



MediaMAX4

User Manual

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Introduction

MediaMAX4 is a software package designed to turn a computer based product into a standalone media playback system. Using MediaMAX4 you are able to select a number of media files to play automatically, randomly play a directory of files, or play files from specific key presses.

It also supports a network communication protocol to allow you to control media playback remotely.

System Requirements

Operating System	Windows Vista SP2 up to Windows 10 Creators Update
Processor	1GHz (Codec / File Dependent)
RAM	2GB (Codec / File Dependent)
Disc	Disc Speed is codec / video file dependent
Additional Libraries	.NET Framework 4.6.1 or greater Additional codecs for WMP

Supported File Types

Supported containers are:

.asf, .wma, .wmv, .wm, .dvr-ms, .avi, .mpg, .mpeg, .m1v, .mp2, .mp3, .mpa, .mpe, .m3u, .ivf, .mov, .mp4, .m4v, .mp4v, .3g2, .3gp2, .3gp, .3gpp, .m2ts.

As the software uses Windows Media Player, supported codecs are system dependent, based on the codecs that come with the version of Windows that is being used. Additional codecs can be installed to support more file types (this will not add to the container / extension list however)



Tip

A good way to test if a file should playback is to try it in Windows Media Player, if it plays back without issue there then MediaMAX4 should have no problem displaying the file.

Usage

MediaMAX4 can be configured in a number of different ways depending on your requirements, we have included a few basic examples.

Simple Looping Playback

To setup MediaMAX4 for simple looping video playback, follow the steps below. In this setup on startup MediaMAX4 will launch in full screen mode on the selected display and playback the specified file indefinitely.

- Launch MediaMAX4
- Select Configuration Mode
- Press Add Media Item
- Select the new media item
- Make sure Media Type Video is selected and press Select File
- Browse and select your video file
- Under Options select Loop and make sure the Loop Count is set to 0 for infinite loop
- Press Save Media Item and then Set As Default, you should see the Default File indicator on the left under the playback window change to your selected file
- At this point you can check video playback by changing to Online Mode. This should close the configuration window and start playing back your video file
- Change back to Configuration Mode and go to the Settings tab
- Under Full screen options select your required display device and check the full screen box
- If you want MediaMAX4 to automatically launch on startup of the system also check this under Startup Options

To test this is working, close MediaMAX4 and relaunch it. It should startup in full screen and start playing your selected video file back on a loop. By restarting the system, you can also check that the launch on startup is working.

Interactive

To setup MediaMAX4 with an interactive configuration, follow the steps below. In this particular setup MediaMAX4 will run an “attractor” video file and when a specific key is pressed another video will play until it completes and then return to the “attractor” video file. Additional hardware can be used to emulate key strokes on a system allowing you to trigger the clip from contact closures, sensors etc.

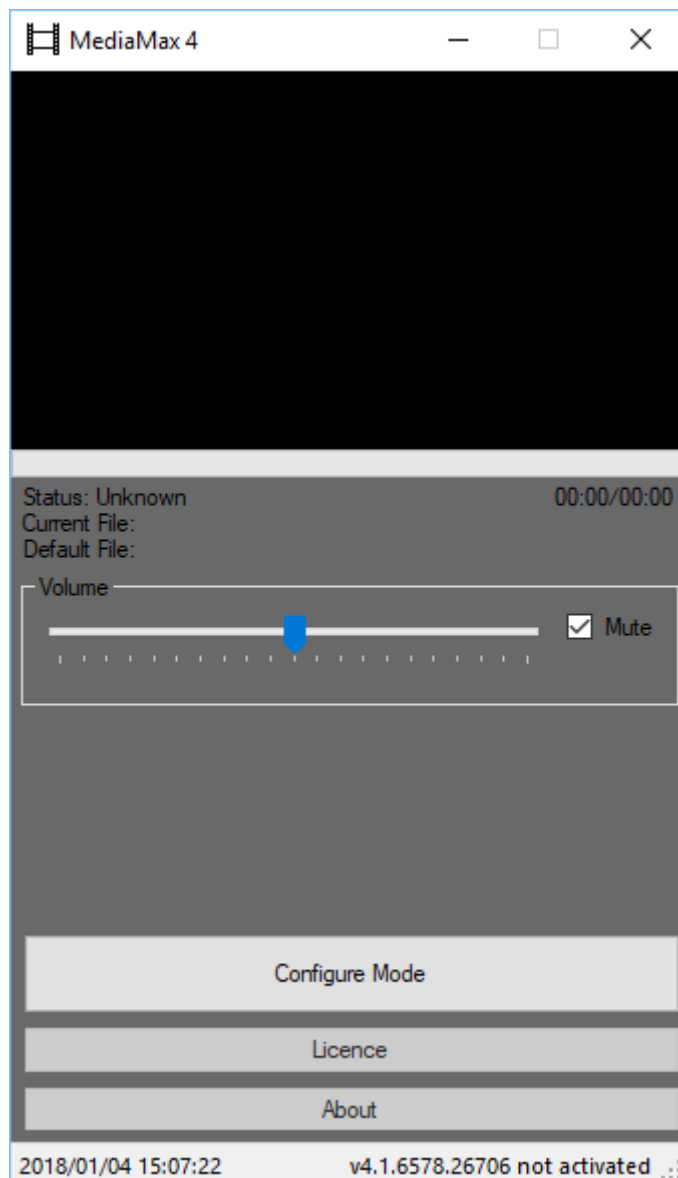
- Launch MediaMAX4
- Select Configuration Mode
- Press Add Media Item
- Select the new media item
- Make sure Media Type Video is selected and press Select File
- Browse and select your video file for the “attractor” video

