Installing on Google Meet

StratosMedia Player Installation Guide
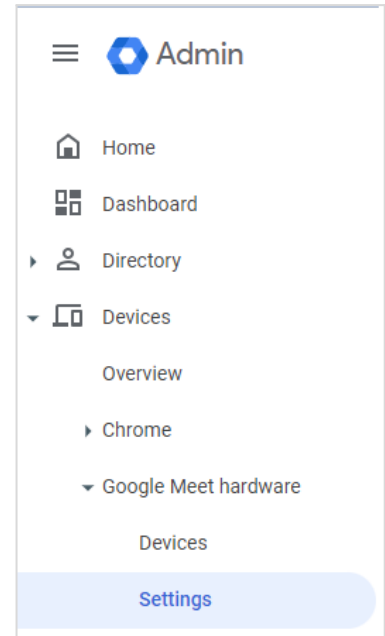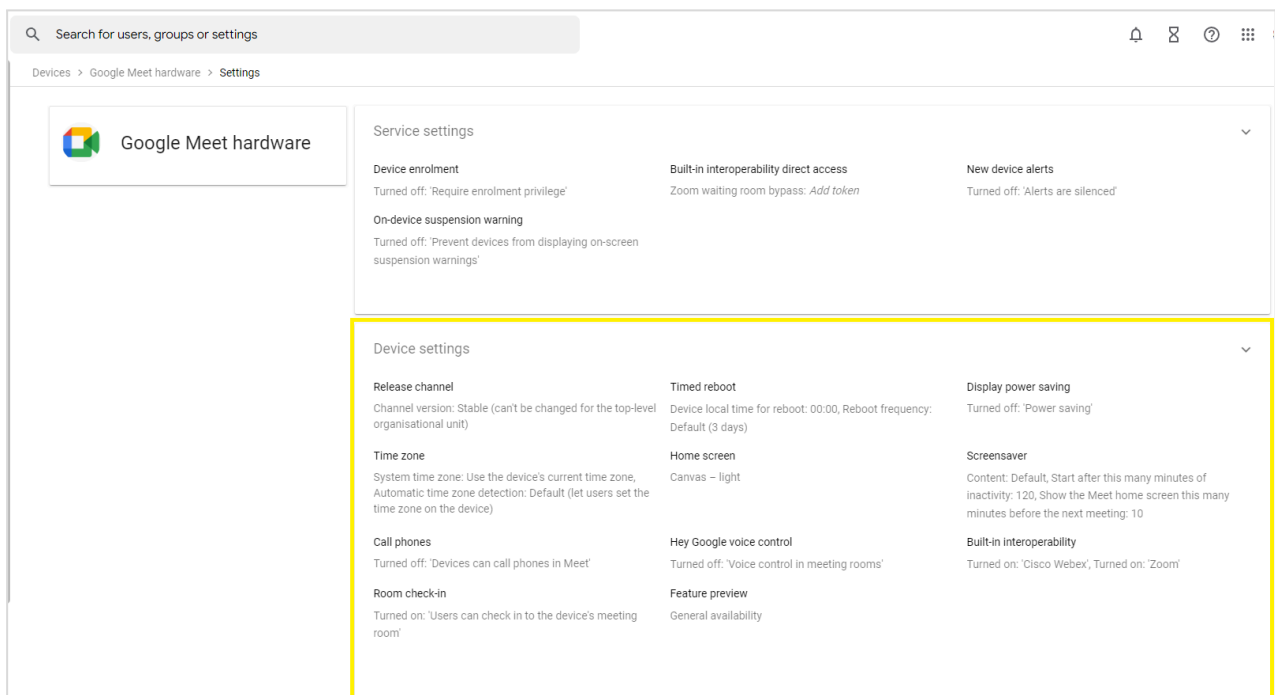
stratosmedia

Installation

This guide assumes you have already enrolled the Google Meet hardware in your Chrome Enterprise account.

1. Log in to admin.google.com, and from the menu on the left, navigate to:

Devices | Google Meet Hardware | Settings.

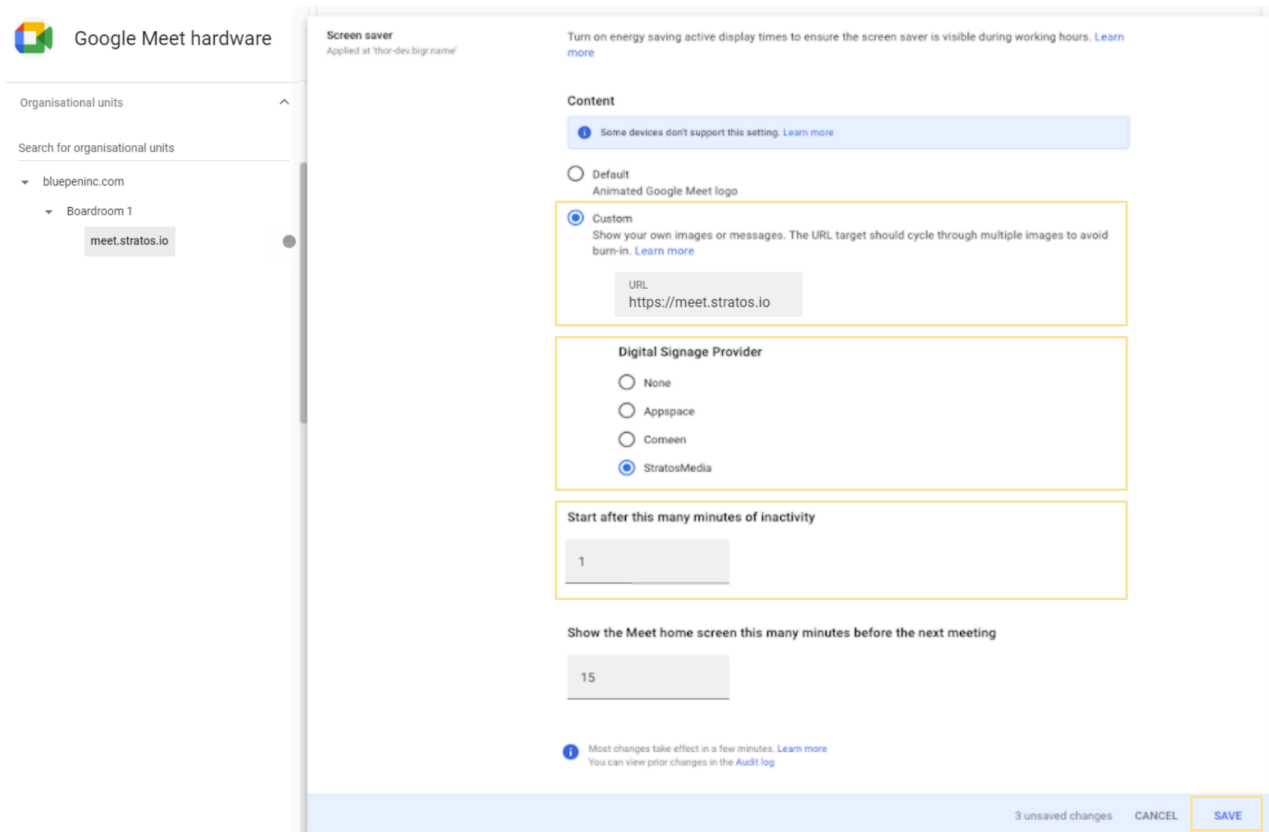2. Click the Device Settings pane to expand it.

