Magic Player Cloud Platform Manual

CONTENT

1. Stream content to a single display via Cloud Platform

To start, we'll connect the display to the power supply using the power cable provided by the manufacturer. Then, we'll turn on the device and wait for the operating system to boot.

Use the remote control or connect a mouse to the display to operate it and access the necessary applications and settings.

For this process it is crucial that the display is connected to the internet, for this access the route

Configuration→Device Preferences→Advanced Settings→Network and Internet→ WiFi

Make sure your Wi-Fi is on and connected to a network, or make a wired internet connection.

This tutorial will focus on how to stream content to a display from Magic Player's Cloud Platform, as shown in the following figure.

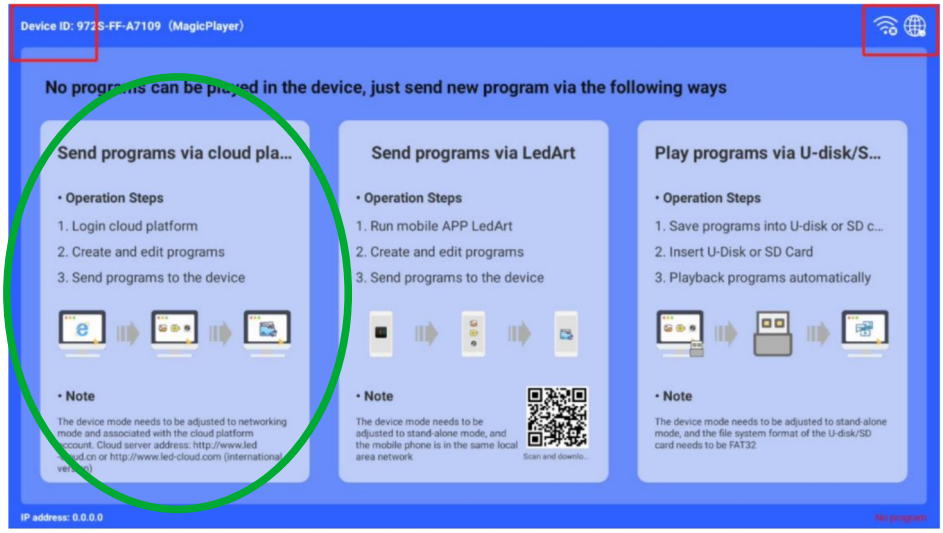
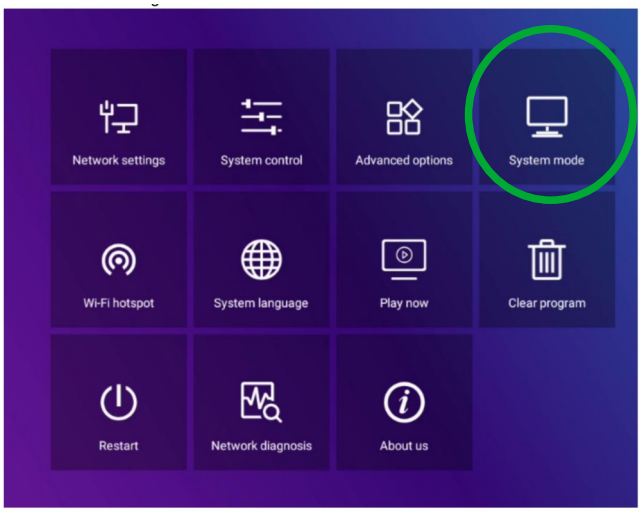


Figure 1. Magic Player home screen

1.1 Previous steps on the device

Click 3 times in a row on any of the upper corners of the screen marked in red in the image above to open the Magic Player settings menu.



Enter the “System mode” option indicated in the previous figure, here we can adjust the mode in which we want to load content to Magic Player

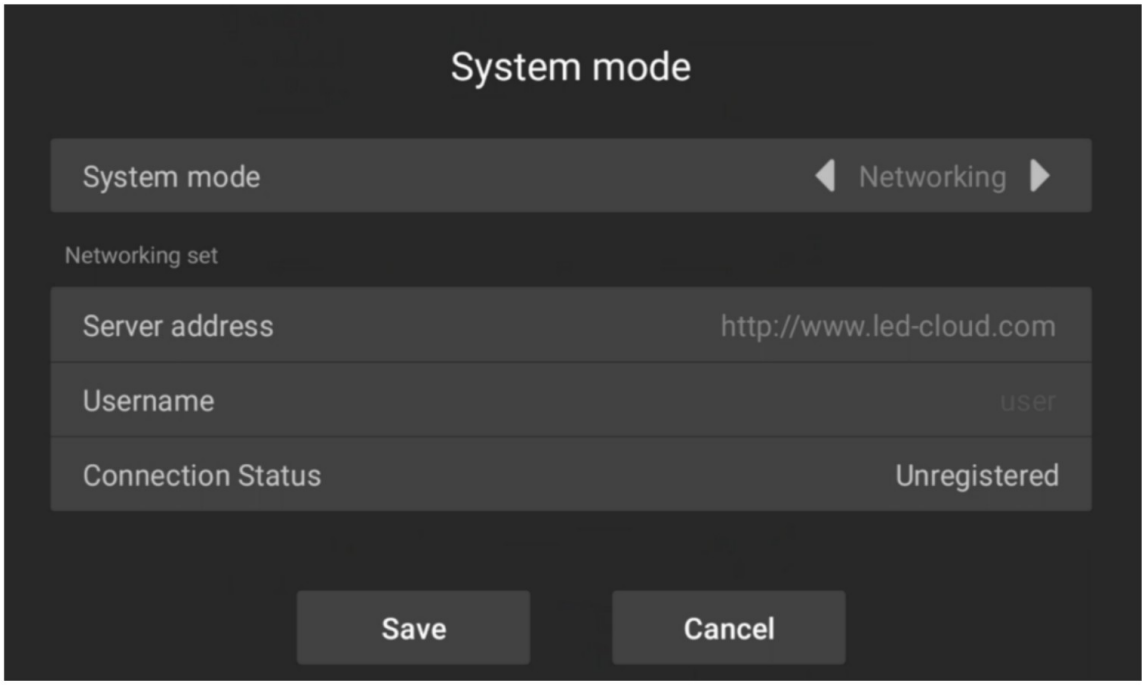


Figure 3. Magic Player Menu System mode

In the System Mode menu, make sure to select the "Networking" option. For now, leave the other options as default, as shown in the figure above. Later, we'll add the username to link to the Cloud Platform display.

1.2 Previous steps in Cloud Platform

We access the Cloud Platform website through the following link: https://www.led-cloud.com/

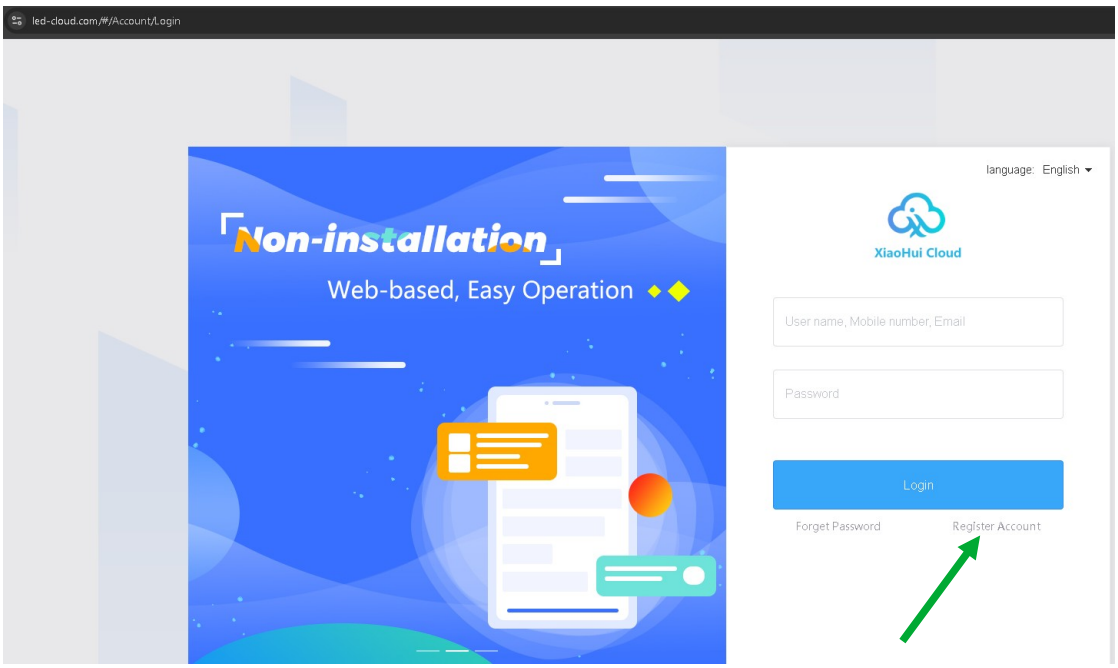


Figure 4. Cloud Platform home page

If you have previously registered you can log in with your credentials, otherwise we will create a new account where we will choose a username to link our profile to the display.

