

# Controlling BrightSign Player with iRidium

The manual describes in detail how to work with a player by BrightSign and iRidium.

To begin with, please, make sure that BrightSign player and required devices for input and output are connected correctly. This manual does not describe how to connect or set BrightSign devices. You can find information about it on the manufacturer's [official web-site](#). Players by BrightSign **do not support** feedback when controlled via iRidium.

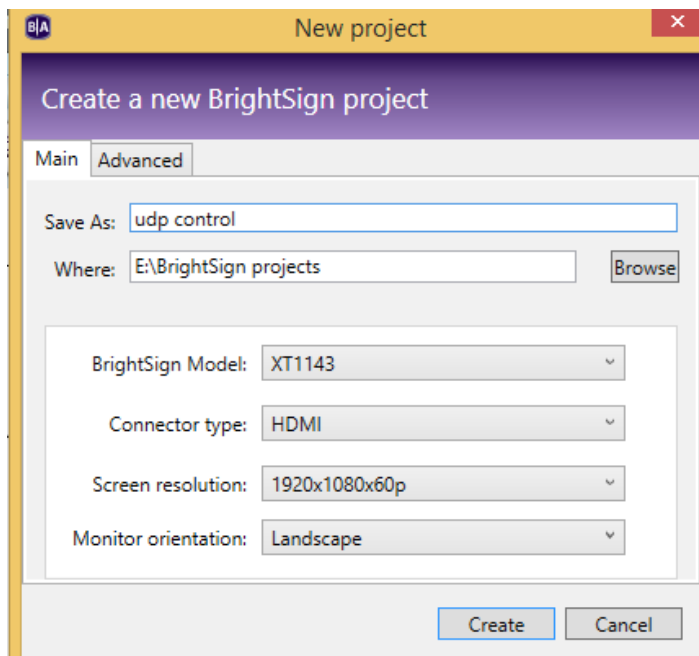
## Required Software

1. Download and install the official app by BrightSign - "BrightAuthor":  
[https://s3.amazonaws.com/brightsignbiz/brightauthor/4.7/4.7.1.12/setup\\_BrightAuthor\\_4.7.1.12.zip](https://s3.amazonaws.com/brightsignbiz/brightauthor/4.7/4.7.1.12/setup_BrightAuthor_4.7.1.12.zip)
2. Download and install setup for iRidium pro: <https://iridi.com/download/software/v3/>

