Dex Manager

Quick guide V.1

System Access

To get started, access **DEX Manager** using **Google Chrome** with the URL and credentials provided by SIA.

eu.dexmanager.com

The **Dashboard** centralizes all key information about your network: player connection status, active playlists, scheduling calendar, and media library. From any module, you can return to the Dashboard by clicking the DEX logo.

- Log in with your username and password.

- Dashboard: overview of your network, players, and content.

- Quick access to all modules.
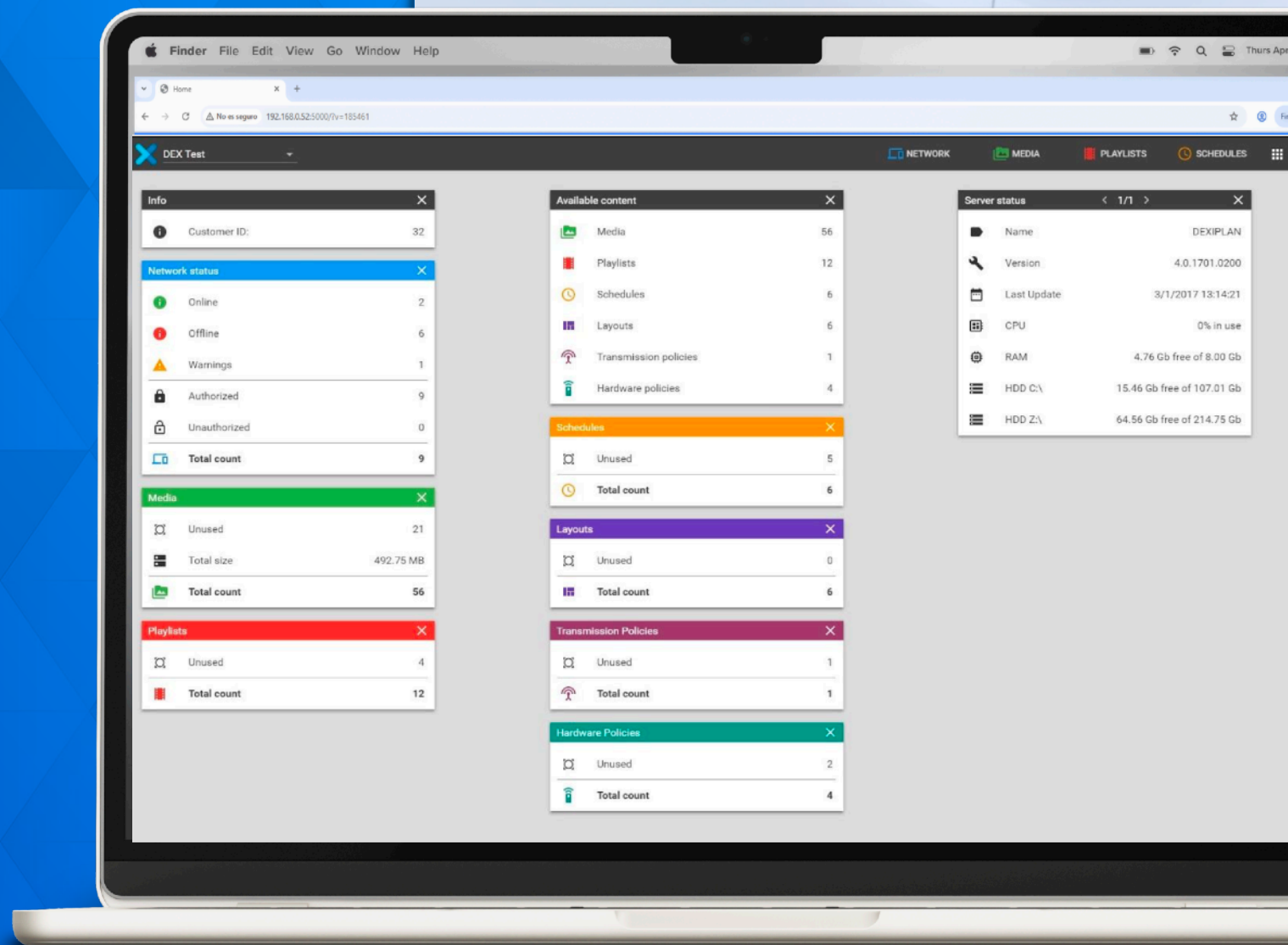
Uploading Content

The Media Library is the central repository where you store and organize all your files. To upload files, create a new folder or select an existing one, then drag and drop your files or click + Upload File.

