BrightSign®

BRIGHTSIGN APP USER GUIDE

iOS App Version 1.0.1

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INTRODUCTION

The BrightSign App for iPad and iPhone allows you to broadcast commands to BrightSign players and other compatible network devices over your local network using UDP (User Datagram Protocol) packets. The app automatically retrieves UDP events in BrightAuthor presentations that are currently active on the network, allowing you to access and activate them using a straightforward UI. You can also use the App to modify User Variables and create new UDP Commands on the fly.

The BrightSign App is compatible with all networked BrightSign players, including the XD230, XD1030, XD1230, HD220, HD1020, and HD1010.

USING THE BRIGHTSIGN APP

UI Overview

Once you download the BrightSign App from the Apple Store, opening it will take you to the BrightSign App UI. The first time you open the app, the main window will be blank because you have not added any BrightSign players to the app database yet.

- **Back / Forward**: Navigates the Diagnostic Web Server or User Variables webpage similar to a web browser.
- **Refresh**: Reloads the page data of the Diagnostic Web Server or User Variables webpage.
- **Player Name**: The name of the player that is currently connected to the app. The player name is designated during the player setup process in BrightAuthor.

Note: *The BrightSign App can only connect to one player at a time.*

- **DWS / User Variables Page**: Switches between the Diagnostic Web Server and the User Variables webpage. These

pages will only be available if they are enabled during the player setup process in BrightAuthor.

- **Settings**: Opens the settings menu, which allows you to add players to the app, select players that have been added, and add or edit the UDP Commands for a player.
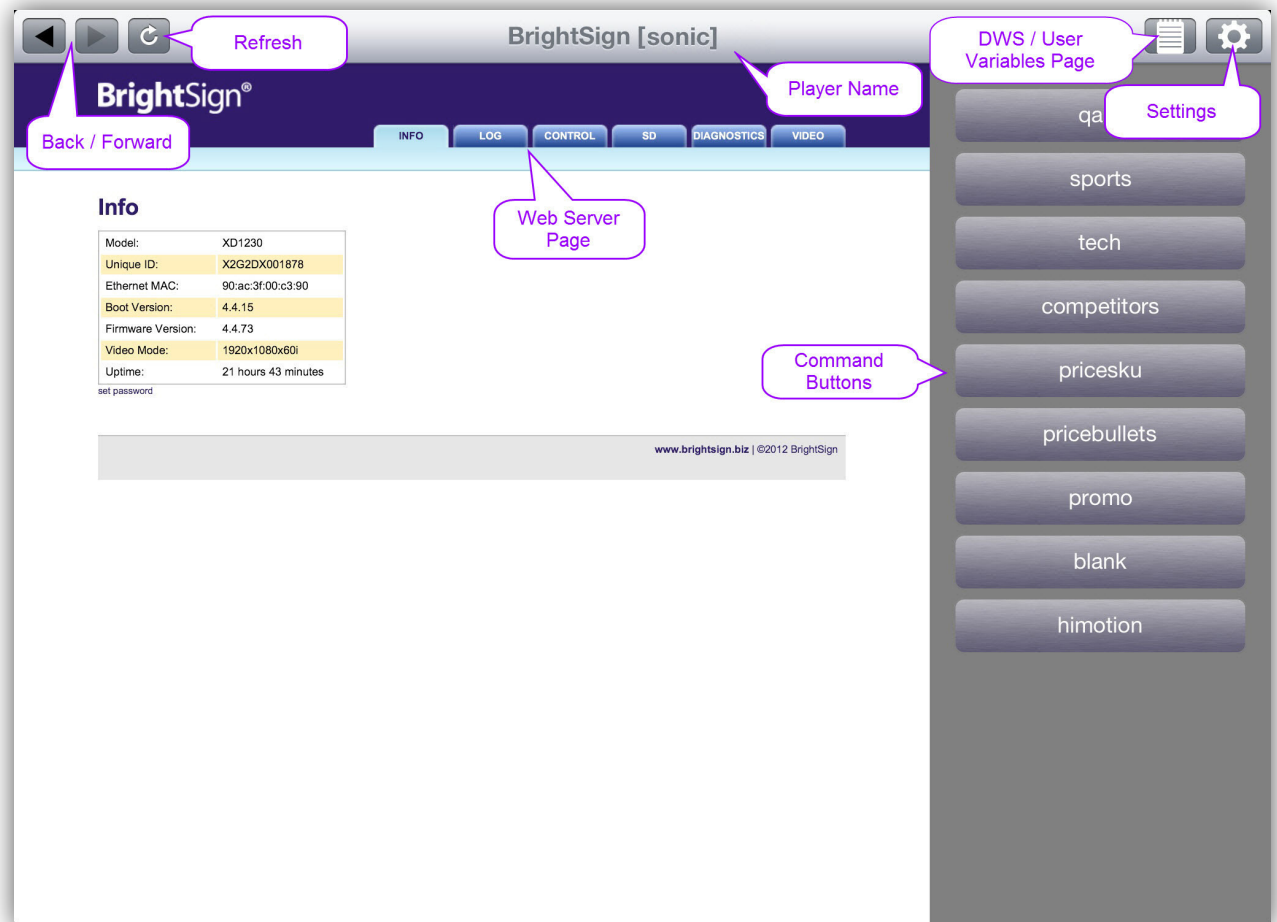
The BrightSign App main page for iPad

