LG WebOS 4 Setup Guide

This document is designed to act as a setup guide LG WebOS 4 players.

ONELAN DIGITAL SIGNAGE

# LG WebOS 4 Setup Guide

Contents

Installation

Plug the screen in and power on.

A keyboard can be plugged into the screen to assist with setup.

Setup

1. Using the remote, select your **Language**, **Continent**, **Country** and, if applicable, Time Zone.

2. Press **OK**.

3. Set the **Rotation** to the appropriate orientation you wish your screen to display.

4. Select a **Network** setting, either **Wired** if you are using an ethernet cable or **Wi-Fi**. If the latter, enter the network password.

5. For the **On/Off Timer**, ONELAN recommends that you set this to **Always On** as otherwise players may unexpectedly turn off despite instructions from the managing CMS.

6. You will now be taken to a screen with no signal. Press the **Settings** button on the remote or the gear icon (show below). Select **SI Sever Setting**.
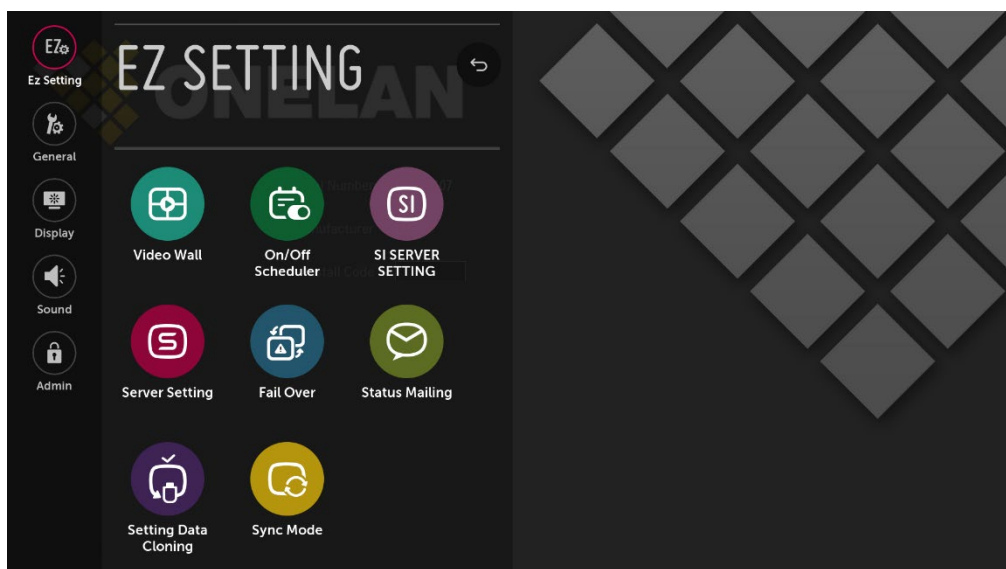
7. A server menu will now appear. Change **Application Launch Mode** to **Remote** and **Fully Qualified Domain Name** to **On**.
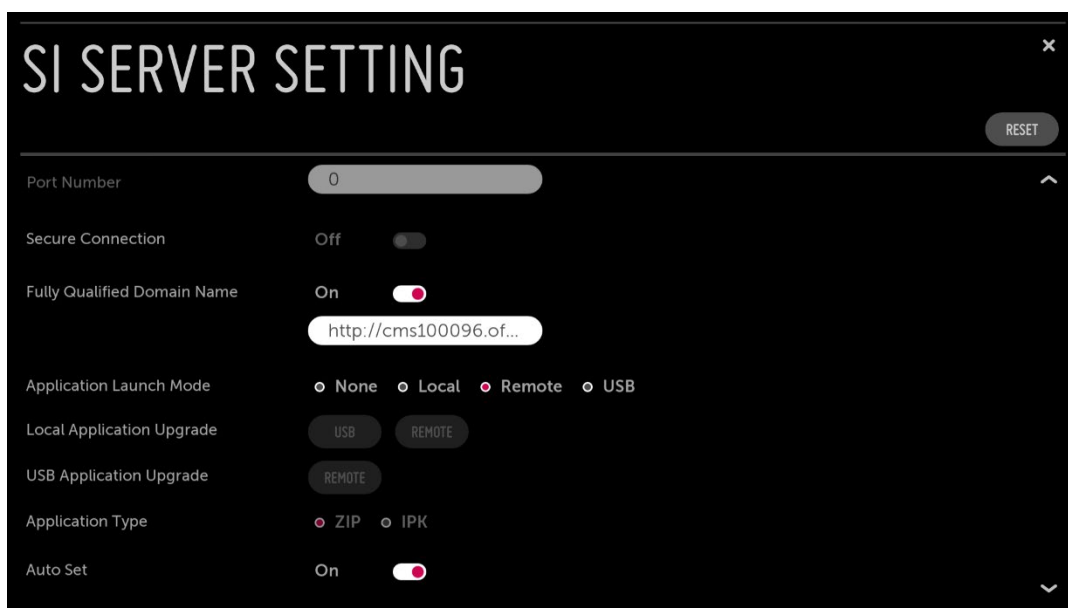
8. Now enter your CMS URL into the URL text box using the following format:

`http://cms*****.domain.com/soc`

or

`http://<IPaddress>/soc`

Note: Ensure that you append '/soc' to the end of the URL.