Recommended Specifications:

- Videos: MP4, H.264, 1920x1080, 25 fps, 6 Mbps.

- Images: JPG, 1920x1080 (Full HD).

- Others: URLs HTML5, plantillas, apps .DEX, Unity3D, .NET (Windows only).

Uploaded files are marked as **"Uploaded"** and are immediately available across the system.

- Menu → Content → Media Library

- Upload via **drag & drop** or the **+** button.

- Multi-format support and centralized storage.
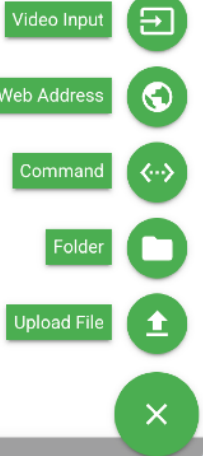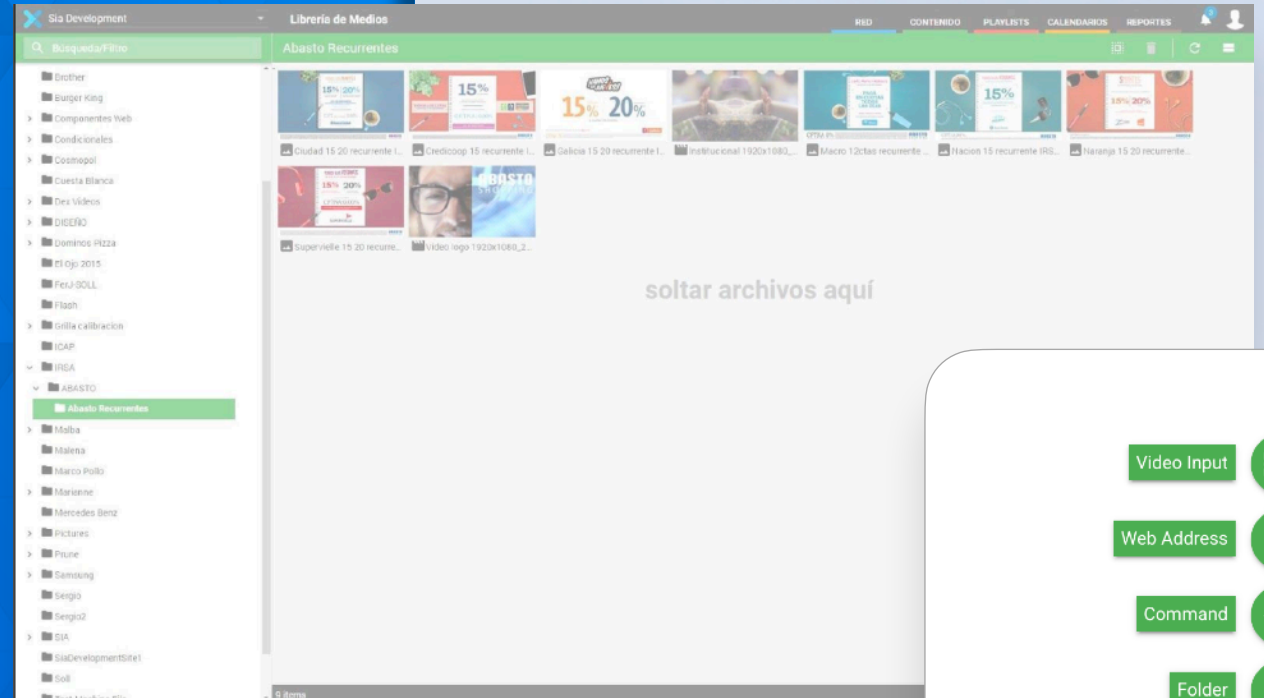
Creating Playlists

A playlist defines what plays and in which order. To create one, go to Playlists → + New and select a layout (full-screen or divided into frames). Layouts come with basic default configurations (horizontal or vertical), but you can also create and edit custom designs from the Layouts section if you need multiple zones on the screen.

