



## QUICK START GUIDE

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## Quick Start Guide

This will assist you to setup and distribute content to a StratosMedia Player device in 4 easy steps.

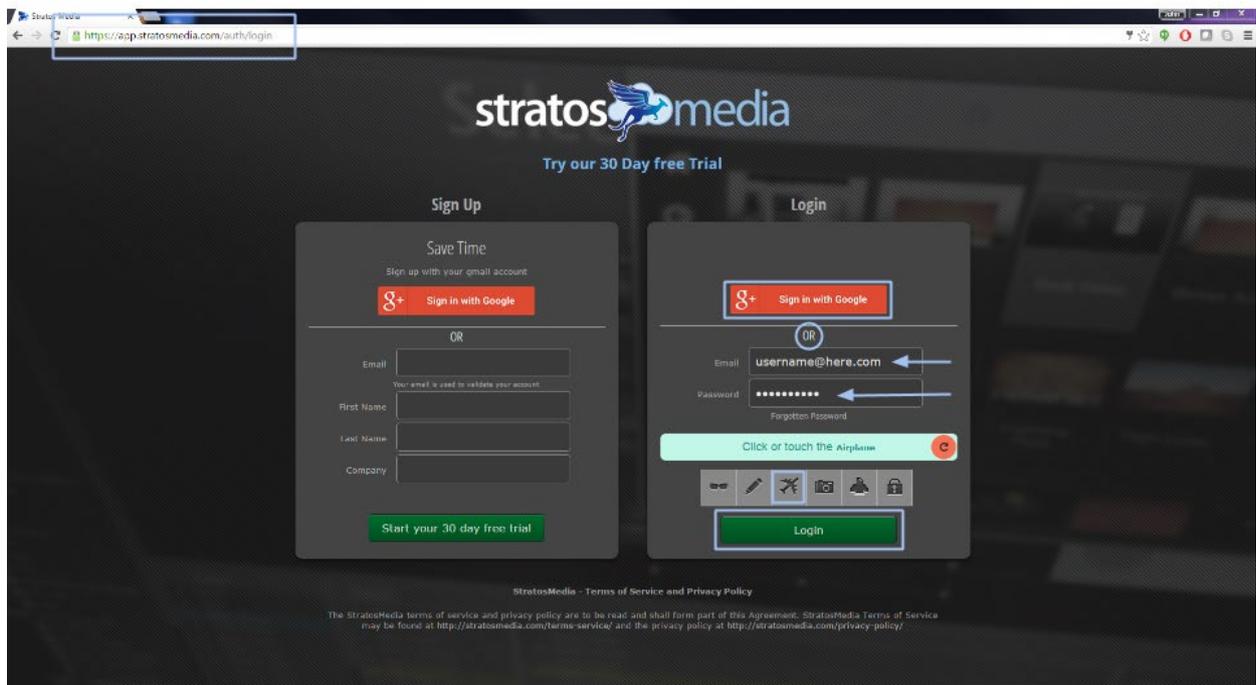
NOTE: All devices need active internet connectivity. Google Chrome is a browser that makes the Web faster, safer, and easier. StratosMedia is built on Google Chrome. If this isn't installed on your devices you must download the Chrome Browser to begin – download here <https://www.google.com/chrome/>

### Step 1 | Login to StratosMedia Console

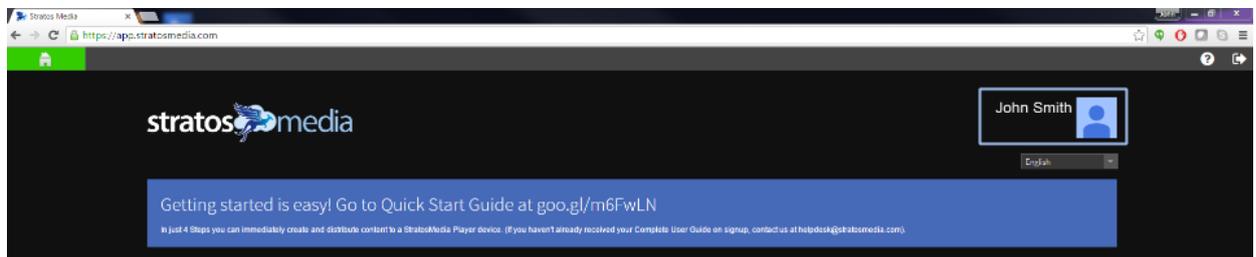
Access the StratosMedia login page through <https://app.stratosmedia.com>

Enter your Email address. Enter your PASSWORD. NOTE: Both are CASE sensitive.

SELECT the indicated icon. CLICK the Login Button.



You are now in the StratosMedia Console GUI.



NOTE: As a security precaution the system will temporarily block login attempts from IP addresses that have had too many failed login attempts over a short period of time.

This lockout is only temporary and will only last for one hour, after which you are free to log in again.

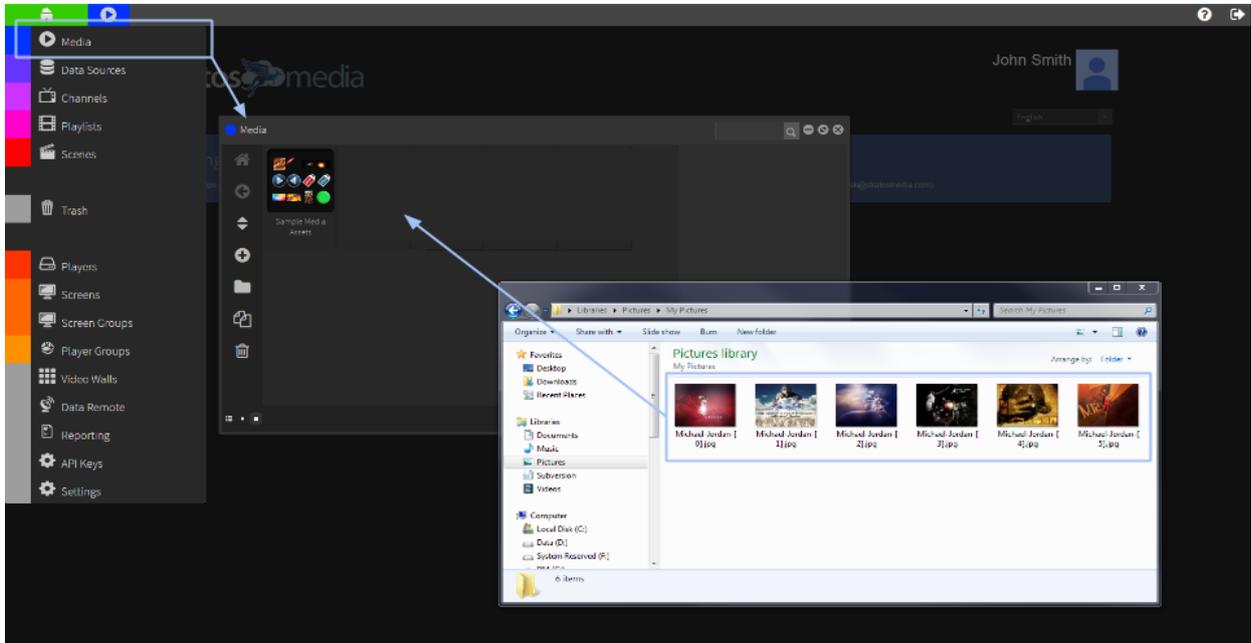
The Video Tutorials are available by clicking the ? Button at top right of the page.