9. Now press the **Back** button in the top right of that menu and reboot the player.
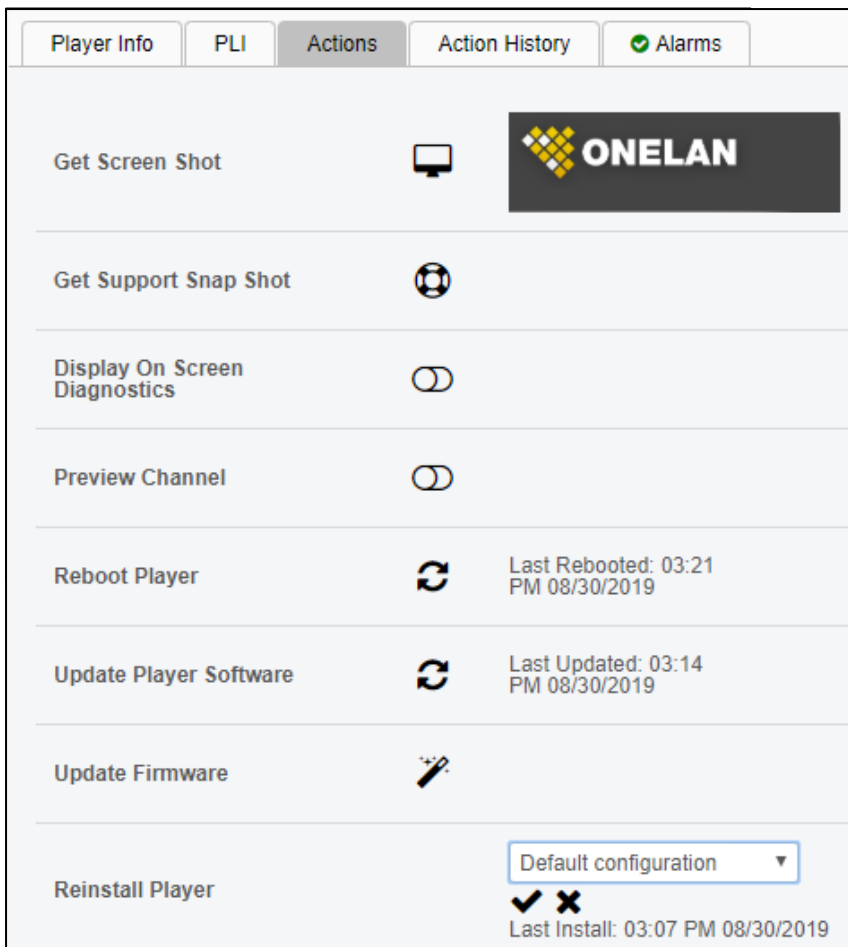
10. The player will now connect to the CMS and install the **Install Code** page. This may take a few minutes and the player may reboot.

11. Now type the install code into the relevant field.

Note: This can alternatively be done remotely. See installing configurations.

Installing Configurations

1. On your CMS, click the **Manage Players** ⚙️ icon or navigate to **Home** > **Manage Players**.

2. Select the player from the list.

3. Click the **Actions** tab.

4. Click on the **plug** 🔌 icon.

5. Select the preferred configuration from the drop-down menu.

Note: During initial setup, when a SoC player displays the install code page you can use the reinstall feature on the CMS to install the player. This allows for a remote install rather than typing an install code into each player.

6. Click the **tick** button and the new configuration will install.

Creating Configurations

1. Click the **Manage Players** icon in the top right-hand corner of the CMS. You can also reach this page by navigating to **Home** > **Manage Players**.

