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PUBLIDUPLO Cloud

Quick Start Guide

Record of Changes

Version	Release Note	Description
V1.0	2021/01/11	First release

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1. System Login

1.1 Apply for an account

You can apply for an account to the Publiduplo staff, and provide your user name and e-mail address.

1.2 Login

After you have successfully applied for an account, you can log in to the PubliduploCloud platform to control the terminal.

Steps:

1. Enter the URL of the cloud platform: www.icloud.publiduplo.com.
 - Recommended browser: Google Chrome

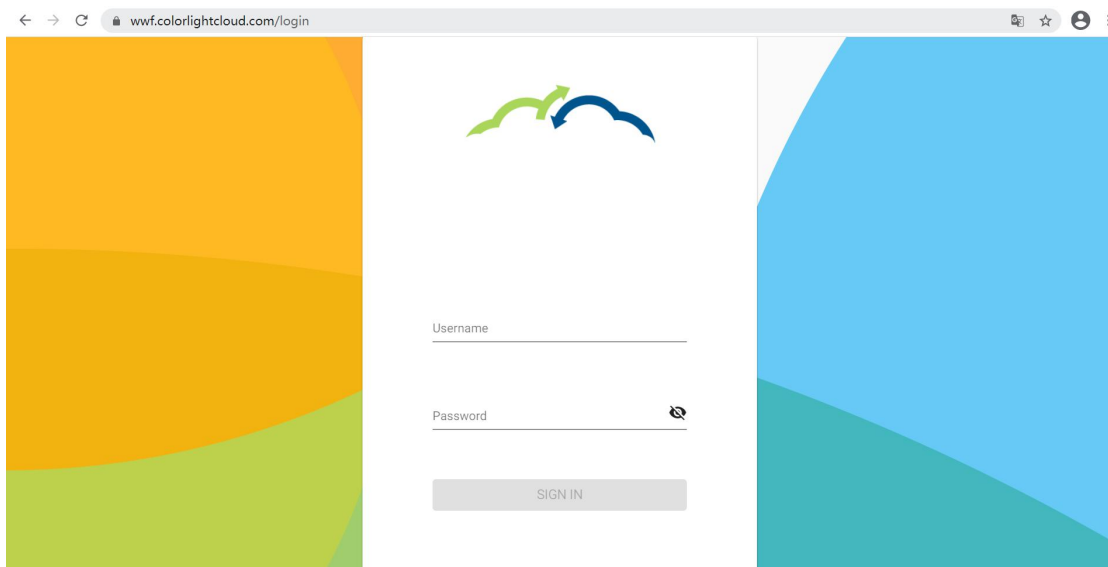


Figure 1-1 Login interface

2. Enter the user name and password, and click **SIGN IN** to enter the main interface of the cloud platform.

- At the left side of the interface are function modules, while at the right side of the interface are panes for different operations.

