

New Zebrix v3 player



What is the Zebrix Player ? It is the software part of the Zebrix solution running on Samsung SSSP screens as well as on the Zebrix external players. It is the software handling for example all video playback, pages, playlists and all other content, animations sent from the Zebrix CMS that are displayed on the screens.

Version 3.0

All your screens and external players are using Zebrix players version 2.0 for now. That version itself being an evolution of the initial software 1.0 of 2014. That version has now reached a high level of maturity and stability. However, in order to better answer the incoming stakes and challenges, and to bring new innovative fonctionnalités, we have choose to re-write from the scratch the Zebrix player code, while thinking ahead from the very beginning, of all future fonctionnalités our customers would need in the years to come. We decided to name that version "V3"

So, what's with Zebrix v3 player

Seamless update

Right now, every content update (playlist modification or page edition contained in an ongoing playlist) forces a screen to restart playback from the begining of the playlist. But with version 3, the update is done in backgroud, without restarting the playlist playback. The same is true for a page with a video, which will not restart from the beginning, as well as for the datasources

Offline mode fonctionnality

Version 3 downloads the shcedules (with their corresponding medias, pages and playlists) in advance. All that data is stored on the screen's memory or the player's disk, allowing them to keep working as usual even without internet connexion

Advanced scheduling support on playlists

When you set advanced schedules on some elements of the playlist (e.g. that content has to be displayed only from 06/01/2019 to 08/24/2019 between 11:00AM and 2:00PM); those conditions will now be taken into account

Synchronized Playback

It is now possible to [synchronize playback between different devices](#), with identical of different contents (But they need to have the same length).

Other

Even more innovatives fonctionnalities are coming.

Technical Prerequisites

Tizen and External Zebrix Players 19.xx

Version 3 of the Zebrix player is compatible with all SAMSUNG SSSP screen running on Tizen as well as external Zebrix players with the appropriate firmware :

Screen models	minimal firmware required
SSSPv4 (gammes PM, PH, SBB)	>= 2080.4
SSSPv5 (gammes QBH, QMH, QHH, DBJ)	>= 2060.7
SSSPv6 (gammes QMN, QBN, SBB)	>= 1140.5
SSSPv6 (gammes OMN)	>= 2031.0
Players externes zebrix	>= 19.xx

What about SSSPv1, v2, v3 ?



SSSPv1, v2 et v3 screens do not support Zebrix player version 3. Therefore, they will keep on working on the current version 2.0 which will still be supported by Zebrix. However, no new fonctionnalities will be added to version 2.0
Concerned models : ME MD DB DM OMxxD DH

What about Zebrix players running on old firmwares ?

It is usually possible to update any player to the lastet firmware. That operation can be done remotely in some cases or by doing an automated usb update. Please contact Zebrix support for any assistance with this (support@zebrix.net / +33 3 20 41 59 69).

How to switch a screen or a player from version 2 to version 3

Easier method : From the Zebrix CMS, for a player or a screen.

- You have to check that the screen/player have the required firmware, if not, **you need to update the device before going to next step**. In the « SCREENS » section, select one or more screens/players.
 1. Clic on the « Hardware tools » button on the taskbar. then, on the « Properties » tab , activate the switch « Zebrix player V3 ». The selected devices will then reboot and start running on the new V3 player.

Outils matériels - LAB DEV - Screen 10 -

Pilotage

Historique (logs)

Supervision

Options

Firmwares

Alertes

Associer à ce serveur "CacheBox" :

Rechercher

Appliquer

Téléchargement depuis le cloud zebrix autorisé :

☐

RM serveur

http

127.0.0.1

7001

Langue:

Français - French

Fuseau horaire :

(GMT+01:00) Europe/Paris

Format d'encodage vidéo préféré :

Contrainte d'affichage des images :

Recouvrir

Contraintes d'affichage des vidéos :

Contenue

Contrainte d'affichage des pages :

Adapter les dimensions

Orientation :

☐ Paysage

☒ Portrait

Player zebrix V3 :

☒

Nombre d'écrans :

1

Programmation ON/OFF :

☐

- After reboot, you can always check if the screen/player is running on version 3 by clicking on the “monitor” tab.

Hardware Tools - 192.168.1.100 Agenda			
Remote	Logs	Monitor	Firmwares
Last update	2020/06/22 11:53	Subnet Mask	255.255.255.0
ID	10000	Default gateway	192.168.1.1
zebrix version	V3.0	DNS Server	192.168.1.1
IP	192.168.1.100	Interface	eth0
Port	6002	Remote management	<input type="checkbox"/>
Uptime	10 min 10 sec 10 sec	Zebrix player V3	<input checked="" type="checkbox"/>
Temperature	75	Manufacturer	ZEBRIX

On a Tizen screen

- You have to check that the screen/player have the required firmware, if not, **you need to update the device before going to next step**
- In the server URL simply change the “screenv2” into “screenv3”.

For example :

- <http://screenv2.zebrix.net> ⇒ <http://screenv3.zebrix.net>
- <https://screenv2.zebrix.net:6002> ⇒ <https://screenv3.zebrix.net:6002>

1. Reboot the screen

On an external Zebrix player



- You have to check that the screen/player have the required firmware, if not, you need to update the device before going to next step.
- In the server URL simply change the “screenv2” into “screenv3” for example :
 - <http://screenv2.zebrix.net> ⇒ <http://screenv3.zebrix.net>
 - <https://screenv2.zebrix.net:6002> ⇒ <https://screenv3.zebrix.net:6002>
- 1. Manually edit the Zebrix configuration file to activate the Version 3 player : Editing of zebrix.conf and change the parameter “OFFLINE_MODE” to “true”
- 2. Save the file with the modification
- 3. Reboot the external player

From:
<https://documentation.zebrix.net/> - **zebrix documentation**

Permanent link:
https://documentation.zebrix.net/doku.php?id=en:zebrix_software_player_v3&rev=1570521611

Last update: **2020/06/22 11:53**