## Step 2 | Upload Media and prepare Channel of content

### Upload MEDIA Assets

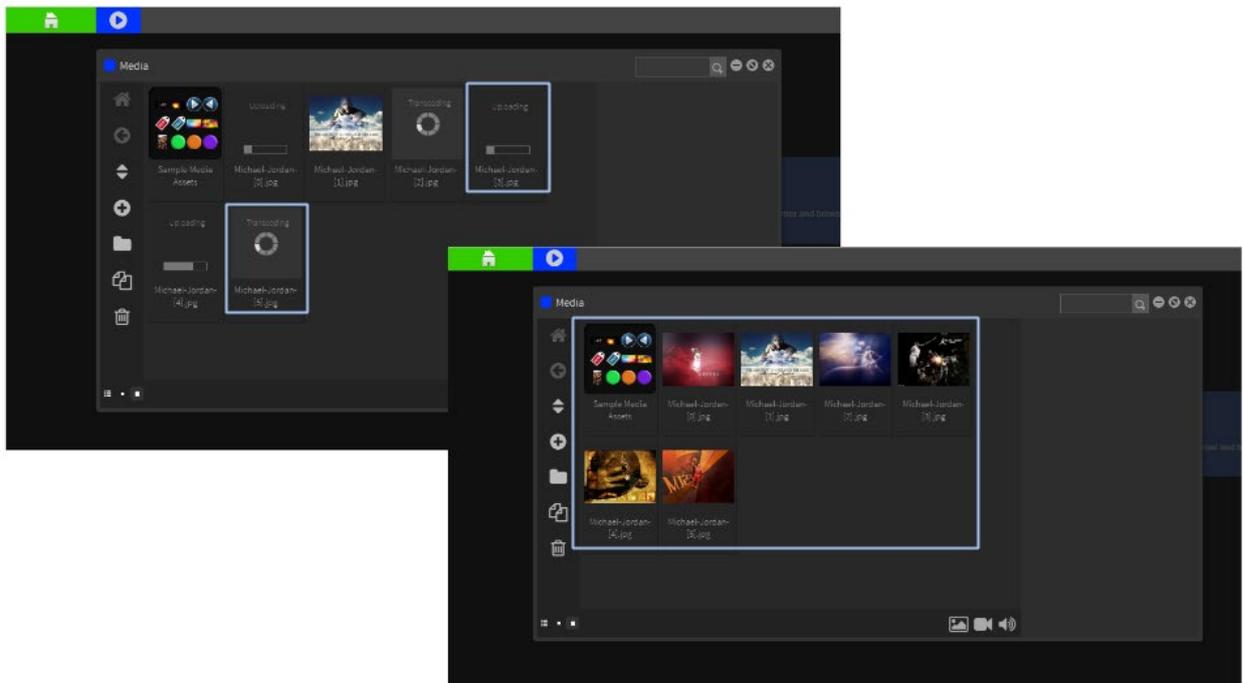
Access the MEDIA LIBRARY via the Green Home Menu.

Click the '+' (Add) Button, browse to your media files and Open to load into the Library.



Alternatively open your media files Folder in a window and drag them into the Media Library.

Files will upload and then transcode and appear as thumbnail images in the library.



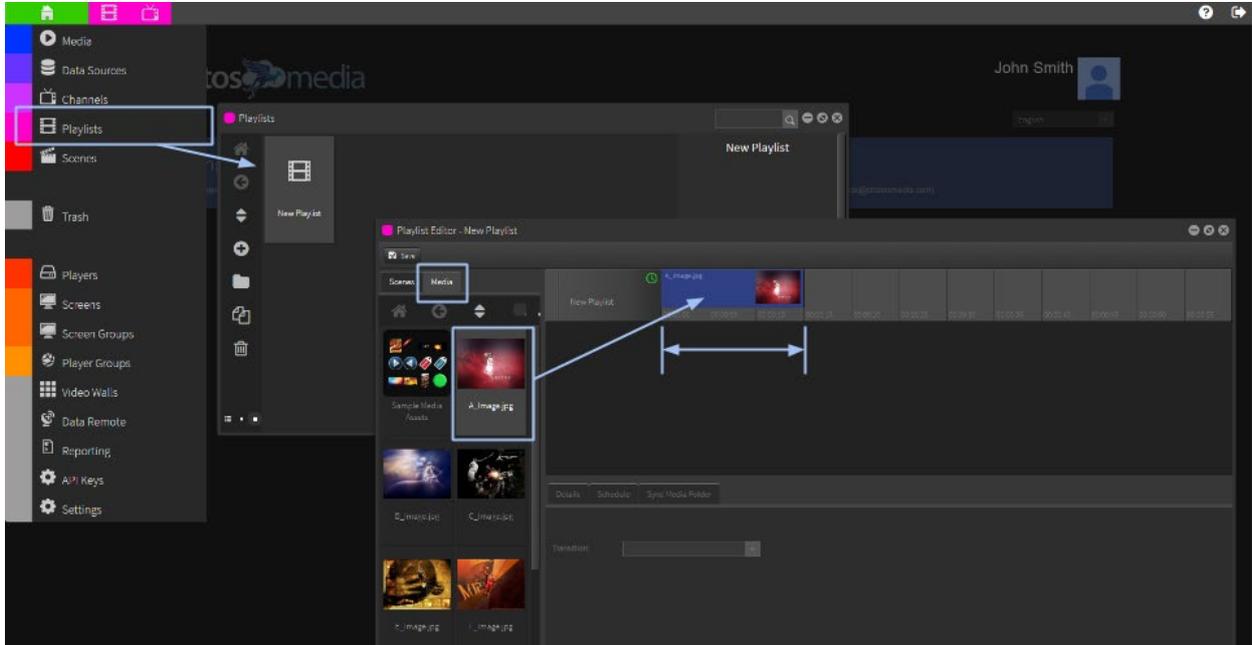
NOTE: Alternatively use the images already loaded into the Sample Media Assets Folder.

## Create a PLAYLIST

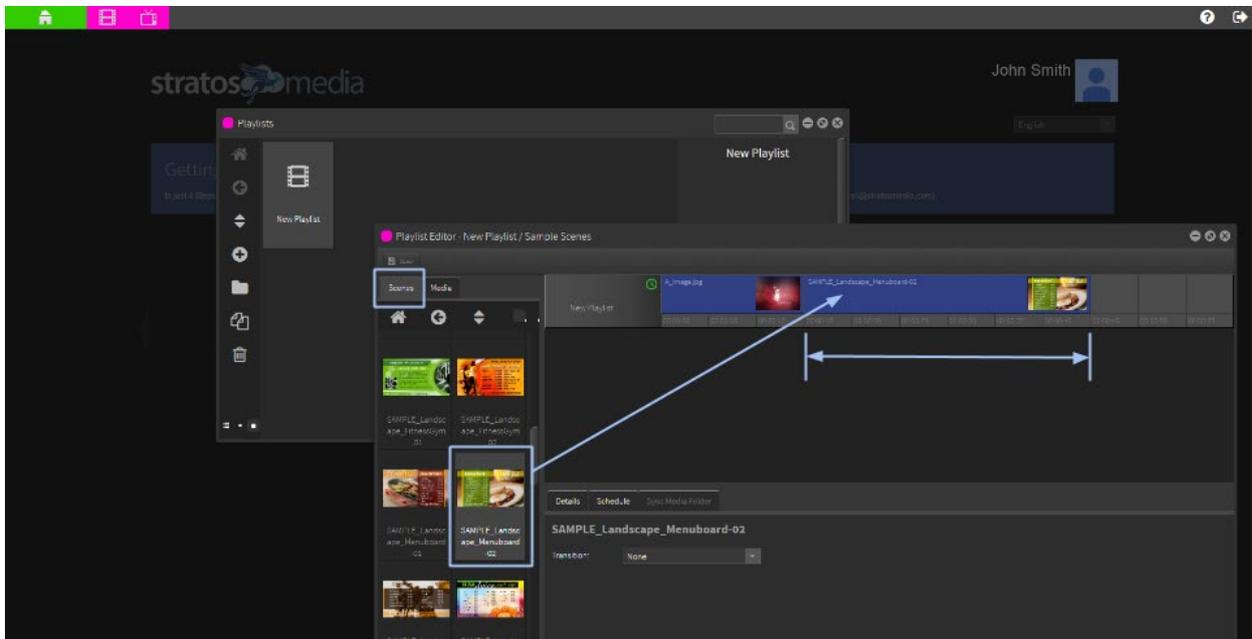
Access the PLAYLIST via the Green Home Menu. Add a New Playlist.

