the text that will be displayed in the custom field.
 - c. Click the "x" next to a custom field to delete it. This will remove the custom field from all items in the feed.
 8. Repeat steps 5-8 for each item you wish to add to the template.
 9. Once you are finished editing the feed, click **Save feed** or **Save feed as....**
 10. Click **Save** to replace the default template text with your Live Media Feed.

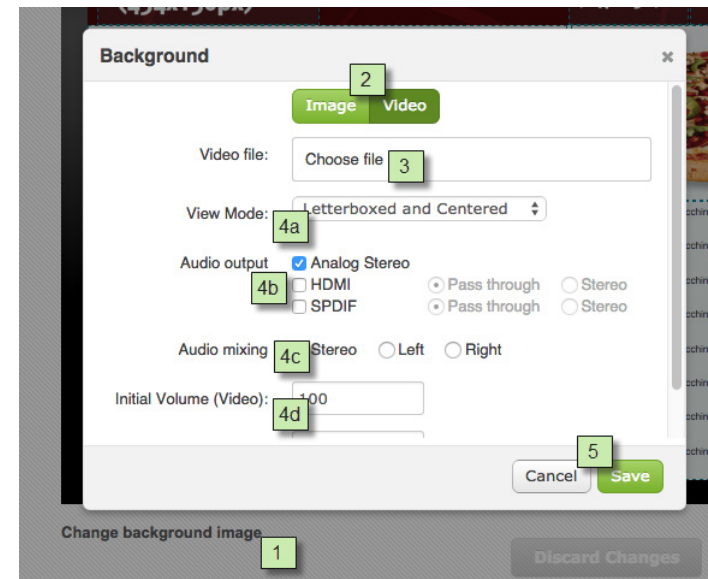
Text Fields

Click a text field to open the **Edit Block Text** window. Edit the text and click **Save**. You can also use the options in the tool bar to modify the formatting and layout of the text.

Background Image

Click **Change background image** to modify the default background image.

1. Select whether the background should be an **Image** or **Video**.
2. Click **Choose file** to select the new background image/video:
 - a. If the file you need is not uploaded to your account yet, click **Upload file** in the lower-right corner of the window. Use the **Browse** button to

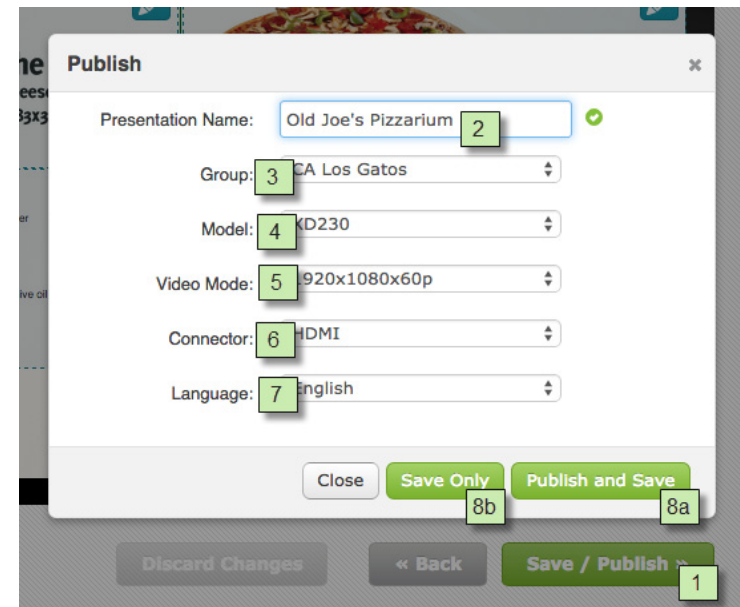


- locate the image file on your computer, then click **Upload** to upload it to your account.
- b. If you have a BSN account, you can use the file directory at the top to navigate among content folders on your account.
- 3. If you are adding a video, specify the following:
 - a. **View Mode**: This option specifies how the video will be treated if it doesn't fit the display exactly.
 - i. **Scale to fit**: Scales the video to fill the screen without maintaining the aspect ratio. The video may appear stretched.
 - ii. **Letterboxed and centered**: Centers the video and adds black borders on the top and bottom. The aspect ratio is maintained.
 - iii. **Fill screen and centered**: Centers the video and fills the screen. The aspect ratio is maintained, so the video may be cropped if required.
 - b. **Audio output**: Enables or disables the Analog, HDMI, and SPDIF audio outputs for the zone.
 - i. **Pass through**: Supplies the un-decoded audio signal through the HDMI/SPDIF connector. Use this option if the zone audio (for example, AC3 Dolby Digital) is being decoded on an external device.
 - ii. **Stereo**: Supplies the decoded audio signal through the HDMI/SPDIF connector.