Drag content from the media library into each **frame** and adjust the duration of each item.

Key Usage Notes:

- A newly created playlist starts in **Draft** status.

- For production players, the playlist must be in **Published** status.

- **Published** playlists cannot be edited; they must be duplicated as a Draft to apply changes.

- Simple creation workflow using drag & drop.

- Full control of duration and playback order for each asset.

- Status management: **Draft vs. Published**.
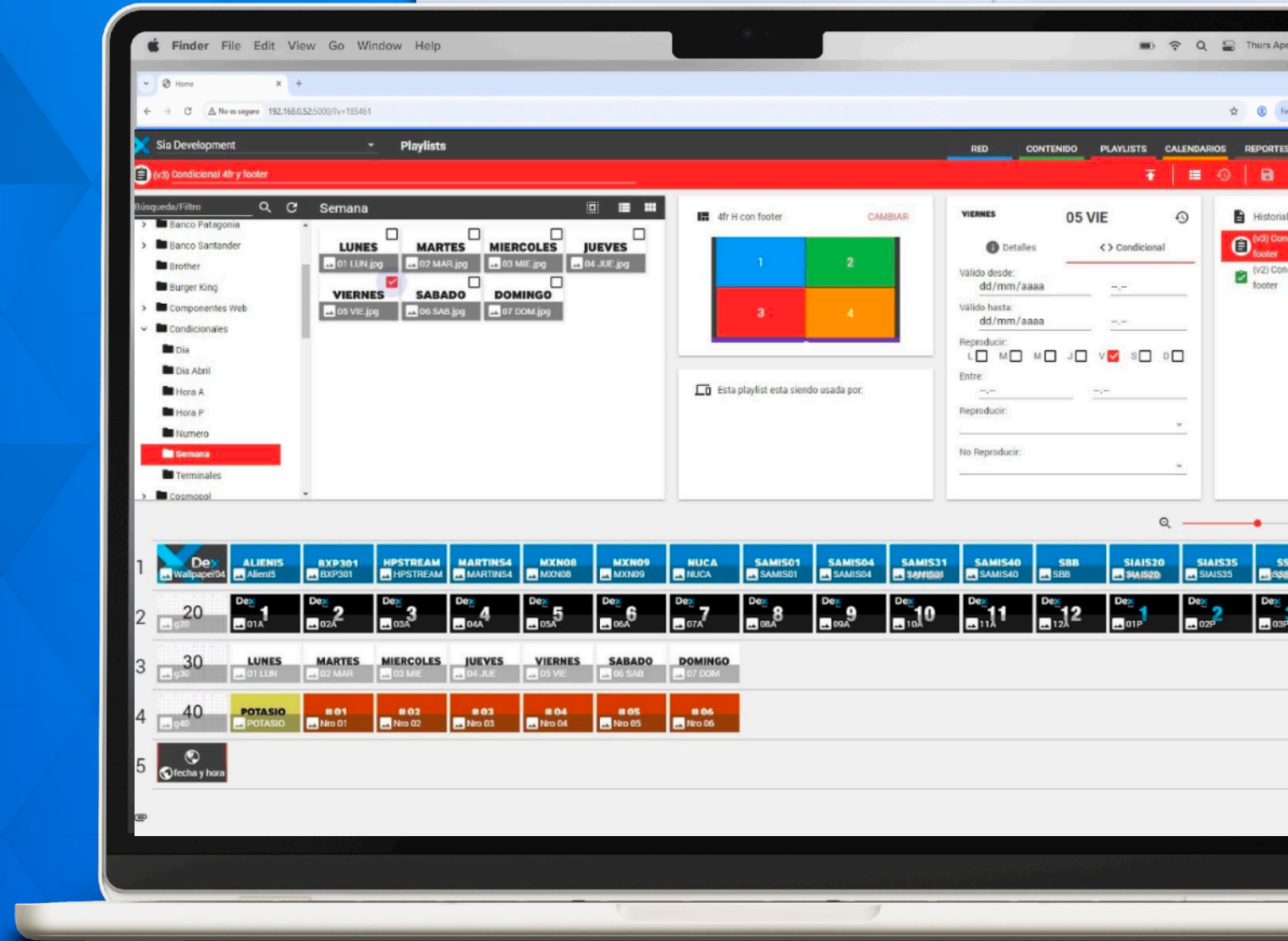
Creating Calendars

Once your playlist is ready, you must decide when it will be displayed. In the Calendars module, you can assign one or multiple playlists to specific time slots, days, or defined periods.