- **Web Server Page**: The main area of the App displays either the Diagnostic Web Server or the User Variables page of the selected player if they were enabled during the player setup process.
- **Command Buttons**: Sends commands to the connected player with the press of a button. In the Settings menu, you can designate the title of each button, as well as the UDP data that is sent.
- **(iPhone only) Actions Menu**: Displays the Command Buttons for use.
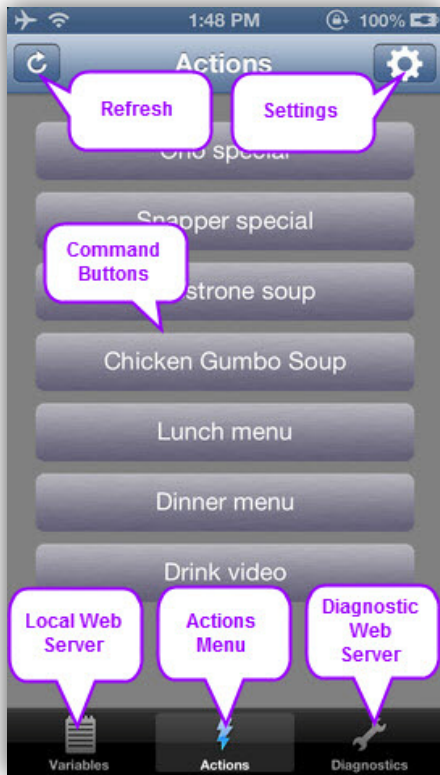
The Command Button display for iPhone

Adding Players to the App

Once you are connected to a local network, the App will automatically detect BrightSign players on the network. However, there may be instances when you need to manually add a new player to the App database. To do so, follow these steps:

1. Ensure that your iPad or iPhone is connected to the same local network as your BrightSign player.
2. Open the BrightSign App.
3. Press the Settings button.
4. Press the ⊙ button in the **BrightSign Unit** field.
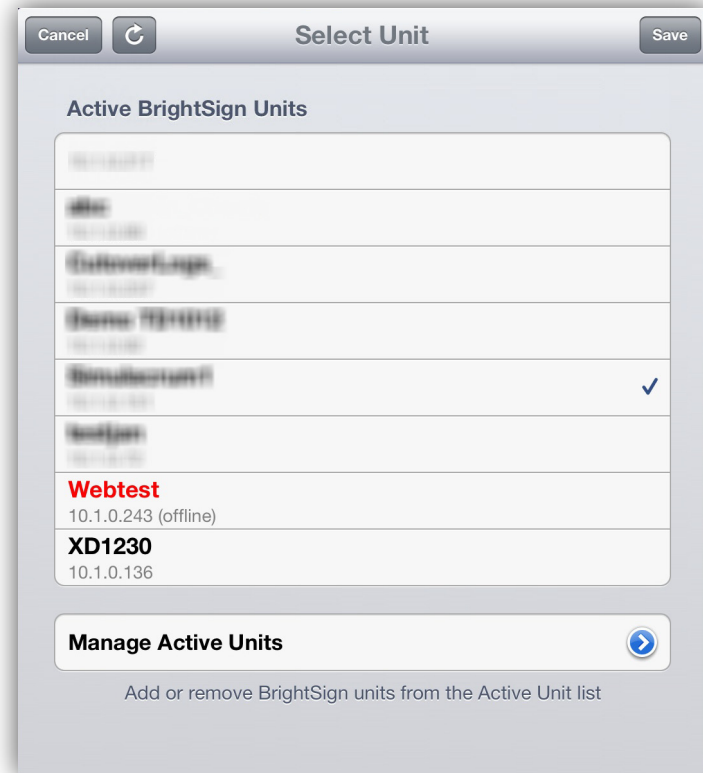
*Adding a new player in the **Select Unit** window*