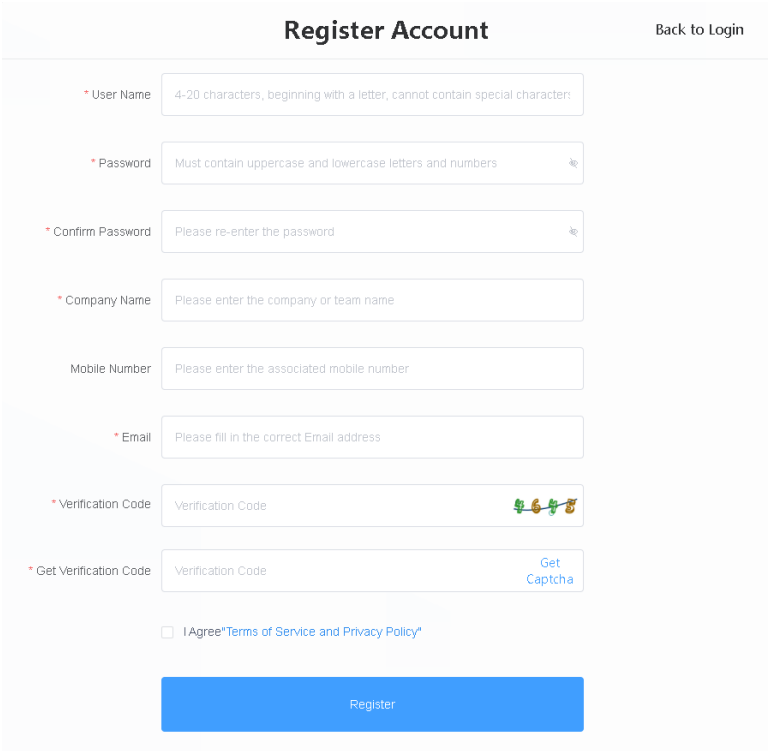


Figure 5. Cloud Platform registration page

We proceed to fill in the information requested in Figure 5. It is recommended that you choose a memorable username and an easily accessible email address, as the verification code in the last field will be sent to this email address.

Once we have registered on Cloud Platform, we proceed to log in using our username and password, which will give us access to the Cloud Platform functionalities.

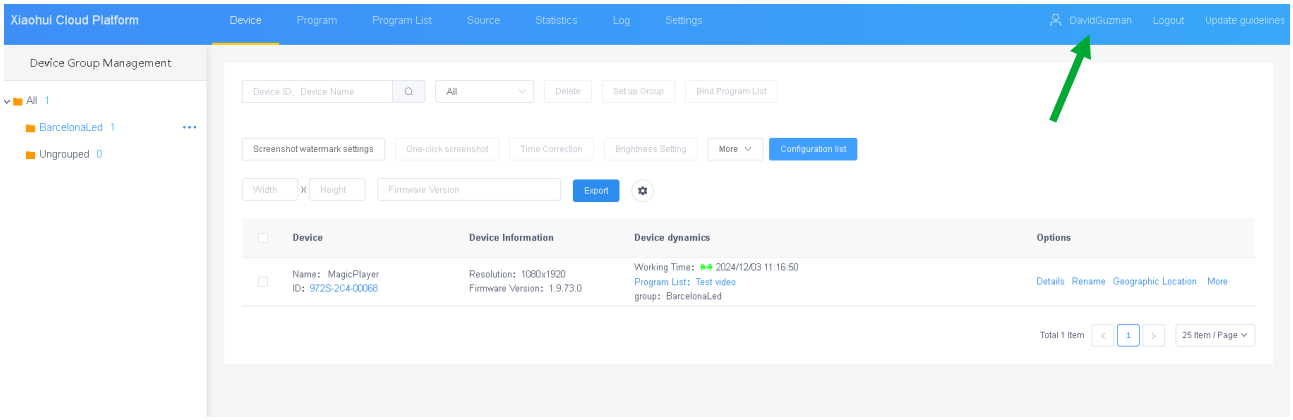


Figure 6. Dashboard Cloud Platform

Initially on the Cloud Platform website we have a free 5GB storage space

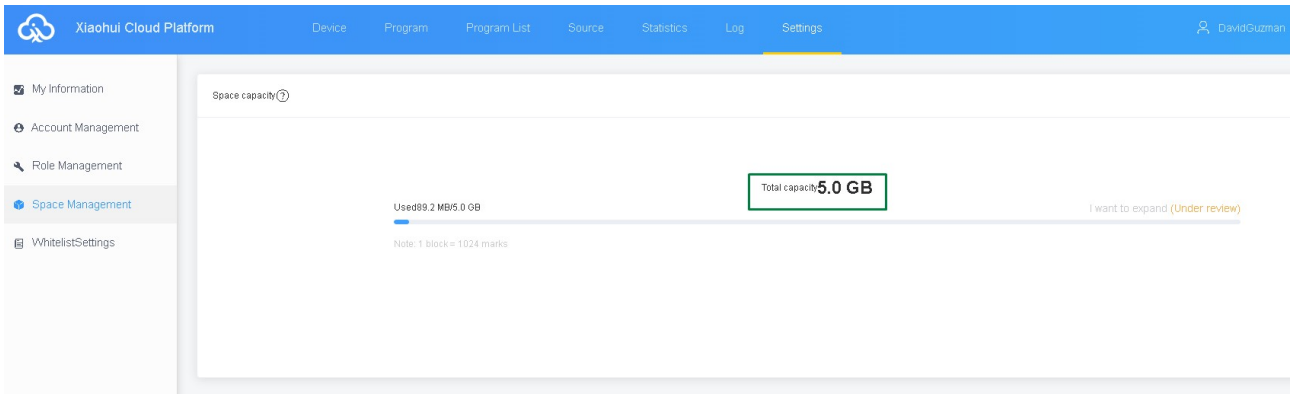


Figure 7. Cloud Platform Storage

This space can be expanded to 10GB, 20GB, 50GB or 100GB according to our requirements, however this expansion must be reviewed by the platform administrator and depending on the size of the expansion may have an additional cost.

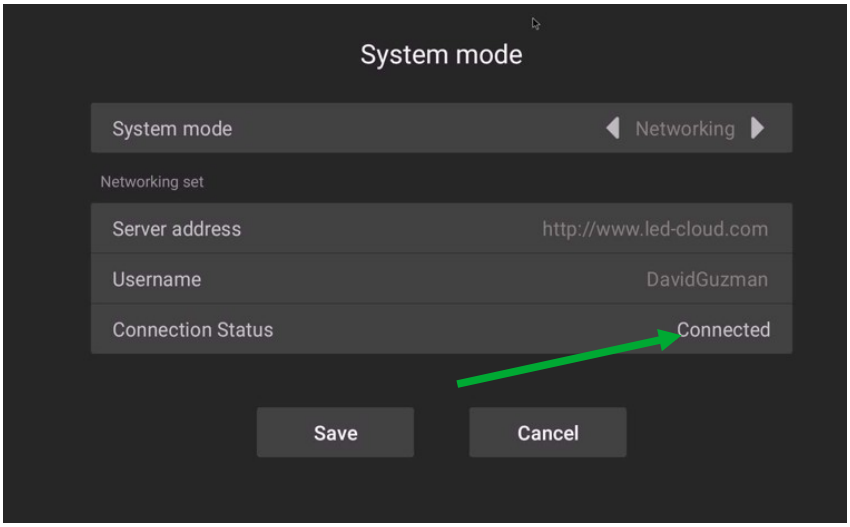


Figure 8. Username in Magic Player System Mode

1.3 Link device to user on Cloud Platform

Remember that the username with which we registered on Cloud Platform is the one we must use in the System mode menu shown in Figure 7.**This step is of utmost importance**since this is the way in which it will be added to the display to our Cloud Platform user and subsequently load multimedia content

Once we enter the username in Magic Player, the connection status will change to "Connected", we must save the changes and after a few minutes we will be able to see the display in our Cloud Platform profile within the "Device" tab.

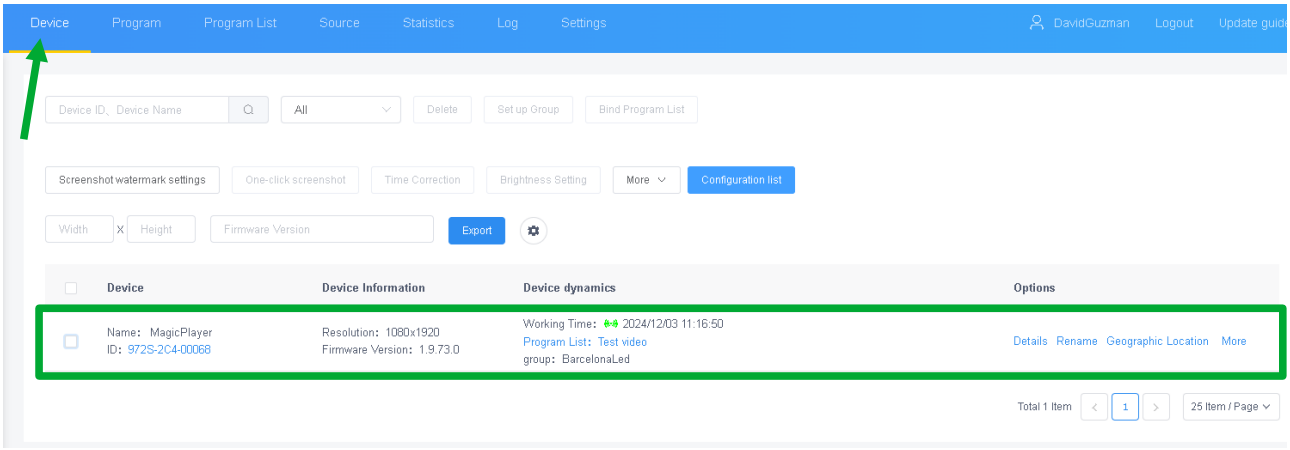


Figure 9. Display synchronized on Cloud Platform

1.4 Streaming content from Cloud Platform

After associating one or more displays with our Cloud Platform account, we are ready to create and upload content.