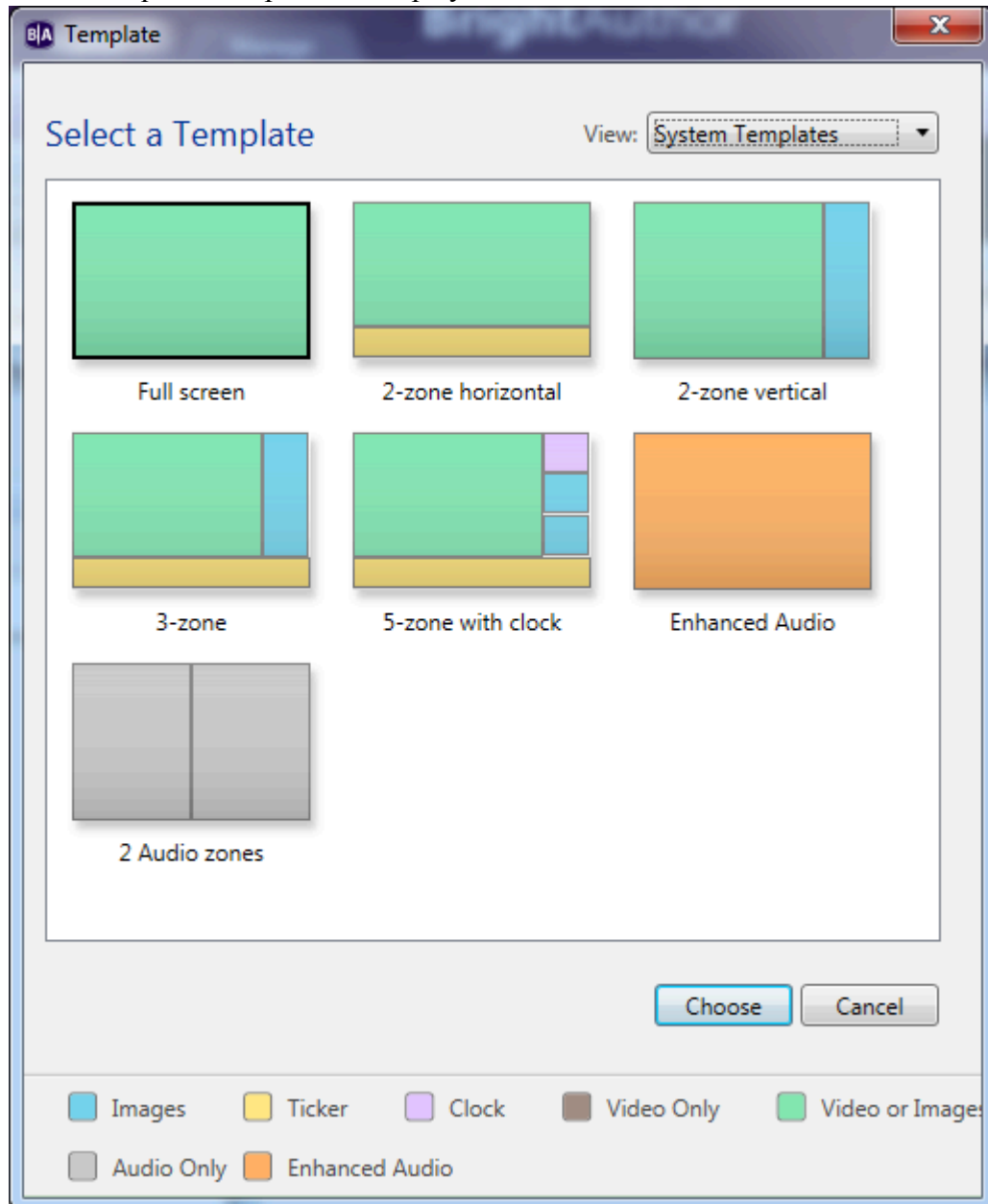
## Setting a Presentation in BrightAuthor

To BrightSign player with iRidium create beforehand a presentation and upload it to the player. It is done with the help of "BrightAuthor". What to do after the software is installed:

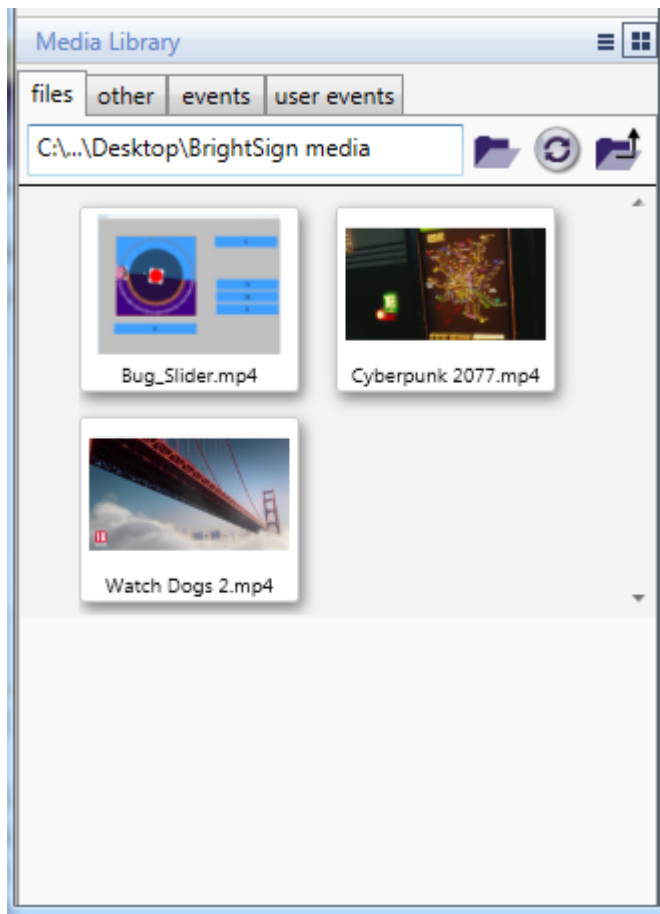
1. Create a new presentation (File -> New presentation) and enter parameters. It is important to enter the correct model of your device in the "BrightSign model" parameter. Screen resolution parameter is also important. If the connected monitor does not support the selected resolution, the presentation won't be displayed.