3. Click the OU (organizational unit) which contains the Meet hardware you would like to install the StratosMedia player on.
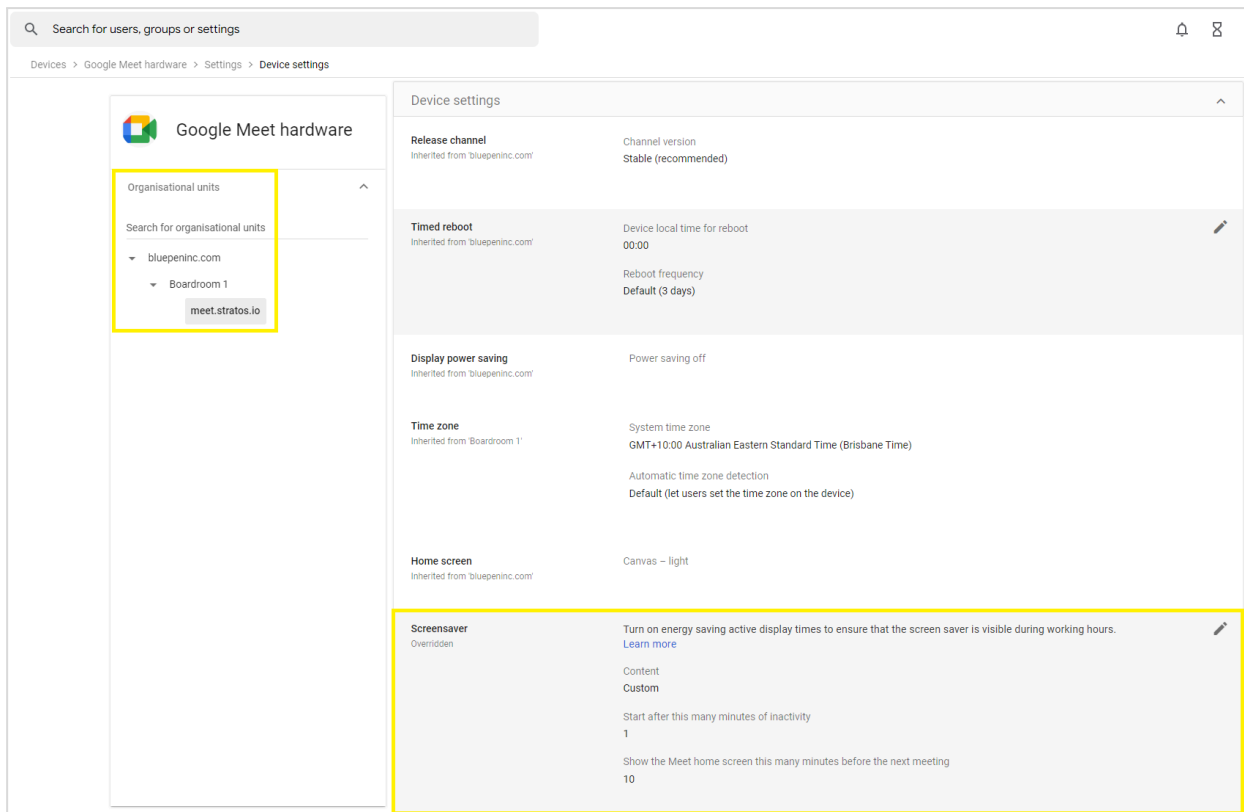
4. Click Screensaver to edit the screensaver settings.

5. Click Custom, then under Digital signage provider click StratosMedia, and enter this URL: **https://meet.stratos.io**

6. The default value for "Start after this many minutes of inactivity" is 120 minutes, change this to 1 minute. Once the player has been set up, change this value to the number of minutes the device should show the Meet screen before launching the StratosMedia player.

7. Click Save.

8. Reboot the Google Meet hardware to apply the settings. Once the device has been inactive for the number of minutes set in step 6, the player will launch and display a 6-character activation code.