2. Click the **Settings** icon on the left-hand side.
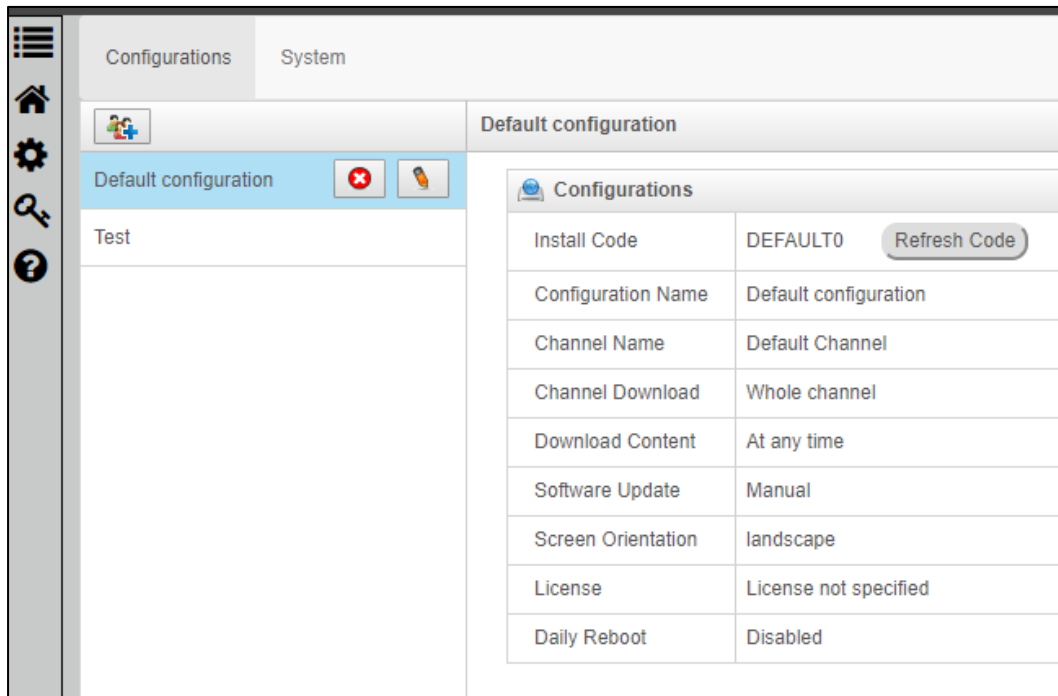
3. Click the **Add Configuration** button.

4. Type the name of the configuration and from the drop-down menus select the appropriate channel, screen orientation and license you want your configuration associated with. If you wish to restrict the channel download to specific times, click **Restricted Times** and enter the appropriate values.

This feature allows you to add and edit configurations. Therefore, you can install screens with pre-set orientations and channels.

Editing or Deleting Configurations
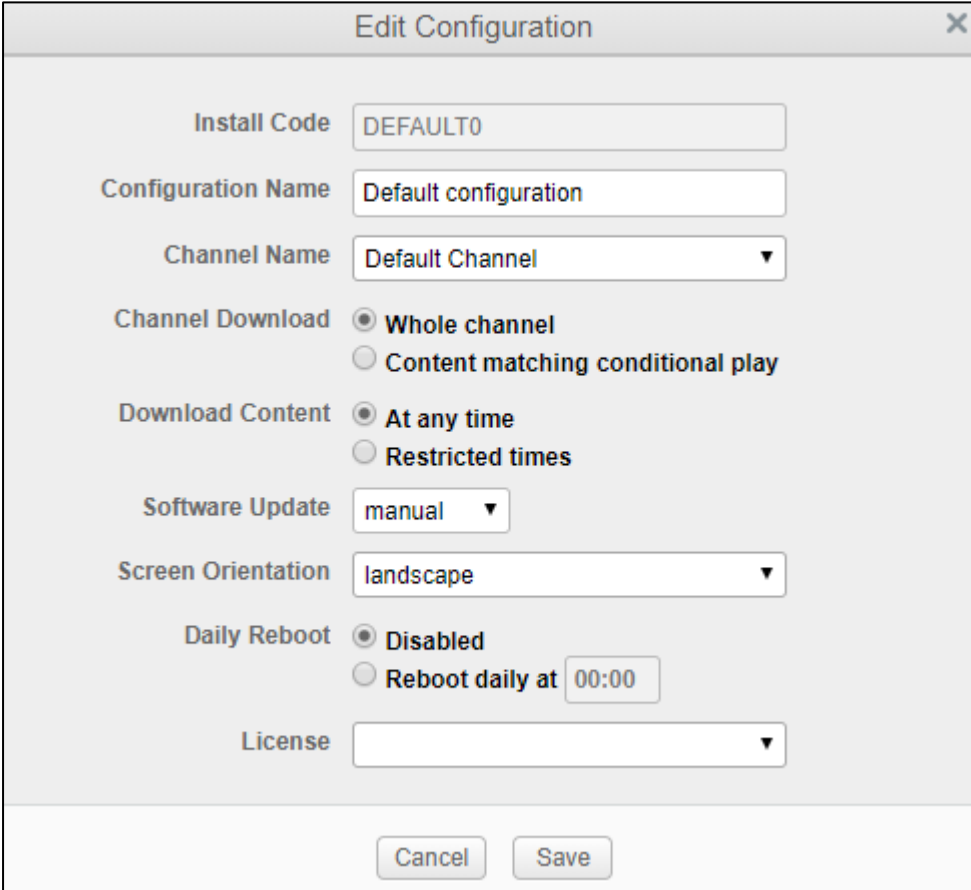
1. Click the **Manage Players** icon in the top right-hand corner of the CMS or navigate to **Home** > **Manage Players**.