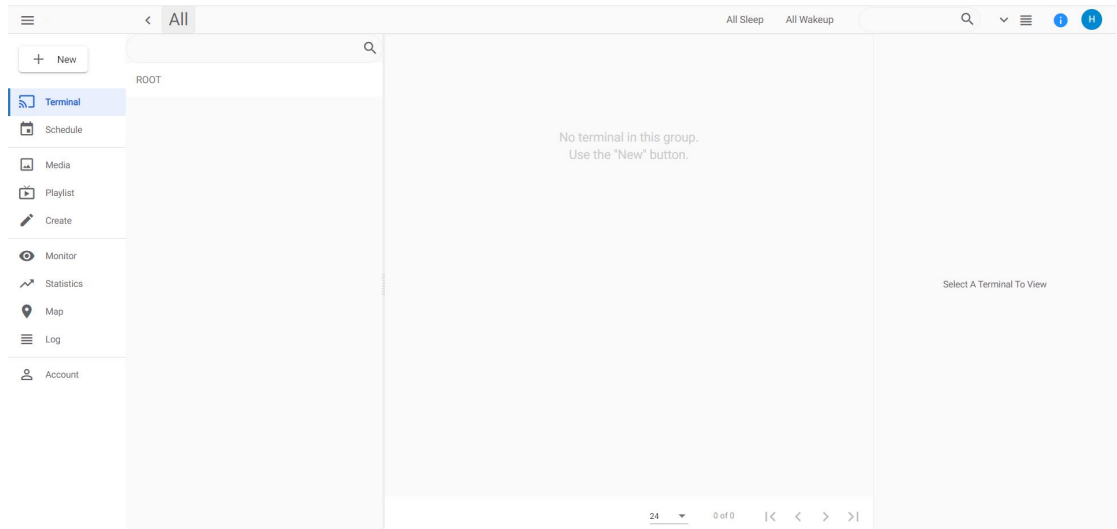


Figure 1-2 Main interface of the cloud platform

1.3 Link the player to PubliduploCloud

To realize the remote control of the player, you can link the player to the cloud platform.

Steps:

1. Download the PlayerMaster installation package and install PlayerMaster.
2. After installation, open the software and select the cloud mode.
3. Connect the player with the computer via a USB cable.

4. In the login interface of the PlayerMaster cloud mode, enter your account, password and server address of the cloud platform, and then click **Login**.

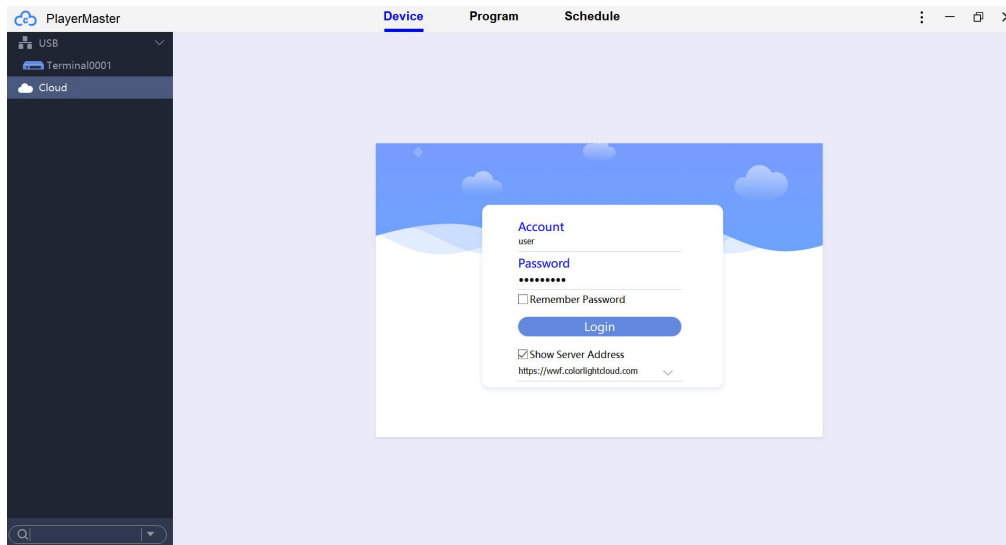


Figure 1-3 Login interface of the PlayerMaster cloud mode

5. After a successful login, in the terminal tree at the left side of the PlayerMaster interface, drag the player connected to the computer via a USB cable to the cloud group.
 - Ensure that the network connection of the player is successful.