In this tutorial, we'll upload an advertising video. First, upload the desired video or image to Cloud Platform. To do this, go to the "Source" tab and follow the instructions in the following image to upload the multimedia content from your computer.

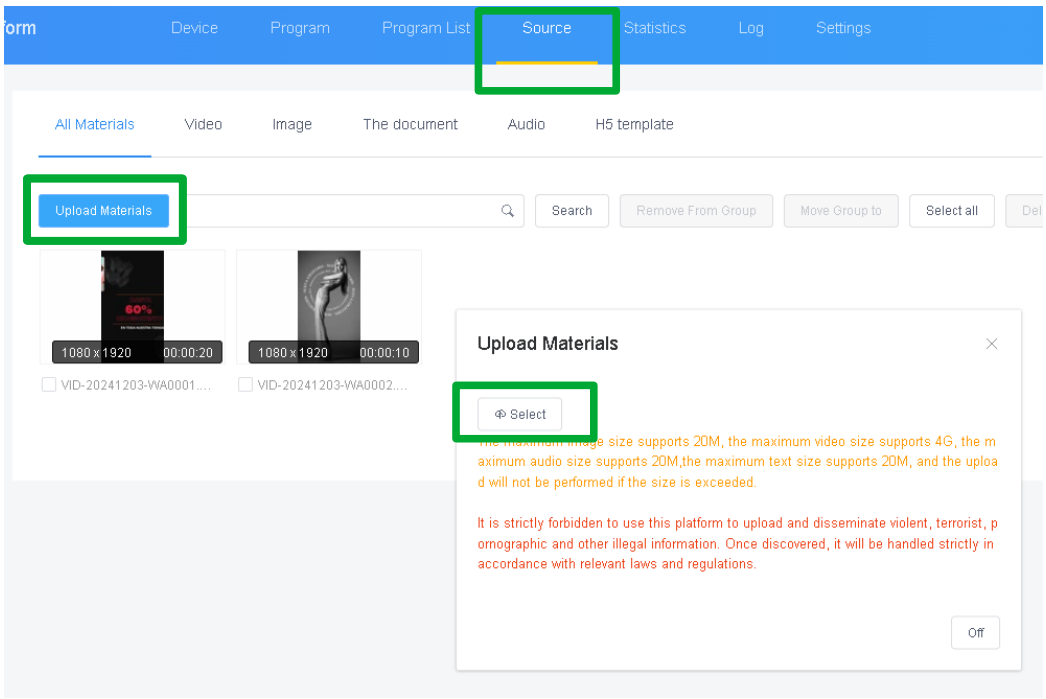


Figure 10. Uploading content to Cloud Platform

Next, we need to create our program. We go to the "Program" tab and select the type of display our new program will be used for. In this case, the option is "LCD." Here, we can customize our program by giving it a name and associating the display we want to transmit to by default.

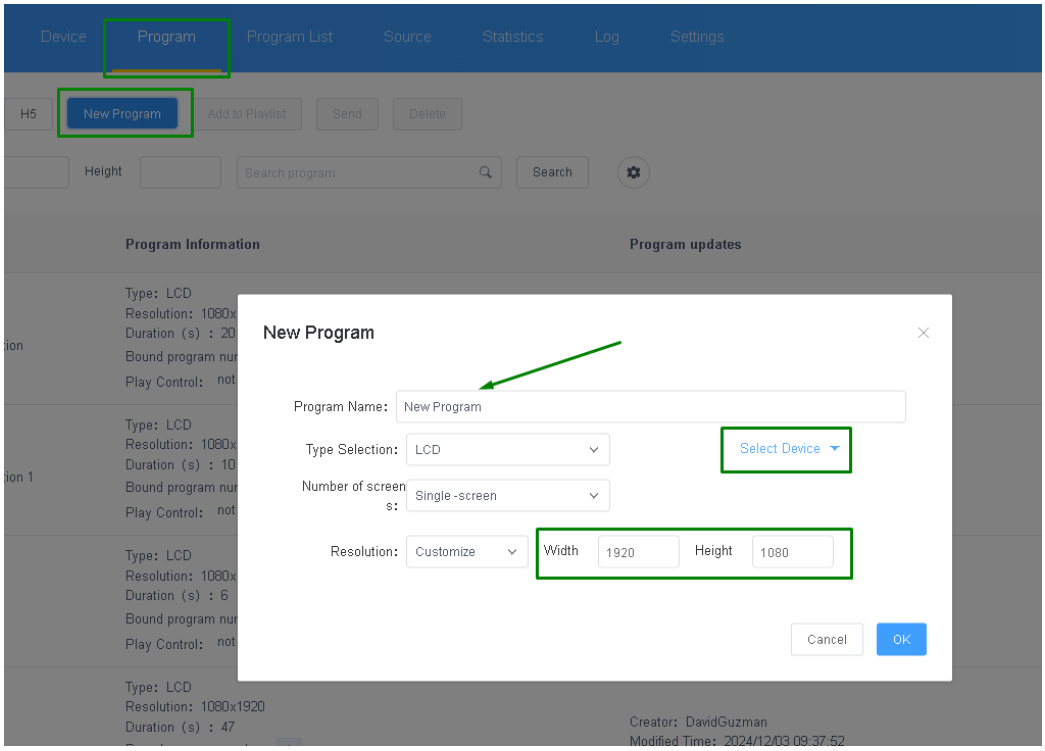


Figure 11. Create program on Cloud Platform

It is important to take into account the resolution of our screen as well as the resolution of the multimedia content we are going to load since this allows for optimal viewing on the display. For our example, we are using a resolution of 1080x1920 pixels.

After creating our first program, the program editor will start where we can add elements, in this case we will add the video that we previously uploaded to Cloud Platform

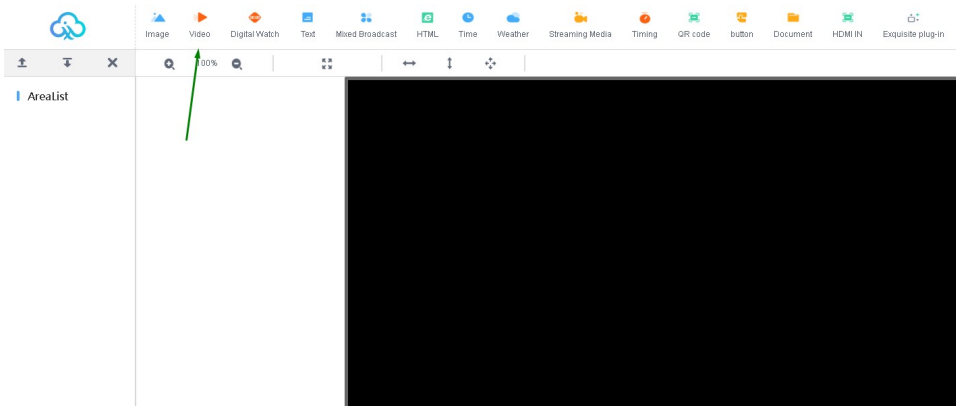


Figure 12. Program editor

Once we select the video element, we can adjust the video resolution we're going to use by clicking the option to adapt to the highest resolution in the toolbar or manually adjusting the resolution in the right panel. Next, we click the "Add Video" button in the right panel.

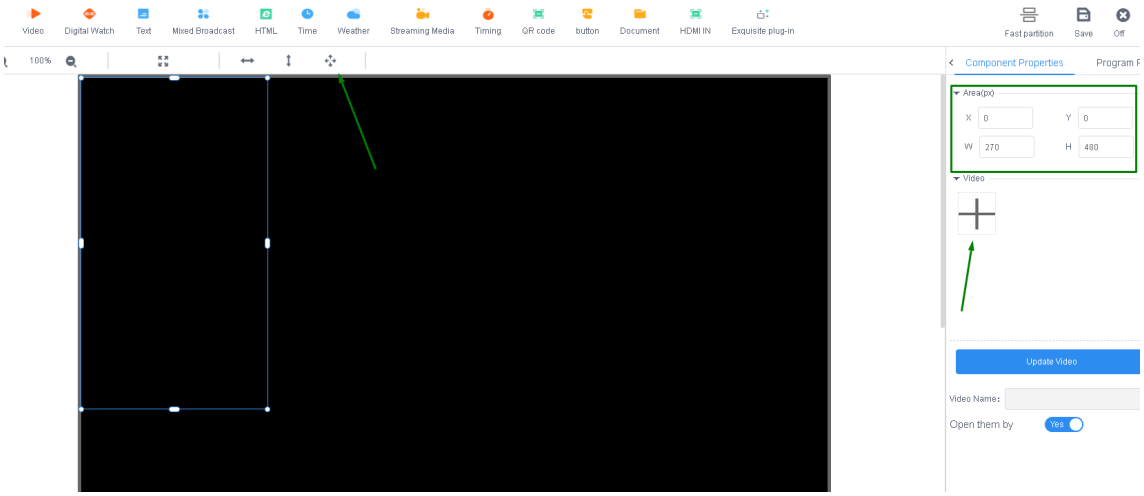


Figure 13. Add video

A wizard will open showing the multimedia files that we have previously uploaded in the “Source” tab and from here we simply have to select the desired file and click OK.