Key Options::

- **Repeat:** set weekly or daily recurrences.

- **Priority:** in case of overlaps, determines which playlist is shown.

- **Production vs. Testing:** calendars follow the same logic as playlists
  (a Production calendar only supports **Published** playlists).

- Menu → **Calendars** → **+ New**

- Assign playlists to specific dates, times, and days.

- Configurable repetitions and priorities.
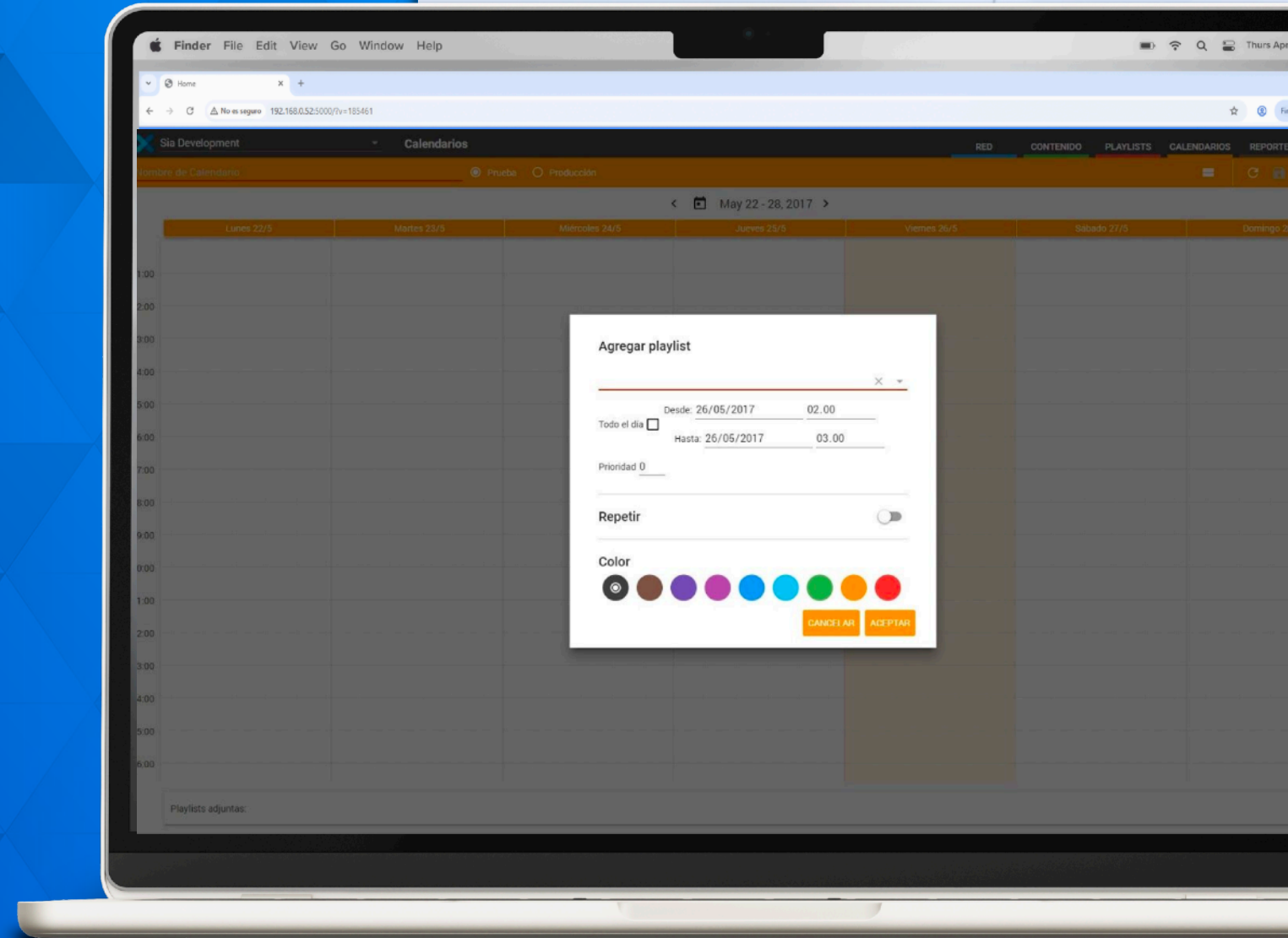
Assigning to a Device