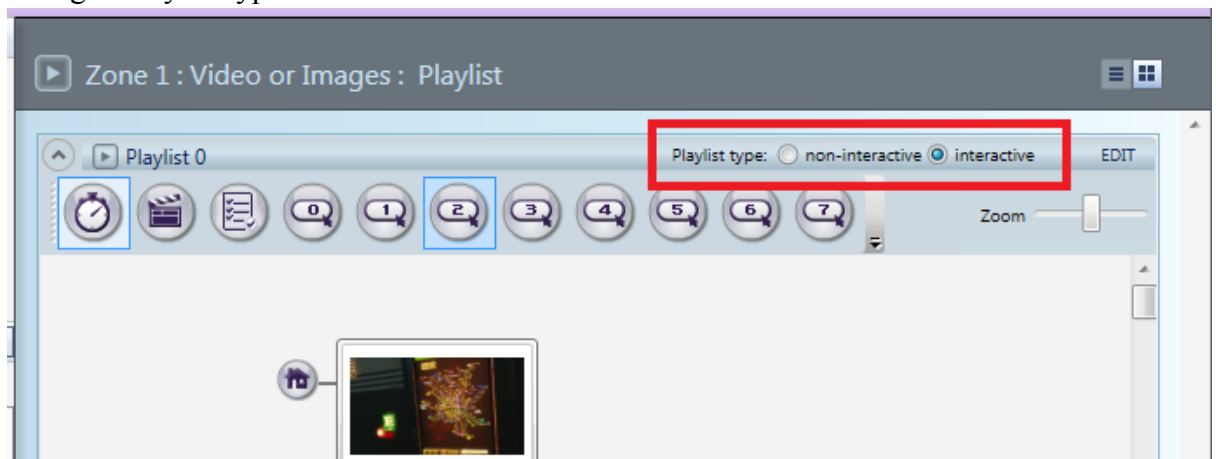
2. Select a required template for display:



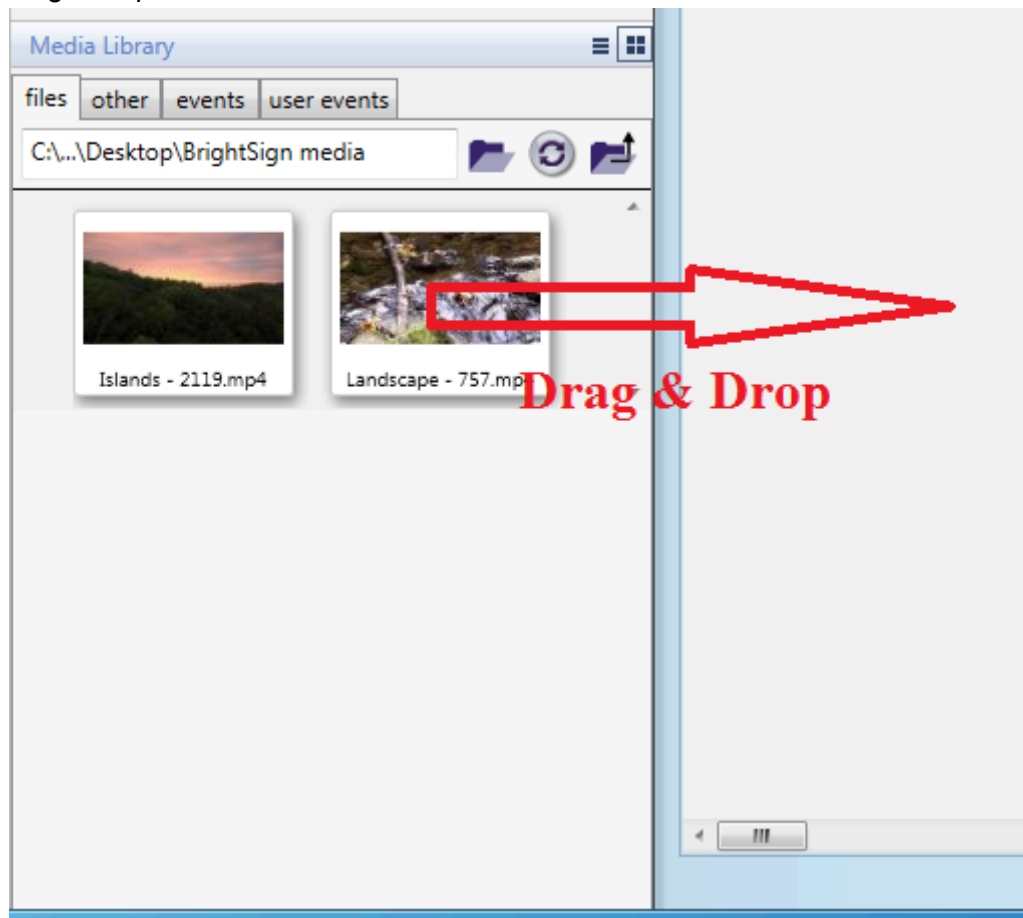
3. Create a folder on your PC for media files that you want to use in the presentation. For example, "BrightSign media" folder on the desktop.
4. Indicate the path to the folder in the "Media Library" section of the created presentation:



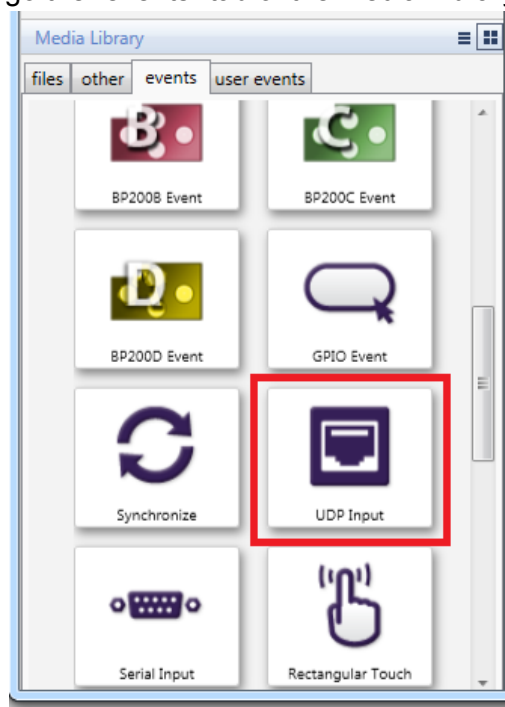
5. Change "Playlist type" for "Interactive":