9. Log in to your account at app.stratosmedia.com and from the green home menu, click Meet Devices. Click the Activate New Meet Device button, then enter this code, as well as a player name.
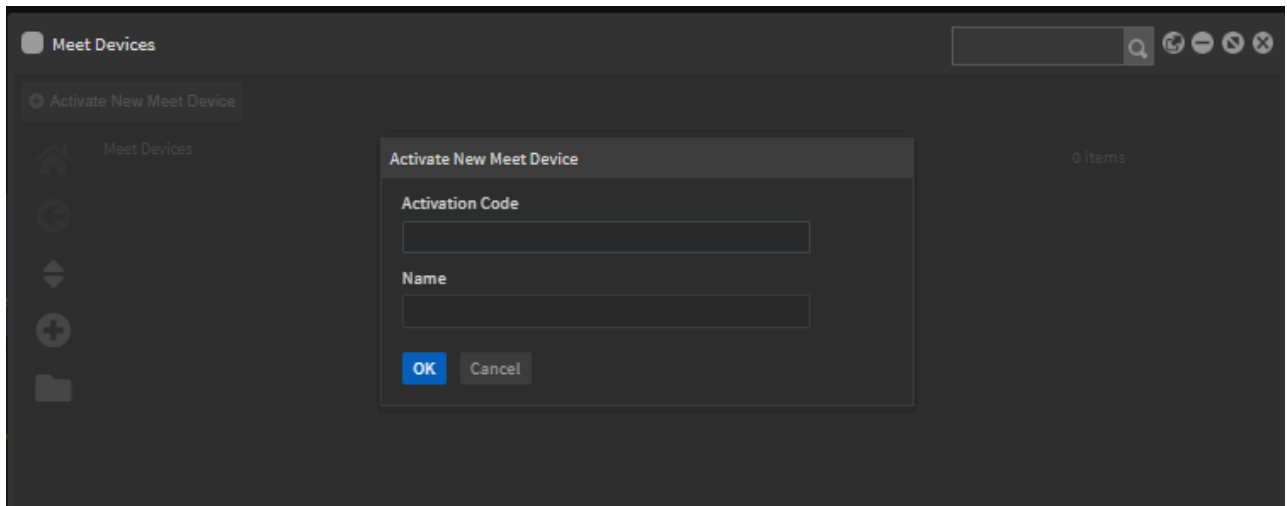


The installed Meet Device will appear in your account
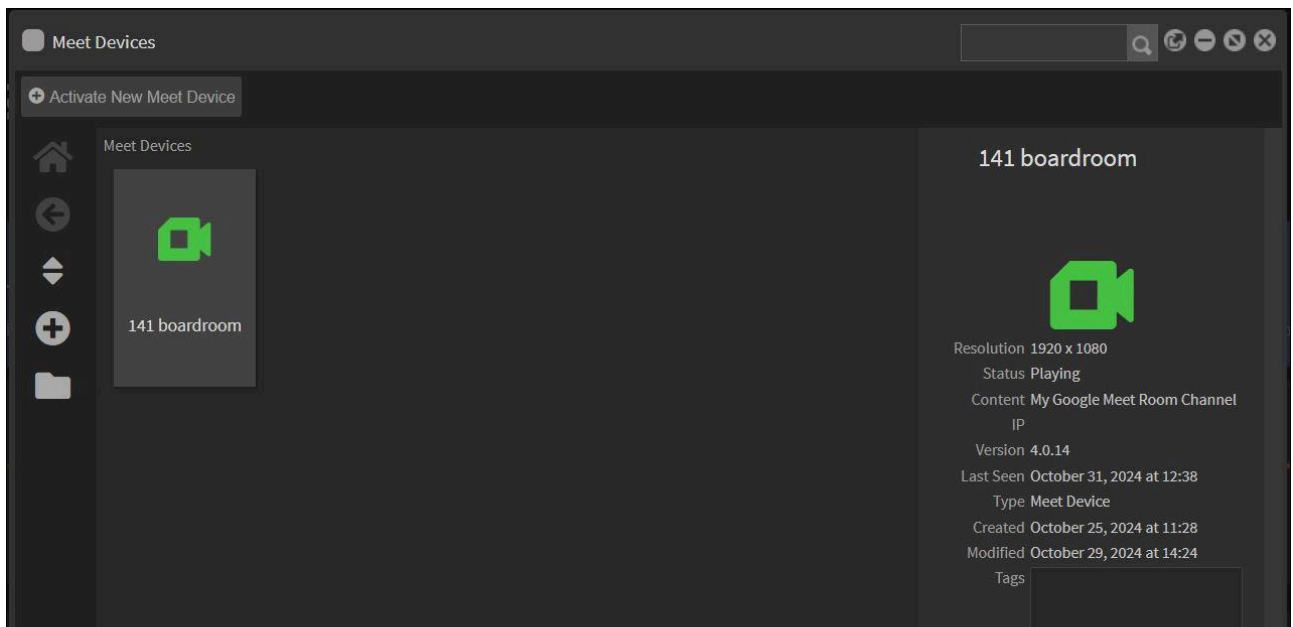
Double click on the icon to open the Meet Device details window

- Network Test: Click to display network speed at location
- Clear Content: To remove existing cached content
- Restart: This restarts the Meet Device player application
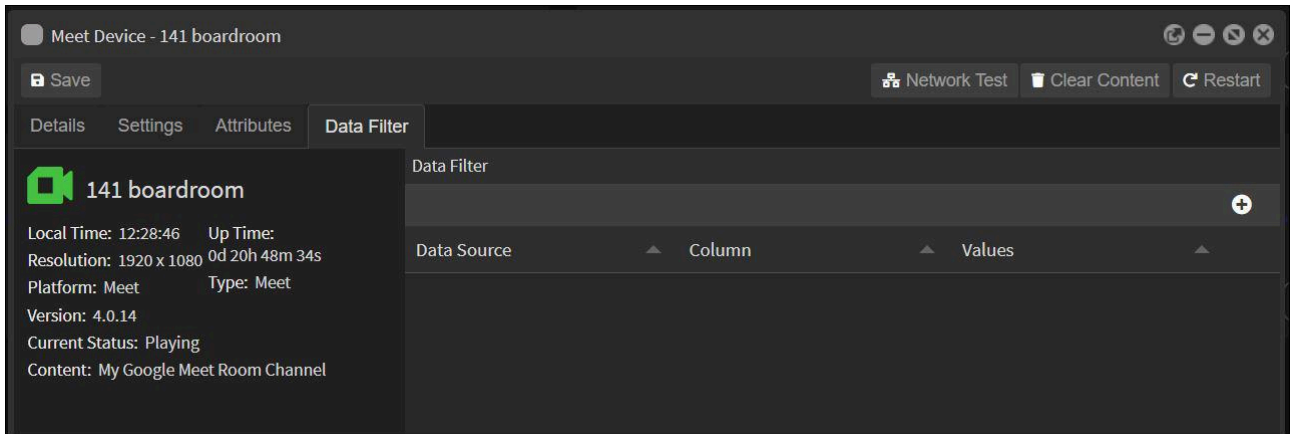
Other information available includes:

Details Tab: Displays content Currently Playing and all media and scenes downloaded onto the device
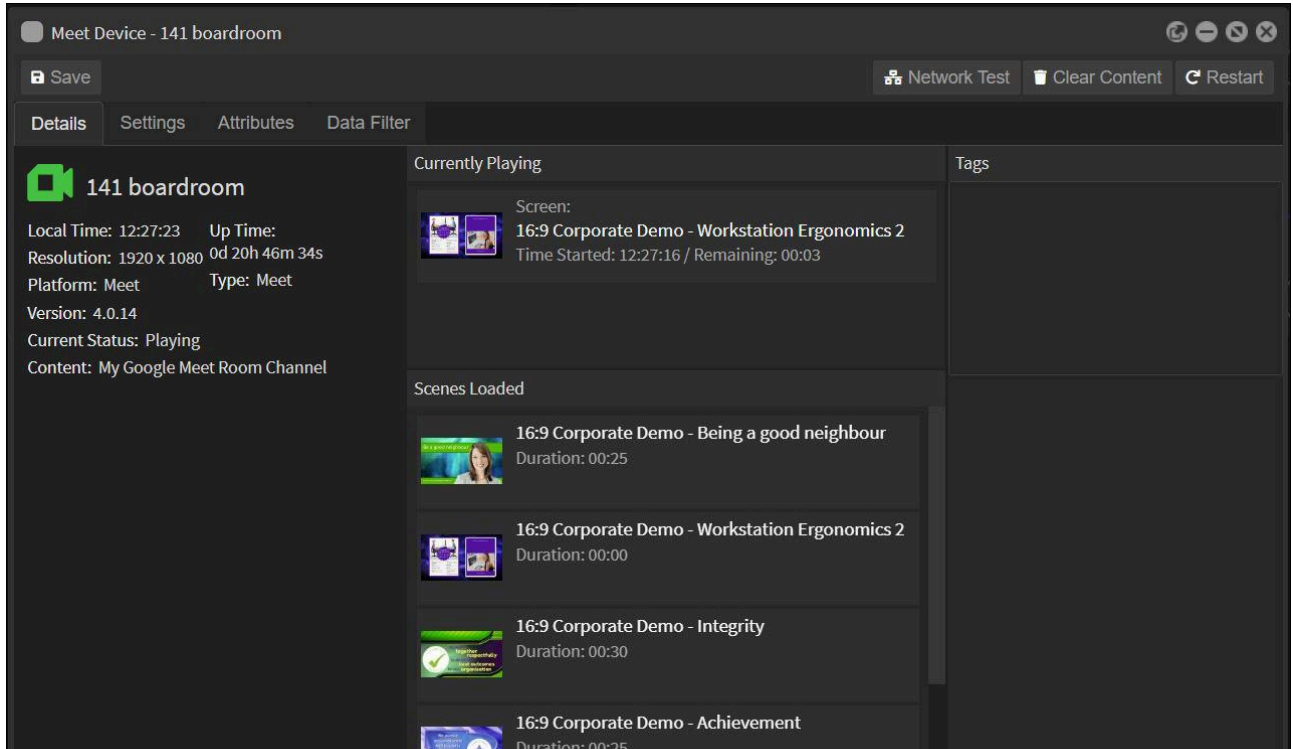
Settings Tab: Allows you to set timings for certain functions. Rotation does not apply to Meet Device.
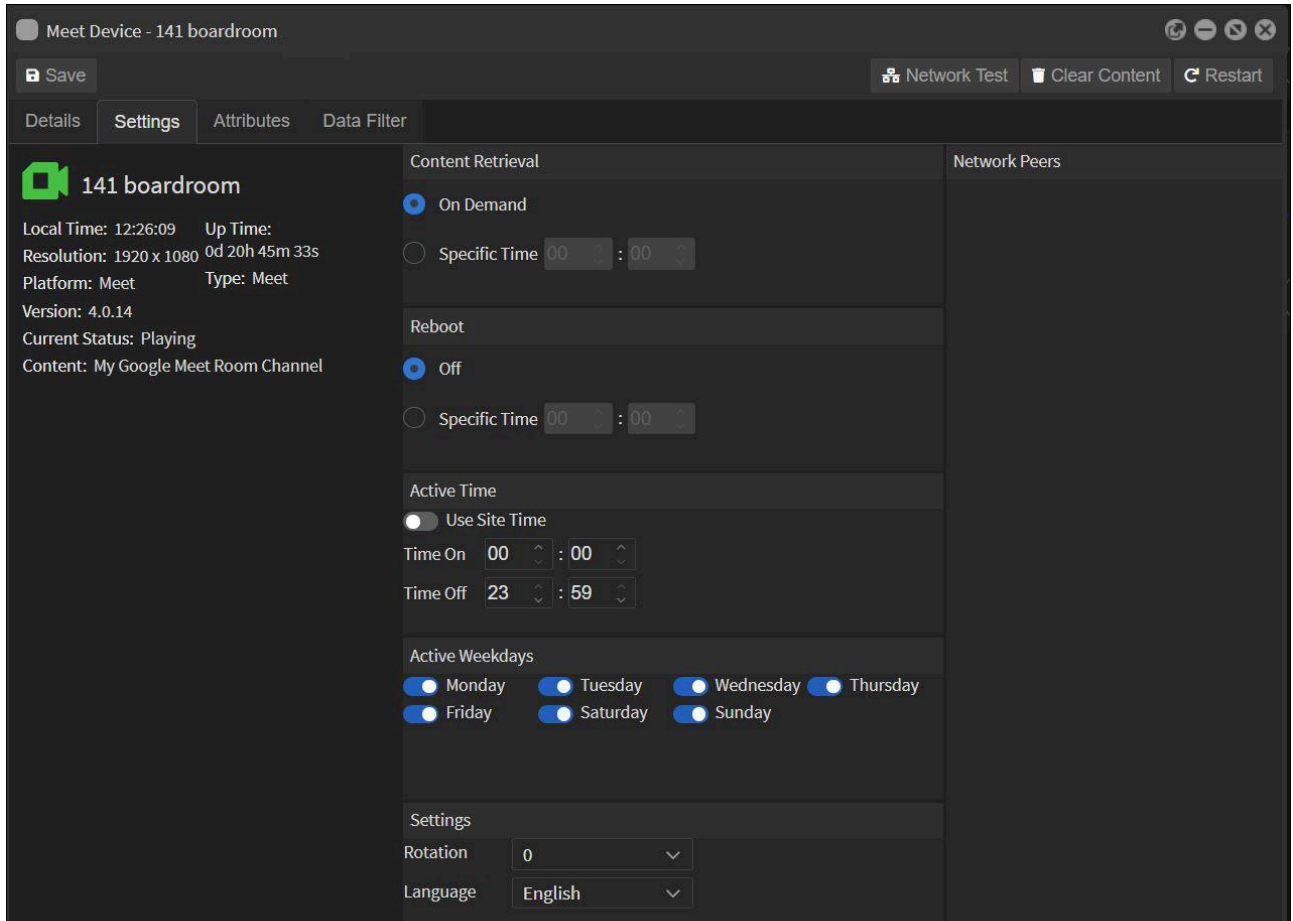
Data Filter Tab: This is used for data driven content and filters device specific content