The final step is assigning the playlist to an **authorized player** from **Network → Screens**.
Select the device and configure:

- **Default Playlist:** the playlist that will play when no calendar is active.

- **Calendar:** scheduling with defined dates and times.

- **Optional Policies:**

  - **Transfer:** download control to optimize network usage.

  - **Hardware:** scheduled reboots, remote control lock, power on/off settings.
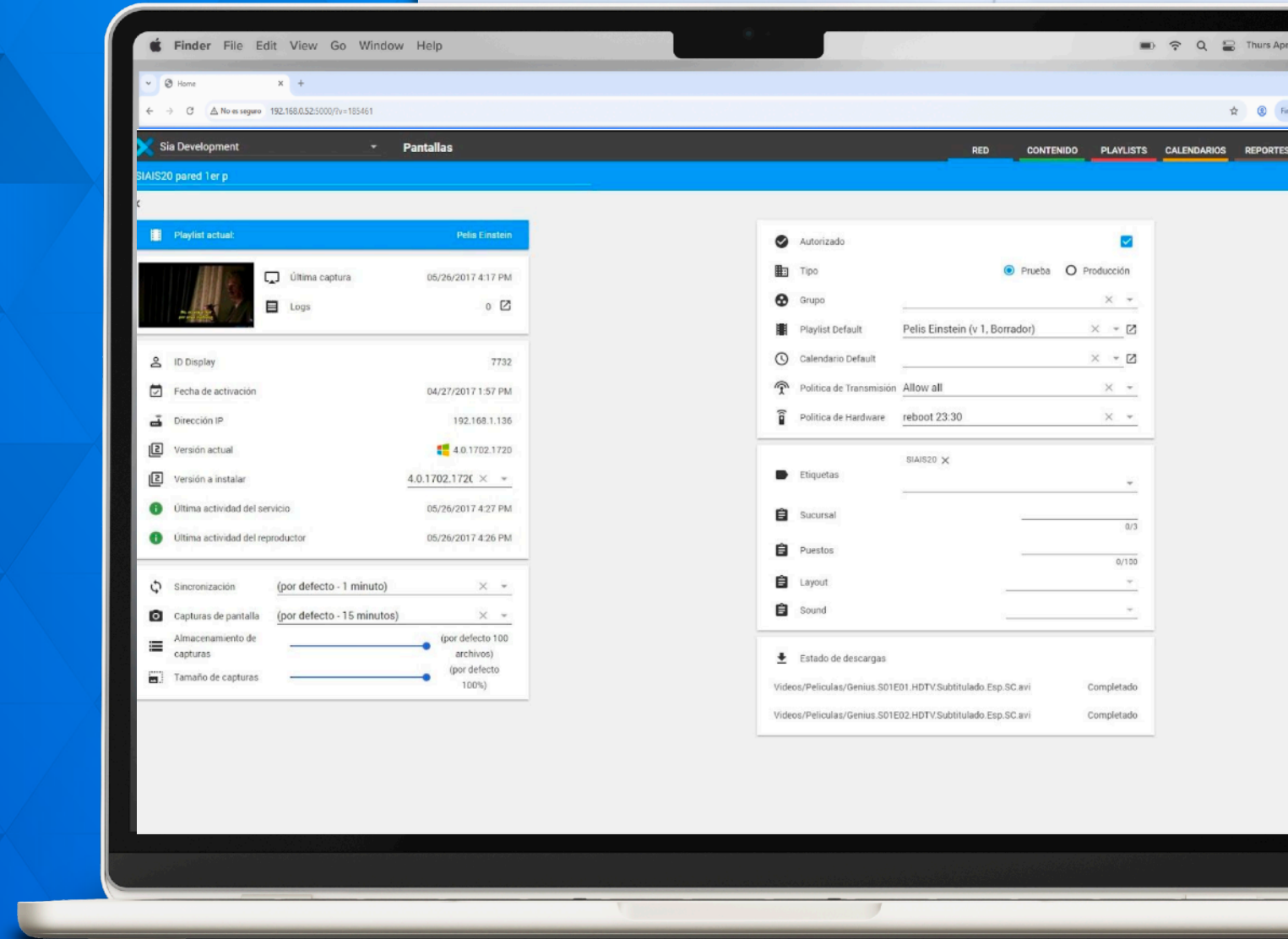
Review and Control

