

WCM Server/Player

Installation Guide

Follow below procedures to setup your WCM server and player.

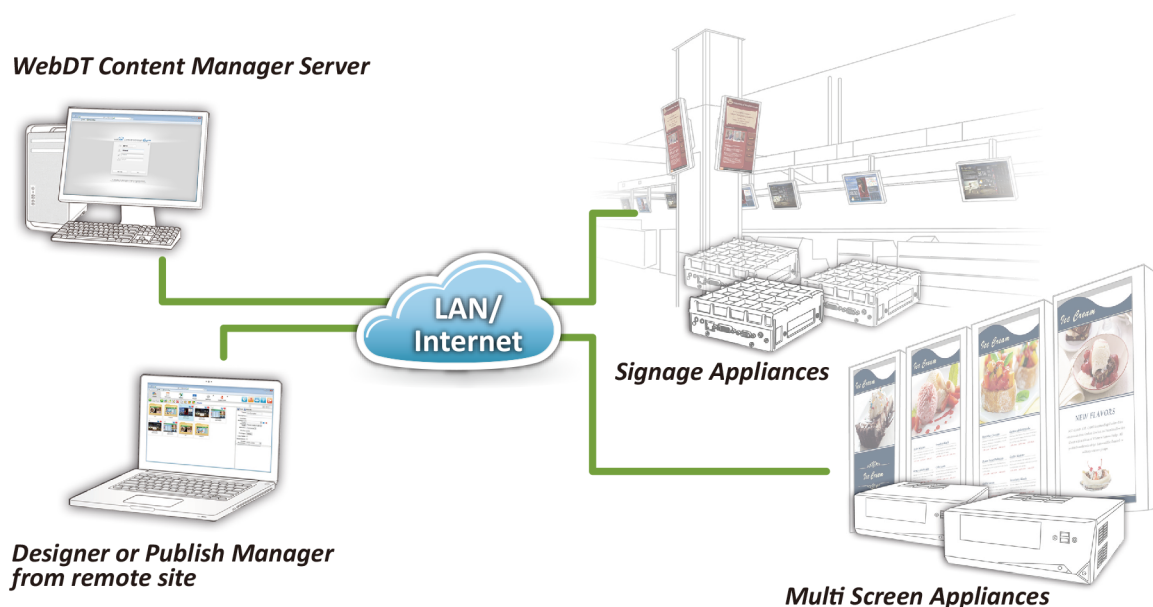
- ▶ **STEP 1** Network Connection Diagram and System Requirements
- ▶ **STEP 2** WCM Server Installation
- ▶ **STEP 3** Login to WCM Server by Browser
- ▶ **STEP 4** Connect Player and Register to the WCM Server

▶ STEP1 Network Connection Diagram and System Requirements

Network Connection Diagram

You will need three components to complete your digital signage network:

- 1 One Server
- 2 One Signage Player
- 3 One PC/Laptop



Above three components should be connected via Internet or Intranet.

WebDT Content Manager Server System Requirements:

Supported Architecture:

X86, X64

Hardware Requirements:

- 4GB DDR3 DRAM or above (recommend 8GB or above)
- Intel® Core™ i3 2GHz processor or above
- 1000Mbps or above Ethernet Adapter with static IP (DHCP disabled)
- Minimum 10GB free hard drive space (also depending on your media file repository scale)

Software Requirements:

- Microsoft Windows Server 2012, 2016, 2019 (X64) Standard Edition or higher
- Microsoft Windows Server 2008R2 (X64) Standard/Enterprise Edition
- Microsoft Windows 10 Pro (X64 recommended)
- Microsoft Windows 7 Ultimate Edition (X64 recommended)
- Javascript Enabled Google Chrome
- Javascript Enabled Internet Explorer 11*

*Only the specified browser version is supported, other versions may lead to system error.

Communication Ports

WebDT Content Manager Server

By default, only port 80 (standard HTTP) is required. However, you can also choose to install the web server on a separate port number during installation which is not occupied. Users can also choose to enable SSL on the web server which then requires port 443 to be opened.