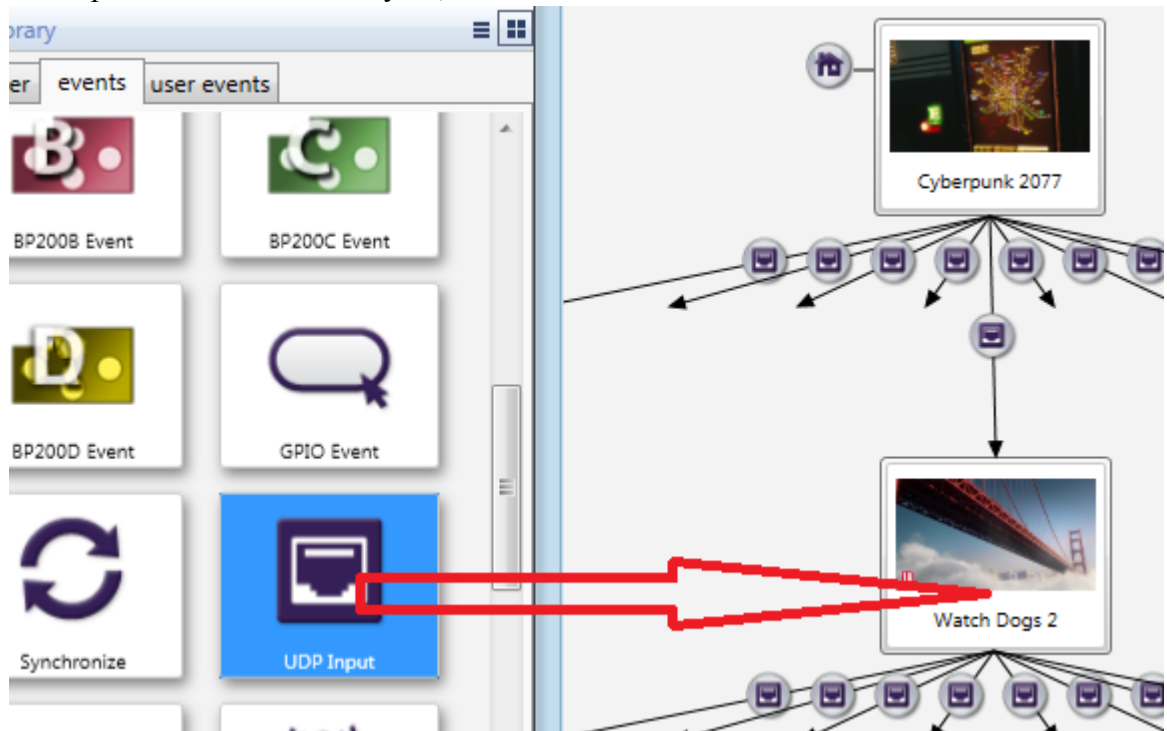
6. Add the required media contents on the work area of the “Playlist” with the help of drag’n’drop:



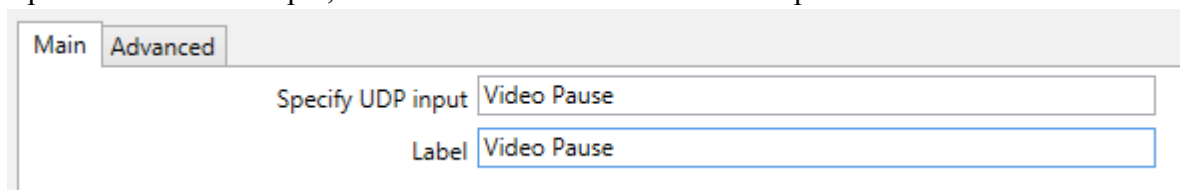
7. Add UDP Input event. Control via iRidium is done with the help of this event. To do it, go the “events” tab of the Media Library section:



Drag'n'drop the “UDP Input” event on the media event that will be controlled with the help of iRidium in the Playlist,

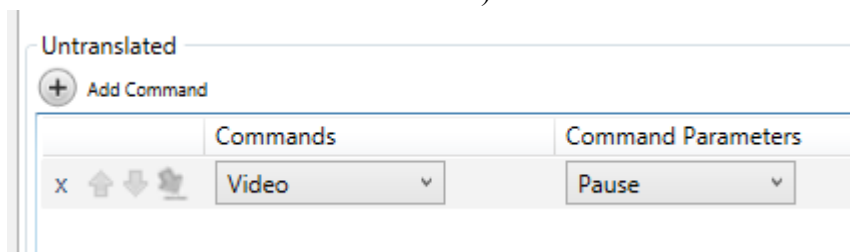


8. In the window of “UDP Input Event” select the required setting in the “Specify UDP input” field. For example, we created “Video Pause” event to pause video.