NOTE: Not all of the StratosMedia functionality is available on the Meet Device player.*

Quick Start Guide to publishing content to your devices

This will assist you to setup and distribute content to a StratosMedia Meet Device player in 3 easy steps.
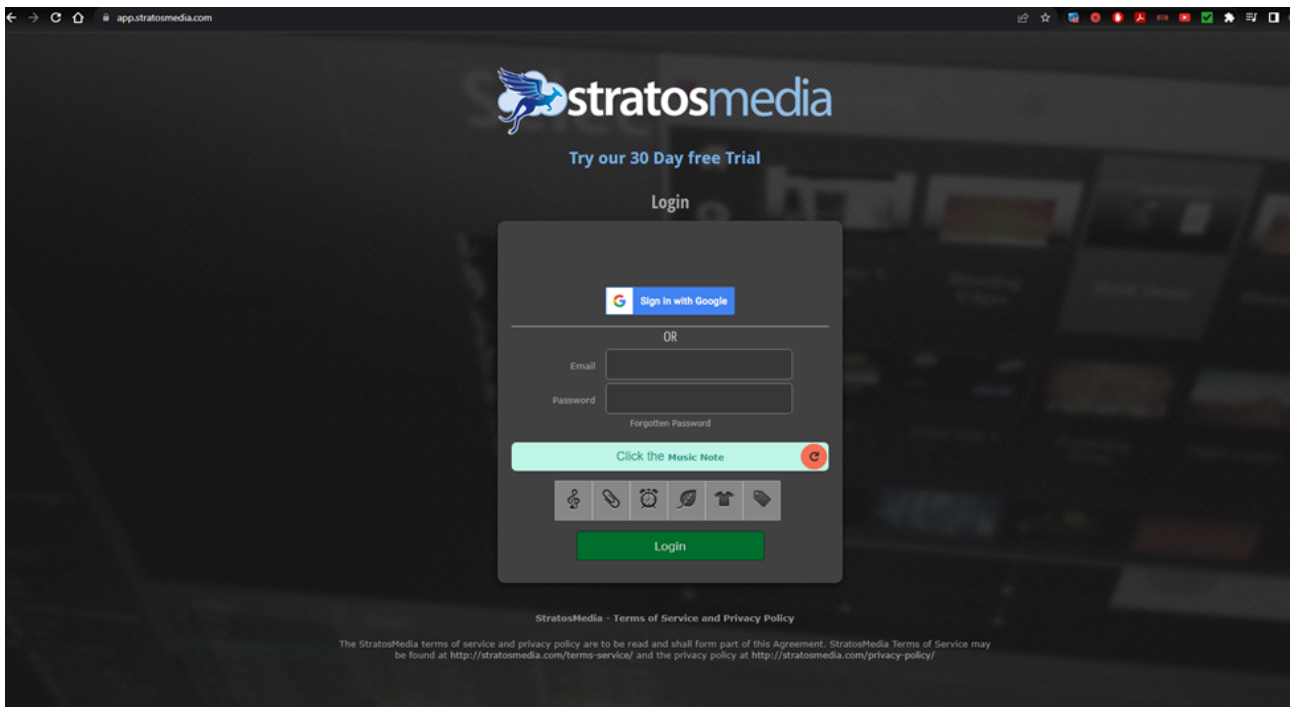
NOTE: All devices need active internet connectivity.
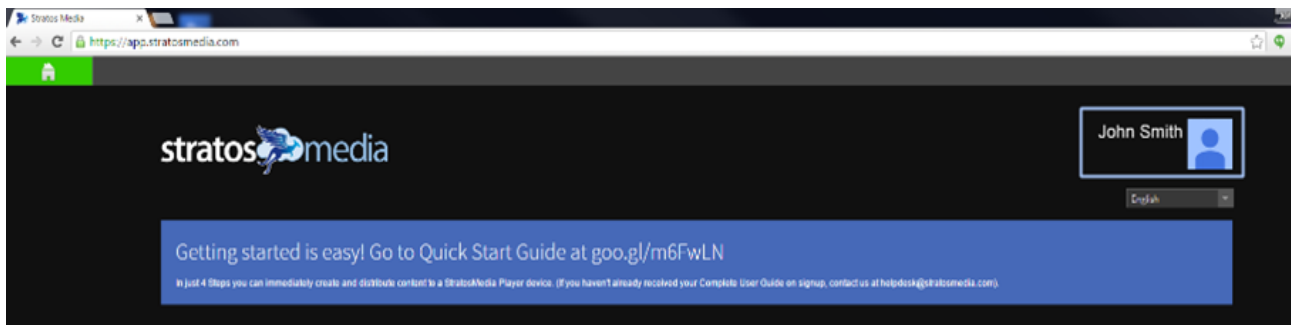
Step 1 | Login to StratosMedia Console

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 your StratosMedia account Console UI.