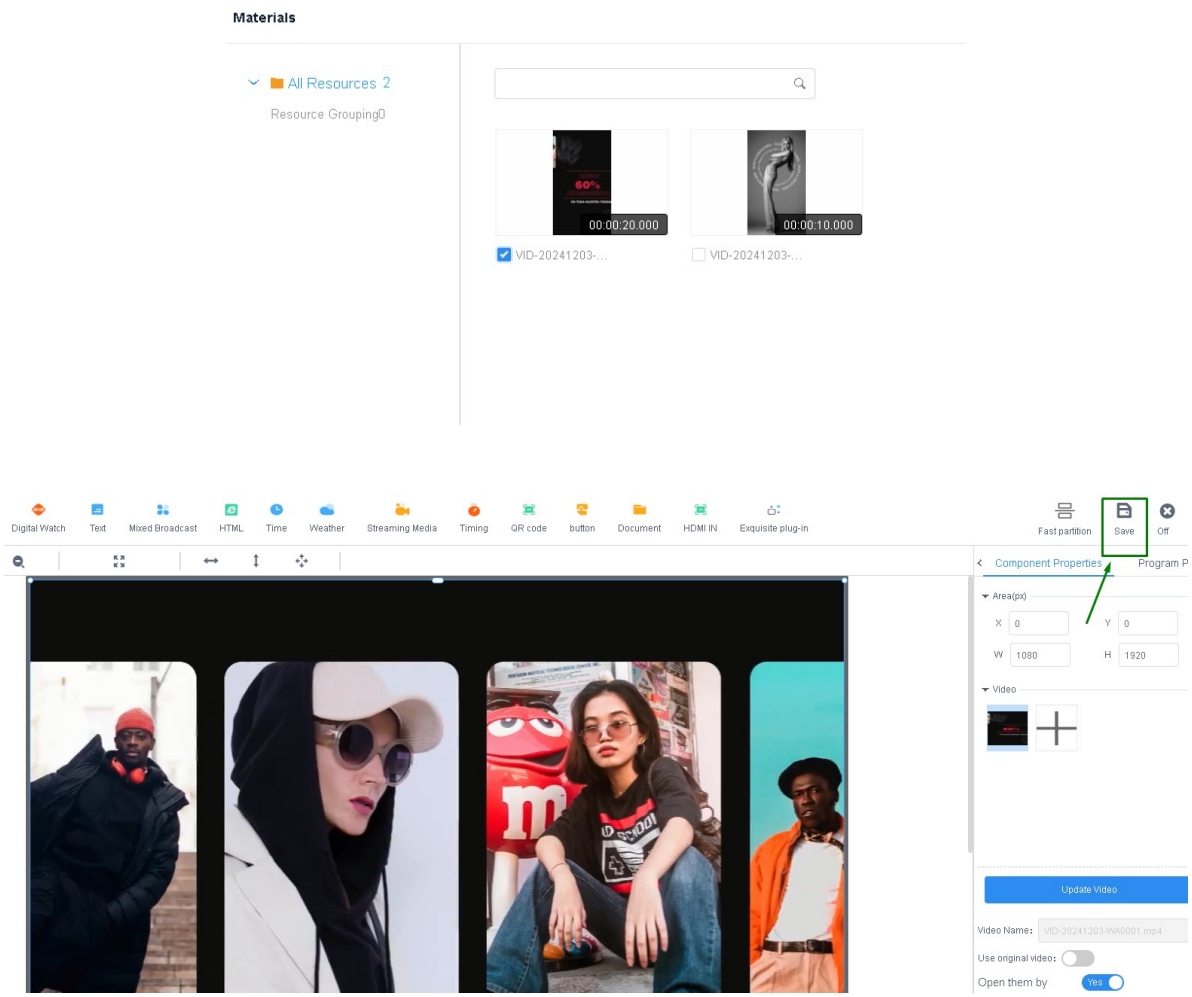


Figure 15. Saving media file

It's important to save the changes once the video has been uploaded to our program by clicking the "save" button in the upper right corner.

Once our program is saved, we can view it in the “Program” tab and we can proceed to send it to our display.

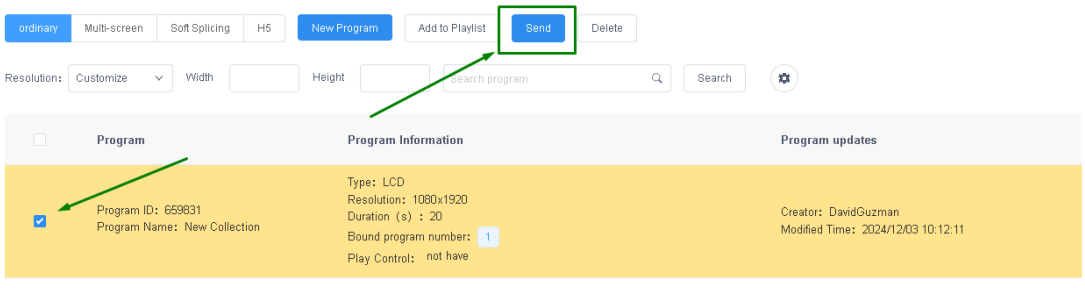


Figure 16. Send program to display

In the send program wizard we will select from the list in the left panel the display to which we want to send our new program, additionally we enable the option “Complete Update” to delete any previous program that exists on the display and load only the one we are about to send, otherwise the new program will simply be added to previous programs existing on the display

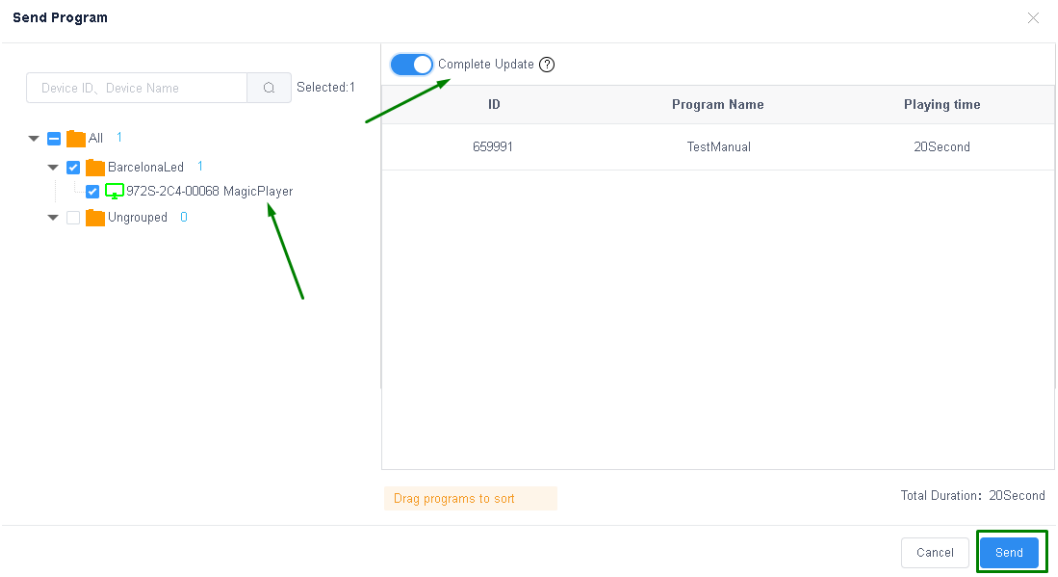


Figure 17. Select display to send program

2. Stream content in soft split mode to multiple displays via Cloud Platform

To send content to multiple displays and view it in soft splicing mode, you must select the “Networking” mode in the “System Mode” menu as previously done and as shown in Figure 8.

Additionally, you must enter the advanced options menu of Magic Player and enable the “Multi-machine synchronization” and “Dual screen” options.

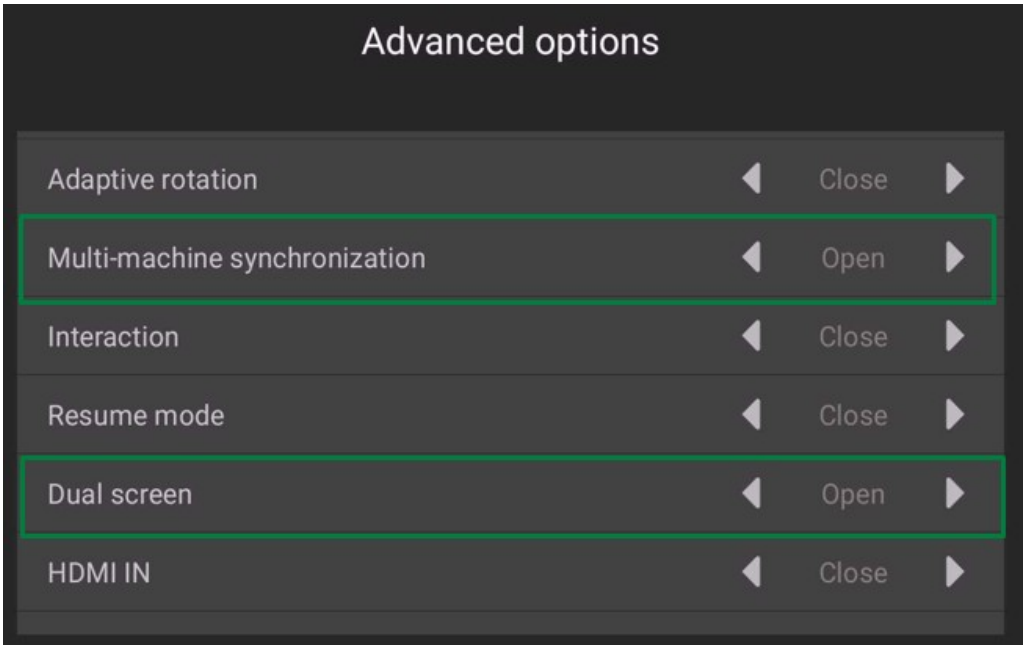


Figure 18. Advanced options in Magic Player

Next, we go to our Cloud Platform profile and enter the “Device” tab. Then, in the left sidebar, we click on the “Soft splicing equipment” option.