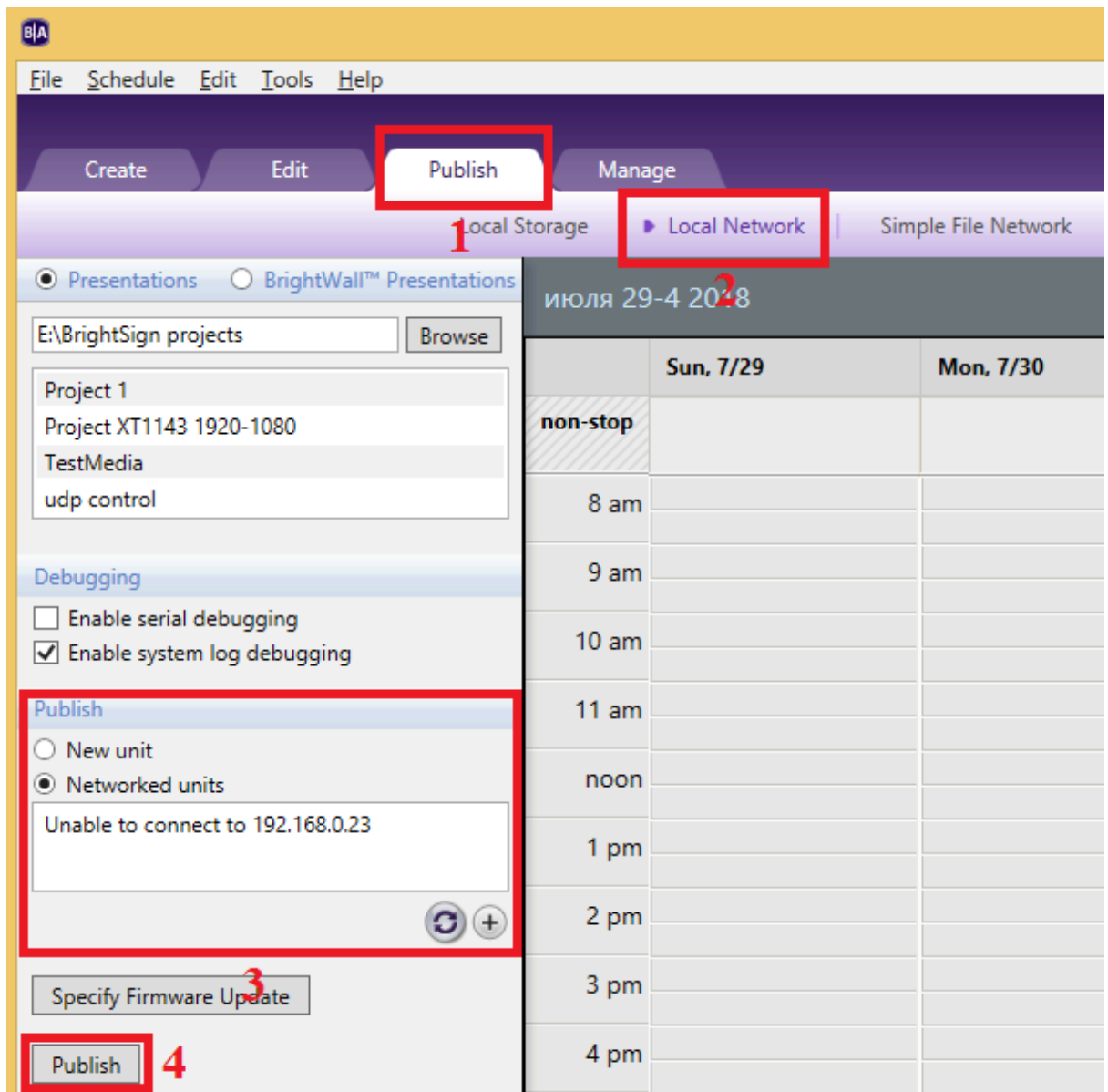


This event will start when a control command is sent (a command in iRidium must have the same name as an event in BrightAuthor, for example, “Video Pause”) from iRidium (more about it in “Setting iRidium project” section). When any value is sent to a command “Video Pause” name from iRidium, “Video Pause” event will happen.

9. Select in “Advanced” section what must be done when an event happens. For example, for “Video Pause” event that must stop video one command is added (several commands can be added to one event):



10. Add all required media contents and required events to the presentation.
11. Then upload a ready presentation to the media player. To do it, go to “Publish” tab (figure 1 in the picture below), select “Local network” (2), scan devices, select a required one (3) and click “Publish” (4).



If a device can't be scanned, try entering the IP-address manually. To do it select New unit instead of Networked units.