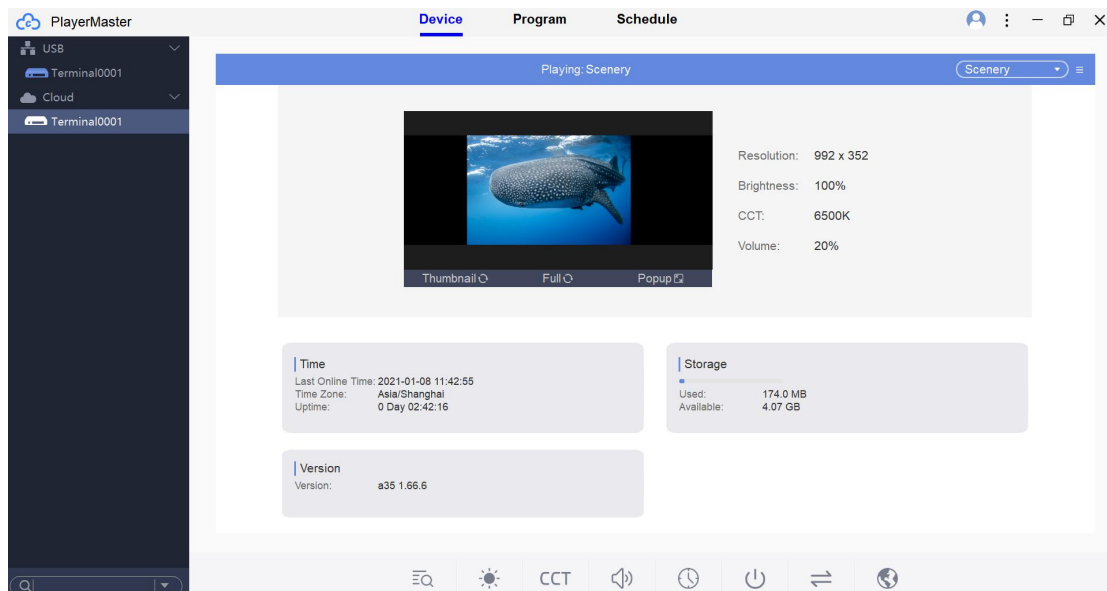



Figure 1-4 Successfully link the player to PubliduploCloud

2. Quick Start Guide

2.1 Terminal control

After linking the player to the cloud platform, click the **Terminal** module, and you can perform such operations as viewing the terminal details, controlling the terminal and refreshing the terminal screenshot.

2.1.1 View terminal details

In the interface of the **Terminal** module, select the terminal and click , or double-click the terminal to enter the **Detail** page.

- You can view the version, currently playing program, running time, last online time, time zone, terminal language, network and playlist of the terminal.

