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Get started with BrightSign. Get started with BrightSign. Getting started with your BrightSign player is as easy as 1-2-3. An introduction to the core concepts of setting up your BrightSign player, the various publishing methods available, and how BSN.Cloud works. Use BSN.Cloud to Provision (set up) a player to use BrightSigns paid cloud-based Content Management System (CMS). Use BSN.Cloud to Provision (set up) a player to use one of our many Content Management System (CMS) partners. Use BSN.Cloud to Provision (set up) a player to use Local Network mode and BrightAuthor:connectedto create and publish content directly to your player over a Local Area Network. Create a Setup and apply it to your player with a MicroSD card and useBrightAuthor:connectedto create and publish content to it. A network connection is not needed. Use BSN.Cloud to Provision (set up) a player to use BrightAuthor:connectedto create and publish content to that player from a web folder or FTP location. this page outlines how to enable telnet and/or ssh on a networked brightsign player you can use telnet/ssh to connect to the brightsign application console, which hosts the brightscript debug console docid\ywksi6x2hez1bwztfhmp and receives print messages from brightscript this is useful when the serial port (the default i/o for the brightsign application console) is inaccessible telnet and ssh have been tested and proven to work with putty, but any client with telnet/ssh support should work telnet offers no security features, while ssh uses encrypted sessions and requires credentials to access the shell however, for security reasons, we do not recommend enabling either telnet or ssh in a production environment; they should only be used for debugging presentations in a test environment enable telnet to enable telnet on a player, run an autorun brs script containing the following code brightscript reg = createobject("roregistrysection", "networking") reg write("telnet", "23") reg flush() this will allow a telnet connection on port 23 (the default port for telnet) you can change the second parameter on the write() method to open telnet on a different port if desired telnet will not be enabled until the script exits and the player reboots you can use the rebootssystem() function to terminate the autorun brs script and reboot the player see telnet & ssh #access the telnet ssh connection for info about how to access the player via telnet disable telnet to disable telnet, run an autorun brs script containing the following code brightscript reg = createobject("roregistrysection", "networking") reg delete("telnet") reg flush() the player will need to be rebooted for this setting to take effect enable ssh a limited ssh environment is available, with the username brightsign , that allows you to attach to the brightscript interpreter process to enable ssh on a player, run an autorun brs containing the following code brightscript reg = createobject("roregistrysection", "networking") reg write("ssh", "22") n=createobject("ronetworkconfiguration", 0) n setloginpassword("password") n apply() reg flush() this will allow an ssh connection on port 22 (the default port for ssh) you can change the second parameter on the write() method to open ssh on a different port note that the interface number used to create the ronetworkconfiguration instance (0 for ethernet or 1 for wifi) is not significant the code also sets the ssh login password to "password", which can be changed by editing the setloginpassword() parameter the username will always be "brightsign" ssh will not be enabled until the script exits and the player reboots you can use the rebootssystem() function to terminate the autorun brs script and reboot the player alternatively, you can use the end function to exit the script, then reboot the player manually see telnet & ssh #access the telnet ssh connection for info about how to access the player via ssh disable ssh to disable ssh, run an autorun brs script containing the following code brightscript reg = createobject("roregistrysection", "networking") reg delete("ssh") reg flush() the player will need to be rebooted for this setting to take effect access the telnet / ssh connection to connect to the player via telnet/ssh, enter the ip address of the player with the configured port into your client application you can obtain the ip address of the player by booting up the player without an sd card in the examples below, update instances of {{(ip address)}} or {{(serial number)}} with the proper values telnet {{(ip address)}} ssh brightsign@{{(ip address)}} since dhcp configured devices often change ip addresses when rebooted, this process will be easier if you assign the player a static ip address during setup if this is not feasible, you may be able to connect to the player using the following (this requires linux / macos or windows with Bonjour installed) telnet brightsign {{(serial number)}} local ssh brightsign@brightsign {{(serial number)}} local use telnet / ssh with serial by default, enabling debugging output via telnet or ssh will disable such output over serial the serial port can still be used for interaction with serial devices via the roserialport docid 25ega25abzftxgltvmmms object it is possible to enable debugging output over both telnet/ssh and serial; however, interaction with serial devices via the roserialport docid 25ega25abzftxgltvmmms object will become highly unreliable to enable debugging output over serial as well, run a script containing the following code after telnet/ssh has been enabled brightscript reg = createobject("roregistrysection", "networking") print "trying to enable serial with telnet/ssh" print reg write("serial with telnet", "1") reg flush() additional notes though the registry key is labeled "serial with telnet", it applies to both telnet and ssh configurations multiple simultaneous connections are permitted via telnet or ssh the output is mirrored as a single, shared session a running script can be interrupted by pressing ctrl c (if script debugging is disabled, you may need to press ctrl c twice) the ssh password remains set even if ssh access is disabled there is currently no way to clear the password there is currently no support for authenticating against an ssh public key this section contains guides for "how to" perform various tasks using brightsign products and services the guides are organized into categories below (also in the left panel) video guides docid 612rtscgucb6j6yrtjwe note that while we do our best to keep the videos up to date, some of the video guides may show older versions of the software / user interface these videos will be undergoing a major revamp in the coming months brightauthor connected docid\ysoinj2n8ksykvauyh f text based guides for how to perform various tasks in brightauthor connected players docid 0qnp5ozacxj gos2pi0 text based guides for various tasks related to players misc docid tz9bn vno7zrcnfpdy1 text based guides on various topics Ga aan de slag met BrightSign. Ga aan de slag met BrightSign. Aan de slag gaan met uw BrightSign-player is zo eenvoudig als 1-2-3. Een inleiding tot de basisconcepten van het instellen van uw BrightSign-speler, de verschillende beschikbare publicatiemethoden en hoe BSN.Cloud werkt. Gebruik BSN.Cloud om een speler te Provisioneren (in te stellen) om BrightSign's betaalde cloud-gebaseerde Content Management Systeem (CMS) te gebruiken. Gebruik BSN.Cloud om een speler te provisioneren (in te stellen) voor gebruik van een van onze vele Content Management Systemen. (CMS) partners. Gebruik BSN.Cloud om een speler te Provisioneren (in te stellen) om de Lokaal Netwerk modus te gebruiken en BrightAuthor:connectedom inhoud te maken en te publiceren via een Local Area Network. Maak een Setup en pas deze toe op je speler met een MicroSD-kaart en gebruikBrightAuthor:connectedom inhoud te maken en te publiceren. Een netwerkverbinding is niet nodig. Gebruik BSN.Cloud om een speler te Provisioneren (in te stellen) om te gebruiken BrightAuthor:connectedom inhoud te maken en te publiceren naar die speler vanaf een webmap of FTP-locatie. Master skills with these easy-to-follow video lessons. Master skills with these easy-to-follow video lessons. Watch these concise, easy-to-follow videos to learn how to use your BrightSign player.Each section builds one another for a clear path to mastery, or skip to a specific topic. Sample assets are provided where noted.If you are new to BrightSign, you should first watch ourQuickstart videos (which describe player setup). BrightSign Players include a free BSN.cloud subscription that allows users to control a single device or a network of players in real-time from anywhere. This tutorial explains how to install and setup BSN.cloud on your BrightSign player. This tutorial explains the four publishing methods in the BrightSign player ecosystem: Standalone, Local File Networking (LFN), Simple File Networking (SFN), and BSN.cloud. By default, BrightSign players are setup to receive content updates over a local area network or via BSN.cloud. This tutorial teaches how to change from the default publishing method to another method, such as Simple File Networking. One of the easiest ways to get your BrightSign player up and running is to set it up as a Standalone device. This tutorial explains how to setup your player as a standalone device, which is convenient when setting up a single player. If you have multiple players to setup, you can use the B-Deploy feature to provision several players at a time. This tutorial explains how to setup multiple players. You can control BrightSign players on your network using BSN.cloud, and you can publish content to those players using BrightAuthor:connected, or by using a third party CMS. This tutorial explains how to use BSN.cloud with a partner CMS. In this tutorial, you will learn how to publish content to your BrightSign player using the the BrightAuthor:connected Welcome Presentation. There are some situations where you will want to reset a BrightSign player and start from scratch. In this tutorial, you will learn how to factory reset a player and format its micro SD card so you can change the device type of the player. In this tutorial, youll learn how to manage a BrightSign player network and how to apply advanced device settings either remotely or manually. BSN.cloud Content Cloud subscribers have the ability to separate BrightSign players into groups. When you publish to a group all the players in that group will run the same presentation. This tutorial explains how to publish content to player groups. In this tutorial, youll learn how to upload and manage content using BrightAuthor:connected, allowing you to publish presentations that contain images, video, audio, and HTML pages. In this tutorial, youll learn how to build a simple presentation, and publish it to your BrightSign player. This tutorial explains how to use BrightAuthor:connected to build a multizone presentation, where specified regions of the screen display various types of content simultaneously. This tutorial explains how to schedule and publish a presentation to your BrightSign player. In this tutorial, you will learn how to generate both static and live text, make and format a ticker zone, add text