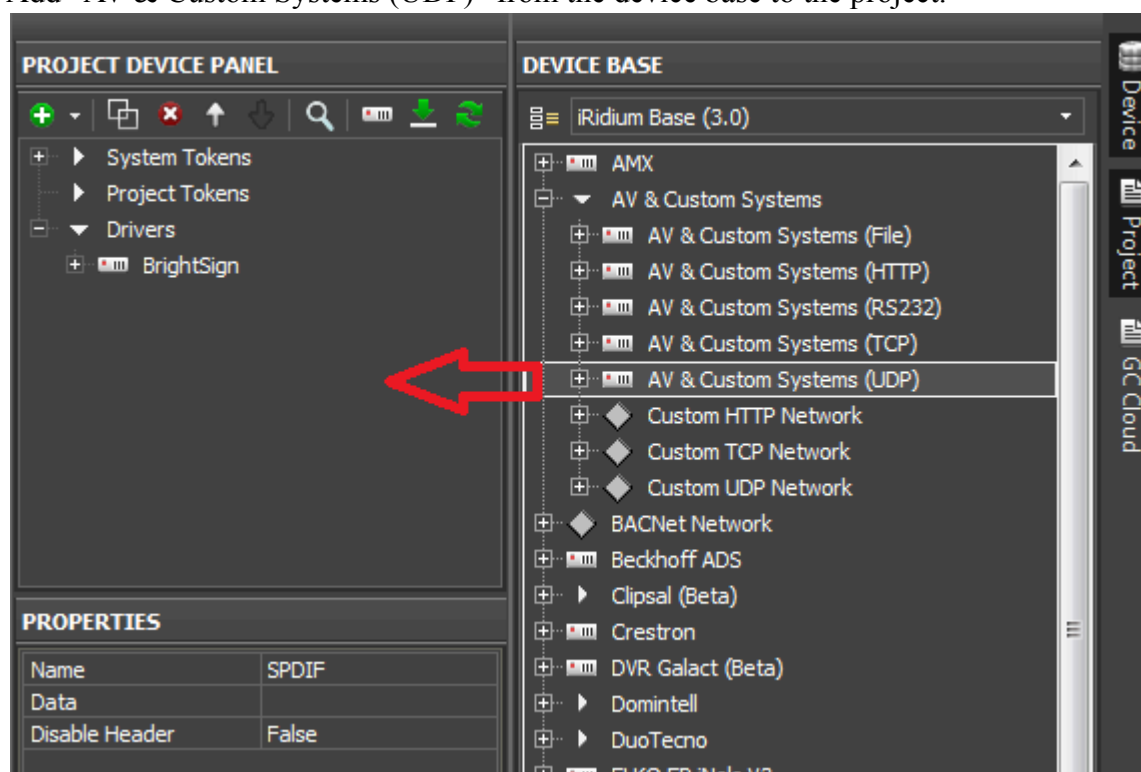
12. Check that the created presentation is launched on the BrightSign media player.

## Setting a Project in iRidium studio

This part of the manual is meant for those who already know iRidium software and can create and set projects in iRidium studio. If you do not know iRidium, please, read [Documentation for iRidium pro](#) first.

Manual on creating a project for BrightSign in iRidium studio:

1. Create a panel project in iRidium studio.
2. Add “AV & Custom Systems (UDP)” from the device base to the project.



3. Set parameters of the added UDP device:
  - a. Name - enter “BrightSign”.
  - b. Host - enter IP-address of BrightSign device.
  - c. Port - enter “5000”. Any other free port of Brightsign media player can be entered.
  - d. Local Port - same value as for “Port” parameter.

Leave default settings of the other parameters. Here is an example of set parameters:

| PROPERTIES       |                     |
|------------------|---------------------|
| Name             | BrightSign          |
| Driver Type      | Custom Driver (UDP) |
| Debug Level      | Emergency           |
| Local Connection |                     |
| Host             | 192.168.0.23        |
| Port             | 5000                |
| Script Mode      | Direct & Script     |
| Local Port       | 5000                |
| Multicast        | False               |

4. Add commands with names like for “UDP Input Event” to “BrightSign” device (see. “Setting a presentation in BrightSign” section, point 8). For example, if you created “UDP Input Event” in BrightAuthor app with the “Video Pause” name, to start this event you must add a channel with the “Video Pause” name to “BrightSign” device

