

# zebrix player: network pre-requisites

zebrix is a digital signage technology allowing controlling remote screens and their contents through a centralized CMS.

Two types of devices can be managed by zebrix:

- Professional SAMSUNG displays (SSSP: Smart Signage Platform) are equipped with a SOC (System On Chip) which acts as a compact computer and which is able to connect to zebrix without any additional external (media)player. These screens have wired ethernet interface and wireless.
- zebrix player (which is an Intel NUC)

This document actually describes network prerequisites/flows for zebrix player

| zebrix box light                                                                    | zebrix box ultra                                                                     |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|   |   |
|  |  |
| Pictures may differ from actual products                                            |                                                                                      |

## Network prerequisites

### Physical connectivity

If you use a wired connection you'll need one available port on your switch per screen. If you want to use a wireless network, please ensure that the signal strength is good enough. Using a wired connection is always a better practice.

### DHCP vs Static IP

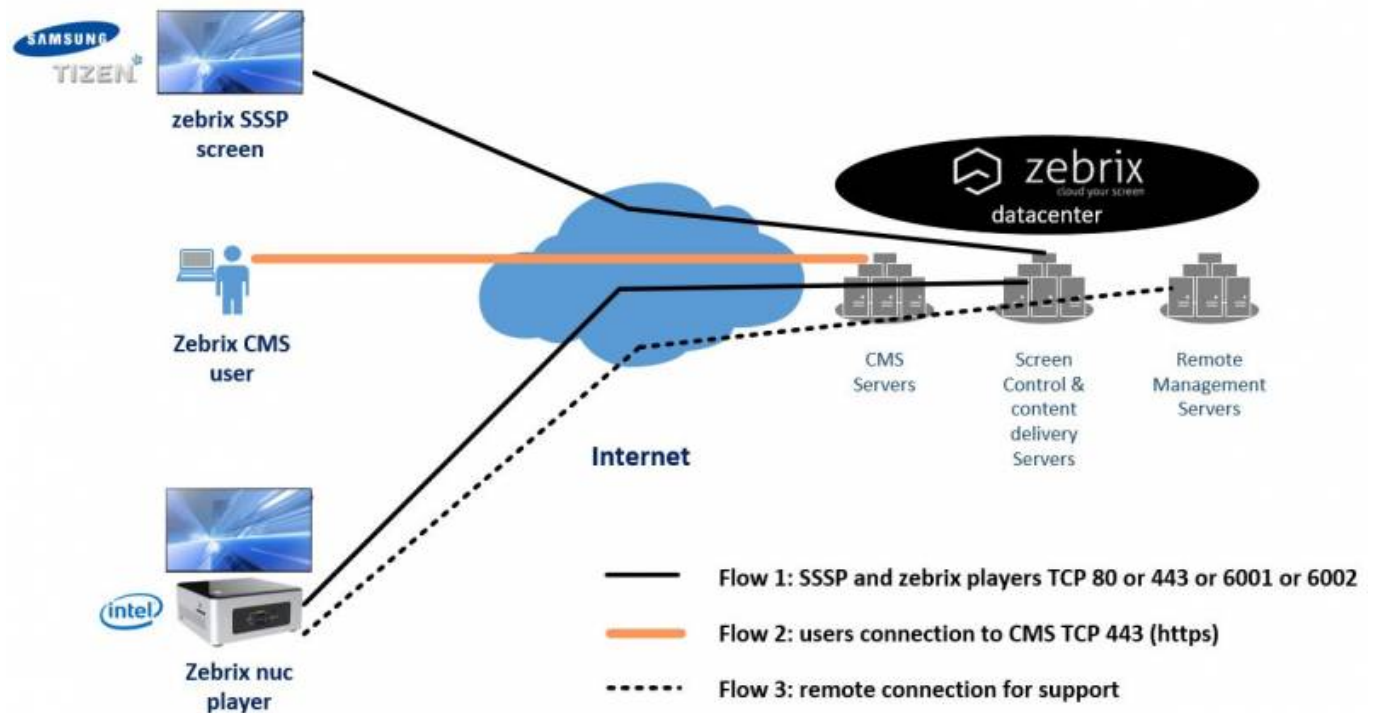
The zebrix player can be configured, according to your preference, in static IP addressing or DHCP.

This setting can be defined via the configuration menu of the player (open it by pressing F1) and using the “network configuration” section.



By default, zebrix player uses DHCP

## Destination IP and port to allow on your firewall



The most common way a zebrix player will use to connect to the zebrix server is through http (TCP 80 port). You can also use https (443) if you want an encrypted connection. This channel is used for media downloads and receiving instructions from the web platform. Please note that zebrix connectivity is not compatible with proxy server. If you have to use a proxy on http and https that couldn't be bypassed, you will have to connect your player to zebrix via TCP 6001 (http) or TCP 6002 (https). Please allow the port that fits the best with your situation.

In addition, we highly recommend that you also allow the player to connect to UDP 1194 port on the zebrix management server that can allow our technical/support team to connect remotely for troubleshooting/diagnostic purpose. This channel is encrypted by default.

#### If you are in Europe:

| Source IP | Source Port | Destination IP                       | Destination Port                 |                    |
|-----------|-------------|--------------------------------------|----------------------------------|--------------------|
| any       | any         | 46.105.174.70<br>(screen.zebrix.net) | TCP 80 or 443 or<br>6001 or 6002 |                    |
| any       | any         | 46.105.174.69                        | UDP 1194                         | Highly recommended |

#### If your are in South or North America:

| Source IP | Source Port | Destination IP                       | Destination Port                 |                    |
|-----------|-------------|--------------------------------------|----------------------------------|--------------------|
| any       | any         | 162.254.24.154<br>(screen.zebrix.us) | TCP 80 or 443 or<br>6001 or 6002 |                    |
| any       | any         | 46.105.174.69                        | UDP 1194                         | Highly recommended |



Please note that all links are outbound connections. No inbound connection to your network are required.

# If you meet any problem, please contact our support

- Europe : [support@zebrix.net](mailto:support@zebrix.net) / +33 3 20 41 59 69
- North America : [support@zebrix.us](mailto:support@zebrix.us) / +1-917-789-1179

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