Each Playlist must contain at least 2 items of content (scenes and/or media) for content to loop and update.

Select the Media Tab and drag your images into the Playlist.



You can also select the Scenes Tab and drag SCENES from the Sample Scenes provided into the Playlist using a combination of Media and Scenes.



Default display time is 15 sec. Extend and drag the image to change the duration.  
Rename the Playlist.

Note: Each Playlist must contain at least 2 items of content (scenes and/or media) for content to loop and update.

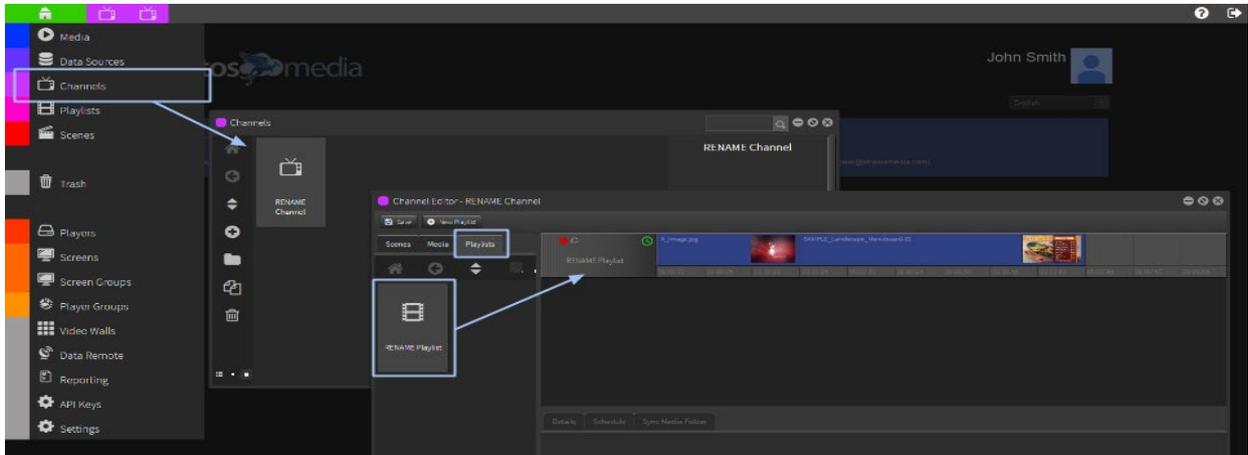
## Create a CHANNEL

Access the CHANNEL via the Green Home Menu.

Add a New Channel.

Select the Playlist Tab and drag your Playlist onto the channel.

Click SAVE Tab before closing Channel window.



NOTE: Multiple Playlists can be added to a Channel if required. Scheduling can be added to the Playlist or individual Media and Scenes – See 1.1.4 Playlists

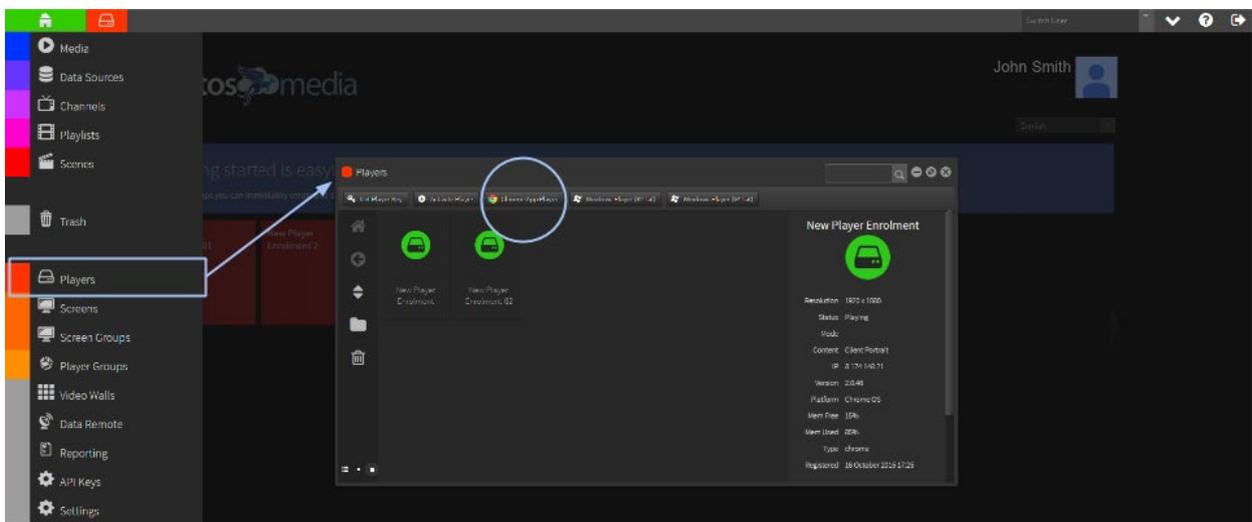
## Step 3 | Player Installation and Enrolment

This Step is done on the device you will use as a media player. StratosMedia currently supports Chrome OS, Windows, and Stratos OS.

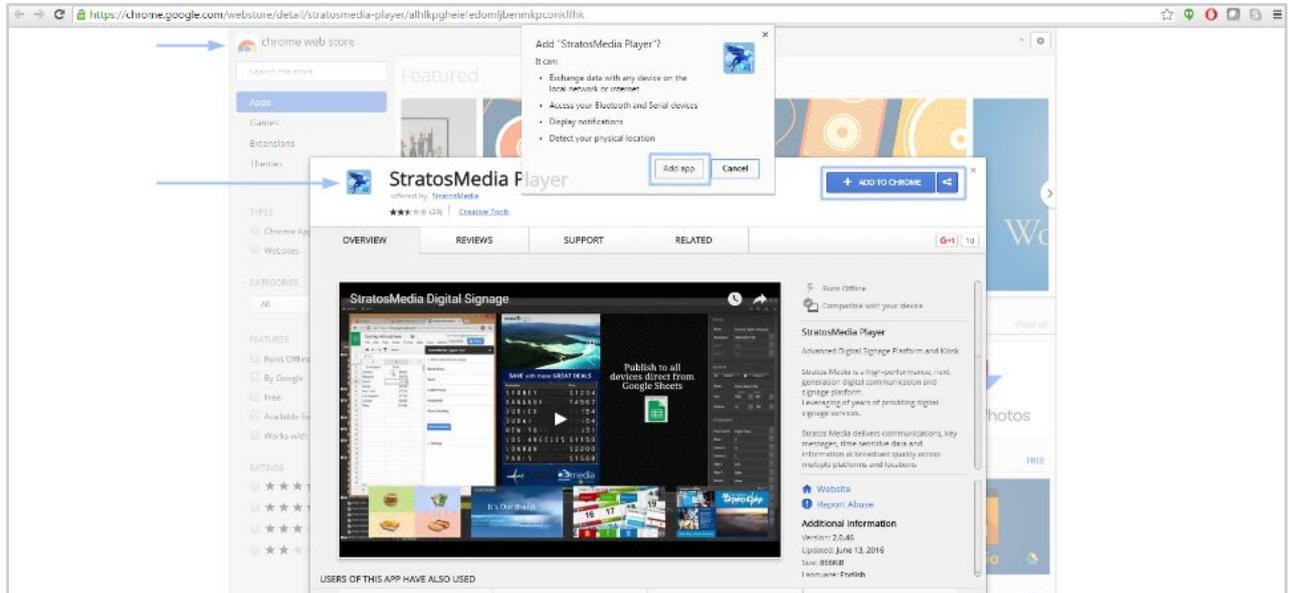
NOTE: You can add the StratosMedia Player onto the same device as your Management Console for demonstration and testing purposes. To CLOSE the Player application use Alt + F4 keystrokes

### Installing a Chrome Player Application on a Chrome OS device.

Via the StratosMedia Admin Console: Login (<https://app.stratosmedia.com/>) to open the StratosMedia Admin console and select 'Players' from the Green Home button dropdown. Click on the 'Chrome App Player' Tab to open Google Chrome Web Store.