- c. **Audio mixing**: Sends the stereo, left-only, or right-only audio signal.
- d. **Initial volume (Video)**: Sets the initial volume for video files (0-100).
- e. **Initial volume (Audio)**: Sets the initial volume for audio files (0-100).
- 4. Click **Save** to update the background image or video.

Saving and Publishing the Presentation

1. When you are finished editing the BrightPlates presentation, click **Save / Publish**. This will open the **Publish** window.
2. Enter a **Presentation Name**. This name must be unique within your BrightPlates account.



3. Specify which **Player**(or BSN **Group**) you wish to publish the presentation to.
4. Select the target player **Model** for the presentation.
5. Select a **Video Mode** that is supported by the monitor(s).

Note: *All system templates are intended for use with 1080p monitors. Selecting a video mode other than 1920x1080 may lead to scaling issues with system templates.*

6. Select the **Connector** type that will be used by the players(s).
7. Specify the **Language** for date and time formatting.
8. Complete the BrightPlates creation process:
 - a. Click **Publish and Save** if you want the presentation to be saved in your BrightPlates account and published to the specified **Player** or **Group**.
 - b. Click **Save Only** to save the BrightPlates presentation without publishing it.

Important: *If you have already published the BrightPlates presentation to a player or group, you do not need to select **Publish and Save** again. Instead, choose **Save Only**, and the player(s) will update its content the next time it checks in.*

DEVICE SETUP

Before publishing BrightPlates presentations to a player, you will need to configure the player to connect to your account. To perform the setup process, click **Device Setup** in the top-right corner of the page.

1. **Player Name:** This section allows you to set the name and description of the player:
 - a. **Name:** Enter a name for the player. This name will be displayed in the [My BrightSign Players](#) and [My Groups](#) sections on the Main Page.

- b. **Description:**(Optional) Enter a description for the player.
2. **Unit Configuration:** This section contains general configuration options for the player:
 - a. **Group:**(BSN accounts only) Use the dropdown list to assign the player to a BrightSign Network group.
 - b. **Diagnostic Web Server:** Check this box to enable the Diagnostic Web Server (DWS) on the

The screenshot shows the BrightPlates™ Device Setup interface. At the top right, there are navigation links: HOME, MANAGE TEMPLATES, and LOG OUT. The interface is divided into four main sections, each with a numbered callout:

- 1. PLAYER NAME:** Contains two input fields: 1a Name and 1b Description.
- 2. UNIT CONFIGURATION:** Contains a dropdown menu for 2a Group (set to CA Los Gatos), a checkbox for 2b Diagnostic Web Server, a text field for 2c User Name (set to admin), and a text field for 2d Password (set to optional).
- 3. NETWORK PROPERTIES:** Contains a checkbox for 3a Enable Wireless, a text field for 3b SSID, a text field for 3c Security Key, a button for 3d Advanced Network Setup, and a dropdown menu for 3f Time Zone (set to EST: US Eastern Time).
- 4. Create setup files:** A green button at the bottom left.

- player. The DWS allows you to troubleshoot a player on your local network. For more details, see the [Diagnostic Web Server User Guide](#).
- c. **User Name:** When signing in to the DWS, you will need to enter "admin" as the user name.
 - d. **Password:**(Optional) Enter a password for authentication when logging in to the DWS.
3. **Network Properties:** This section contains network configuration options for the player:
- a. **Wireless:** Check this box to enable Wi-Fi connectivity on the player.
- Note:** A [Wireless Module](#) must be installed on the player to use the **Wireless** option.
- b. **SSID:** Enter the SSID of the wireless network.
 - c. **Security Key:** Enter the password for the wireless network.
 - d. **Advanced Network Setup:** Click this button if you need to manually configure network settings for the player. See the Advanced Network Setup section for more details.
 - e. **Time Zone:** Select the time zone where the player is located.
4. **Create setup files:** Click this button to download the *setup.zip* file to your computer. Follow these steps to install the setup files on a player:
- a. Unzip the contents of the *setup.zip* file.