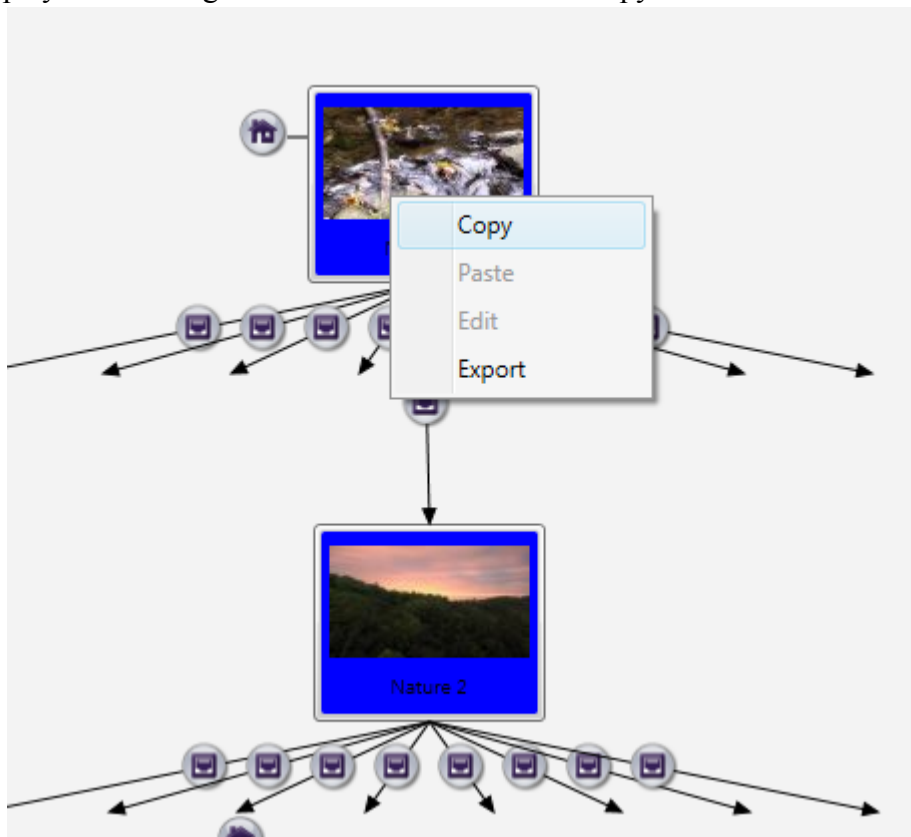
(device in iRidium studio, not a physical device). Thus, you get a list of commands where each command corresponds to an event created in BrightAuthor.

5. Download the file of the ready script for [BrightSign.js](#) and open it in the Script Editor of iRidium studio. Or you can create a new script and copy there the contents of the BrightSign.js file. **The project won't work without the script.**
6. Configure the interface as required and assign commands of the "BrightSign" UDP device to required buttons.
7. Check the project work in the Emulator of iRidium studio.
8. The project is ready. It can be uploaded to control panels.

## Example of Ready Configuration

To test control of Brightsing media player with the help of iRidium, you can use the example of configuration given below. Do the following:

1. Download this [example](#) of a presentation for BrightAuthor. The link had an archive with a ready presentation and required media files.
2. Start the downloaded presentation in the BrightAuthor app, select the contents of the playlist. click right mouse button and select "Copy":



3. Create a new presentation and set required parameters of your BrightSign device ( see "Setting a presentation in BrightSign" section, points 1 and 2).
4. Select "Playlist type" as Interactive and paste items, copied before hand. To do it, click right mouse button in any place of the playlist and select "Paste".
5. Upload the presentation to the BrightSign player with the help of "Publish" button. More about it in the "Setting a presentation in BrightSign" section, point 11.



6. Check that the presentation started in the connected output device (the output to which a device must be connected is selected in the “Connector type” parameter when creating a presentation).
7. Download this [example](#) of a project in iRidium studio.
8. Start the project and change the “Host” parameter for the IP-address of your BrightSign player.
9. Start the Emulator and check control of the presentation on BrightSign player with iRidium. You can also upload a project on a control panel and test the project work on a panel.