Via Chrome Webstore: The Chrome App Player can be downloaded directly from the Chrome Webstore onto the device - <https://chrome.google.com/webstore/detail/stratosmedia-player/alhlkpgheiefedomljbenmkpconkffhk>



Open the Google Chrome Web Store choose the Chrome App Player download and select ADD TO CHROME.

Follow the prompts to add the StratosMedia Player App to the Chrome OS device.

The StratosMedia Player will launch and require registration into your account.

#### How to Activate a StratosMedia Chrome Player App

When a new StratosMedia Chrome Player App is installed you will now see the below screen. Take note of the unique 6 character Player Code for that device.

**6XKNHQ**

To activate this player in your account, please go to [app.stratosmedia.com](http://app.stratosmedia.com) and in players select the button 'Activate Player' then enter the code above.

NOTE: If the below message appears on screen please check your network settings to ensure that the device has an internet connection. Restart the device. If the problem persists, contact [helpdesk@stratosmedia.com](mailto:helpdesk@stratosmedia.com)

**Error!**

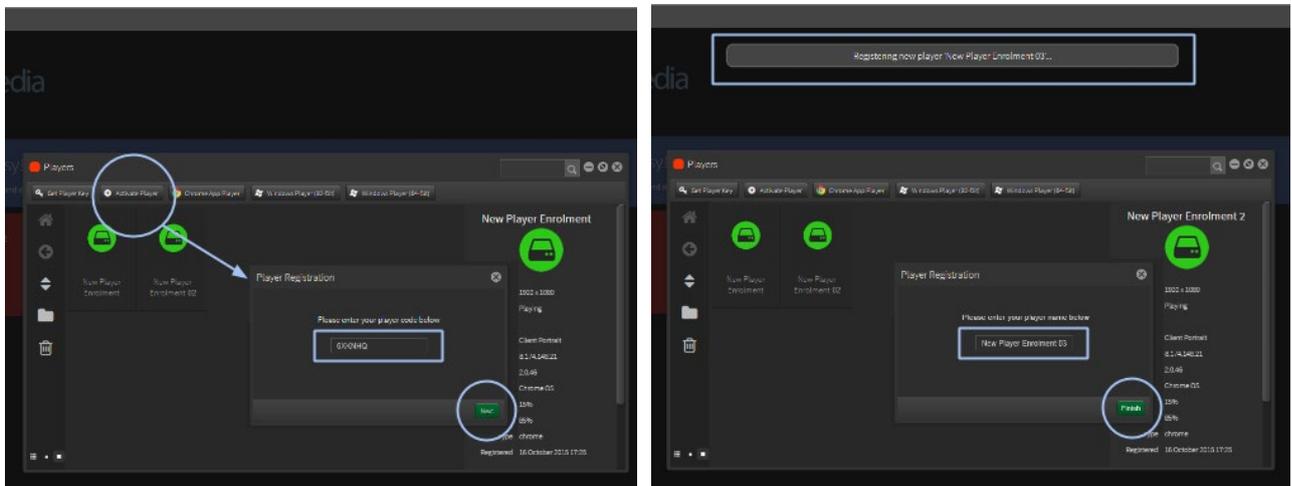
**Unable to connect to StratosMedia.  
Please check your internet connection and try again.**

To activate the StratosMedia Chrome Player, log into your Admin console, open the Player window from the Home dropdown. Navigate to the folder you would like to register the player into and select the 'Activate Player' Tab and follow the prompts. *(You can move Players into other Folder locations after activation if required)*

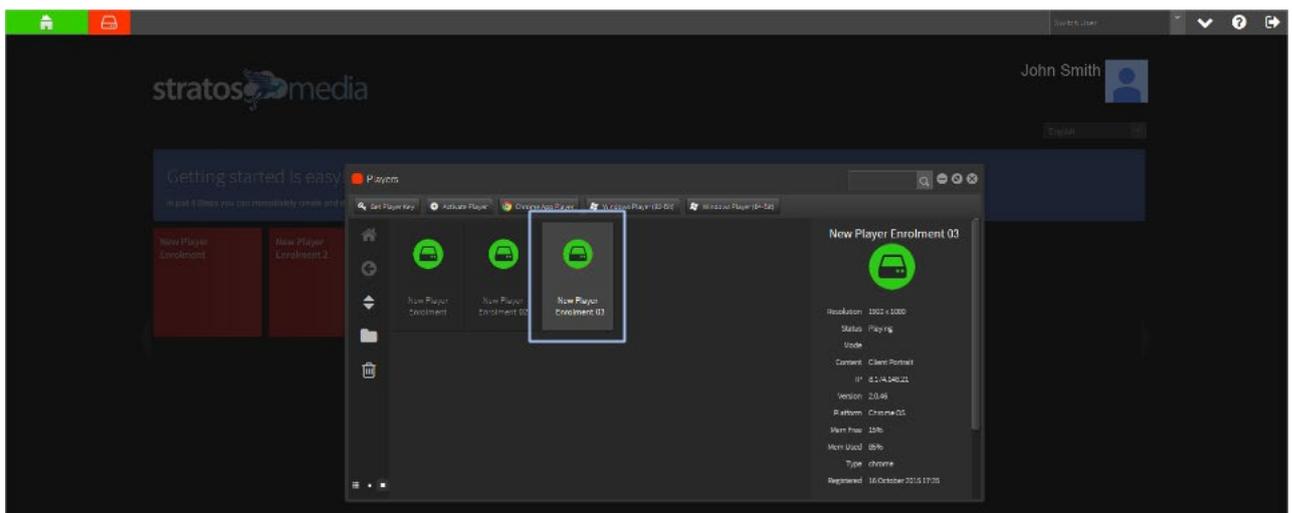
Enter the unique 6 digit code provided on your Player device. This can only be used once per Player.

This code expires after one month. If the player is not activated within one month a new code is generated.

Next, enter a name for the player.



The player is now registered in your account.



NOTE: If a Channel has the default tag this channel of content will be downloaded automatically and start playing on the device. The player will require Internet access to be able to operate.

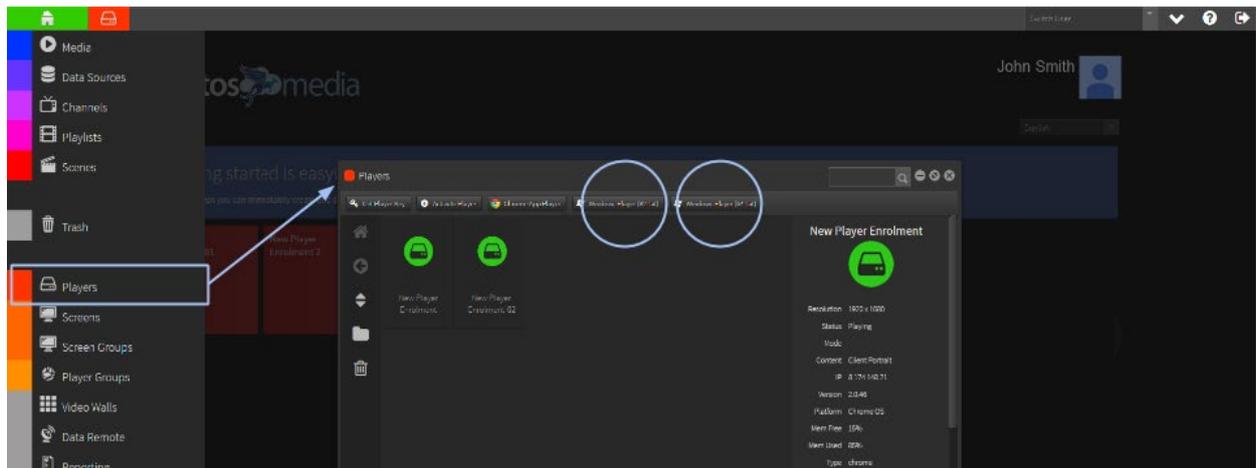
## Installing a Windows Player App on a Windows OS device

This Step is done on the device you will use as a media player. StratosMedia currently supports Chrome OS, Windows, and Stratos OS.