- b. Copy the presentation files (*autorun.brs*, *current-sync.xml*, etc.) to the root directory of your SD card (e.g. SD:/).
- c. Turn off the player by unplugging the power adapter (or Ethernet cable if the player is being powered by PoE).
- d. Insert the SD card into the unit.
- e. Turn on the player by reconnecting the power.
- f. Give the player a few minutes to configure itself and connect with your BrightPlates account.

Important: *You must create a different set of setup files for each player you wish to add to your account.*

Advanced Network Setup

Use the **Advanced Network Setup** window if the player needs a specific IP configuration to connect to the Internet.

1. **Hostname:** Enter a custom hostname for the player on the network. By default, the player serial number is used to generate a unique hostname.
2. **Use Proxy:** Check this box to have the player connect using a proxy server. Enter the **Address** and **Port** of the proxy. If you need to provide a user name and password for the proxy, use this format:
`<user name>:<password>@<proxy server address>`

3. **Enable Network Diagnostics:** Check this box to have the player perform network diagnostics when first booting up. The player will display the Network Diagnostics screen on a connected display device:
 - **Test Ethernet:** The player will indicate if it was able to attain an IP address over Ethernet.
 - **Test Wireless:** The player will indicate if it was able to attain an IP address over wireless.
 - **Test Internet Connection:** The player will indicate if it was able to communicate with remote URLs.
4. **Wired – Connection Settings:** Select **Obtaining An IP Address Automatically** if you want the player to use DHCP to obtain an Ethernet IP

address. If you want to manually configure the Ethernet IP settings of the player, select **Use the Following IP Address** and enter the settings.

5. **Wireless – Connection Settings:** Select **Obtaining An IP Address Automatically** if you want the player to use DHCP to obtain a wireless IP address. If you want to manually configure the wireless IP settings of the player, select **Use the Following IP Address** and enter the settings.

The screenshot shows the 'Advanced Network Settings' dialog box with the following configuration:

- Unit:**
 - Hostname: (1)
 - Use Proxy
 - Address: (2)
 - Port: (empty)
- Diagnostics:**
 - Enable Network Diagnostics (3)
- Wired:**
 - Connection Settings:
 - Obtaining An IP Address Automatically (4)
 - Use The Following IP Address:
 - IP Address: (empty)
 - Subnet Mask: (empty)
 - Default Gateway: (empty)
 - DNS 1: (empty)
- Wireless:**
 - Connection Settings: (5)
 - Obtaining An IP Address Automatically
 - Use The Following IP Address:
 - IP Address: (empty)
 - Subnet Mask: (empty)
 - Default Gateway: (empty)
 - DNS 1: (empty)

Buttons: Cancel, Save

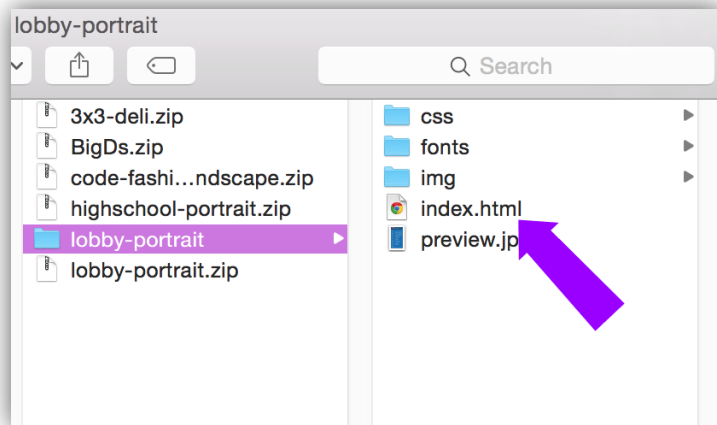
MANAGING TEMPLATES

BrightPlates comes equipped with a number of default templates for key verticals: Food Services, Retail, Corporate, and Education. However, you can also use presentation templates that are specialized for your organization or business. To manage your templates, click **Manage Templates** in the top-right of the page.