3

This will take you to the **Select Unit** window, which displays all currently active BrightSign players.

5. Press the ⊙ button in the **Add Unit** field.
6. Enter the IP address of the BrightSign player you wish to add to the app database. Then press **Search**. If you haven't manually specified the IP address of the player during setup, or if you don't know the IP address of the player, you can find it by following these steps:
    a. Power off the player by unplugging the power supply.
    b. Remove the SD card (as well as the internal μSD card if you are using an XD player).
    c. Power on the BrightSign player by reconnecting the power supply.
    d. Wait for the player to boot up: The IP address of the player, along with the serial number and firmware version, will be displayed on the screen.
7. After searching, the app will return the name and ID of any player or other device matching the IP address you entered.
8. Press the **Add** button to add the player to the app database. Then press **Done**.

Switching between Players

You can create a list of locally networked BrightSign players by adding units using the method described above. To choose a player to send commands and User Variable updates to, follow these steps:

1. Press the **Settings** button.
2. Navigate to the **Select Unit** window by pressing the ⊙ button in the **BrightSign Unit** field.
3. Tap the unit you wish to connect to. A checkmark will appear next to that unit.
4. Return to the **Settings** page using the button in the top left.
5. Save your new selection by pressing the **Save** button in the top right.

*Deleting a player in the **Select Unit** window*

Removing a Player from the List

The BrightSign App does not automatically remove BrightSign players from the **Active BrightSign Units** list. If you modify the IP address of a player or remove it from the local network, that player will remain (marked in red) on the **Active BrightSign Units** list.

If you would like to remove a player from the from the **Active BrightSign Units** list, follow these steps:

1. In the **Select Unit** window, press the **Edit** button in the top right. Each player should now have a ⛔ button next to its name.
2. Press a ⛔ button to turn it. You will now be able to delete a player from the list by pressing the **Delete** button to the right of the player name.
3. Press **Done** to save the changes you've made.

Note: *Deleting players only removes them from the app database. The configuration settings of the players themselves are not changed in any way.*

Creating and Editing Commands

The BrightSign App automatically populates a list of UDP Commands that are being used in the current BrightAuthor presentation. However, in some cases you may need to manually add command buttons (for example, when using the BrightSign App to send UDP commands to other types of networked devices).

