

Inspired Signage Update Manager

Contents

- Update Manager 1
 - Add Players to Update Table 3
 - Adding Individual Players to the Update List 3
 - Adding a range of Player IP Address to the Update Table 3
 - Delete IP Address from the Update Table 3
 - Update Table..... 4
- Select the Update to Apply 4
- Delete Non Updateable Players 6
- Update the Players..... 6

The Update Manager is a tool which allows you to update one or more Inspired Signage Players over the network to take advantage of bug fixes, feature upgrades, etc. Install the Player Updater as follows:

1. Copy the Update Manager Installer to your machine
2. Run Setup_IS_Update_Manager_1_2_42_2.exe¹ to install the Player Update Manager.
3. Copy any Updates you want to apply to the directory c:\Data\Updater\Updates

The installer creates a shortcut to the Player Update Manager on your desktop. Click this shortcut to launch the Update Manager. See Figure 1 for a screenshot of the main Update Manager window.

This window is divided into three parts

- IP Address Management – Used for entering the IP Addresses or Range of IP Addresses of the Players you want to update
- Update Table – Table of Players with IP addresses, etc. that you wish to update along with details of the Update status of those Players
- Current Selection – Used for selecting the Update to apply to the Players in the Update Table

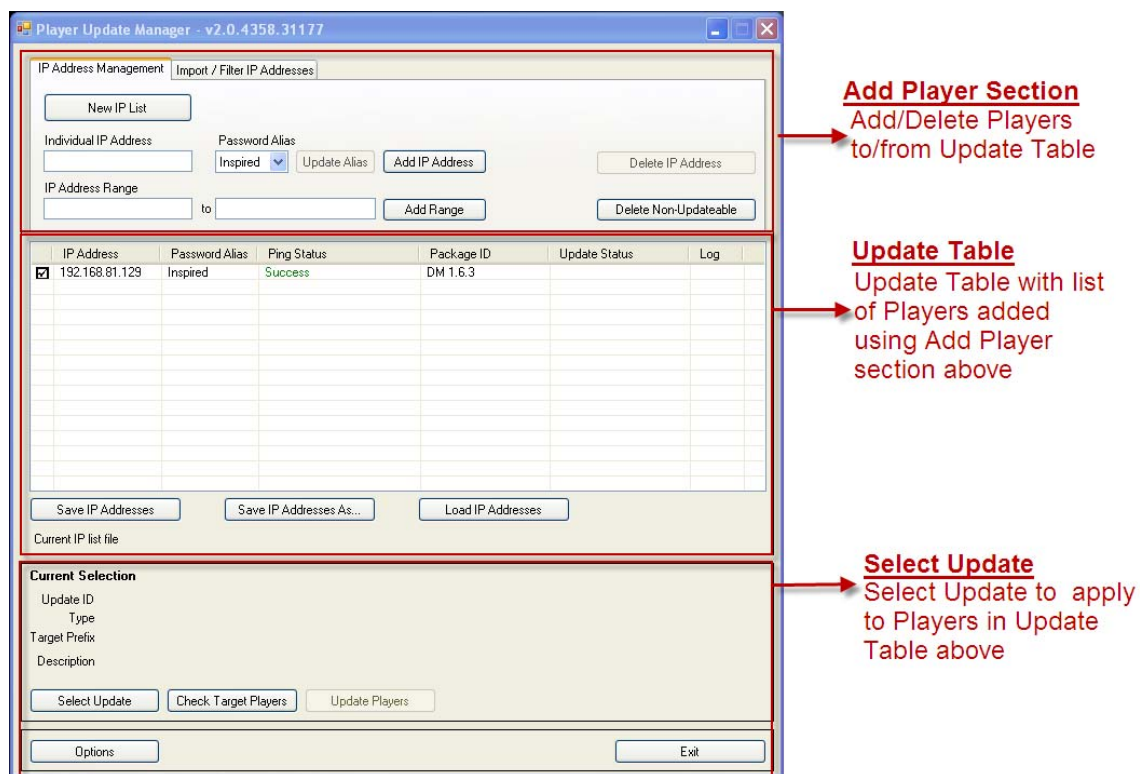


Figure 1 - Update Manager Main Window

¹ The numbers at the end of the file name indicate the version number; the version number of your Update Manager may be different from this.

Enter the IP Addresses of the Players you wish to update. You can either enter individual Player IP Addresses or an IP address range for a number of Players. The process of updating a Player or Player(s) is as follows:

1. Add the addresses of the Player or Player(s) you want to update to the update table
2. Select the correct update to apply and click **Check Target Players** to check the target Players are updateable.
3. If you have added a large number of Players to the update table it is recommended to save this list by clicking **Save IP Addresses** as and entering the name/path of an XML file to use for storage.
4. Delete any Non-Updateable Players by clicking **Delete Non-Updateable** (Warning, the Update Players button is not enabled until all non updateable Players are removed from the Update Table - you must carry out this step to proceed).
5. Click **Update Players** to apply the update

These steps are described in more detail below.

Add Players to Update Table

The following section describes how to add Players to the Update Table (a list of Players to be updated).

Adding Individual Players to the Update List

Enter Individual IP Addresses as follows:

1. Enter the IP Address in the Individual IP Address field
2. Click **Add IP Address**

The selected IP Address is now added to the Update table

Adding a range of Player IP Address to the Update Table

Enter a range of IP addresses for a group of Players:

1. Enter the start of the IP Address range in the first IP Address Range field and the end of the IP Address Range in the second IP Address Range field.
2. Select a Password Alias, select Inspired if the Players are configured with the default Inspired Signage Password, select O2 if this Player is an O2 Player.
3. Click **Build**, each IP Address in the Range is added to the Update table.