NOTE: You can add the StratosMedia Player onto the same device as your Management Console for demonstration and testing purposes. To CLOSE the Player application use Alt + F4 keystrokes

### Windows Player exe

Log in to your StratosMedia Account and from the green home button select 'Players' then the windows player for your device (32 or 64 bit).



1. Click "Download Player" in the Player window. It will prompt you to save or open a file. Save the zipped file (win32.zip) into your newly created "Stratos" folder. Unzip the folder using "Extract all".
2. View the extracted contents of the "winXX" folder. Right click and send "stratosPlayer.exe" to the desktop. The StratosMedia Player will launch and require activation into your account. Follow the steps as above for the Chrome player activation.

## Installing a StratosMedia Player App on a Stratos OS device

This Step is done on the device you will use as a media player. StratosMedia currently supports Chrome OS, Windows, and Stratos OS.

### Installing Stratos OS

This process assumes that you are able to access boot settings and boot from a USB on the computer you are installing this OS on.

Stratos OS installation is suitable for all AMD64/x86\_64 machines.

The OS automatically loads the StratosMedia Player application.

Note: This player application will require enrolment in your StratosMedia Account.

Download the OS installation image from [here](#).

1. Burn the image to a USB drive, eg. using Rufus
2. Plug the USB drive into the computer
3. Reboot
4. In BIOS/UEFI, select the USB drive as the boot device
5. The installation is automatic and will overwrite any existing data
6. The device will power off when the installation is completed

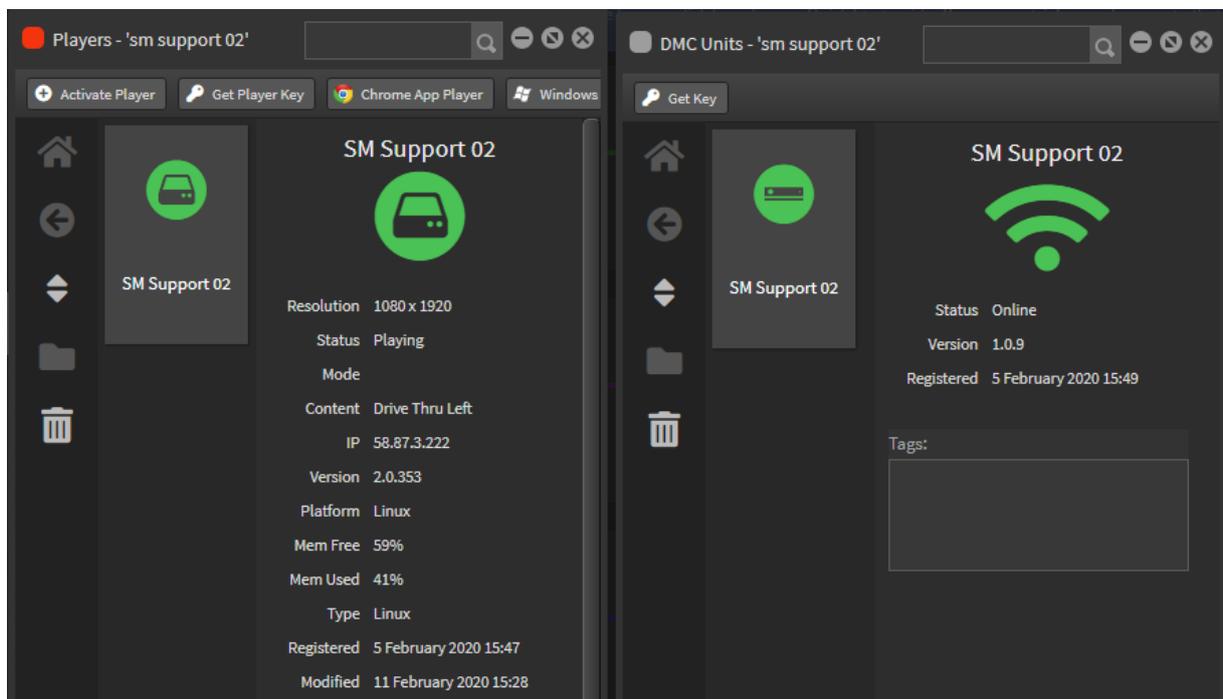
7. Remove the installation media and boot the device.
8. You should now see the StratosMedia Player activation code.
9. On a workstation, log in to [app.stratosmedia.com](http://app.stratosmedia.com) and activate the player as you would normally.

**PLEASE NOTE: The installation is automated and doesn't require any user input, so be mindful not to leave installation media plugged in to any computers you aren't installing the OS on.**

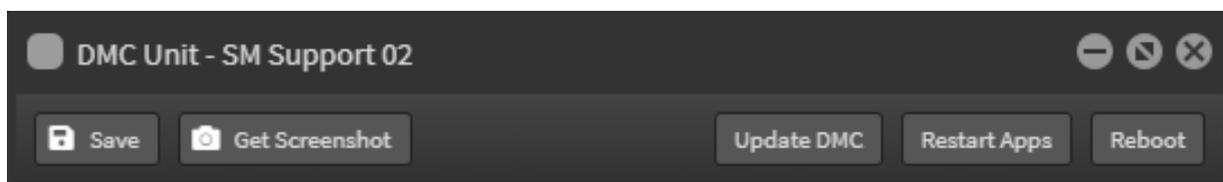
### Device Management Console [DMC] Units in the StratosMedia account

When registering a player that is running Stratos OS a DMC unit will also appear in your account with the same name as the player.

The DMC unit may take a couple of minutes to appear in the DMC Units window of your account after player registration, depending on your connection.



DMC units provide you with system information as well as allowing you to perform some system-level actions on the device.



“**Get Screenshot**” button will open a new window and capture what is currently displayed on that player. If there are multiple monitors connected they will all be captured in this screenshot. These screenshots are deleted after they are captured. Click the “**Download**” button to save a copy.