1. Press the Settings button.
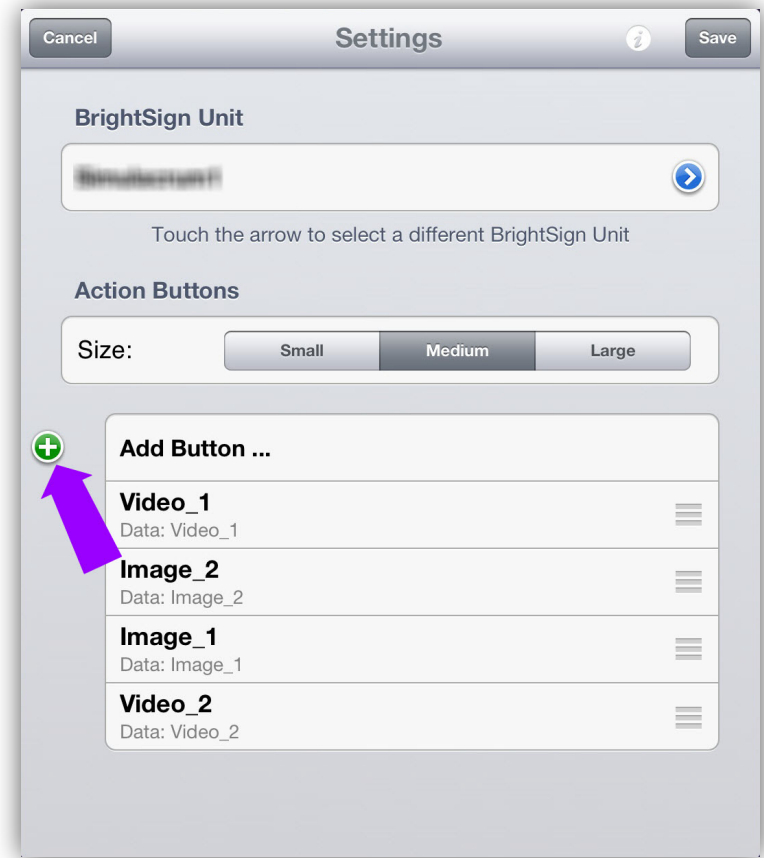
*Adding a new Command button in the **Settings** window*

2. Use the **Small**, **Medium**, and **Large** Size buttons to edit the size of the action buttons in the Commands field. Making the Command buttons smaller allows you to fit more buttons on the screen.
3. Add a new UDP Command button to the UI by pressing ➕ **Add Button…**. This will bring up a window that allows you to enter an **Label**, as well as **Data**.

a. **Label**: The name of the button as it is displayed in the Commands field and the **Settings** menu.

b. **Data**: The command parameter that is sent to the player in the form of a UDP packet. For the BrightSign App to activate the BrightAuthor UDP event, this text must match exactly the text in the **Specify UDP input** field of the UDP Input Event in BrightAuthor.

4. Press the Save button once you are finished inputting the **Label** and **Data**.

When the App connects to a player, it assigns a name to each command based on the data of that command. If you would like to edit these default names, click the ≡ button to the right of a command in the **Settings** window. You can then edit both the **Label** and **Data.**

Sending Commands

You can send UDP Commands using the Commands field in the UI. Simply touch one of the command buttons to send the UDP Command string to the currently connected player.

If you would like to affect multiple players with a single command, please see the UDP Commands with Multiple Players section.

Changing User Variables

You can also use the BrightSign App to change the value of User Variables. User Variables have various uses in BrightAuthor presentations: You can display them on screen like dynamic price tags, or you can use them as conditionals targets in a presentation (for example, by configuring the presentation to play a different video if the variable is equal to a certain value).
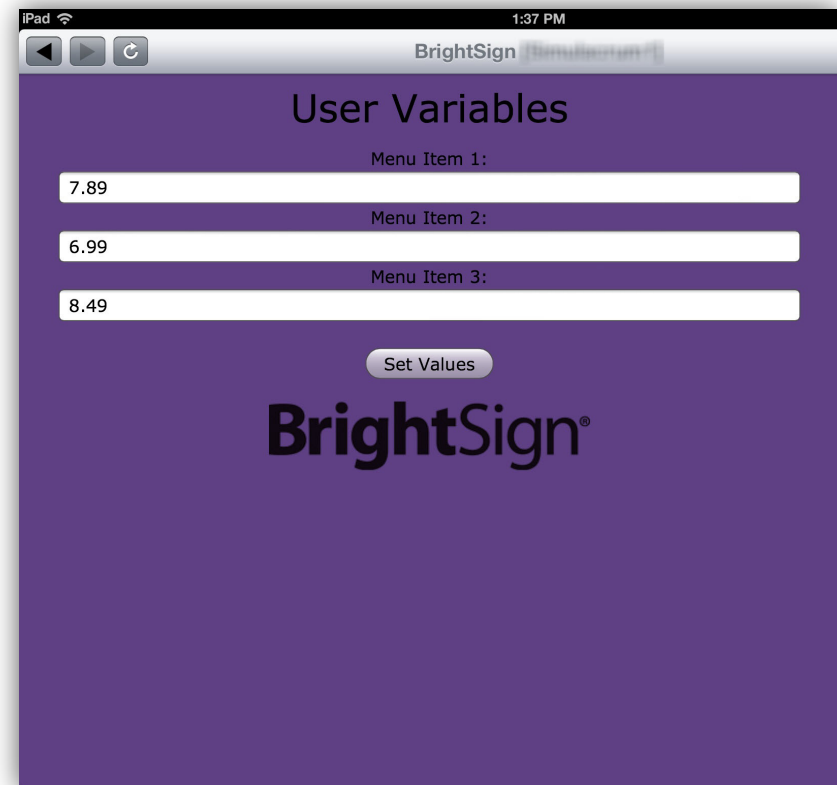

