



Installation Guide

IS XPert

IS-XPT-2100 Inspired XPert Player (for VT 1.4.2)
IS-XPT-2000 Inspired XPert Player (for DM 1.9.4)
Update Manager



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Inspired Signage Update Manager

The Update Manager is a tool which enables updating one or more Inspired Signage Players over the network to take advantage of feature upgrades and bug fixes.

Install the Player Updater as follows:

1. Copy the Update Manager Installer to your machine.
2. Run Updater.Installer_1.1.347.45.msi to install the Player Update Manager.



The numbers at the end of the file name indicate the version number. The version number of your Update Manager may differ from this.

3. For IS-XPT-2000 upgrades copy **DM_1.9.4_UPB.exe** to the directory **c:\Data\Updater\Updates**.
4. For IS-XPT-2100 upgrades copy **VT_1.4.2_UPB.exe** to the directory **c:\Data\Updater\Updates**.

The installer creates a shortcut to the Player Update Manager on the desktop. Click this shortcut to launch the Update Manager. See FIG. 1 for a screen shot of the main Update Manager window.

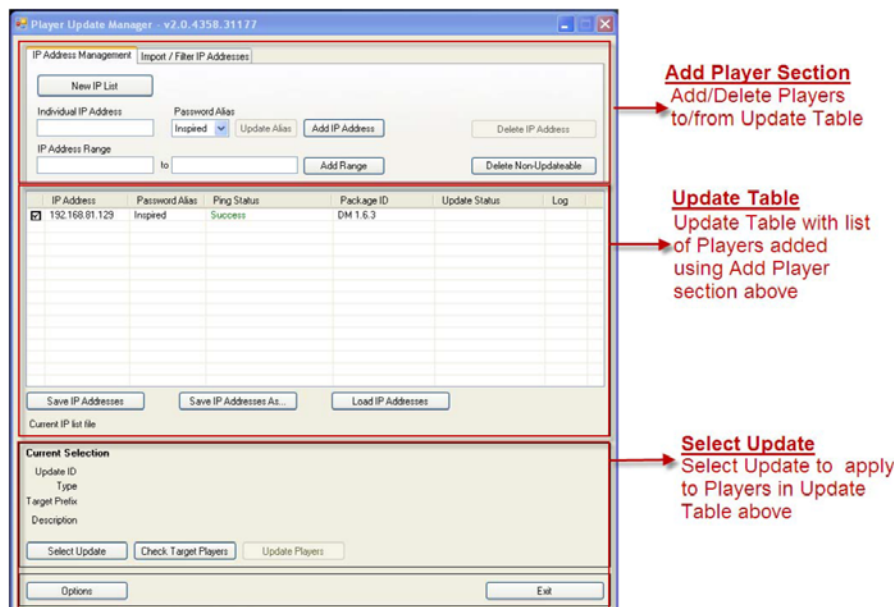


FIG. 1 Update Manager Main Window

This window is divided into three parts:

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

Enter the IP Addresses of the Players 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 a large number of Players has been added 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**



The Update Players button is not enabled until all non updateable Players are removed from the Update Table. This step must be carried out before proceeding).

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.
 - a. Select Inspired if the Players are configured with the default Inspired Signage Password.
3. Click **Add Range**. Each IP Address in the Range is added to the Update table.

Delete IP Address from the Update Table

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

Save/Load Contents of Update Table

The list of Players can be saved 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 reenter 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 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 from being updated. The available values are: <ul style="list-style-type: none"> • Success • TimedOut – Failure

continued

Column	Description
Package ID	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. 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.
Update Status	Possible Update Status values: <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.

1. 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

1. Click **Select Update** to select the desired update for these Players from the list of available updates.

Only one update can be selected at any time. The Current Selection Pane shows the currently selected Update. The select update pane lists all the updates available in the directory.

2. Click an Update to select it and then Click **OK** to return to the main Update Manager window.

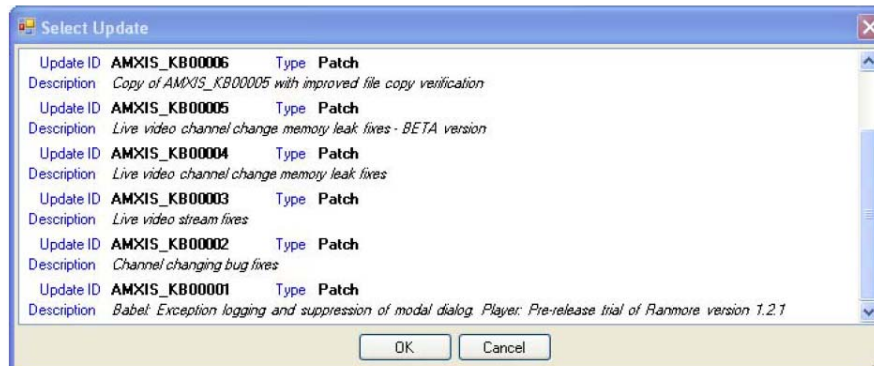


FIG. 2 List of Available Updates

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.



This must be done to enable the Update Players button

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

Update the Players

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

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. This results in it only taking 8 minutes to update all the Players in the Update Table.



Update Players will not function while non updateable Players exist in the Update Table.

2. 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 this won't need to be changed.



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