► STEP2 WCM Server Installation

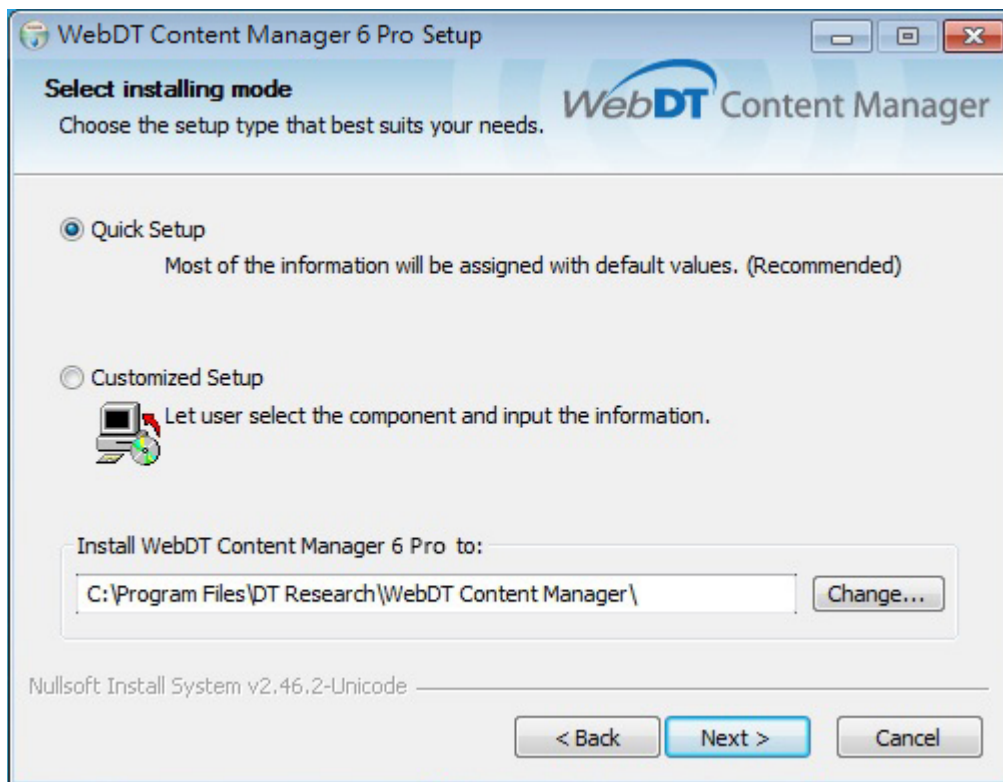
You can install either from **Quick Setup** for installation on one server, or from **Customized Setup** for customized component installation on different servers.