Changing variable values on the User Variables webpage

By default, the home page of the BrightSign App displays the Diagnostic Web Server. To change the values of User Variables, you will need to switch to the User Variables webpage.

The title above a field reflects the name of the User Variable. The number in the field reflects the current value of the User Variable. To change the value of a User Variable, tap the field, enter a new value, and then press **Set Value**s. If you chose to Enable Update Notifications when setting up the player, the User Variables page will automatically refresh whenever a variable value changes. **Note**: *Like UDP Commands, you can only work with User Variables that are available on the currently selected player.*

Using the Diagnostic Web Server

The Diagnostic Web Server is a helpful tool for managing and monitoring networked players. It is included with the BrightSign App to increase the overall utility of the App, but it is not directly related to the interactive capabilities of UDP Commands or User Variables. Please see the Diagnostic Web Server User Guide to learn more about using this tool.
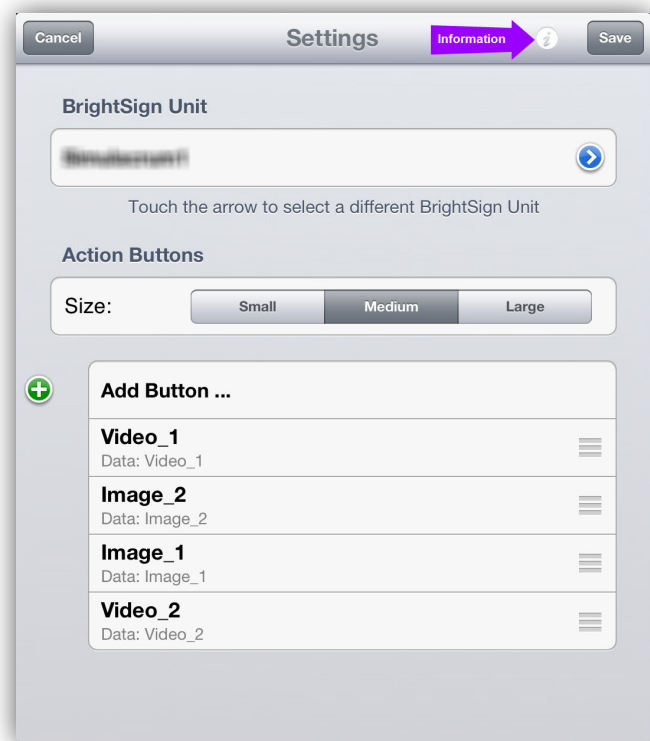
*Opening the **Information** panel*

Retrieving App Logs

Follow these steps to retrieve a record of actions taken in the BrightSign App:

1. Open the **Settings** window.
2. Press the **Information** button in the top right.
3. Select the **Logs** button.
4. Enter an Email recipient and subject line for the log report.