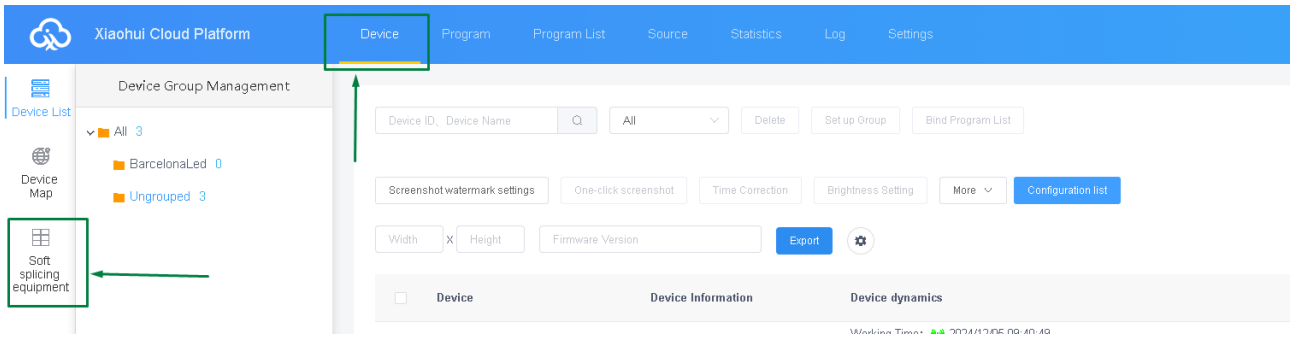


Figure 19. Soft splicing equipment Magic Player

Click on "Splicing Screen." This will launch a configuration wizard where you'll need to name your new split screen and specify the LCD display resolution. In this case, we're using a resolution of 1080x1920 pixels. Finally, you'll need to specify how many rows and columns of the display you'll be using. In our example, we'll use a single row of 3 displays. Click "Next."

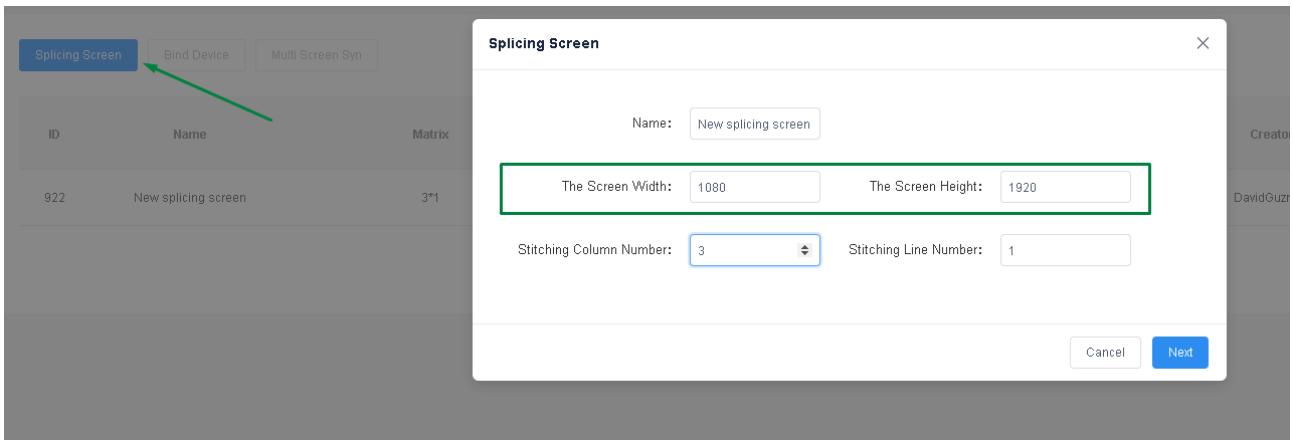


Figure 20. Soft splicing equipment configuration

The next step is to assign the distribution of our 3 displays, the wizard gives us the option to make the desired arrangement taking into account the ID of each device

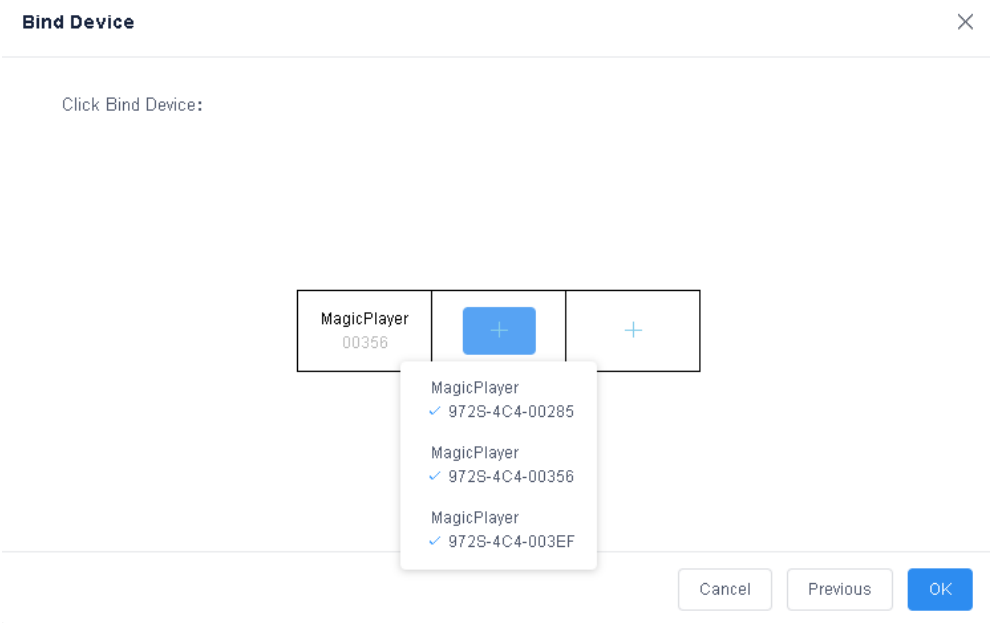


Figure 21. LCD screen arrangement

Once our new split screen is created, we must synchronize it, to do this we click on the “Multi Screen Syn” option, this will open a configuration window where the displays included in our split screen are shown, in this window we must click on “A key set” and wait for the synchronization progress bar to complete

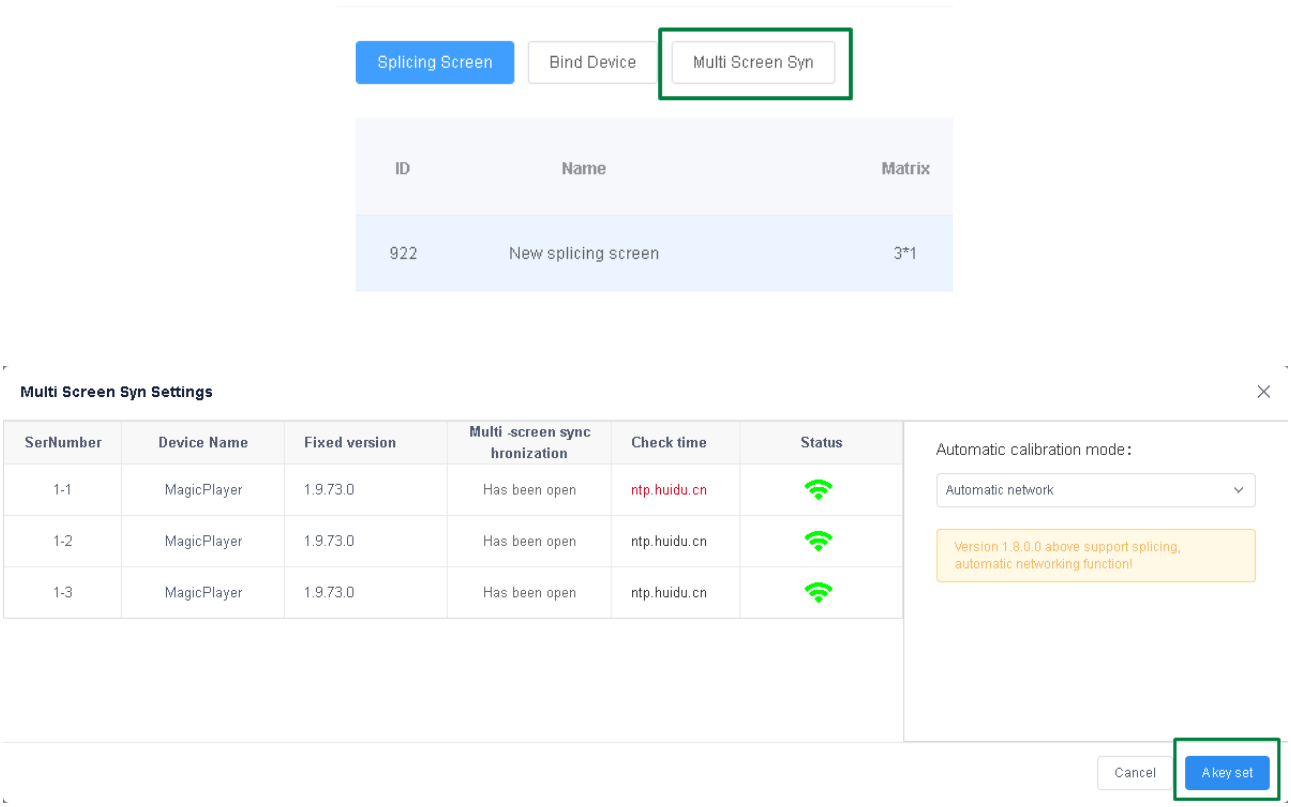


Figure 22. Split-screen display synchronization

To continue, we go to the “Program” tab, click on “LCD” in the left panel, select the “Soft splicing” category and click on “New Program”