NOTE

1. The Secondary Logon feature on the server **MUST** be enabled.
2. WCM Server software will occupy around 750MB space.

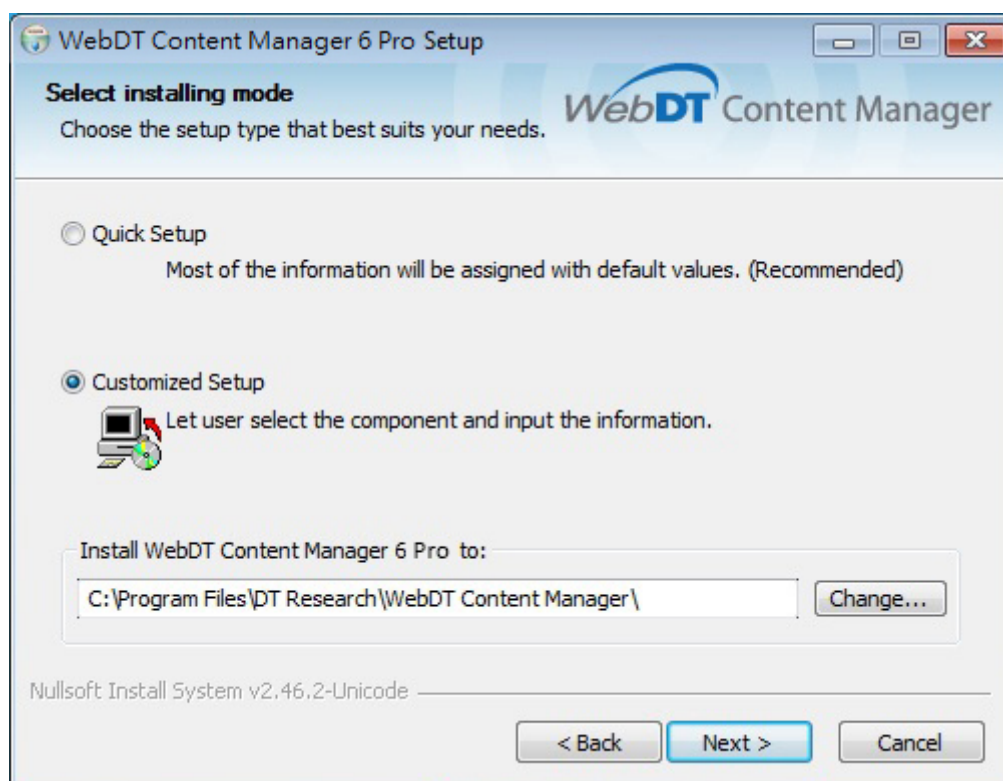
Quick Setup

To install the full WebDT Content Manager on one computer, it is recommended to use the Quick Setup mode. Using Quick Setup requires the least effort for installation, making it easier and faster.



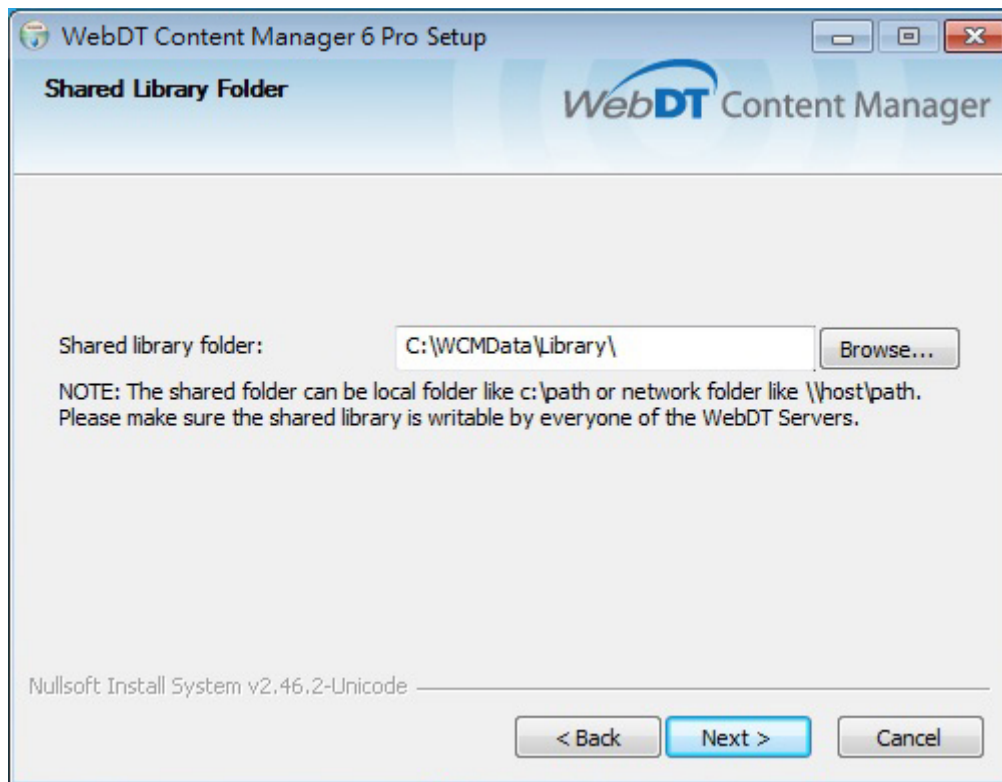
Customized Setup

If you want to change advanced options, or install WebDT Content Manager servers on different computers, please use **Customized Setup**, which allows you to choose the components to install and offers more configure options.



Shared Library Folder

The shared library folder is under the install path by default. If you want to set up Content Manager system on multiple computers, make sure the shared library folder is writable by any of the WebDT Servers as shown below:



The Shared Library folder can be setup so everyone can read & write to it. Or, you can follow below steps:

- 1 Create an account (or use an existing) on the shared folder computer or domain and set it with read & write authorization for the shared library folder.
- 2 Within each computer where the Content Server or Publish Server is installed:
 - a) Create an account with the same name and password as in step 1 if domain account is not used.
 - b) Launch **Control Panel | System and Security | Administrative Tools | Services** find any following services and change their login account in property dialog as above:
 - WebDT Content Manager Web Server
- 3 If you set the domain account to be able to read & write the shared library folder, please use the domain account to login to the services.