BRIGHTAUTHOR AND THE BRIGHTSIGN APP

This chapter details how to create BrightAuthor presentations that work with the BrightSign App. The following sections are intended as quick setup instructions. For a more comprehensive explanation of BrightAuthor features, please see the [BrightAuthor User Guide](#).
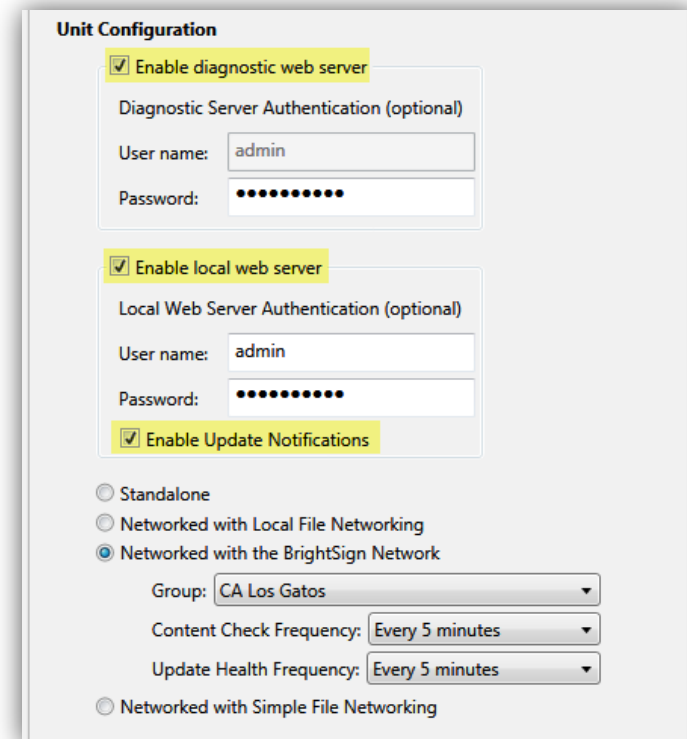
Diagnostic and Local Web Servers

In order to use the Diagnostic Web Server and User Variables pages in the BrightSign App, you will need to make sure they are enabled during the setup process in BrightAuthor.

1. Create new setup files for a BrightSign player by navigating to **Tools > Setup BrightSign Unit**.
2. Check the **Enable diagnostic web server** box.
3. Check the **Enable local web server** box. By default, this enables the User Variables webpage. If you would like to disable the User Variables webpage or use a custom webpage, navigate to **File > Presentation Properties > Variables**.
4. (Optional) Enter a **Password** for the Diagnostic Web Server and a **User name** and **Password** for the Local Web Server.
5. (Optional) Click **Enable Update Notifications** to have the player automatically refresh the User

Variables webpage when variable values change on the player.

Note: *This feature is only available in BrightAuthor versions 3.7.0.16 and later.*

6. Specify other settings for the BrightSign player as needed.
7. Click **Create Setup Files** to publish the setup files to an SD card.


Enabling the Diagnostic Web Server and Local Web Server

Using UDP Events

You can use Commands on the BrightSign App to trigger UDP Events on a BrightSign player. This allows you to program a wide range of interactivity into your BrightAuthor presentations. Here we'll demonstrate how to create a simple media transition event using UDP input:

1. Make your presentation interactive by clicking the **Edit > Playlist** tab and then selecting the **Interactive** option under **Playlist type**.
2. Drag two media items (images, videos, or audio) into the playlist area from the **Media Library**.
3. Click the **Events** tab under the **Media Library**. Drag and drop the **UDP Input Event** onto the first media item.
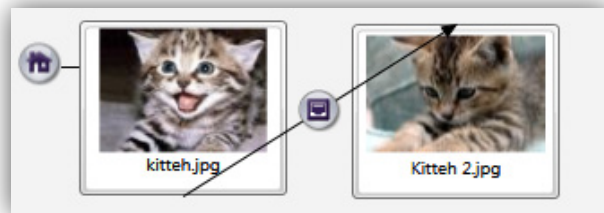
Connecting media items with a UDP Input Event

4. Specify a desired command parameter in the **Specify UDP input** field. This is the same as the parameter in the Data field in the BrightSign App: Sending this data from the BrightSign App (using a

command button) will activate the **UDP Input Event**.