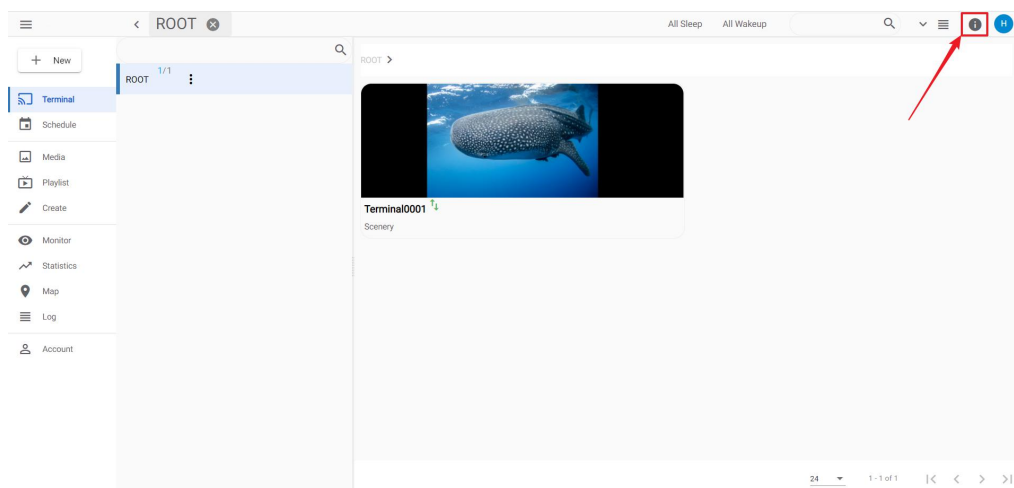


Figure 2-1 Terminal interface

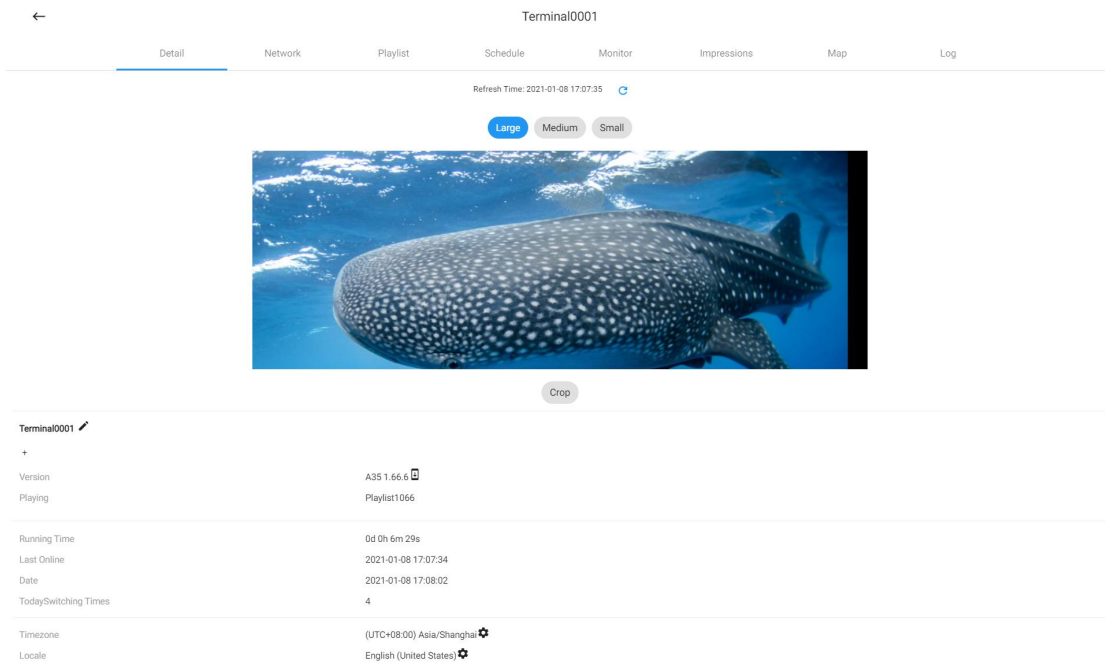


Figure 2-2 Detail page

2.1.2 Control terminals

At the bottom of the **Detail** page, you can make the terminal sleep, wake up, or reboot, and adjust the brightness, color temperature and volume of the terminal.

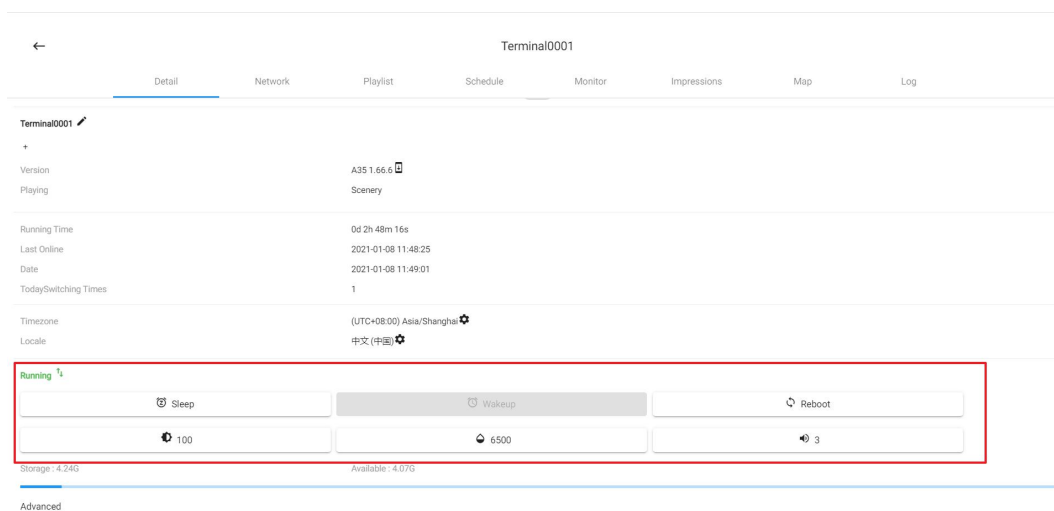


Figure 2-3 Terminal control

2.1.3 Refresh terminal screenshots

On the **Detail** page, click  or click the screenshot of the terminal.