Once assigned, players download the playlist and begin playback.
From the **Dashboard**, you can monitor in real time:

- Connection status of each player.

- Active playlist and calendar.

- Download progress.

- Automatic screenshots to verify what is being displayed.

This ensures that content is running correctly and allows you to adjust scheduling at any time.

- Centralized monitoring from the Dashboard.

- Verification with live screenshots.

- Immediate adjustments and republishing.
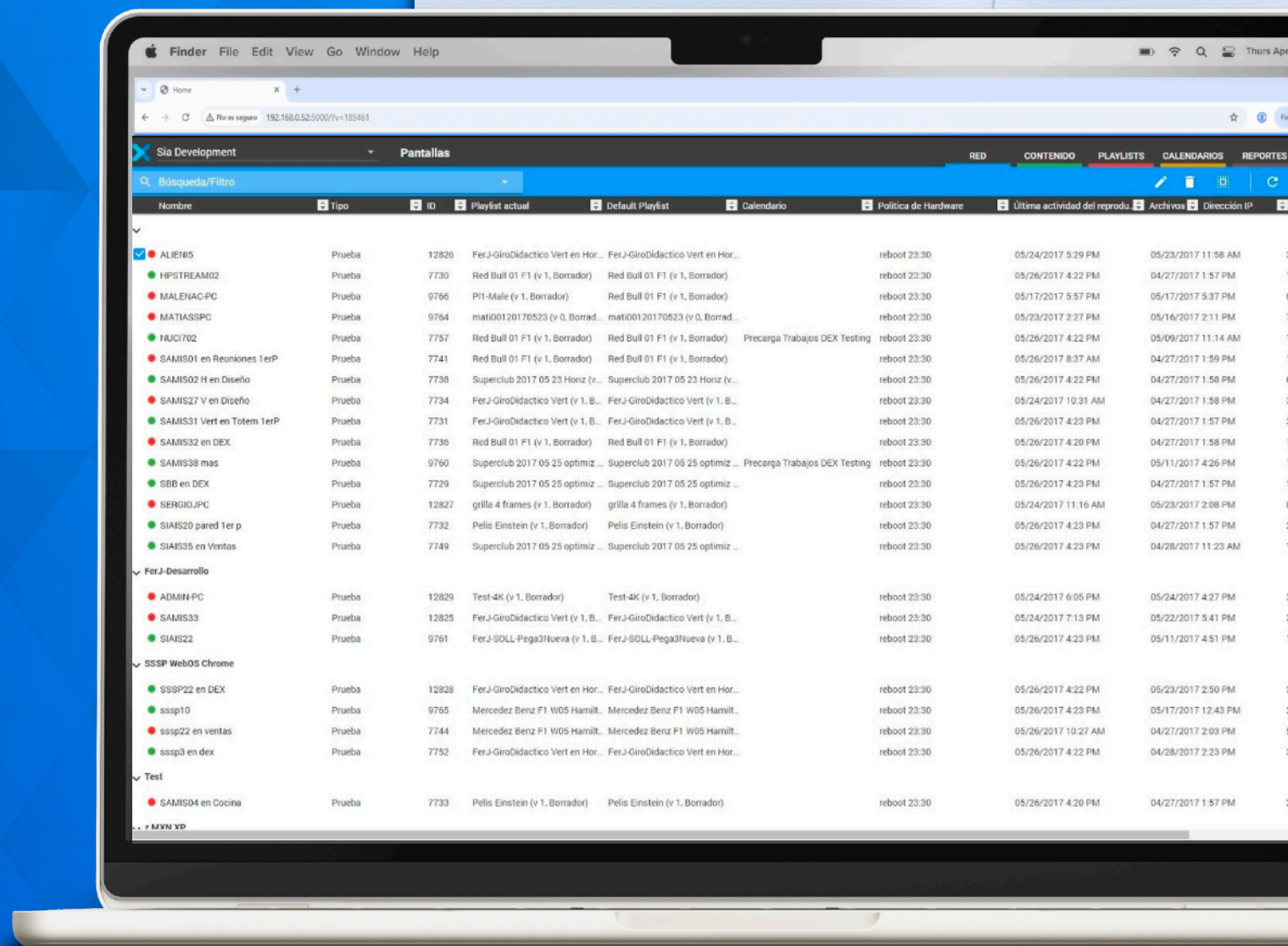
Dex Media Player

