

Dynamic Media PlayerOne

Network Connection Guide

[Firewall Settings](#)

Your firewall needs to be open to outgoing traffic for the Soundtrack service to work. The PlayerOne does not require ports to be opened to inbound traffic. The following ports will need to be opened to outbound traffic:

Open Ports

- 80 (TCP) – HTTP
- 443 (TCP) – HTTPS
- 53 (UDP/TCP) – DNS
- 123 (UDP) – NTP

Note: The PlayerOne doesn't need any ports for incoming traffic. If possible, please give the PlayerOne full access to outgoing traffic.

Web Traffic Filters & Security Appliances

To ensure optimal performance, please avoid using web traffic filters such as proxies, web filters, and security appliances with PlayerOne. These filters can have a negative impact on the player's functionality. If your network imposes restrictions on web traffic based on domain names, please make sure to exclude PlayerOne from those restrictions to prevent any disruptions in service.

[Wired Connection](#)

Wired Connection with DHCP

1. Connect the Ethernet Cable
 - Connect one end of the included Ethernet cable to the PlayerOne, and the other end to your data network.
2. Connect the Power Cable
 - Upon connection to power a blue light will illuminate, and the screen will display the word "boot."



- A network icon will appear on player to indicate a successful network connection
 - Note: The player may display codes (E01, E02, etc.) as it progresses through the initial update process. This is normal.
3. Connect to your audio system
 - Use the provided audio cable (3.5mm to RCA) to connect your PlayerOne to your audio system.

Wired Connection with Static IP Address

1. Connect the Ethernet Cable
 - Connect one end of the included Ethernet cable to the PlayerOne, and the other end to your data network.

2. Connect the Power Cable

- Upon connection to power a blue light will illuminate, and the screen will display the word “boot.”



3. Create your Static IP file and connect to PlayerOne

- Get a USB flash drive and delete all files so it is blank
 - i. Log on to PlayerOne Static IP Setup this is where you will create your configuration file
 - ii. Select > Ethernet > Static
 - iii. Fill in all the required fields
 - iv. Click > Download File and save the file to your USB flash drive.
 - This will create a file named network.json.

Network / Internet Connection

Ethernet Wifi

IP Address Assignment

Dynamic Static

IP Address

Subnet mask

Gateway

DNS 1

DNS 2

Download File

4. Connect the flash drive to the blue USB port on the side of the PlayerOne.

- NOTE: The json file must be the only file on the flash drive.



5. The LED display screen will first display the letters “PASS” and then display the network icon in about 30 – 45 seconds.

Wireless Connection

Wireless Connection with DHCP

1. Connect the Power Cable
 - Upon connection to power a blue light will illuminate, and the screen will display the word "boot."



2. Create your Wi-Fi configuration file and connect to PlayerOne
 - Get a USB flash drive and delete all files so it is blank.
 - i. Log on to PlayerOne Static IP Setup this is where you will create your configuration file
 - ii. Select > Wi-Fi > Dynamic
 - iii. Fill in all the required fields
 - iv. Click > Download File and save the file to your USB flash drive.
 - This will create a file named wifi.json. This file contains the information your player need to connect to your Wi-Fi network.

Network / Internet Connection

Ethernet Wifi

IP Address Assignment

Dynamic Static

SSID

Password

Download File

3. Insert the USB drive that contains json file into the blue USB port on the side of the PlayerOne.
 - NOTE: The json file must be the only file on the flash drive.



4. The LED display screen will first display the letters "PASS" and then display the wifi icon in about 30 – 45 seconds.

Wireless Connection with Static IP Address

1. Connect the Power Cable
 - Upon connection to power a blue light will illuminate, and the screen will display the word "boot."



2. Create your Wi-Fi file and connect to PlayerOne
 - Log on to PlayerOne Static IP Setup this is where you will create your configuration file
 - Select > Wi-Fi > Static
 - Fill in all the required fields
 - Click > Download File and save the file to your USB flash drive.
 - i. This will create a file named wifi.json. This file contains the information your player need to connect to your Wi-Fi network.