- After refreshing, the screenshot will display the content currently playing on the terminal.

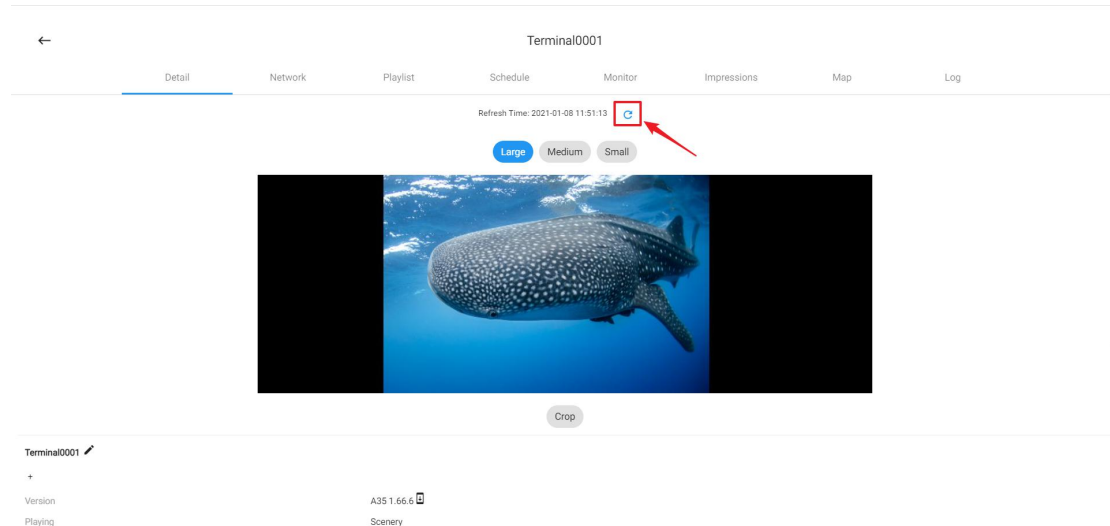


Figure 2-4 Refresh terminal screenshot

2.2 Upload materials

Supported material type:

The material type that can be uploaded to the cloud platform is as shown in Table 2-1. The default storage of the account is 2GB.

Media type	Format	Maximum size of a single file
Image	jpeg, bmp, png, gif	20M
Video	mp4, avi, mpeg, mov	2GB

Table 2-1 Material Type

Steps:

1. Click the **Media** module.
2. Select the material in the computer you are to upload.
3. Drag the selected material to the material list.

2.3 Make programs

Steps:

1. Click the **Create** module.
2. Set display resolution.
3. Add program windows to make programs.
 - The program editing interface of the cloud platform is as shown in Figure 2-5, and the description of the program editing function is as shown in Table 2-2.