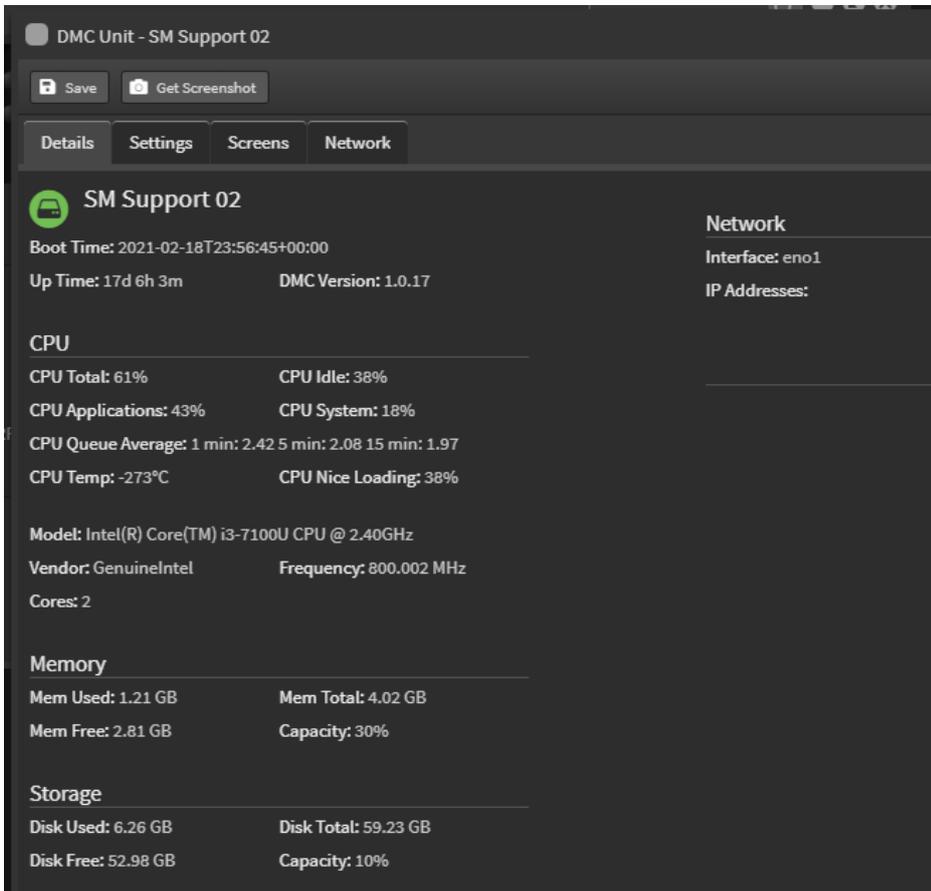
"Update DMC" will prompt the DMC to check for and download an updated DMC version

"Restart Apps" will restart the player service.

"Reboot" will reboot the device.

DMC Unit - Details Tab

The details tab provides you the system uptime, DMC version, CPU details, RAM details, Storage Details and Network details.

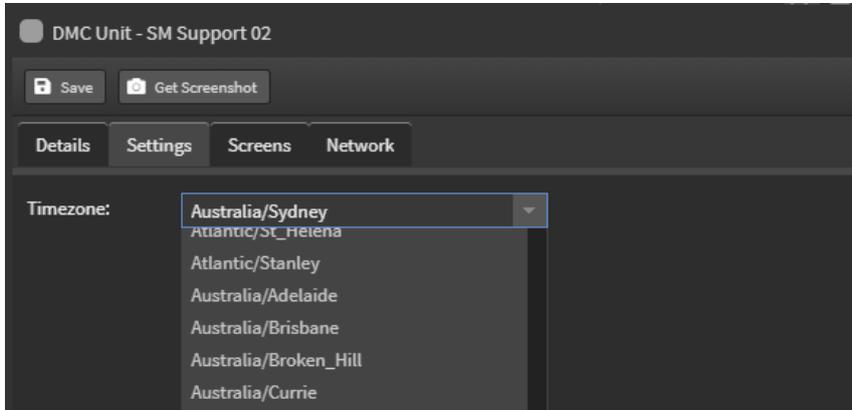


## DMC Unit - Settings Tab

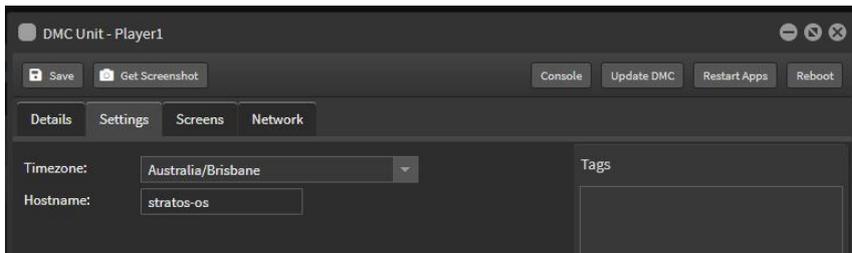
The settings tab will let you configure the device's timezone.

From the dropdown, select your timezone and click save.

The local time shown in the player will now reflect the time zone set via DMC.



You can also set the hostname in StratosOS here

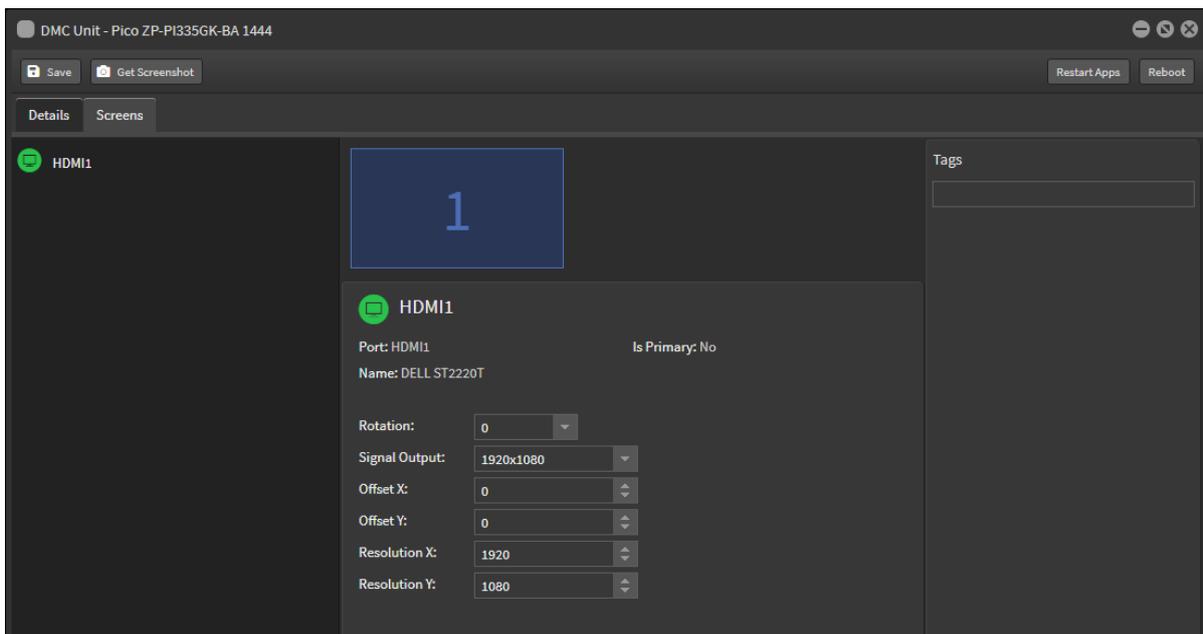


This is similar to the settings for Chrome OS in their device policy settings and Windows OS system settings.