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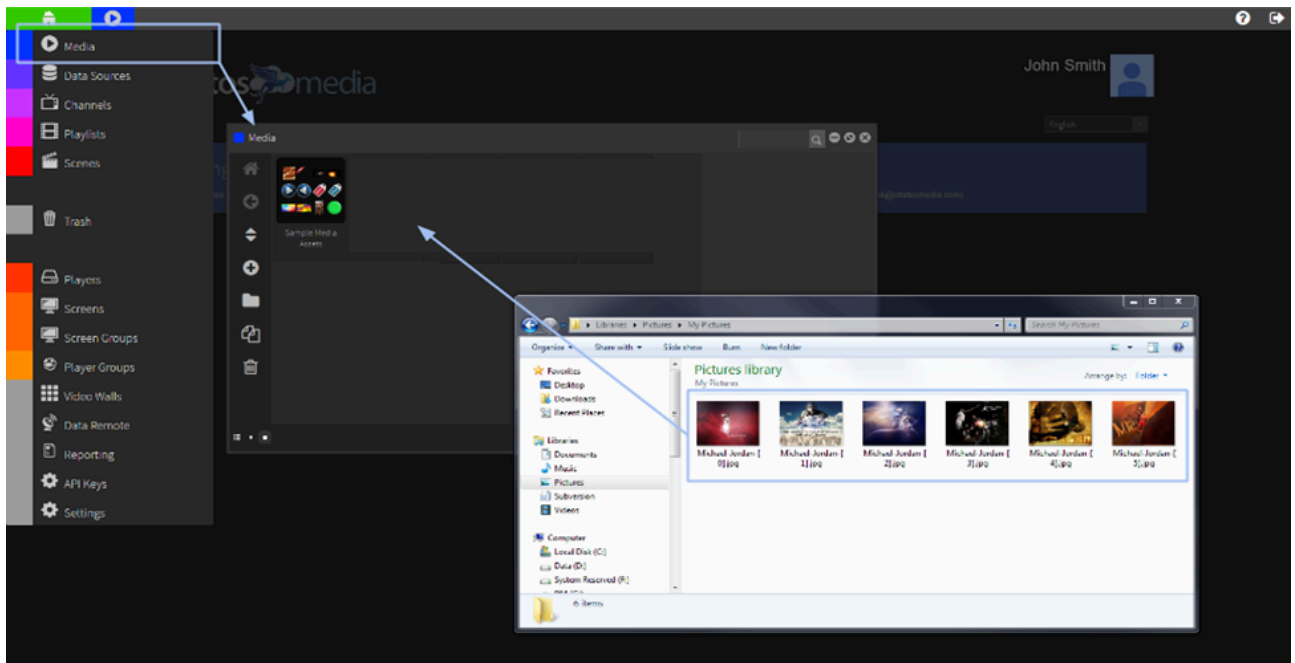
The Video Tutorials are available by clicking the ? Button at top right of the page.