DEX Media Player allows you to use DEX Manager on screens that do not have an integrated playback system.
It connects easily via HDMI and feeds the screen with the content scheduled on the platform.

It is designed to operate in continuous digital signage environments, ensuring stability and compatibility with most configurations.
Its ports and connections allow you to expand peripherals and guarantee consistent network performance.

- External player for displays without a built-in media player

- Direct connection via HDMI and Wi-Fi/Ethernet

- Compatible with Android 11 and ready for professional environments

- Compact and robust design for 24/7 operation

- CPU: Rockchip RK3566,
- Quad-core Cortex-A55 up to 1.8GHz
- GPU: Mali-G52-2EE
- RAM: 2G DDR
- ROM: 8G EMMC
- Operating system(OS): Android 11 Bluetooth: 4.0
- Integrated WiFi: Dual band 2.4G/5G
- DC Input: Tipo-C (5V / 3A)
- USB ports: 1 x USB 3.0 + 3 x USB 2.0
- HDMI Output: 1

Designed for demanding environments, built for anything.

Glossary

+ **Device Network:** DEX Manager server and players interconnected through a local LAN or the Internet.

+ **DEX Manager Server:** Server containing the information available for download and playback on a player through DEX clients.

+ **DEX Client:** Software used for content playback on a player.

+ **Player:** Device used to play content through the DEX client. Device: PC, USB stick, tablet, LFD SSSP, LFD WebOS, Android device, etc.

+ **DEX Frontend:** Administration software for DEX Manager. Accessible through Google Chrome using the server URL or IP address. Allows assigning content to the player network.

+ **Playlist Layout:** Sequence of content stored in the media library to be played on a player using a specific layout.

+ **Layout:** Screen presentation format for playlist content. A layout may consist of one or more frames positioned in different areas of the screen. Basic layouts for Full HD monitors are:
  + **Landscape:** 1920×1080 (aspect ratio 16:9)
  + **Portrait:** 1080×1920 (aspect ratio 9:16)

+ **Media Library:** Content stored on the server and available to be assigned to playlists.

+ **Content: Videos:** Recommended format: MP4, H.264 codec, 1920×1080 resolution, 6 Mbps bitrate.

+ **Frame Rate:** 25 fps.

+ **Images:** Recommended format: JPG, 1920×1080 (Full HD).

+ **DEX Windows Exclusive Content:** Unity 3D applications, Adobe Flash, .NET applications. Use the .DEX format to package and distribute apps that require dependencies on the players (e.g., interactive catalogs and applications).

+ **URLs:** HTML5 web pages.

+ **Player Types Test Player:** Player that does not require explicit authorization to update content.

+ **Production Players:** Players with validated and approved configurations for public deployment.

+ **Examples:** multitouch screens, video wall-connected players, SSSP players, USB sticks, and Windows-based NUCs.

+ **Content Restrictions for SSSP Players:** SSSP players do not support Flash content. They also do not support videos running simultaneously.

+ **Draft/Published Publishing Scheme:** DEX 5 uses a publishing workflow for content deployment. For companies that do not require this workflow, content can be managed exclusively with Draft playlists and Test players.

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www.dexmanager.com