## DMC Unit - Screens Tab

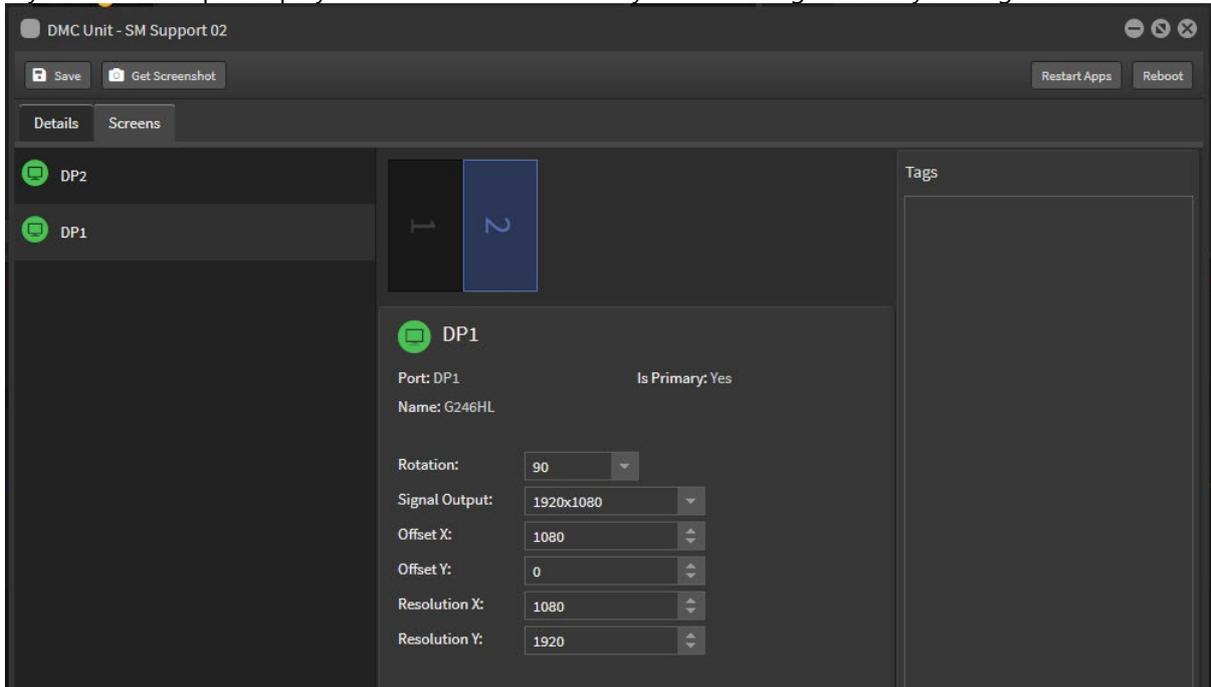
The screens tab will provide the details of connected displays with the model name provided via EDID.

This list will be updated on a system reboot.



On the screens tab you can set the rotation for displays and set the resolution from a list of supported resolutions.

If you have multiple displays connected this is where you will arrange them by setting their offset.

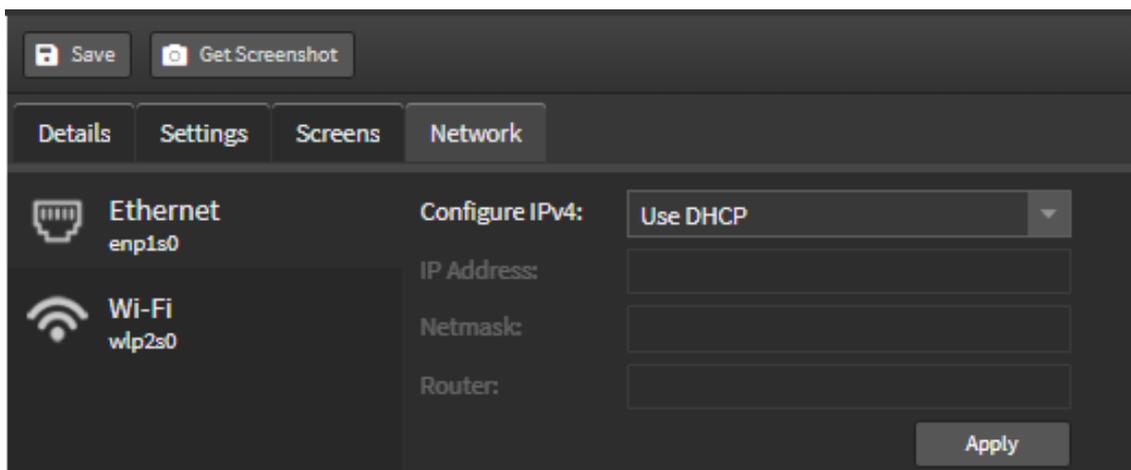


### DMC Unit - Network Tab

The network tab will allow you to configure the network settings of this device. You will see each available network interface and will be able to configure each independently. Select your desired network interface.

### Ethernet Configuration

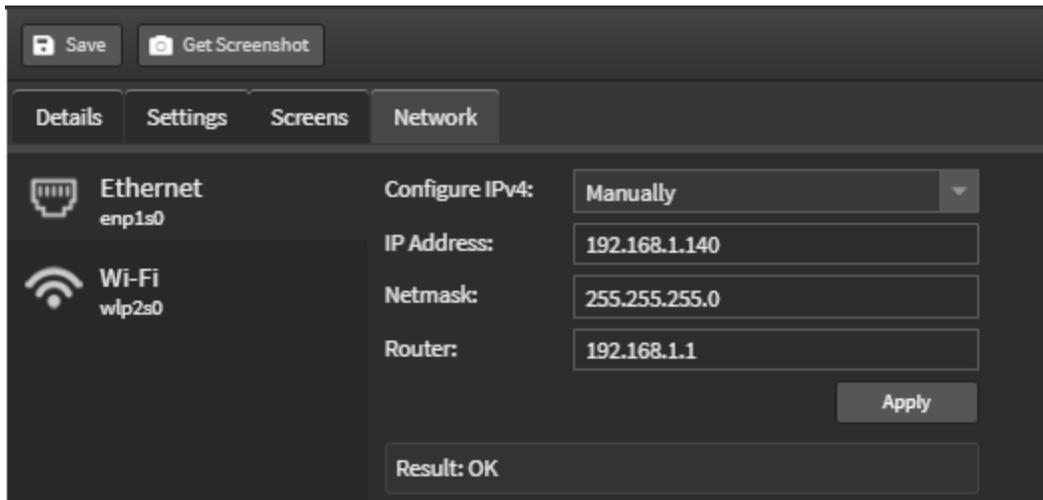
By default, Configure IPv4 will be set to Use DHCP.



To set it manually, enter your desired static IP address, subnet mask and the IP address of your router (i.e. internet gateway). If unsure please check with your network administrator.

Once these fields have been entered, click Apply.

After a few seconds, **Result: OK** or **Result: Fail** will be displayed.



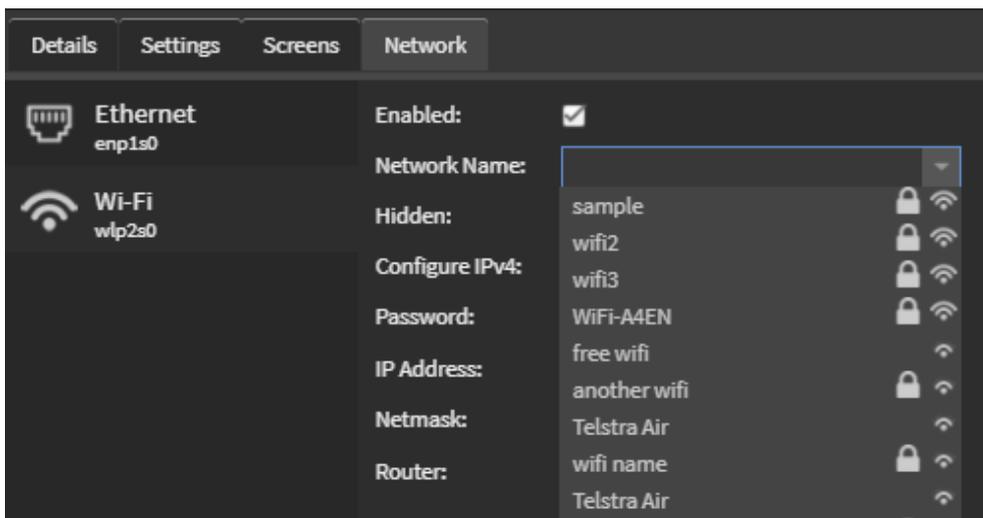
### Wifi Configuration

Check the enabled box to use a wireless interface.