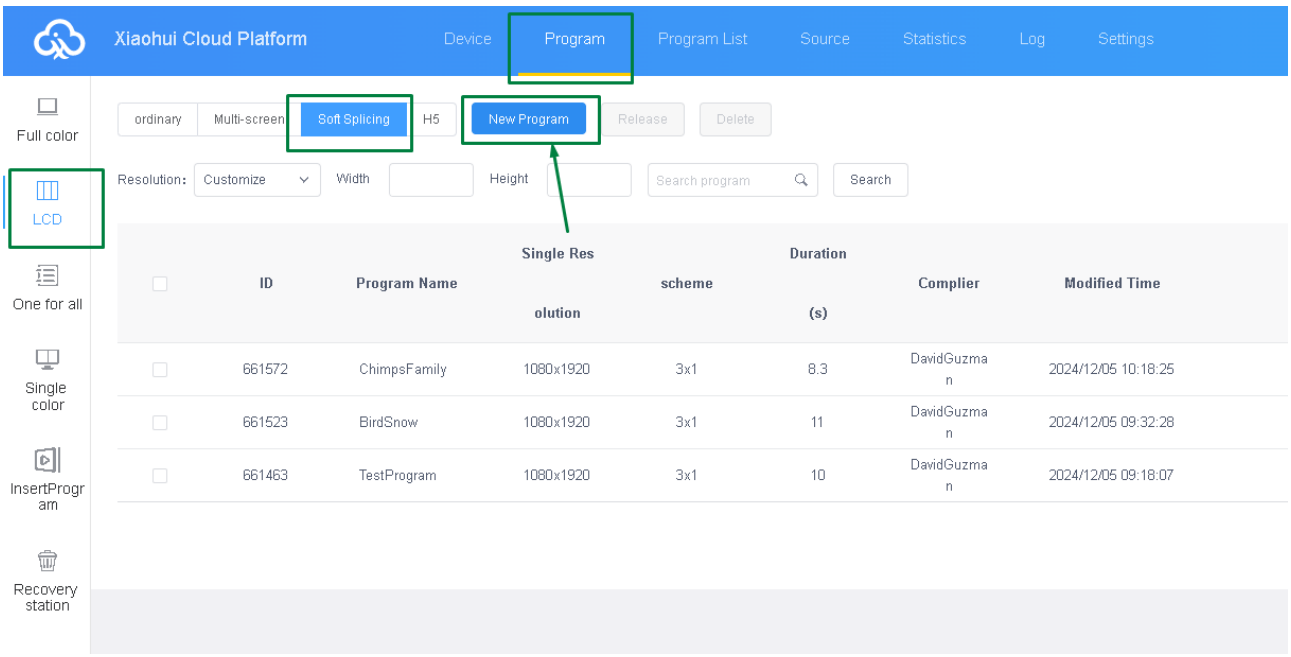


Figure 23. Path to create new program

We must give our new program a name, select the correct resolution, and specify how many rows and columns we want on our split screen.

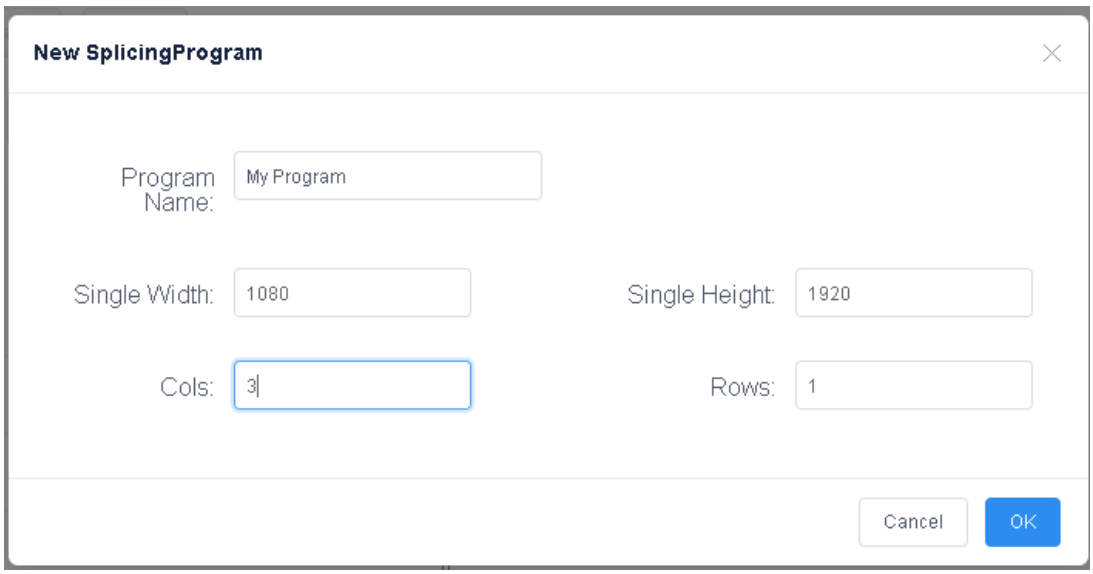


Figure 24. Configuration window for new program

Clicking “OK” will open the program editor, where you can add the content you want to stream to your split screen.**It is important to note that this configuration only supports splitting images and videos.**

In our example, we're going to add a video to the new program. To do this, we click on the video option and select the video of interest, which must have been previously loaded in the "Source" section. To adjust the video to the maximum resolution included in the sum of the 3 displays, we must click on the expand option indicated in the following figure.

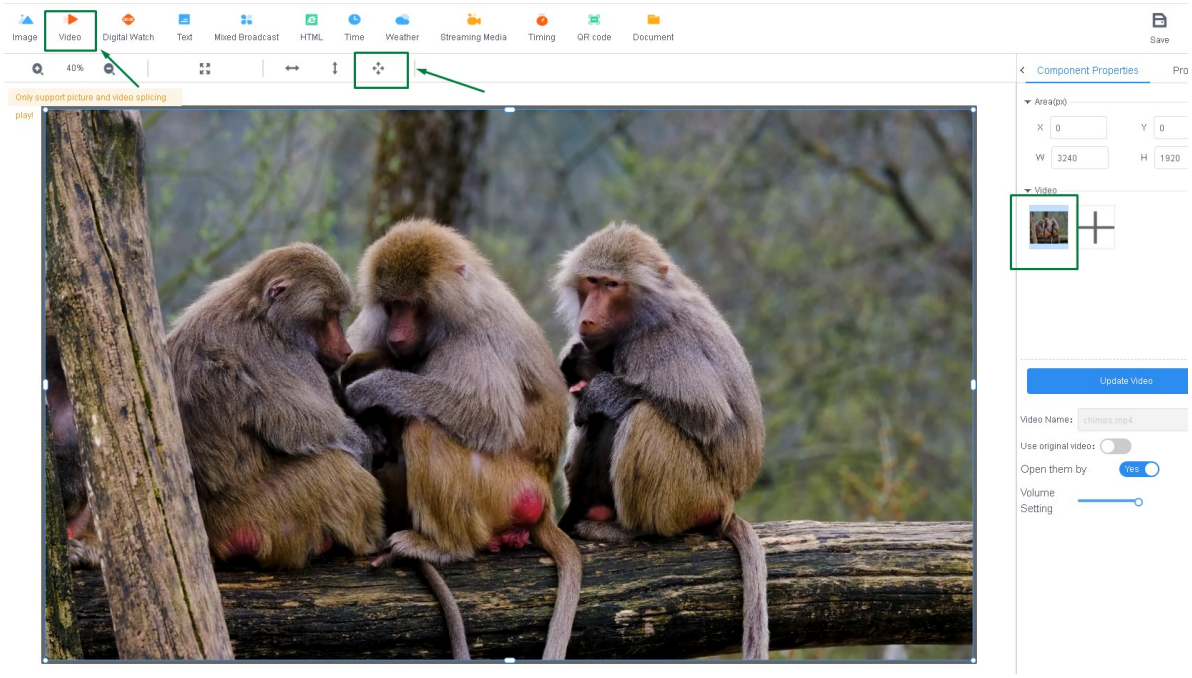
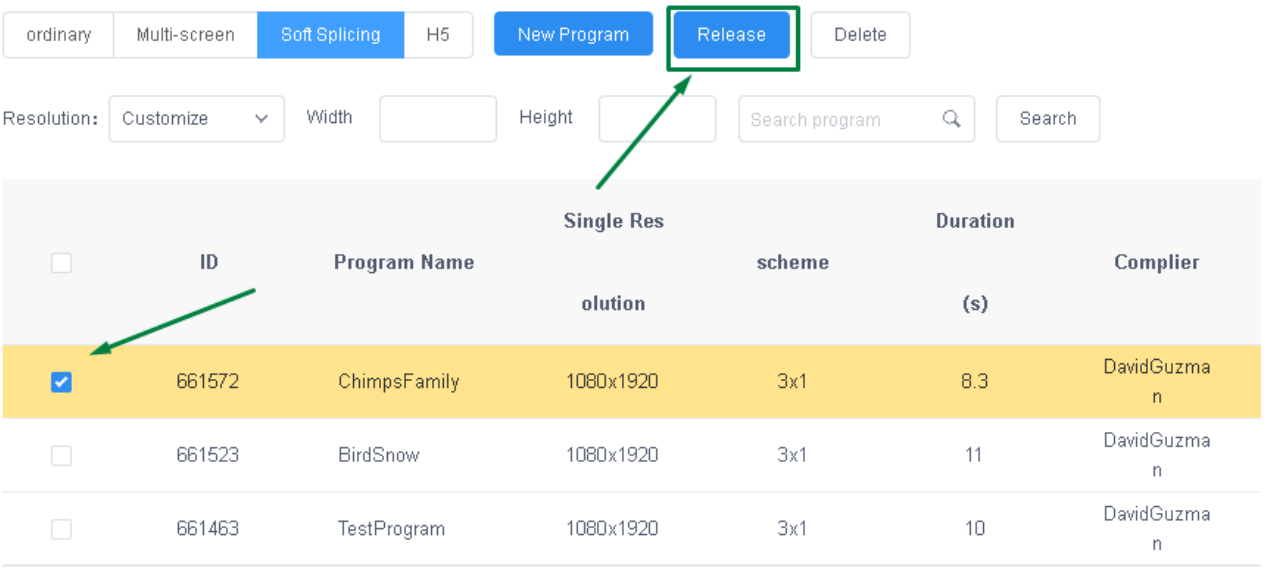