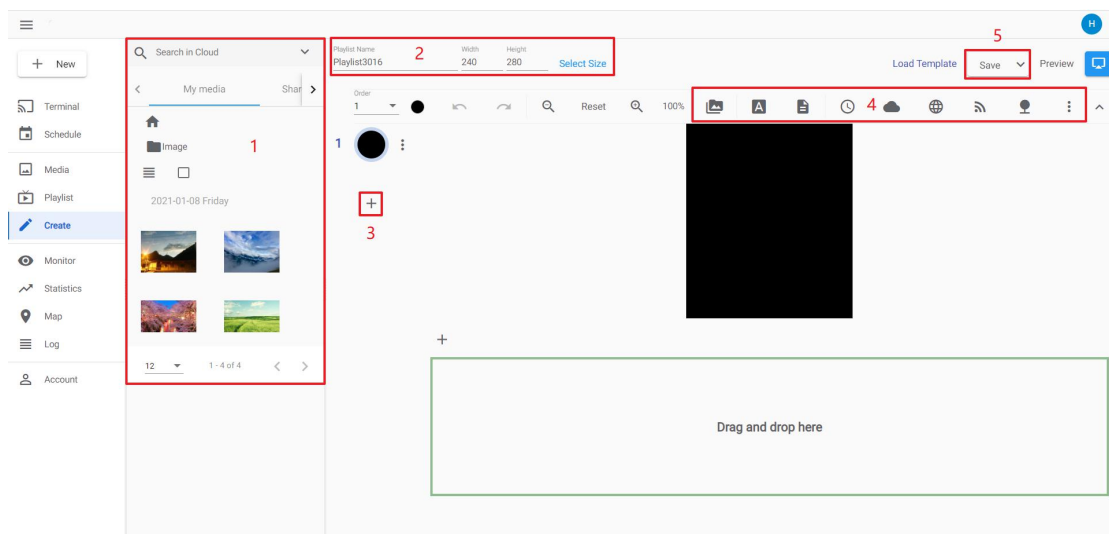


Figure 2-5 Program editing interface

Section No.	Section Function	Description
1	Display uploaded materials	Display the uploaded materials. You can drag one or more materials to the green frame at the right side of the interface. And then a file window will automatically appear.
2	Set program name and resolution	You can modify the name and resolution of the program.
3	Add program pages	You can add more than one program page.
4	Add program windows	The program window type include file, single-line text, multi-line text, clock, weather, web, RSS, environment, sync play and countdown.

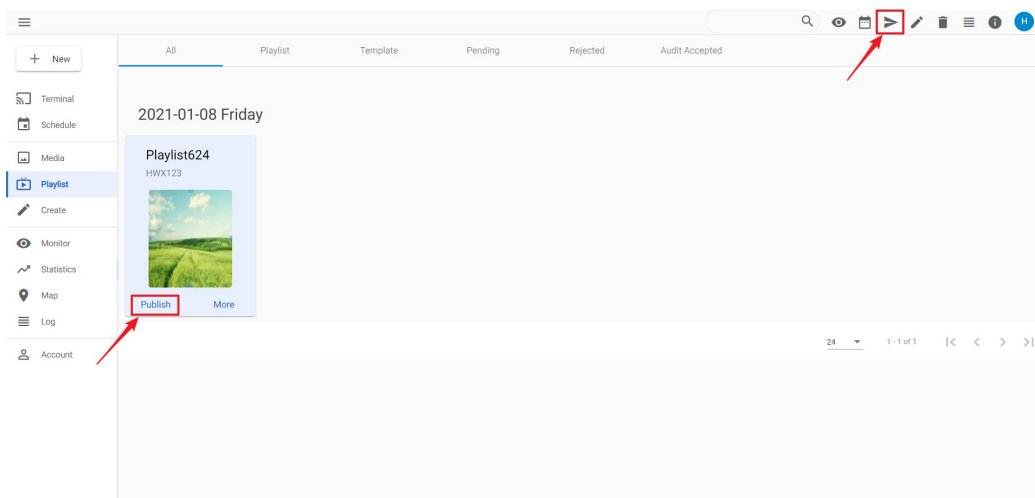
5	Save programs	After editing the program, click Save .
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Table 2-2 Program editing function

2.4 Publish programs

Steps:

1. Click the **Playlist** module.
2. Select the program, and click **Publish** or  to publish the program.


Figure 2-6 Publish programs

3. In the pop-up dialog box, select the terminal or terminal group you are to send programs to, and click **Confirm**.
 - If the program has been successfully published, a prompt of “Publish Success” will appear at the bottom of the interface.
 - If a program contains a video whose size exceeds the maximum width and height and the resolution supported by the terminal, there will be a prompt of failure when you publish the program to the terminal.


2.5 Delete programs

Steps:

1. Select one or more programs.

- If you select the check box behind the date, you can select all the program of this date.




2. Click  in the upper-right corner of the interface to delete the program.
 - The program that has been added to a program schedule cannot be deleted. You can delete the program after deleting the schedule.

2.6 Delete materials

Steps:

1. Select one or more materials in the **Media** module.
 - If you select the check box behind the date, you can select all the material of this date.



2. Click .
 - The material that has been added to a program cannot be deleted. You can delete the material after deleting the program.