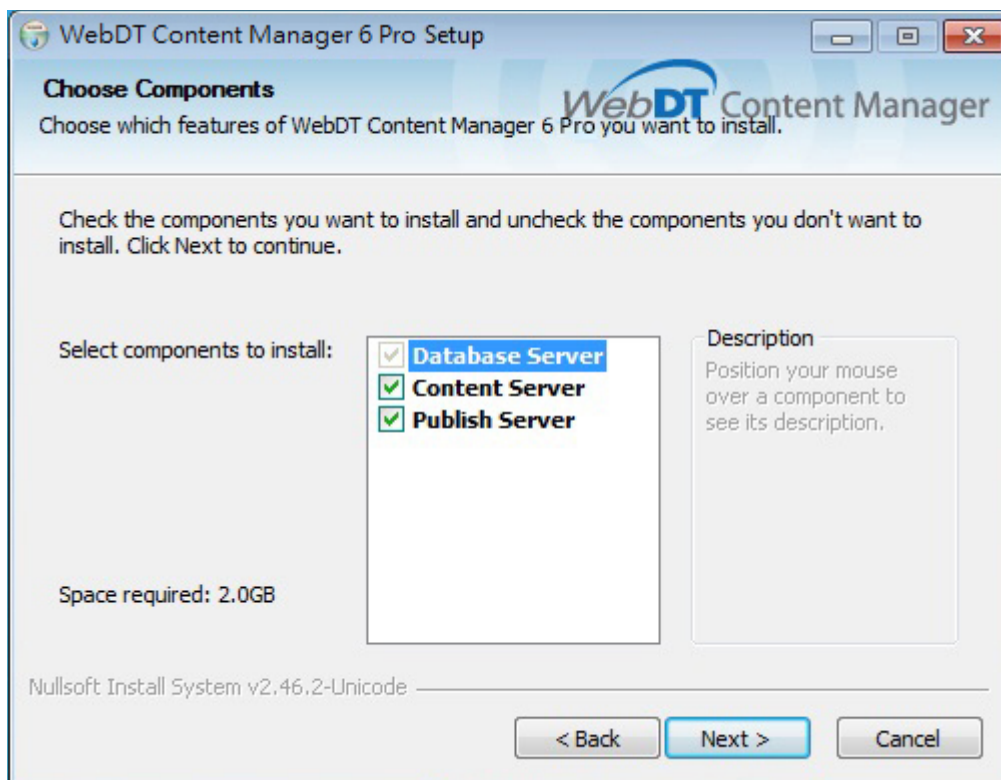
Components Installation

There are three components for WebDT Content Manager:

- 1 Database Server: Store all the media files and server settings
- 2 Content Server: Ensure WCM Server can be connected and accessed well through browser
- 3 Publish Server: Ensure all the media content can be published to signage players

NOTE

If you are installing Content Manager on the first computer, the Database Server component must be installed.



Database Information

Database Port:

Represents the data transmission port of the Database server. (This field cannot be left blank)

Superuser Name:

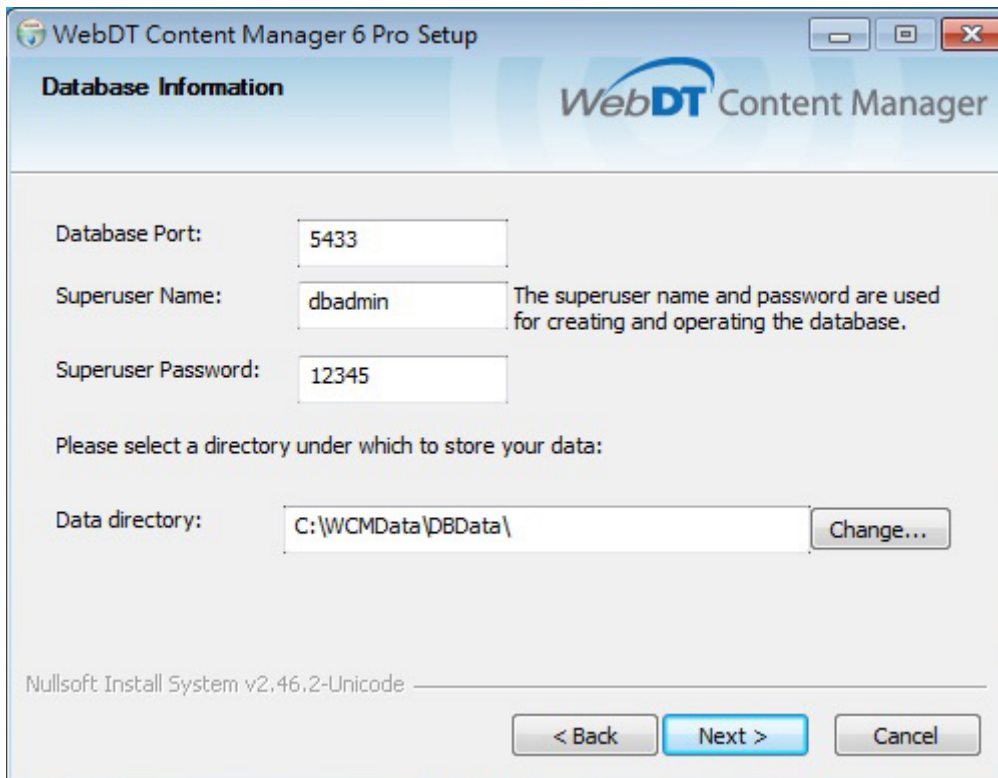
Represents the internal database username. WCM Content Server and Publish Server will use the Superuser name to login and access the database.