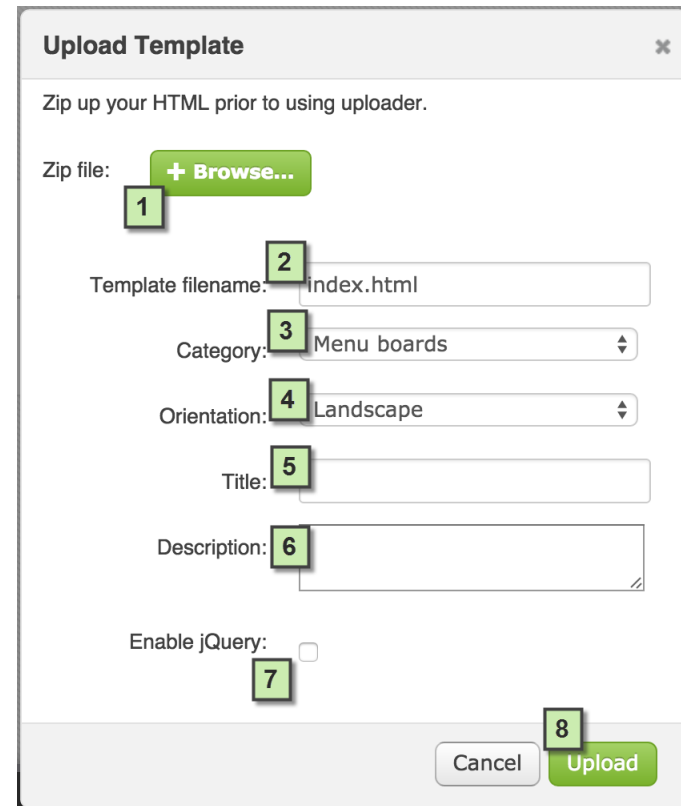
Adding a Template

Click the **Upload new template** button to open the **Upload Template** window:

1. **Browse:** Locate and select the *.zip* file containing the presentation template files.
2. **Template filename:** Enter the name of the HTML template file. This file is usually named *index.html*. If you don't know the name of the HTML file, open the template *.zip* file and identify the *.html* file that is in the root directory of that zip file.



3. **Category:** Select a vertical to which the template belongs.
4. **Orientation:** Specify whether the template is **Landscape** (e.g. 1920x1080) or **Portrait** (e.g. 1080x1920) oriented.
5. **Title:** Specify a title for the template, which will be visible in the [Templates](#) browser in the BrightPlates UI.
6. **Description:** Specify a description for the template,

A screenshot of the 'Upload Template' dialog box. The dialog has a title bar with a close button. Below the title bar, there is a message: 'Zip up your HTML prior to using uploader.' The 'Zip file:' field has a '+ Browse...' button next to it, labeled with a green box containing the number '1'. The 'Template filename:' field contains 'index.html', labeled with a green box containing the number '2'. The 'Category:' dropdown menu is set to 'Menu boards', labeled with a green box containing the number '3'. The 'Orientation:' dropdown menu is set to 'Landscape', labeled with a green box containing the number '4'. The 'Title:' field is empty, labeled with a green box containing the number '5'. The 'Description:' field is empty, labeled with a green box containing the number '6'. The 'Enable jQuery:' checkbox is unchecked, labeled with a green box containing the number '7'. At the bottom right, there are 'Cancel' and 'Upload' buttons, with the 'Upload' button highlighted and labeled with a green box containing the number '8'.

which will be visible when the template is selected in the **Templates** browser.

7. **Enable jQuery**: Check this box if the template uses jQuery, which allows for advanced data parsing and server interaction. Ask the template author if you're not sure whether your template uses jQuery or not.
8. **Upload**: Click this button to upload the template to BrightPlates. It will be visible in the **Templates** browser momentarily.

Managing Templates

You can do any of the following on the Manage Templates page:

- a. **Delete selected**: Delete the templates that you've checked (selected).
- b. **Deselect all**: Remove check markers from all templates in the list.
- c. **Delete**: Remove the template from your BrightPlates account.

Important: *Deleting a template will make presentations based on that template unusable. Make sure the template is unused before deleting it.*

- d. **Download**: Download the template .zip file.