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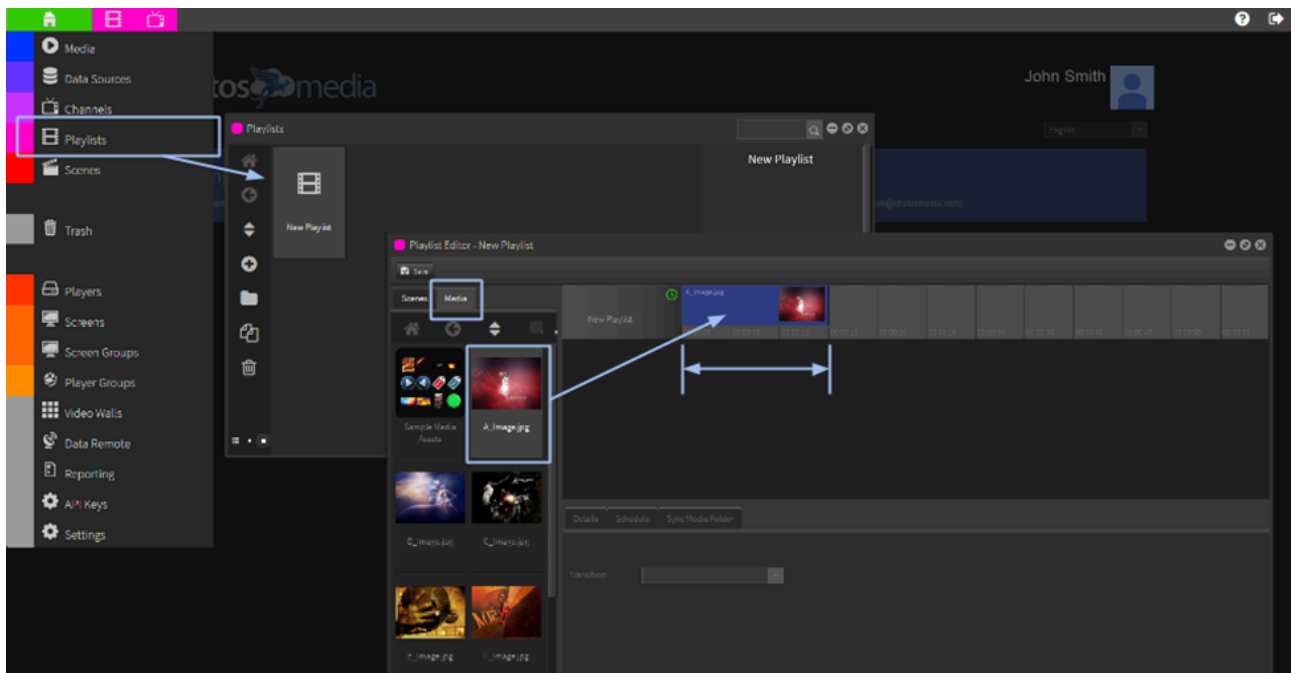
NOTE: Alternatively use the images already loaded into the Sample Media Assets Folder.
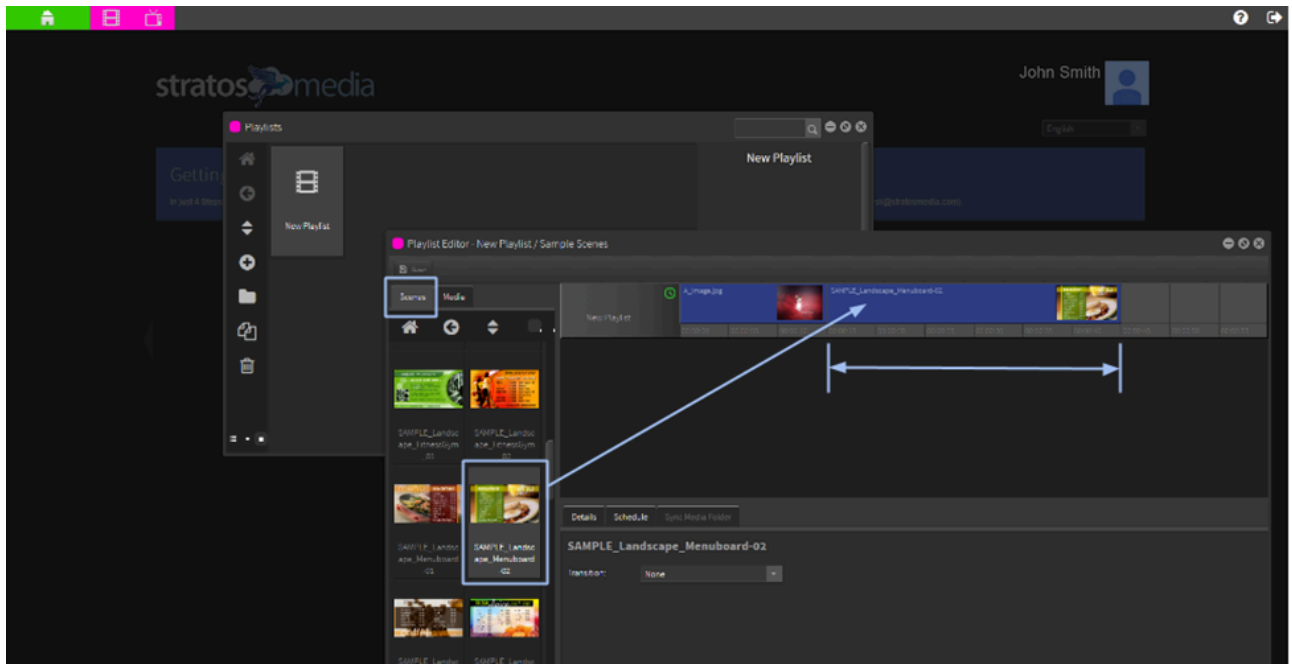
Create a PLAYLIST

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.

Extend and drag the image to change the duration of the scene.

Rename the Playlist.

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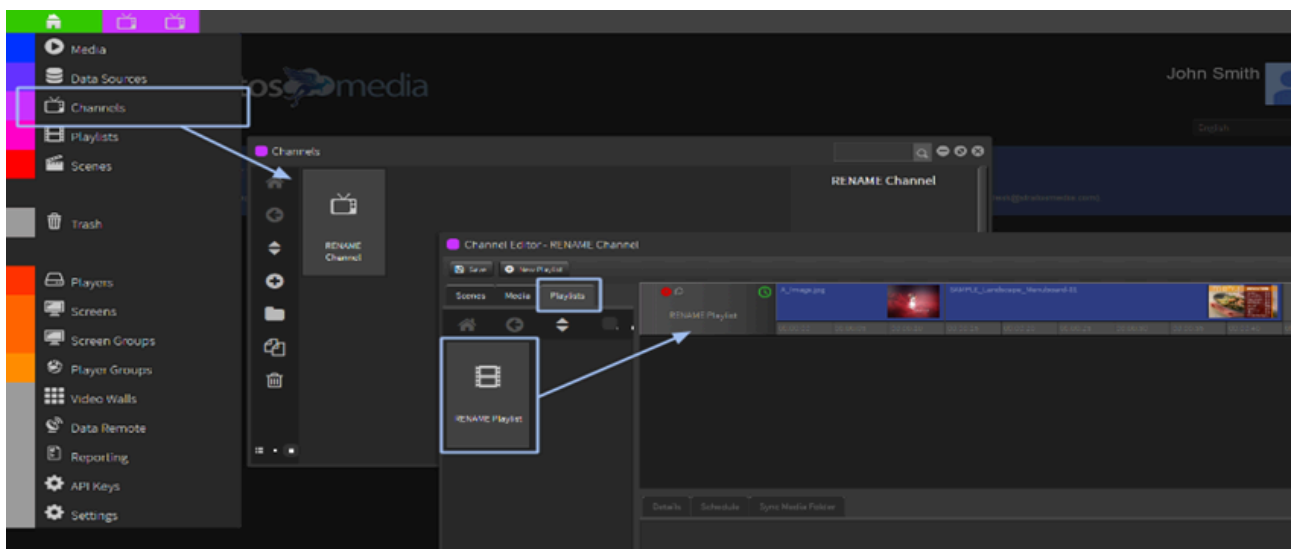
Create a CHANNEL