Superuser Password:

Input the password for the Superuser Name account.

Data Directory:

Browse a directory to store the data.



The screenshot shows the 'Database Information' window of the 'WebDT Content Manager 6 Pro Setup' application. The window title bar includes the application name and standard Windows window controls. The main title is 'Database Information' with the 'WebDT Content Manager' logo on the right. The form contains the following fields and controls:

- Database Port:** A text box containing the value '5433'.
- Superuser Name:** A text box containing 'dbadmin'. To its right is a note: 'The superuser name and password are used for creating and operating the database.'
- Superuser Password:** A text box containing '12345'.
- Data directory:** A text box containing 'C:\WCMDData\DBData\'. To its right is a 'Change...' button.

Below the fields, there is a prompt: 'Please select a directory under which to store your data:'. At the bottom of the window, there is a footer: 'Nullsoft Install System v2.46.2-Unicode'. Three navigation buttons are located at the bottom: '< Back', 'Next >' (highlighted in blue), and 'Cancel'.

Web Server Information

SSL for Web Server:

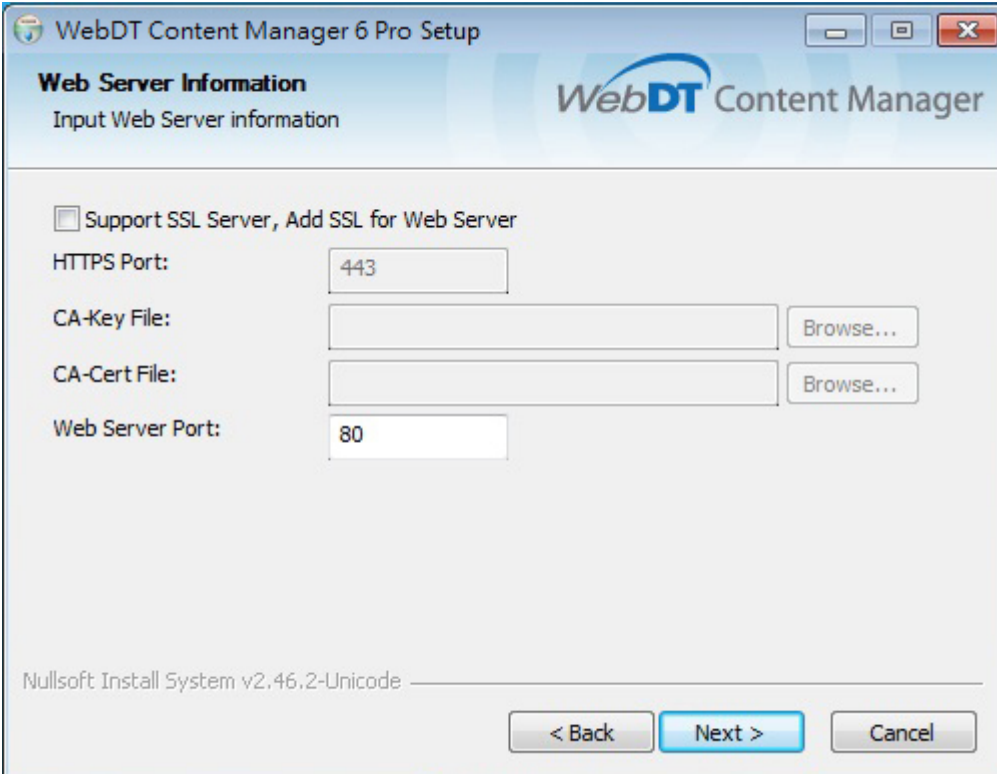
Check **Support SSL, Server, Add SSL for Web Server** to install Security Socket Layer (SSL) protocol on the web server.