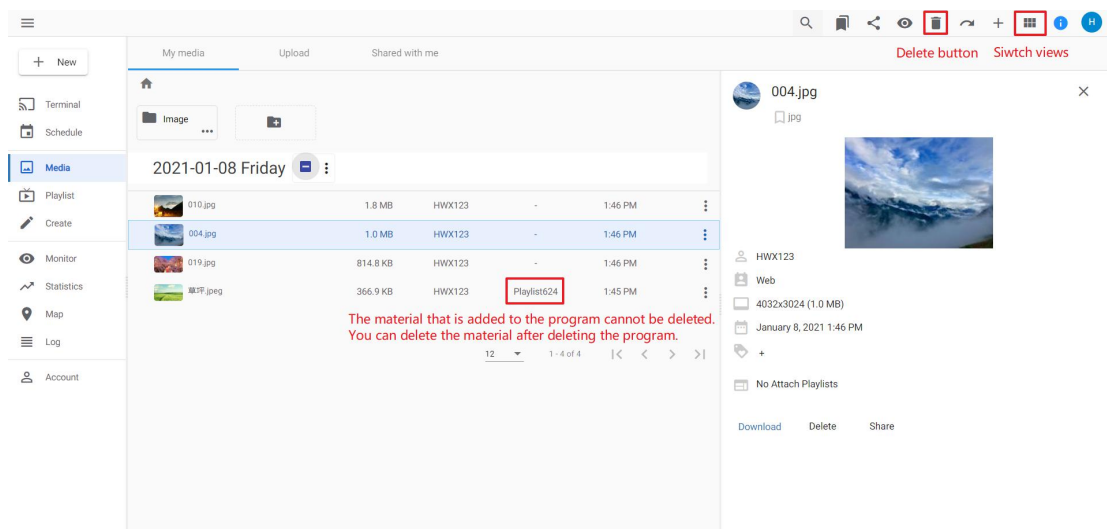


Figure 2-7 Delete materials

2.7 Reset passwords

Steps:

1. Click the **Account** module, and click **Account info** in the title bar.
2. Click **Reset Password**.

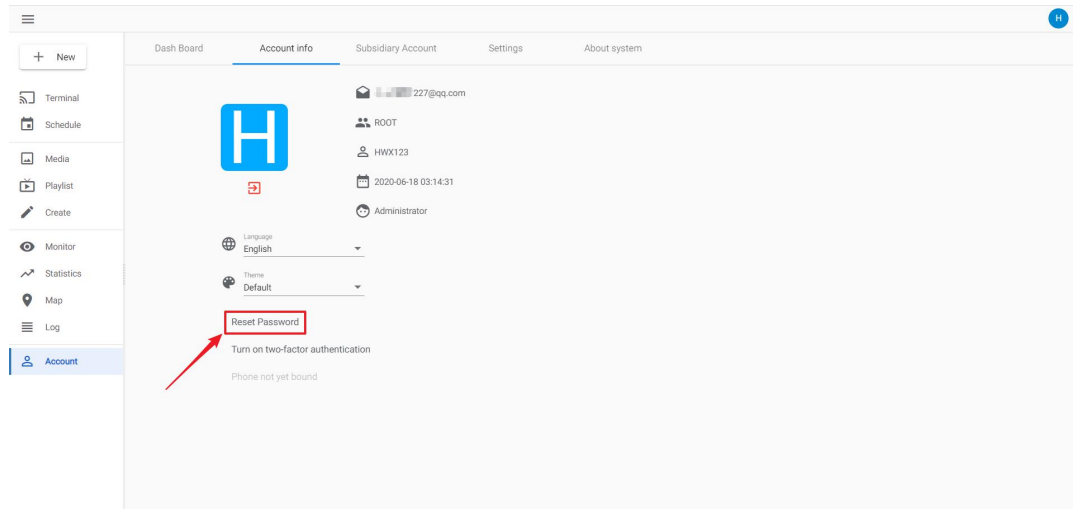


Figure 2-8 Account info page

3. In the pop-up dialog box, enter the original and the new password, and then click **Confirm**.
 - If the password has been successfully reset, a prompt of “Password Update Success” will appear at the bottom of the page.
 - The new password should contain uppercase and lowercase letters, and the password length is between 8 and 30 characters.