to the zone, and make live updates to the ticker text while a presentation is running. In this tutorial, you will learn how to add and format the date and time in two separate clock zones within a multi-zone presentation using BrightAuthor:connected. In this tutorial, you will learn how to use BrightAuthor:connected to add a PNG image with transparent areas to a multizone presentation. With BrightAuthor:connected, you can make HTML5 presentations to display websites, utilize touch gestures (like swiping), use JavaScript, and update text. In this tutorial, you will learn how to make a presentation using an HTML5 webpage and publish it directly to your BrightSign player. Then well switch over to BSN.cloud to see how to host HTML sites remotely both on a web server and via BSN.cloud. In this tutorial, youll learn how to make an audio zone that includes a playlist of audio tracks, as well as a dynamic playlist that can be updated live. Youll also learn how to mute the audio coming from the video zones. In this tutorial, youll learn how to add HDMI content, even HDCP content, to a video zone using the Video IN widget. In this tutorial, youll learn how to stream content to your presentation using BrightAuthor:connected. In this tutorial, you will learn how to use BrightAuthor:connected to create an interactive playlist, which enables users to select a video from a menu using a touchscreen or mouse. In this tutorial, you will learn how to build an interactive presentation that uses a button panel to trigger content. In this tutorial, you will learn how to add interactive touch functionality to the multi-zone presentation using zone message events and zone message commands. Starten Sie mit BrightSign. Starten Sie mit BrightSign. Die ersten Schritte mit Ihrem BrightSign-Player sind so einfach wie 1-2-3. Eine Einfhrung in die wichtigsten Konzepte zum Einrichten Ihres BrightSign-Players, die verschiedenen verfgbaren Verffentlichungsmethoden und wie BSN.Cloud funktioniert. Verwenden Sie BSN.Cloud, um einen Player fr die Nutzung des kostenpflichtigen cloudbasierten Content Management Systems (CMS) von BrightSign bereitzustellen (einzurichten). Verwenden Sie BSN.Cloud, um einen Player fr die Nutzung eines unserer zahlreichen Content Management Systeme bereitzustellen (einzurichten) (CMS) Partner. Verwenden Sie BSN.Cloud zum Bereitstellen (Einrichten) eines Players fr den lokalen Netzwerkmodus und BrightAuthor:connectedzur Erstellung und Verffentlichung von Inhalten direkt auf Ihrem Player ber ein lokales Netzwerk. Erstellen Sie ein Setup und wenden Sie es auf Ihren Player mit einer MicroSD-Karte an und verwenden SieBrightAuthor:connectedum Inhalte zu erstellen und zu verffentlichen. Eine Netzwerkverbindung ist nicht erforderlich. Verwenden Sie BSN.Cloud zum Bereitstellen (Einrichten) eines Players zur Verwendung BrightAuthor:connectedzum Erstellen und Verffentlichen von Inhalten fr diesen Player von einem Webordner oder FTP-Speicherort aus. Stay up-to-date with the latest software versions. Stay up-to-date with the latest software versions. Download the latest software for your BrightSign player. The most trusted name in digital signage. The most trusted name in digital signage. Since our founding in the early 2000s, BrightSign has empowered businesses to attract, engage, and captivate their audiences in dynamic, impactful ways through digital signage. Our visionary founding CEO, Jeff Hastings, was among the earliest advocates for embracing cutting-edge content technologies, understanding its potential when combined with interactive controls to create immersive experiences.Headquartered in San Jose, California, our presence spans the globe, with our extensive BrightSign partner network of over 5,000 authorized resellers and integrators worldwide. In collaboration with our partners across more than 130 countries, we continuously innovate to enhance customer experiences, increase productivity and safety, reduce costs, and generate revenue for our clients. BrightSign Facts BrightSign Facts BrightSigns Sold Stars by 2,127 Reviewers Total Countries Installed Since our founding, BrightSign leaders advocated for and embraced the potential of cutting-edge content technologies. Their experience and expertise in the professional A/V space continue to set the bar high for both today and our future. Get to Know BrightSign Leadership At BrightSign, we are dedicated to building a world-class team and fostering an exceptional employee experience. We empower our employees to find passion and purpose in their roles, bringing their best selves to their work. Grow your career with a leading tech company that invests in you. The UCL University College, Denmark on Niels Bohrs All aims to provide the most realistic and immersive training possible for its students. To achieve this goal, UCL recently deployed an innovative audiovisual (AV) simulation system powered by BrightSign technology. BrightSign to assist in bringing new technology to the historic horse auction house, Tattersalls. Nanonation's CMS earns approval of BrightSign as it becomes a BrightSign BSN.cloud integration partner. Dont see what youre looking for? Our team is passionate about finding the digital signage solution that meets your business goals and budget. What can we help you with? Learn how to use your BrightSign products! Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Download and get started. Download and get started. Download our comprehensive demo presentations and unlock the power of your player. BrightSign XT Demos BrightSign XD Demos BrightSign HD Demos BrightSign LS Demos

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