5. Select **Transition to new state**. Make sure the second media file is chosen.
6. Press **OK.**

You have now created an interactive presentation that will transition from one media item to another with the press of a button in the BrightSign App. When you use the app to connect to the player, the app will automatically retrieve and display the UDP Input Event as a Command Button.

UDP Commands with Multiple Players

The BrightSign App can only connect to (and send UDP Commands to) one player at a time. However, you can use UDP commands and UDP events to broadcast a BrightSign App command from one player to multiple players. This is useful if , for example, you want to change the content of an entire sales floor with a single command from the BrightSign App.

1. Double-click an existing UDP Input Event (like the event created in the previous example).
2. Navigate to the **Advanced** tab and click the **Add Command** button.
3. Under **Commands**, choose the **Send** category.

4. Under **Command Parameters**, select **UDP** and enter a command parameter.

Note: *Commands entered here use the same format as commands from the BrightSign App. This means that a player will respond to a UDP command with a certain parameter regardless of whether it is sent from the BrightSign App or from another player.*

5. Navigate to **File > Presentation Properties** and click the **Interactive** tab. In the **UDP** section, choose one of the following:

    a. Select **Specific IP address** if you want UPD commands to be sent to only one player on your local network. Enter the IP address of the player.

    b. Select **All devices on the local subnet** if you want UDP commands to be sent to all players on your local network.

6. Change the default **UDP Destination Port** if desired.

Note: *If you change the destination port for this presentation, you will need to change the receiver ports for all presentations that are linked to the command.*

7. Create a new presentation for the player(s) that will be linked to the first player.

8. Add two media items of your choosing to an interactive presentation (similar to the previous example).

9. Click the **Events** tab under Media Library. Drag and drop the **UDP Input** event onto the first media item.

10. In the **Specify UDP Input** field, enter the same command parameter that you used in Step 4.

Now, when you send a command to the first player using the BrightSign App, it will send a similar command to the other player(s) on the local network.
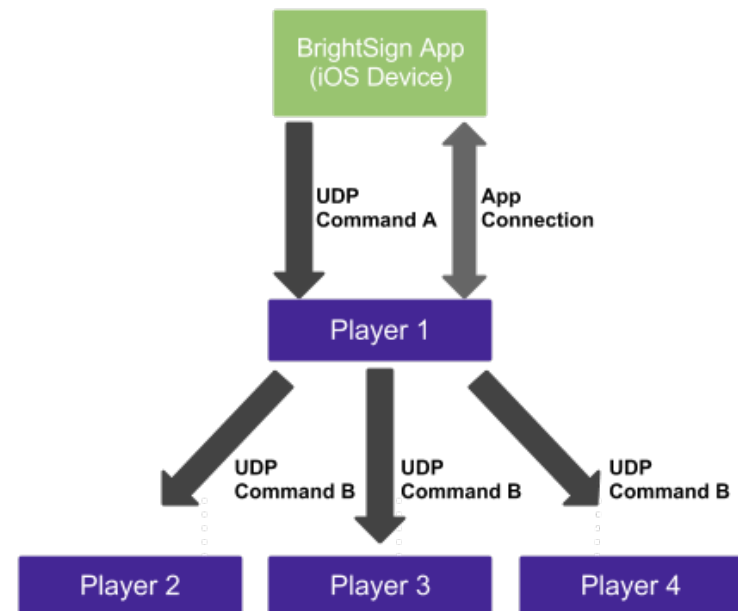
Creating User Variables

To modify User Variables in the BrightSign App, you must first create them in a BrightAuthor presentation:

1. Go to **File > Presentation Properties**.
2. Navigate to the **Variables** tab and click the **Add Variable** button.
3. Specify a **Name** for the variable. This will be displayed above the value field in the BrightSign App.
4. Select a **Default Value** for the User Variable.
5. (Optional) Check the **Networked** box if you want the User Variable to also be updatable via RSS, Live Text, or Dynamic Playlist (see the [BrightAuthor User Guide](#) for more details).
6. Repeat the above process to add as many User Variables as needed.
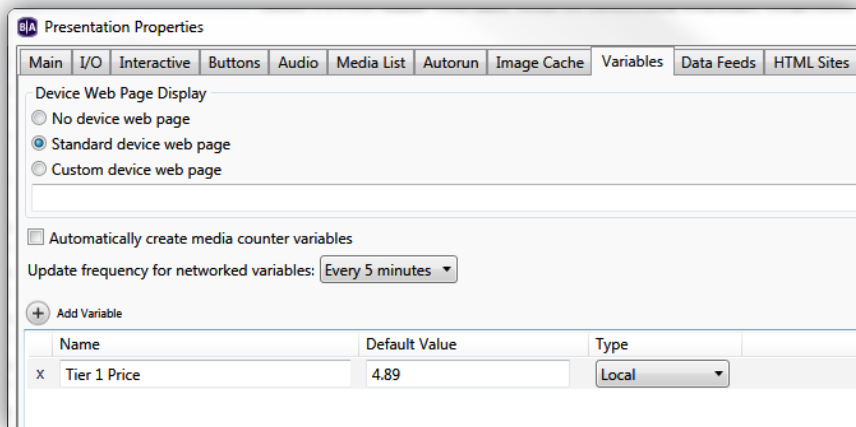
Creating a User Variable

You can display User Variables in Live Text states to create price tags, menus, and schedules that are dynamic and updatable from the BrightSign App. You can also utilize User Variables to change the volume of media files on the fly.

Using Conditional Targets

If you have User Variables in your interactive presentation, you can also use conditional targets. Though they can be somewhat complex and difficult to master, conditional targets, used in conjunction with the User Variables page on the BrightSign App, allow for nearly limitless interactivity and customization within a presentation.

Conditional targets allow you to manipulate how a presentation will behave depending on the value of one or more User Variables. You can change what media is displayed and what media is transitioned to, along with display properties like connector volume and video playback, by changing the values of variables.

As a simple example, we will take the UDP Input event created for the BrightSign App in the [Using UDP Events](#) section and add a conditional target to make the media transition dynamic. In this example, we will create a presentation that transitions to a certain media item when

the User Variable has a value of 1, but will transition to another media item if the User Variable has any value greater than 1.

1. Add a User Variable to the presentation using the instructions in the previous section.
2. Name the variable "Transition 1" and give it a value of 1.
3. Click **OK** to save the variable.
4. Add another media file to the interactive playlist. This will be the file that the UDP Input event will transition to conditionally.
5. Open the UDP Input event and navigate to the **Advanced** tab.
6. Click the **Set Conditional Targets** button near the bottom of the window.
7. Click the **Add Conditional Target** button. The conditional target equation has three parts: the variable, the operator, and the value.

a. Set the variable to **Transition 1**.
b. Set the operator to **Greater than**.
c. Enter "1" in the value field.
8. Select the **Transition to new state** option and specify the media file that you added to the interactive playlist in Step 4.
9. Click **OK** when you are finished.

Now there are two media items you can transition to using the command from the BrightSign App. If you leave the "Transition 1" variable set to 1, the command will continue to transition to the original media item. If you go to the User Variables page and change the "Transition 1" variable to any number greater than 1, the command will transition to the new media item instead.
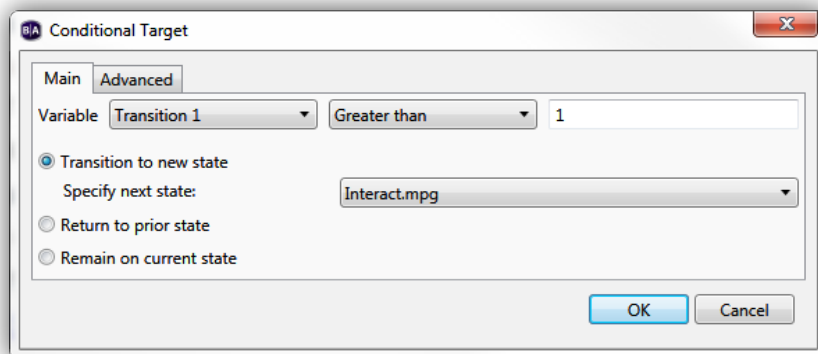
Creating the conditional target equation