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

Step 3 | Distribution of a Channel to a Meet Device

A GREEN icon indicates the Meet Device player has connection to the internet and is accessible.
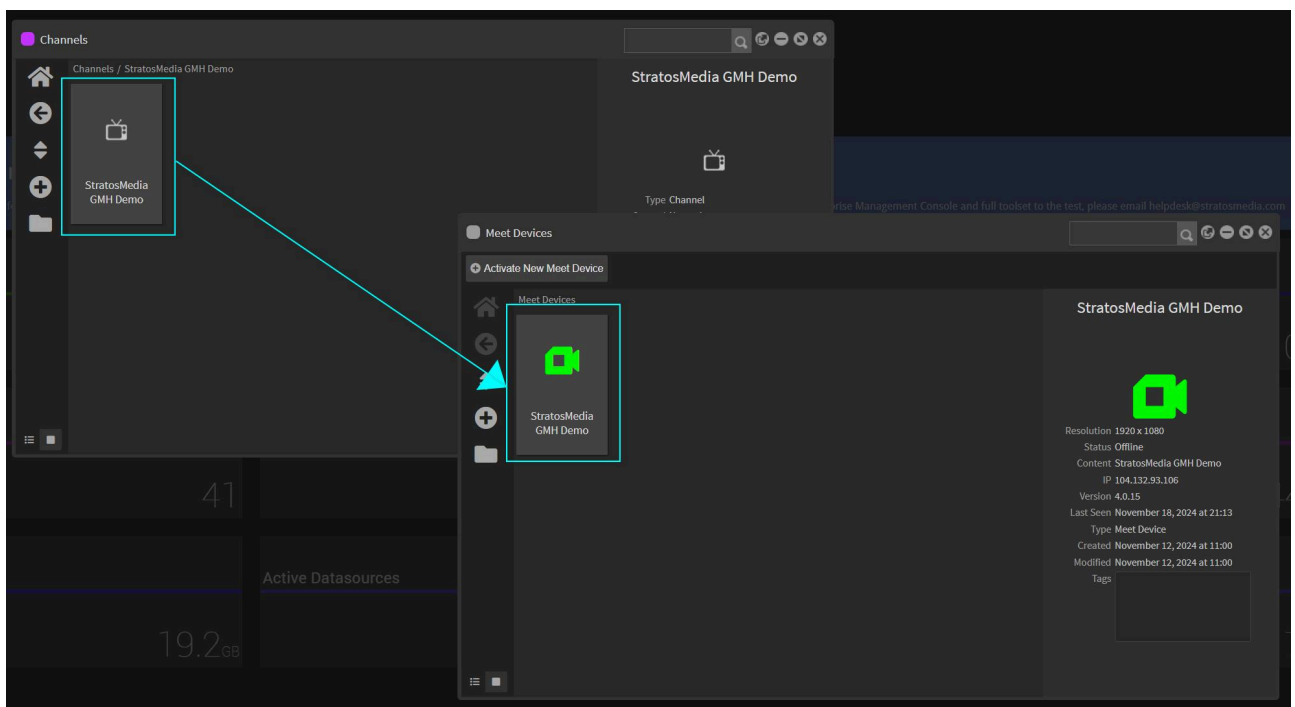
An ORANGE icon means that the Meet Device player is not online and unable to be controlled via the StratosMedia UUI.
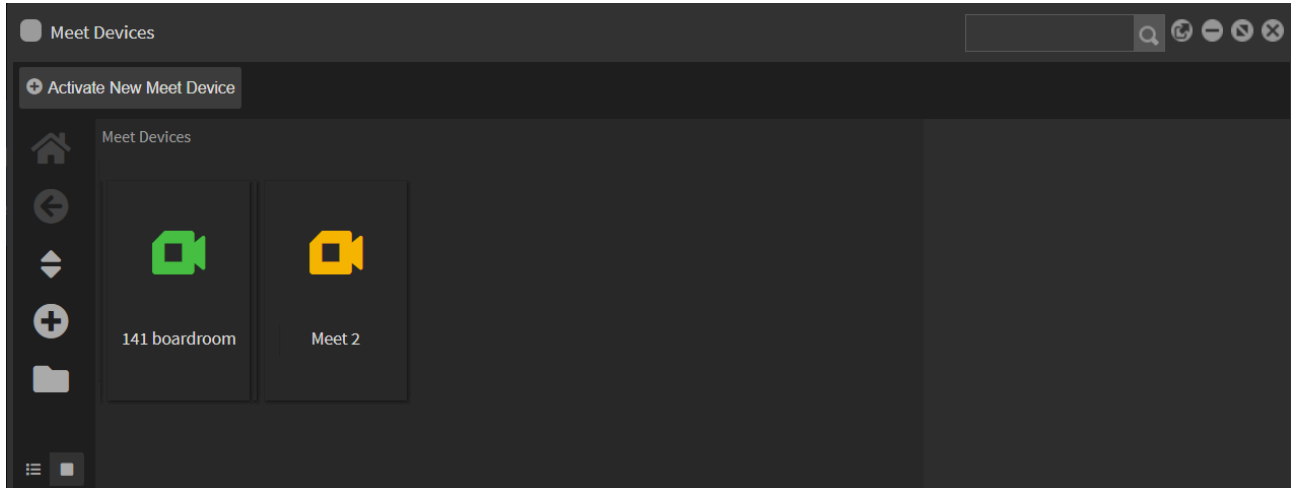
Please check your internet connection.

Drop Channel onto a Meet Device player

Access the Channel via the Green Home Menu. Drag the CHANNEL onto the Meet Device player.

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

Changing content

Open the CHANNEL editor and access the Playlist.

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

Click Save and Publish. Files will now download, update and PLAY on the Meet Device player.

You will now see your content displayed on the screen.

For more details on how to use the StratosMedia platform refer to the [Complete User Guide here](#).

For support please contact helpdesk@stratosmedia.com

*Unsupported functionality

These functions are not available on the StratosMedia Meet Device

WebView | Youtube

Nexmosphere | GPS

Biometrics | Facial analysis

Interactive content requiring user input (e.g. Click scenes, Surveys)

01/11/2024