Network / Internet Connection	<input type="button" value="Ethernet"/>	<input checked="" type="button" value="Wifi"/>
IP Address Assignment	<input type="button" value="Dynamic"/>	<input checked="" type="button" value="Static"/>
<input type="text" value="SSID"/>		
<input type="text" value="Password"/>		
<input type="text" value="IP Address"/>		
<input type="text" value="Subnet mask"/>		
<input type="text" value="Gateway"/>		
<input type="text" value="DNS 1"/>		
<input type="text" value="DNS 2"/>		
<input type="button" value="Download File"/>		

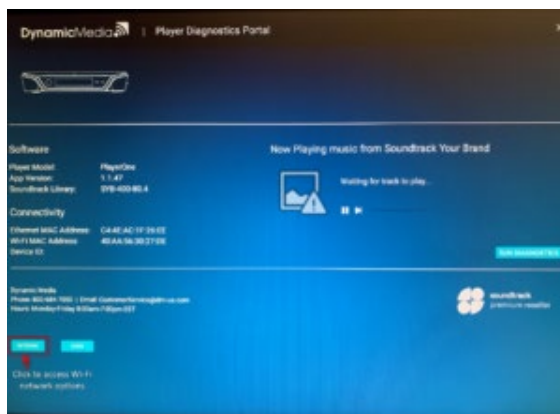
3. Insert the USB drive that contains json file into the blue USB port on the side of the PlayerOne.
 - NOTE: The json file must be the only file on the flash drive.



4. The LED display screen will first display the letters "PASS" and then display the wifi icon in about 30 – 45 seconds.

Connect to Wi-Fi Using the Diagnostics Portal

1. Access the PlayerOne Diagnostics Portal
2. Connect the player to a monitor (HDMI Port on Player)
3. Connect a USB mouse to the player (front USB port on side of player)
 - Once player boots up ...
 - Go to Network > Network & Internet > see all > Select your Wi-Fi network
4. Unplug and reconnect the player.
 - Once restarted, you will see the "Wi-Fi" indicator will illuminate on the player LED and you will be connected to your Wi-Fi network.



Setting the Time Zone

1. Open a text editor and create a new file called ntp.json.

```
{ "ntp_domain_name": "",  
  "time_zone": ""  
}
```
2. Specify the NTP domain name and/or Time Zone in the format shown above and save the file to a USB drive as ntp.json file.
3. Insert the USB drive that contains the ntp.json file into the blue USB port.

4. The LED display screen will first display the letters "PASS". Please wait for 30 – 45 seconds and then remove the USB drive.

[Manual Configuration](#)

Create Your Wired Configuration File Manually

1. Open a text editor and create a new file.
2. Specify your network information in the format shown below and save the file to a USB drive as network.json file.

```
{  
  "ethernet_static_ip": "",  
  "ethernet_static_netmask": "",  
  "ethernet_static_gateway": "",  
  "ethernet_static_dns1": "",  
  "ethernet_static_dns2": ""  
}
```
3. Insert the USB drive that contains the network.json file into the blue USB port.
4. The LED display screen will first display the letters "PASS," and then display the network icon in about 30 – 45 seconds.

Create Your Wireless Configuration File Manually

1. Open a text editor and create a new file.
2. Specify your network information in the format shown below and save the file to a USB drive as wifi.json file.

```
{ "wifi_network_name": "",  
  "wifi_security_key_password": "",  
  "wifi_security_type": "WPA-WPA2-PSK",  
  "wifi_static_ip": "",  
  "wifi_static_netmask": "",  
  "wifi_static_gateway": "",  
  "wifi_static_dns1": "",  
  "wifi_static_dns2": ""  
}
```
3. Specify your network information in the format shown above and save the file to a USB drive as wifi.json file.
4. Insert the USB drive that contains the wifi.json file into the blue USB port.
5. The LED display screen will first display the letters "PASS" and then display the letters WIFI in about 30 – 45 seconds.

Change from Static IP to DHCP

1. Add {} to the top of an empty text file save the file to a USB drive as network.json file.
2. Insert the USB drive that contains the network.json file into the blue USB port.
3. The LED display screen will first display the letters "PASS" and then display the network icon in about 30 – 45 seconds.