



Media Player:

- Dimensions: 1.5"(h) x 4.9"(w) x 5.4"(d)
- Requires a wired or wireless network connection
- Easily mounted behind most displays

Monitor / Display:

- High Definition LCD / LED display (plasma not recommended)
- HDMI or DVI input
- Capable of displaying at one of the following resolutions:
 - 1920x1080
 - 1360x768
 - 1280x720
 - 1366x768
 - 1280x768

Accessing Connect:

Connect is a password protected online interface, where subscribers are able to manage content across all of the media players in their network. See requirements below.

- Access to: <http://app.mediplay.com>
- Accepted Browsers: Chrome, Firefox, Safari, IE8+
- Must have username and password (provided by Mediplay or created by Primary / Admin User)

Media Player - Firewall Settings:

The following ports must be open for outgoing TCP traffic:

- 21 (remote diagnostics)
- 80 (crash reporting)
- 443 (login service)
- 10799 (control information)
- 10805 (content downloads)

IMPORTANT: For security reasons, the cloud server will never attempt to initiate a connection into a network. Instead, the media player initiates communication to the server using either port. If necessary, a web proxy server can be used if the network operator does not want to open ports 10799 and 10805 for external access.

Destination Hostnames:

Configuring the network to allow access to the following host names (preferred method).

Port 10799 and 10805

- bssgroup6.broadsign.com
- bssgroup7.broadsign.com
- bssgroup8.broadsign.com
- bssgroup9.broadsign.com
- bssgroup10.broadsign.com
- bssgroup11.broadsign.com
- control-prod.broadsign.com

Port 80

- cr.broadsign.com

Port 21

- pickup.broadsign.com

Port 443

- control-prod.broadsign.com

In place of host names, a site's network policy may require Mediplay Server's IP addresses be hard-coded. This approach is not recommended. Mediplay reserves the right to change a server IP at any time. Mediplay is not responsible for service interruptions due to static IP rules set in a client firewall. See IP range(s) below:

- 35.183.92.0 to 35.183.92.31

In addition, the following IPs are for disaster recovery purposes and should also be added to any IP-based firewall rules:

- 54.86.56.66
- 54.210.129.218
- 54.210.236.85
- 54.88.254.12
- 54.210.246.96

Additional Content Sources:

On-Screen Content:

- <http://api.weather.com> - LIVE WEATHER
- <https://graph.instagram.com/> - INSTAGRAM UPDATES

If background music is to be used, please verify that the media player has access to the following IP's/Ports:

- Easy Listening - <http://108.178.13.122:8224/>
- Classical - <http://108.178.13.122:8357/>
- Jazz - <http://209.133.221.250:8317/>
- Lounge - <http://209.133.221.250:8351/>
- Purely Piano - <http://108.178.13.122:8292/>
- Zen - <http://108.178.13.122:8296/>
- Holiday - <http://209.133.221.250:8268/>

Remote Access (for Mediplay Support):

Mediplay Support uses TeamViewer to remotely access media players in the field. This gives support staff the ability to take control of the media player while troubleshooting a support issue, or assisting with an install. Without the ability to access the media player via TeamViewer, on-site staff may be required to provide additional assistance when troubleshooting an issue.

TeamViewer is designed to connect easily to remote computers without any special firewall configurations being necessary. In the vast majority of cases, TeamViewer will always work if surfing on the internet is possible. TeamViewer makes outbound connections to the internet, which are usually not blocked by firewalls.

However, in some situations, for example in a corporate environment with strict security policies, a firewall might be set up to block all unknown outbound connections, and in this case you will need to configure the firewall to allow TeamViewer to connect out through it.

TCP/UDP Port 5938

TeamViewer prefers to make outbound TCP and UDP connections over port 5938 - this is the primary port it uses, and TeamViewer performs best using this port. Your firewall should allow this at a minimum.

TCP Port 443

If TeamViewer can't connect over port 5938, it will next try to connect over TCP port 443.

TCP Port 80

If TeamViewer can't connect over port 5938 or 443, then it will try on port TCP 80. The connection speed over this port is slower and less reliable than ports 5938 or 443, due to the additional overhead it uses, and there is no automatic reconnection if the connection is temporarily lost. For this reason port 80 is only used as a last resort.

If you have any questions, contact Mediplay Support.
support@mediplay.com / 1 (800) 565-1920