Figure 25. Editing new programs

After finishing editing the program, we proceed to select our new program and click on the “Release” button, then in the pop-up window we must select the split screen we created previously in the left panel, enable the “Complete Update” option and click on “Send”



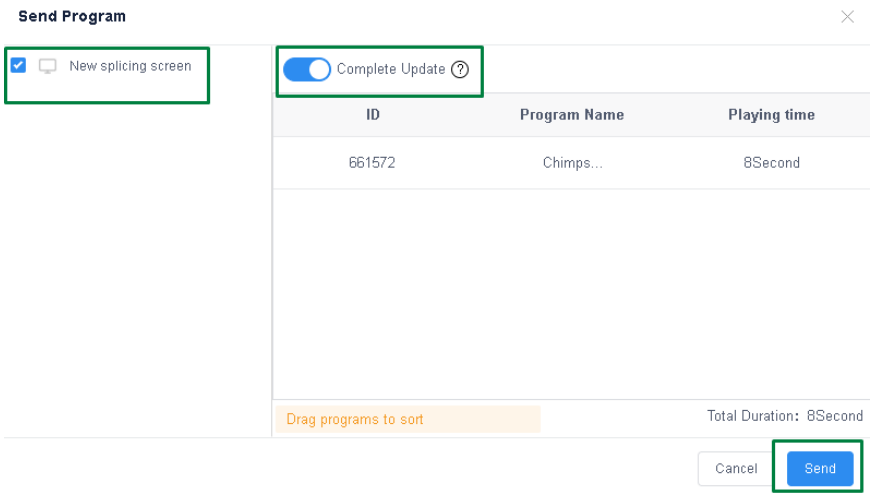


Figure 26. Sending a program to split screen

This way, our program will be sent, and we only have to wait a few minutes for it to be broadcast. We can track this process and verify the program's successful transmission in the "Log" tab.

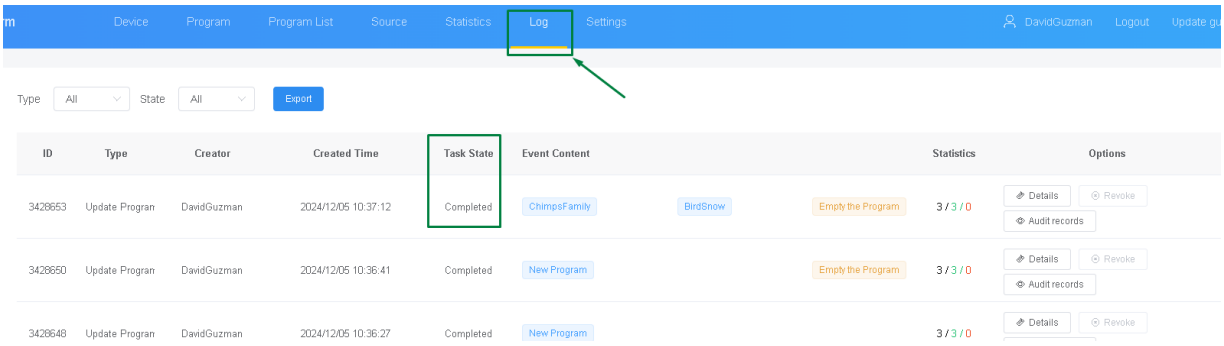
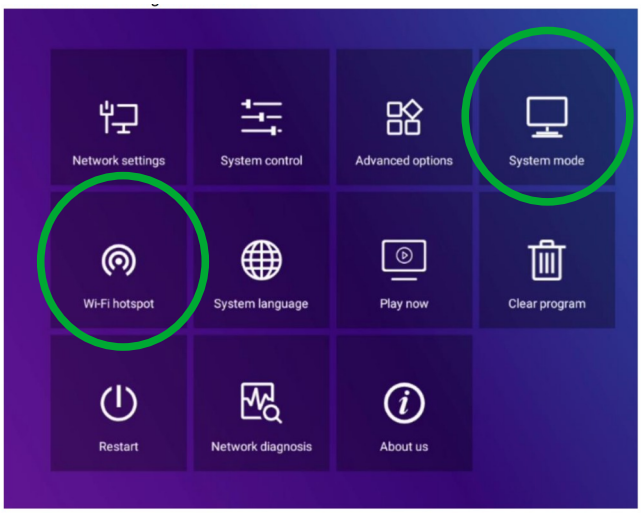


Figure 27. Monitoring the program transmission

3. LedArt mobile app by Magic Player

3.1 Previous steps on the device

We enter the Magic Player settings and enter “System Mode”



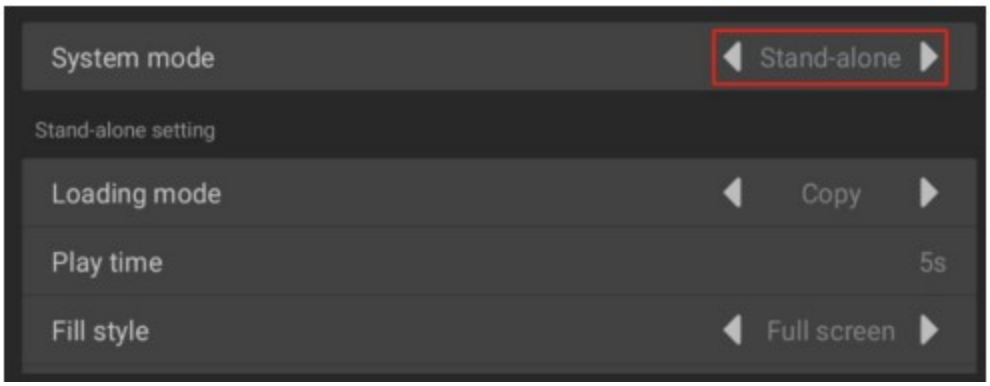


Figure 29. System Mode Menu

The “Stand-alone” option must be selected and the other options must be left as default as shown in the figure above.

Then, we go back one step and enter the “Wi-Fi hotspot” option in the Magic Player configuration menu indicated in figure 28

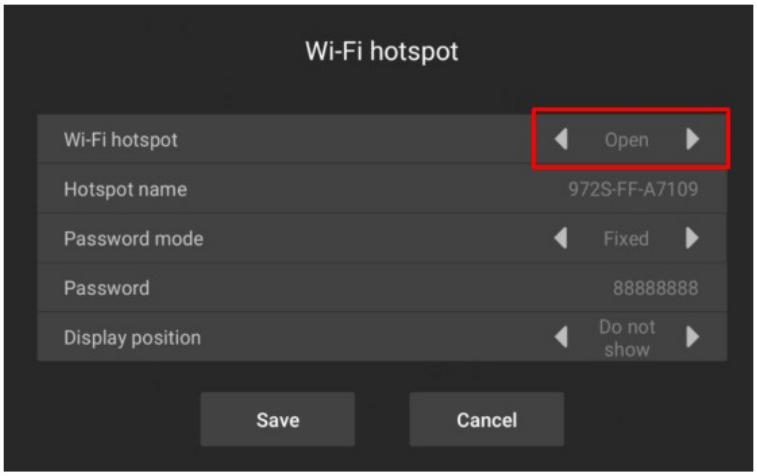
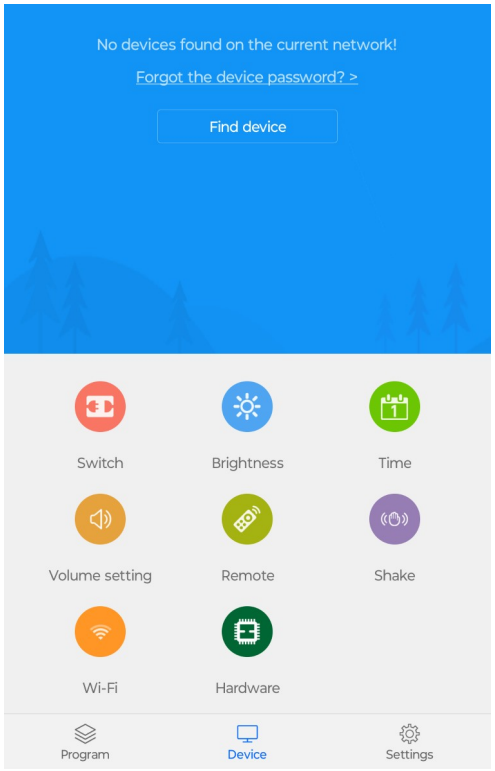


Figure 30. Internet access point menu

Within the WiFi hotspot menu we must change the option to “Open” as we see in figure 30. This will allow us to connect later from the mobile taking into account the name and password of the hotspot

3.2 Previous steps on the mobile

Now we need to install the LedArt app on a mobile device to configure the display. To do this, go to the Play Store for Android or the App Store for iOS, as appropriate. You can also access the following link to download the app: https://www.huidu.cn/LedArt_Download.html



Once the App is installed on the mobile, on the home screen we go to the option "Find Device", this will take us to the mobile's WiFi configuration where we must connect to the Hotspot network on the display described in figure 30

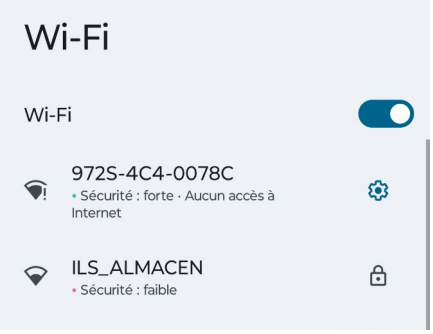


Figure 33. Connection to the access point from a mobile device

To connect to the network, we usually use the password “88888888.” After establishing the connection, we will see the device in the mobile app.