2. Click the **Settings** icon on the left-hand side.

3. Select a configuration in the list. It will highlight blue and two icons will appear to the right.

4. To edit:

4.1. Click the **Edit** [icon] icon and a pop up will appear showing you the installation code.

4.2. You can rename the configuration, select a different channel, set channel download options, change the screen orientation or associated license and other options.

5. To delete:

5.1. Click the **Delete** [icon] icon.

5.2. This will open a pop up asking if you are sure. Select **Yes**.

Supported Formats

This section lists all the streaming protocols and media file formats supported on WebOS Signage 4.0.

Audio

File Extension	Media Container	Code	Note
.mp3	MP3	MPEG-1, MPEG-2, Layer 2, Layer 3	• Bite rate: 32 – 320 Kbps • Sample frequency: 16 – 48 KHz
.wav	WAV	PCM	-
.ogg	OGG	Vorbis	-
.wma	WMA	WMA	-

Image

File Extension	File Format
.jpeg, .jpg, .jpe	JPEG
.png	PNG
.bmp	BMP

Flash

Note: On WebOS signage, FLV and F4V files are playable only by using the <video> element.

Flash Player	**Version**	Flash Player v11.1
	Action Script	Actionscript v2.0, Actionscript v3.0
Graphic	**Resolution**	1920 x 1020 (FHD)
	Runtime-load Image Type	PNG, JPEG
Sound	**Format**	AAC, MP3
	Sample Rate	16 KHz, 32 KHz, 44.1 KHz
Flash Video	**HW Codec**	H.264 (with AAC audio only)
	Recommended Video Resolution	Up to FHD (1080p)
	Recommended Audio Sample Rate	44.1 KHz
Streaming Protocol		HTTP(s) RTMP/RTMP-e

Video

Note: The maximum supported video resolution is Full High Definition (FHD 1920 x 1080).

File Extension	Codec	
.asf, .wmv	Video	VC-1 advanced profile (WVMA excluded), VC-1 simple and main profiles.
	Audio	WMA Standard (WMA v1/WMA speech excluded), WMA 9 professional.
.divx, .avi	Video	DivX3.11, DivX4, DivX5, DivX6, XVID (except 3 warp-point GMC), H.264/AVC, Motion JPEG, MPEG-4.
	Audio	MPEG-1, Layer I, II, MPEG-1 Layer III (MP3), Dolby Digital, Dolby Digital Plus, LPCM, ADPCM, DTS.
.mp4, .m4v, .mov	Video	H.264/AVC, MPEG-4.
	Audio	AAC, MPEG-1 Layer III (MP3).
.3gp, .3g2	Video	H.264/AVC, MPEG
	Audio	AAC, AMP-NB, AMR-WB
.mkv	Video	MPEG-2, MPEG-4, H.264/AVC, VP8
	Audio	Dolby Digital, PCM, DTS, MPEG-1 Layer I, II, MPEG-1 Layer III (MP3), Vorbis, AAC
.ts, .trp, .tp, .mts	Video	H.264/AVC, MPEG-2
	Audio	MPEG-1 Layer I, II, MPEG-1 Layer III
,mpg, .mpeg, .dat	Video	MPEG-1, MPEG-2
	Audio	MPEG01, Layer I, II, MPEG-1 Layer III (MP3)
.vob	Video	MPEG-1, MPEG-2
	Audio	Dolby Digital, MPEG-1, Layer I, II, DCE-LPCM
.webm	Video	VP8, VP9
	Audio	Vorbis, Opus

Note: Use an audio file with a play time longer than one second. Playing a shorter audio file may not work properly on the platform.

Known Limitations

- **NTB level gapless playback**: this is a known limitation with LG Web OS players. The gapless playback will not be to the same level as the NTB and requires the configuration detailed in this document to be met. If the player cannot play one of the videos, then the player will fall back to playing the videos non-gapless.

- **Movies/images**: use media of a similar size to the zone as otherwise scaling may cause loss of quality.

- **GIFs**: avoid using multiple animated GIFs as these can cause playback issues.

- SoC players do not yet support the **Show part of Movie** option for the **Movie Size** property.

- **Letterbox** mode is the only supported rendering mode for videos within gapless playback.

- LG cannot play audio and video soundtracks at the same time. Users must set volume to 0 on other items as appropriate.

- **External storage**: Kingston Datatraveler USBs are not recommended for use with external storage as this may lead to connectivity issues.