- Under Options select Loop and make sure the Loop Count is set to 0 for infinite loop
- Press Save Media Item and then Set As Default, you should see the Default File indicator on the left under the playback window change to your selected file
- Add a new media item, and as before select a video file, this time for you activated file
- Next to the Active Key indicator there is a Select button, press this and you should see a dialog that says Press Any Key. Press the key you would like to assign to this clip (For example 'a')
- Check No Interrupt to prevent any key from activating and changing the media item.
- Select the drop down from Next Media Item and select your attractor media item.
- Press the Save Media Item button to save your settings.
- At this point you can check video playback and the key press by changing to Online Mode. This should close the configuration window and start playing back your video file
- Change back to Configuration Mode and go to the Settings tab
- Under Full screen options selected your required display device and check the full screen box
- If you want MediaMAX4 to automatically launch on startup of the system also check this under Startup Options

To test the final configuration close MediaMAX4 and relaunch the software. It should automatically go full screen and start playing your attractor video content. This should loop indefinitely until your key is pressed, pressing the key again should have no effect and once the video file has finished it should return to the “attractor” video and continue to loop.

User Interface

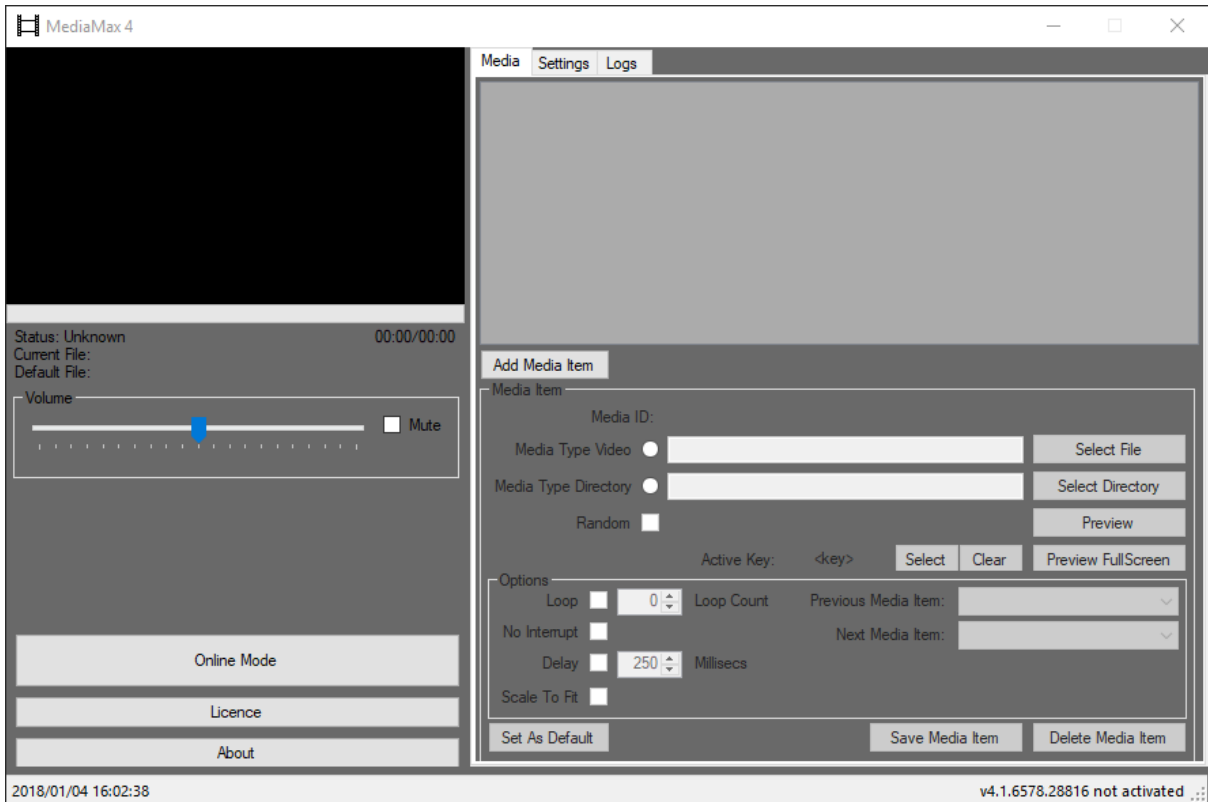
Online Mode



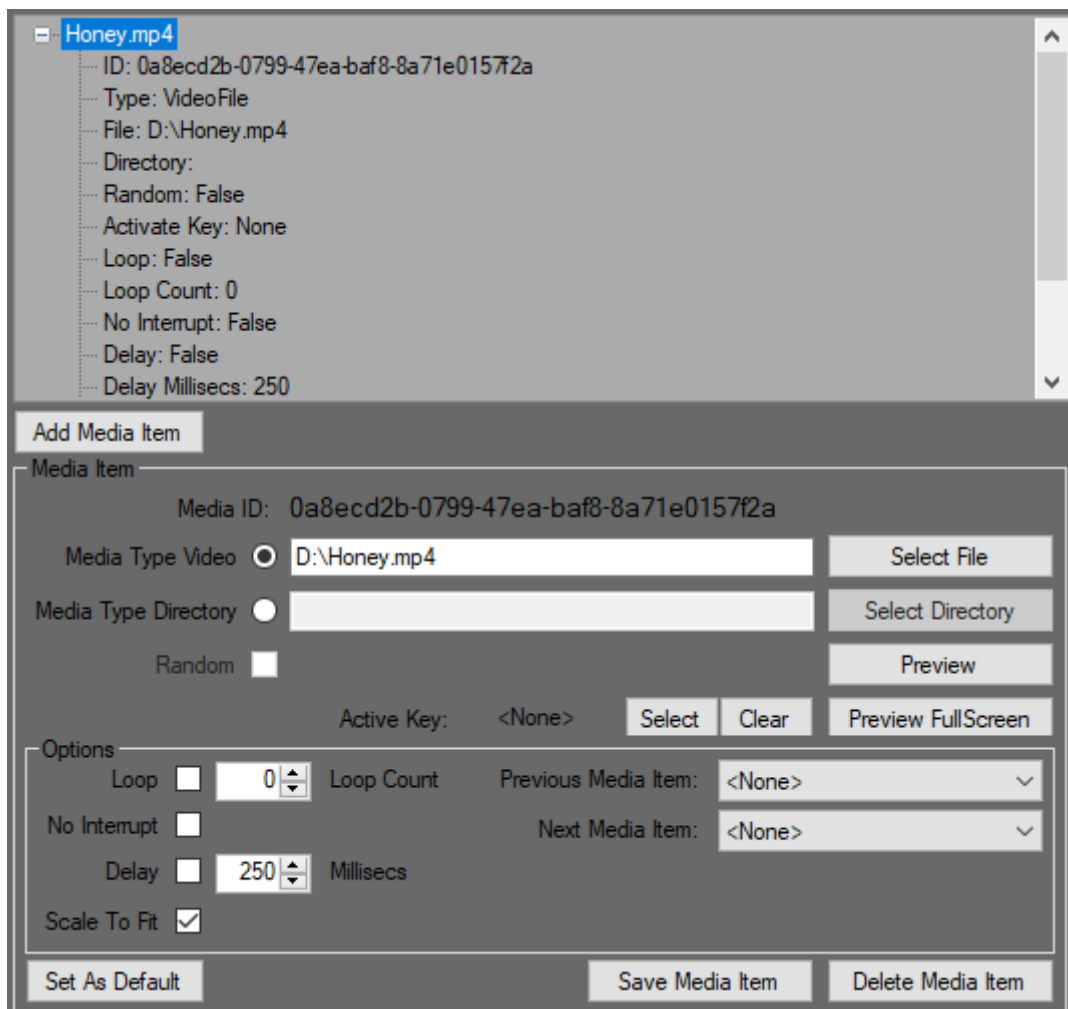
Online Mode has a significantly reduced user interface, other than file playback information it only has volume, mute and configuration mode switch available. If full screen mode is also selected, going "Online" will cause MediaMAX4 to go full screen.