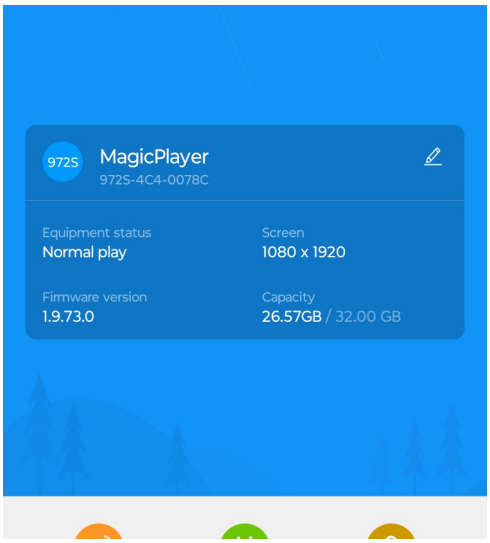


Figure 34. Device paired in LedArt

3.3 Sending content from LedArt

The first step to start streaming content from LedArt after establishing the connection is to go to the "Program" tab in the bottom left corner. Here, we can view the linked screens and assign them the program we want to display.

Additionally, we have the option to create a new program to stream custom content.

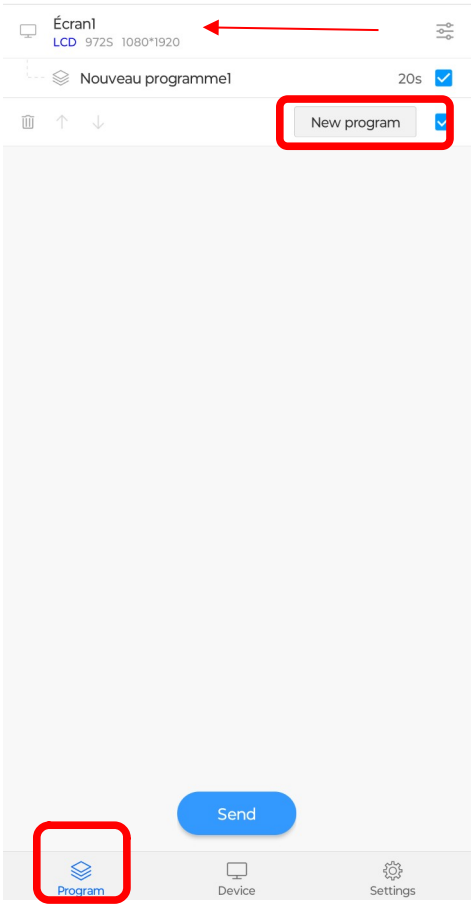


Figure 35. LedArt Program Section

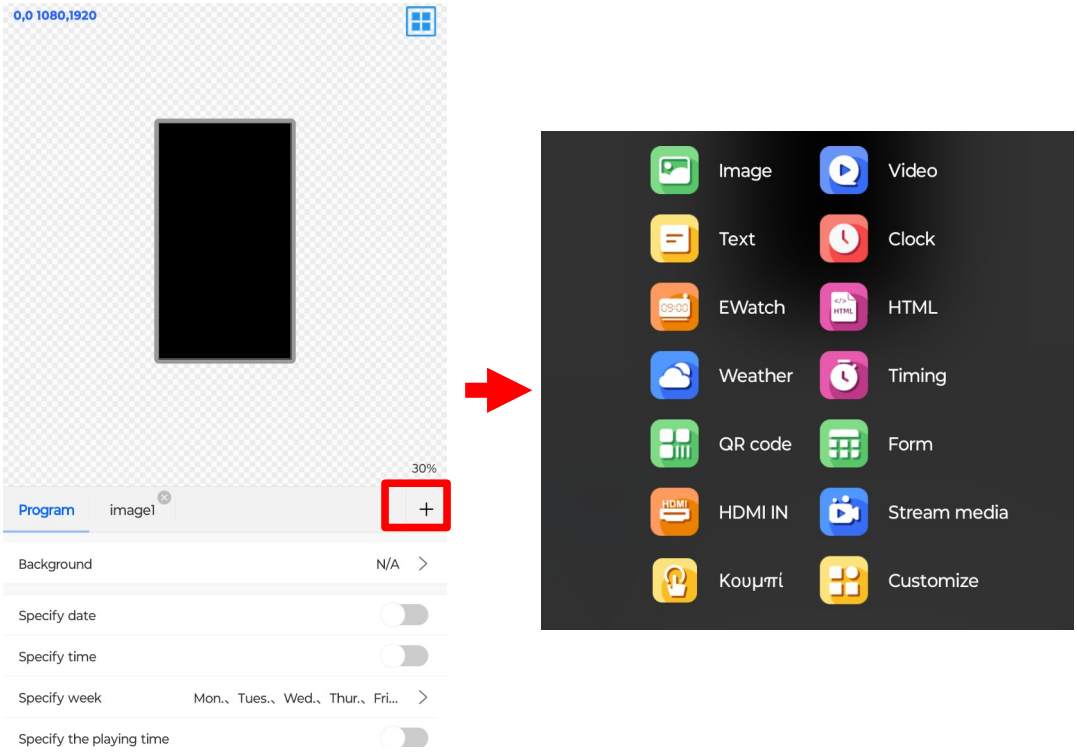


Figure 36. LedArt Program Editing

By selecting the "New Program" option, we access the program editing menu, where we can specify the multimedia content to be displayed on the screen. Additionally, we have the option to schedule a date, time, or itinerary for the program's playback.

When we press the “+” button indicated in figure 36, a list of elements that we can add to our new program is displayed.

Once we have finished editing the program, we will proceed to send it to the display. To do this, we return to the "Programs" section, select the program we wish to transmit from the list, and press "Send."

Then a window will open where we must select the display that we previously linked, if we have multiple displays we can differentiate each one by its serial number or simply give it characteristic names beforehand.

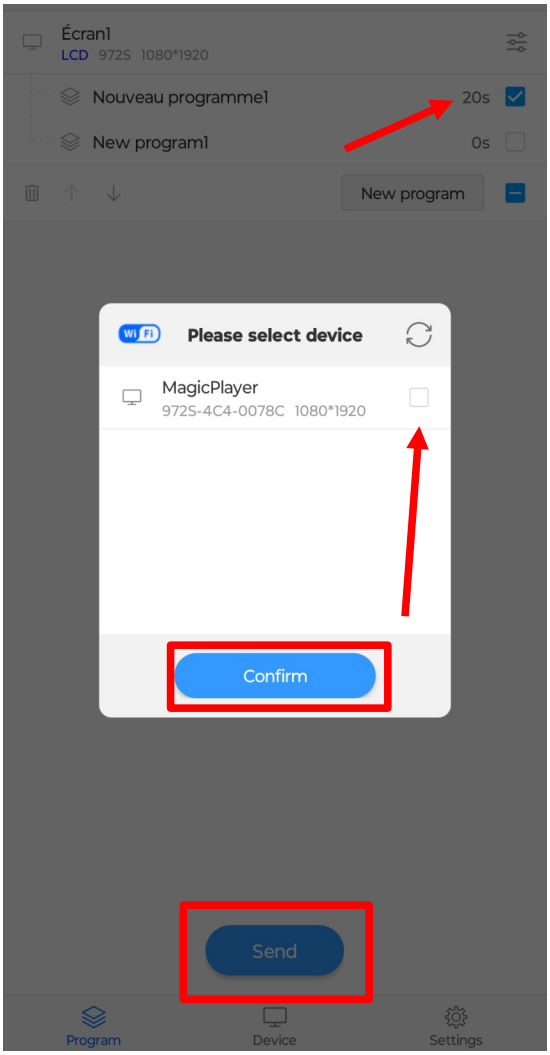


Figure 37. Send programs from LedArt

If everything goes smoothly and the program is successfully transmitted, we will receive a message like the one shown in Figure 38.

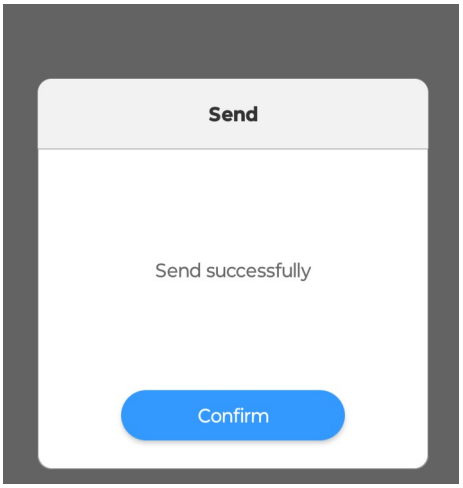


Figure 38. Program Submission Confirmation in LedArt