Delete IP Address from the Update Table

You can delete IP addresses from the table by selecting a row in the Update table and clicking **Delete IP Address**.

Save/Load Contents of Update Table

You can save the list of Players in the Update Table. Saving the Update table is useful as you may need to update your Players again in the future and this saves you having to re-enter the IP addresses manually. The relevant options are as follows:

- Click **Save IP Addresses as** to save the Player IP addresses to an xml file of your choosing.
- Click **Save IP Addresses** to save the Player IP address to the default file mylist.xml

- Click **Load IP Addresses** to load Player IP addresses from a file of your choosing and use to populate the Update table.

Description of Update Table Columns

The following Table describes the different Columns in the Update Table:

Column	Description
IP Address	IP Address of Player
Password Alias	Indicates whether Player is set up with default Inspired or default O2 username/password
Ping Status	Shows whether this Player is responding to ping requests from the machine running the updater. A failure indicates possible network problems which will prevent this Player being updated. The available values are: <ul style="list-style-type: none"> • Success • TimedOut – Failure
Package ID	<p>Every Player installation has an associated Package ID. This ID is made up of a short mnemonic alpha code, which relates to the release name (RM for Ranmore, DM for Dormouse, and so on), followed by numeric digits which give the version number (1.2.2 means major version 1, minor version 2, revision 2 – the + means additional patches have been added.</p> <p>The Package ID for a Player can be seen in the file C:\AMX.VersionInfo.xml on the Player itself, or in the left hand corner of the main Webconfig screen where it lists the Player version number.</p>
Update Status	<p>Possible Update Status values:</p> <ul style="list-style-type: none"> • Ready to be updated – Player is ready to be updated • Awaiting update – Player waiting for update to be sent. Players change to this status once Update is clicked. • Closing applications – Closing all applications on the Player • Rebooting – Rebooting Player and application • Starting applications – Restarting applications on the Player • Success – Update Successful and Application restarted • Incompatible player – Update not compatible with this Player. Target Prefix(es) of the selected update doesn't match the Package ID prefix of the player in question. • Error + exception message – Update failed
Log	Indicates the presence of an update log detailing updates carried out on this Player. If there is a log then there will be a button in this column. Click the button to view the update log for this Player

Click **Check Target Players** to fill in the values in columns 3, 4, 5, and 6 for all the Players in the IP Table.

Select the Update to Apply

Click **Select Update** to select the desired update for these Players from the list of available updates. You can only select one update at any time. The Current Selection Pane shows the currently selected

Update. The select update pane lists all the updates available in the directory. Click an Update to select it and then Click **OK** to return to the main Update Manager window.

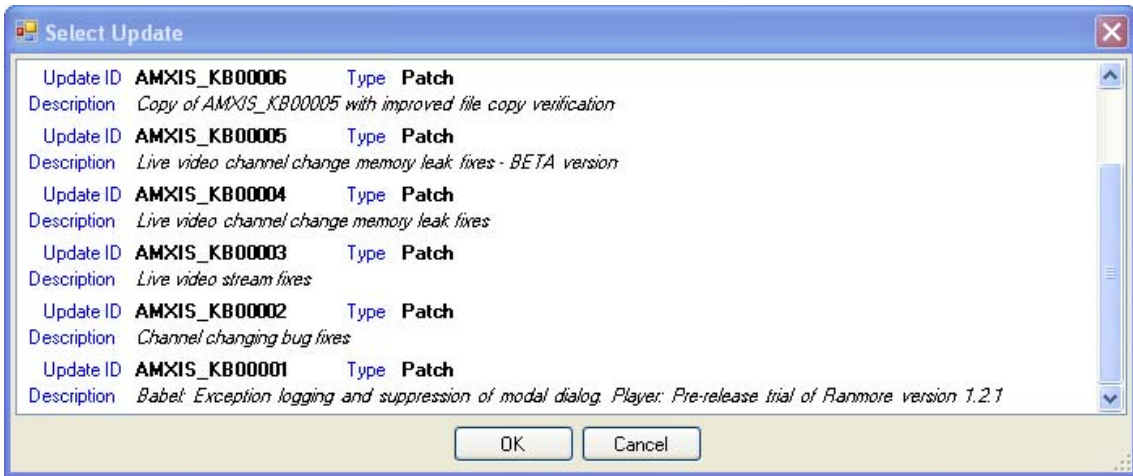


Figure 2 - List of Available Updates

The following Table explains the meaning of the different fields in the list of available Updates

Field	Description
Update ID	Name of update file (unique to each update)
Type	The following update types are available: <ul style="list-style-type: none">• Patch - Incremental Change• Release - Major Upgrade
Description	Describes the purpose of this update

Delete Non Updateable Players

Click **Delete Non Updateable Players** to remove non updateable Players from the Update table.

Warning – You must do this to enable the Update Players button.

At this stage you can save the list of Players in the Update Table by clicking **Save IP Addresses**. When you restart the Player Update Manager the saved IP Addresses will be reloaded and used to populate the Update Table.

Update the Players

Click **Update Players** to start updating the Players in the Update Table.

Warning - Update Players will not function while there are any non-updateable Players in the Update Table. Please note that it can take at least 8 minutes to update a single Player. However the process starts practically simultaneously on all Players in the Update Table so it should only take 8 minutes to update all the Players in the Update Table.

Click **Options** to configure how long the Update Manager should wait for the Player to Reboot before it assumes there is a network problem. The default setting is 180 seconds; normally you won't need to change this.