Configuration Mode

When in configuration mode the license and about buttons become active, as well as the hidden configuration interface is shown. This interface has a number of tabs detailed in the next section.



Media



Media Explorer

At the top of the media section there is a list box containing all media items that are configured. Press the “Add Media Item” Button to insert a new media item.

Media Items can be selected from here, and depending on your selection different information and settings will be displayed below.

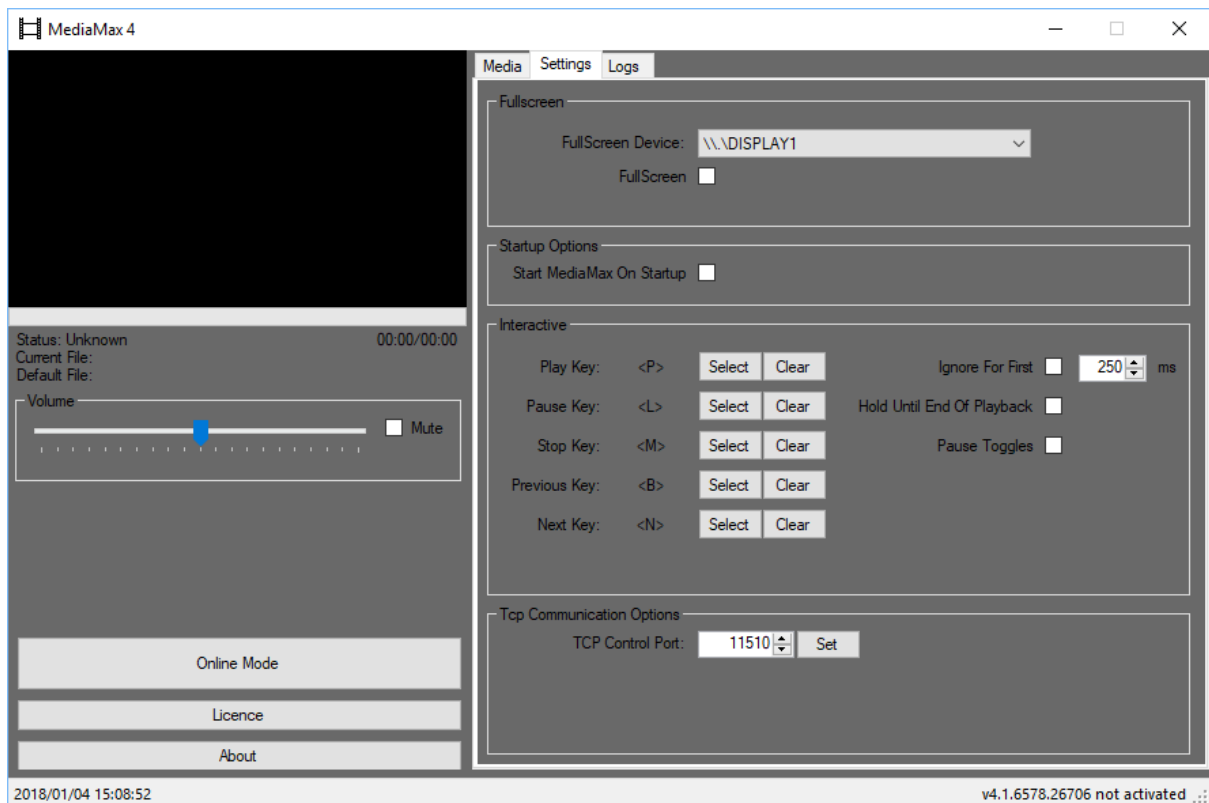
Each media item can also be expanded to view all associated information and settings.