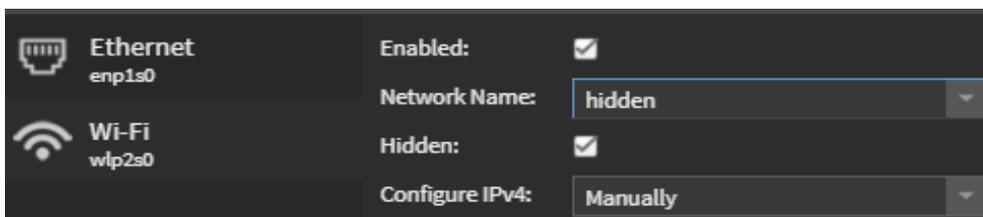
Click the network name dropdown, and available wireless networks will be shown, as well as their signal strength\*.

Secure networks will display a lock adjacent to the wireless network name.

These secure networks will require a valid password for connection.



If your SSID is hidden, check the hidden checkbox and manually enter the SSID



Select your desired network and if secured, place the password in the password field.

Like wired connections, you will also be able to choose between DHCP and manual entry of your network settings. Once entered, click apply and within a few seconds, **Result: OK** or **Result: Fail** will be displayed.

Click Reboot for the settings to take effect.

*\*If your desired wireless network is not shown, please move your device closer to the access point and repeat step 1. If it is still not shown, confirm with your network administrator that the wireless network is not hidden. If it is hidden, manually enter the SSID and password if applicable.*

### Installing a Player Application on an Android device.

Currently there are 2 methods to install the player application on an Android device:

- Using a device with a camera [inbuilt or attached] scanning the QR Code
- Downloading and running the APK for the pre-release version

A link to our installation document can be found [here](#).

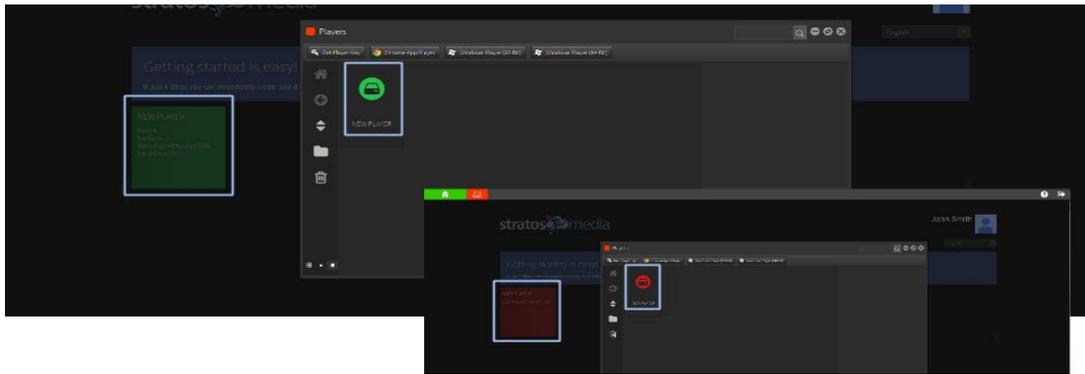
Please contact us for more information as required.

## Step 4 | Distribution of a Test Channel to a Player

*NOTE: Do not drop a single scene onto a player. Build a channel and playlist with content. Some functionality is not supported with a single scene on a player and you may experience incorrect playback.*

A GREEN icon indicates the Player has connection to the internet and is accessible. A orange icon means that the Player is not online and unable to be controlled via the StratosMedia GUI.

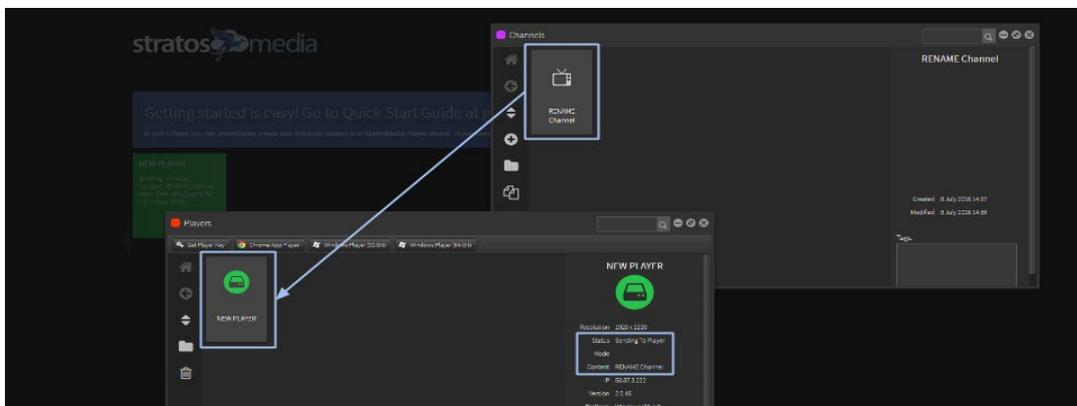
Please check your internet connection.



### Drop Channel onto a Player

Access the CHANNEL via the Green Home Menu. Drag the CHANNEL onto the PLAYER.

The player status will begin Downloading Media and then change to Playing once all of the content has been downloaded.



NOTE: First time Player installations require the Player to be restarted to initiate playback. Double click on the PLAYER icon to open the Details window and click the Restart Tab.

## Changing content

Open the CHANNEL editor and access the Playlist.

Delete or add Scenes and/or Media from the Playlist and Click SAVE Tab.

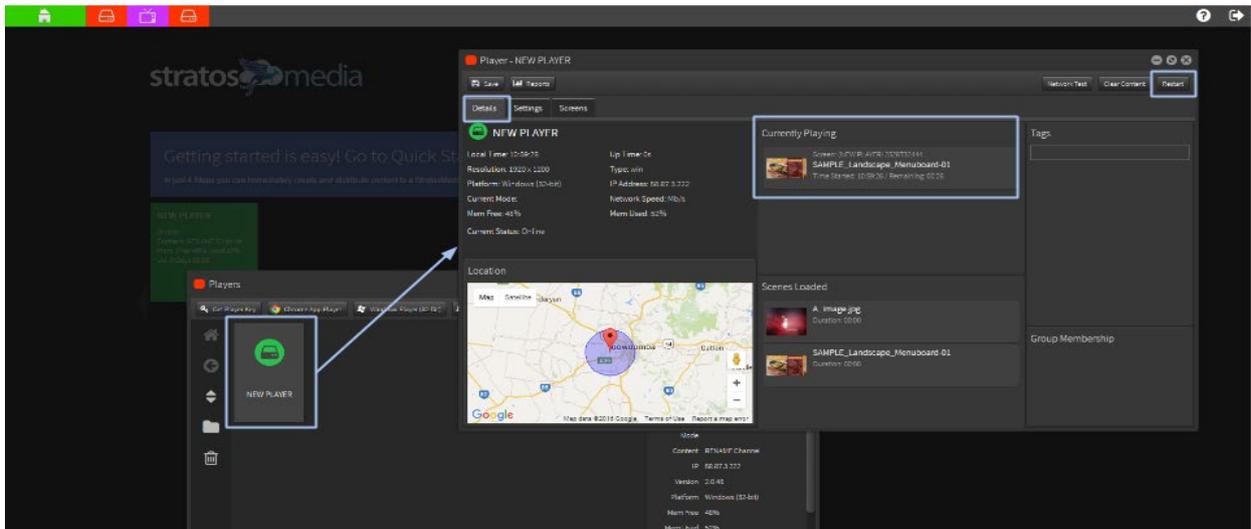
Drag amended CHANNEL back onto the PLAYER.

Files will now download, update and PLAY on the PLAYER.

## Player Status

Player status information is available through the Details and Settings Tabs.

This shows the Player Location, connected Screen Resolution, Scheduling and Restart functions, Loaded Scenes and Current Scene Playing.



You will now see your content displayed on the screen.



NOTE: Complete User Guide can be accessed [here](#) or contact [helpdesk@stratosmedia.com](mailto:helpdesk@stratosmedia.com)