HTTPS Port:

The HTTPS default port would be 443.

CA-Key File and CA-Cert File:

Browse to select a CA-Key File and CA-Cert File (support SSL protocol only)



The screenshot shows the 'Web Server Information' dialog box in the 'WebDT Content Manager 6 Pro Setup' window. The dialog has a title bar with the application name and standard window controls. The main area is titled 'Web Server Information' and 'Input Web Server information'. It contains a checkbox for 'Support SSL Server, Add SSL for Web Server' which is currently unchecked. Below this are four input fields: 'HTTPS Port' with the value '443', 'CA-Key File' with an empty field and a 'Browse...' button, 'CA-Cert File' with an empty field and a 'Browse...' button, and 'Web Server Port' with the value '80'. At the bottom, there is a footer 'Nullsoft Install System v2.46.2-Unicode' and three buttons: '< Back', 'Next >', and 'Cancel'.

Web Server Port:

Enter the Web server port (between 1 and 65535). A message displays if the port number is already in use.

NOTE

Content Server and Publish Server are being called Web Server in WCM, they are using the same port in one computer.

Check the Firewall Settings:

If third party firewall is used, please change the firewall settings as below:

Server Installation	Server install on one computer	Server install on multiple computers
Content Server (Default)	TCP 80 TCP 443(HTTPS)	TCP 80 TCP 443(HTTPS)
Publish Server (Default)		TCP 123
Database Server (Default)		TCP 5433
Server Communication	TCP 8005	TCP 8005

NOTE

These are default port numbers used in installation. If different ports are used in installation, please open the corresponding ports.

WebDT Content Manager Installation Complete!

After installation, the Start.html will be launched to guide you through the steps.

WebDT Content Manager

Getting Started with WebDT Content Manager

Main Page
Login Content Manager
Register Players
Firewall Settings
Shared Library

Login Now!

Default Account:

- User ID: manager
- Password: 123456
- Organization: my site

Congratulations!
You have successfully installed WebDT Content Manager on your computer!

To start using the WebDT Content Manager, please read:
[Log in the WebDT Content Manager](#)
[Register Players to the Publish Server](#)

If you are using the third party firewall application on the installed computers, please read [Firewall Settings](#) first.

To define the shared library folder for servers on multiple machines, please read [Shared Library](#).

Please restart your system to complete the installation process.

► STEP3 Login to WCM Server by Browser

Once the WCM Server software is installed, launch browser to logon to WCM Server:

```
Http://(server IP address): (port number)/index.jsp
```

Or, Login to server at local side:

```
Http://localhost: (Port number)
```

Example:

```
Http://192.168.10.1:81/index.jsp
```

```
Http://192.168.10.12/index.jsp (Default port is 80)
```

```
Http://localhost: 81
```

NOTE

1. Login with the latest version of Google Chrome. If your current version is 26, 27 or 28, you may encounter some operation issues. Please update to latest version online.
2. The resolution of 1280 X800 or higher is recommended.

The default login information:

ID: *manager*
Password: *123456*
Organization: *My Site*

To create/modify organization and enter upgrade license key:

ID: *Administrator*
Password: *Admin*
Organization: *administration*

The screenshot shows the login page for WebDT Content Manager. It includes a language selector (English), a user ID field, a password field, and an organization field. There are also buttons for 'Change Password' and 'Login'.

► STEP4 Connect player and register to WCM Server

For Windows Operating System

When you power on your signage player, the registration window will pop up automatically. You also can launch it from **Start | All Programs | DT Research | WebDT Signage Player | Register Player Again**.

For Android Operating System

After powering on your signage player, the registration dialog will be launched automatically. In case the registration dialog is not automatically initiated, you may select and launch the **DTPlayer** application on the Application screen.

Windows OS

Android OS

NOTE

If your signage player is located in a LAN with a WCM server, the player will automatically register to the server in the same LAN.

Registration Information:

Player name: Leave default name or give a new name

Group name: If you did not create a group in WCM server yet, leave it blank now

Organization name: my site (default)

Access Password: 123456 (default)

Publish Server URL:

http://(server IP address): (port number)/publish or, http://localhost: (Port number)/publish

After the player is registered successfully to WCM server, check the player status from WCM Server. Adjust player group, player settings, monitor the player and more, details from WCM Player page as shown below.