Media Item

The media item settings are as follows:

Media ID	This is the unique id for each media item
Media Type	This selects if the media item will be a single file or a directory
Video	
Directory	A directory will load all video files in the directory and play them back one after another (order is determined by their directory order)
Random	This option is for directories only, this will randomize the files from the directory
Preview	This will launch a preview window of the selected file
Preview Full Screen	Same as preview but in full screen
Active Key	Indicates the key that will trigger this media item.
Select	Brings up a dialog for selecting a key
Clear	Clears the key back to “None”
Loop	This will cause the media to loop once the end is reached
Loop Count	A loop count of 0 will loop indefinitely, more will loop that number of times before stopping or executing the next media item
No Interrupt	Prevents key presses from executing while the media item is playing
Delay	Adds a delay at the end of the media item
Millisecs	Length of the Delay
Scale To Fit	If the media file is smaller than the resolution out the output display then this setting tells MediaMax4 to scale the video to fit the display. The aspect ratio will not change.
Previous Media Item	This allows you to select the media item to play if the previous key is triggered.
Next Media Item	This allows you to select the next media item to play. Will be triggered at the end of the current media item (if loop is not set) or when the next key is triggered.
Set As Default	This button will set the currently selected media item as the initial state of MediaMAX4 when going online.
Save Media Item	This will save any changes you have made to the media item.
Delete Media Item	This will remove the currently selected media item. This cannot be undone.

Settings



Full screen

The full screen device is the display output that MediaMAX4 will use when in full screen mode. When you have a system with multiple outputs this can be used to force MediaMAX4 to a secondary screen. If you are not sure which display is which, you can use windows display options and the “Identify” function, this will display the screen numbers for each display.

The full screen checkbox toggles whether MediaMAX4 will go into full screen mode when going into “Online” mode.

Startup Options

This option allows you to add MediaMax4 to the Windows startup list so it will run automatically when the system is booted.

Interactive

This allows you to register keys for the global generic functions for Play, Pause, Stop, Previous and Next. This is done in the same way as the media item key set. They can also be cleared if you do not wish to have the functionality of that key available.

Ignore For First

This allows you to put a timeout on the key press activation after being triggered. Preventing the keys from being pushed multiple times in succession.

Ms

The time in milliseconds to ignore for.

Hold Until End Of Playback

This will cause all triggering button presses to be held. The last button activation to be made will trigger at the end of the media item

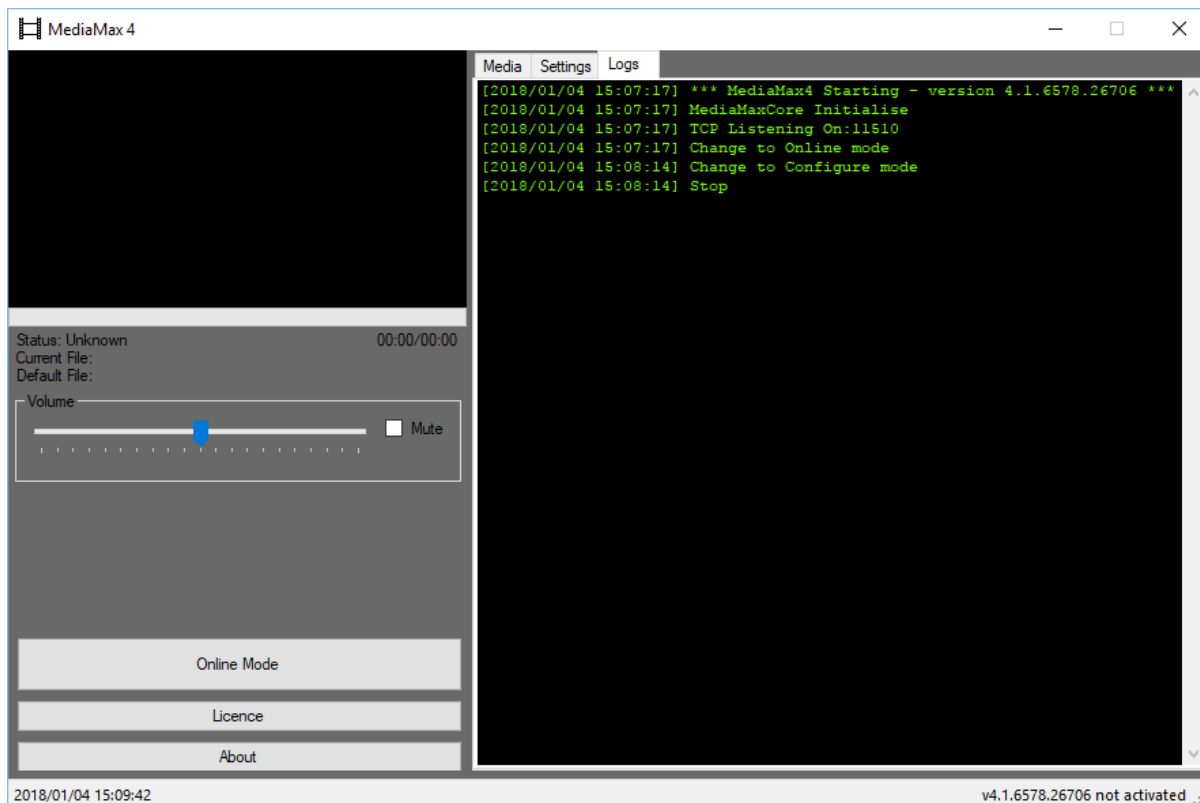
Pause Toggles

Set whether the pause key will pause only or pause and play if already paused.

Tcp Communication Options

This allows you to change and set the port that MediaMAX4 listens on for tcp/ip connections. Altering this setting will require a restart.

Logs



The logs tab allows you to view the latest 200 lines of logs from MediaMAX4. This is very useful for testing and debugging. Additionally, all the logs are saved in the MediaMAX4 directory under the logs folder. There the daily logs are save under a file in the following format.

<year><month><day> MediaMAX.log

Network Control

MediaMax4 has a configurable TCP port open, the default port is 11510 but it can be changed in the MediaMAX4 Settings area if required.

This allows network devices to connect to MediaMAX4 via TCP/IP and issue commands and get status information.

Commands

All commands are ended with a carriage return and a line feed (“\r\n” or 0x0D 0x0A), for example an Online command would be as follows:

Example [online]\r\n

Or represented as a hex string:

Example 5B 6F 6E 6C 69 6E 65 5D 0D 0A

Arguments are supplied comma separated within the square brackets.

Example [command, argument]

Configure

Switches MediaMAX4 into Configuration Mode.

Example [configure]

Online

Switches MediaMAX4 into Online Mode.

Example [online]

Exit

Request MediaMAX4 to exit.

Example [exit]

Restart

Tells MediaMAX4 to request a system restart.

Example [restart]

Shutdown

Tells MediaMAX4 to request a system shutdown.

Example [shutdown]

Status

Requests a status string from MediaMAX4.

Example [status]

With no additional arguments the string will return in the following format:

State: <mmState>, <PlaybackState> <File> <Position>/<Duration>\r\n

Arguments

Name	Command	Returns
MediaMAX State	[status, mmstate]	Returns either "Online" or "Configure"
File	[status, file]	Returns the name of the currently loaded file
Position	[status, position]	Returns the current playback position of the file
Duration	[status, duration]	Returns the file duration of the currently loaded file
Timecode	[status, timecode]	Returns a string with the position and duration together separated by a "/" character
Playback State	[status, playbackstate]	Returns a string of the current playback state. I.e. "Playing", "Stopped" or "Paused"
Uptime	[status, uptime]	Returns the length of time MediaMAX4 has been running. This is reset each launch of MediaMAX4.

Play

Tells MediaMAX4 to play the current video file. A stopped file will start from the beginning, and a paused file will resume.

This command can also be supplied an id number as an argument to load and play a specific file from the list.

Example [play]

 [play, <id>]

Pause

Tells MediaMAX4 to pause the current file.

Example [pause]

Stop

Tells MediaMAX4 to stop video playback.

Example [stop]

Next

Tells MediaMAX4 to play the next media item if set.

Example [next]

Previous

Tells MediaMAX4 to play the previous media item if set.

Example [previous]

Trigger Key

This command emulates a keyboard key press of the designated key. If MediaMAX4 is setup with a key linked to a particular media item, this can be triggered remotely.

Example [triggerkey, <key>]

[triggerkey, a]