

PlayerOne

Quick Start Guide and Network Setup

Installation and Quick Start

1. Connect the power cable

A blue light and the word "boot" will appear on the front of the PlayerOne to indicate it is starting up.

2. Connect to your network

The PlayerOne connects to your network using a wired or Wi-Fi connection. Both DHCP and Static IP addressing is supported.

Wired Ethernet Connection

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

Wireless Wi-Fi Connections

Visit <http://help.dynamicmediamusic.com/playerone/> for wireless network setup instructions.

3. Connect the audio cable

Connect one end of the included audio cable to the PlayerOne.

Connect the other end to your audio system amplifier.



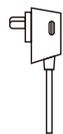
PlayerOne



Audio Cable



Ethernet Cable



Power Adapter

At the initial connection, your PlayerOne will automatically download the most recent firmware version. This can take up to 5 minutes, during which time the player may display letters and numbers on the screen as part of the update process.

If the player continues to display "E 01" message after more than 5 minutes of waiting, please power-cycle the player and allow the player 5 more minutes to update.

When the display reads PLAY you are connected and playing music. If the display reads the time and date, you may need to go to the Soundtrack portal and assign music to the music zone. You can log in to the Soundtrack Portal at

<https://business.soundtrackyourbrand.com/login>

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

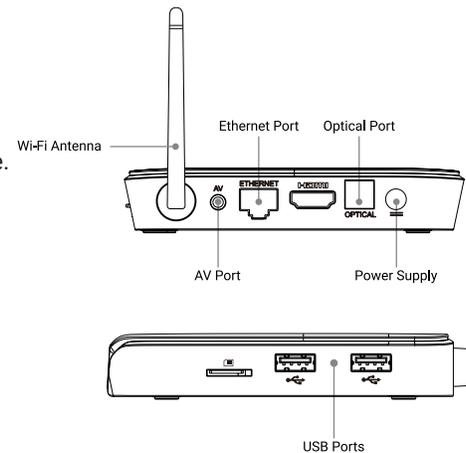
- 80 (TCP) - HTTP
- 443 (TCP) - HTTPS
- 53 (UDP/TCP) - DNS
- 123 (UDP) - NTP
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Note: The PlayerOne doesn't need any ports for incoming traffic.

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.



Dimensions:

4.3 inches (L) x 4.3 inches (W) x 0.78 inches (H)

Having difficulty getting the service to work on your network?

Here are some additional items to try:

1. If MAC address filtering is enabled in the network, then the device's MAC address should be added at the appropriate level in the network (DHCP Server, Switch, or Router).
2. If the device is connected to the Wi-Fi network, then the following must be verified:
 - If the device is connected to the Wi-Fi network, it must be verified that there are no end-user agreements or form submission pages (such as providing a customer email/phone number or completing a survey) that need to be completed to begin using the Wi-Fi network.
 - If device will be added to a hidden Wi-Fi network, then the Wi-Fi credentials must be entered directly into the player using a computer monitor and a mouse as follows:
 - I. Connect the player to a computer monitor using an HDMI-HDMI or similar cable.
 - II. Connect a mouse to the player.
 - III. On the screen, follow these steps:
 1. Network → Network & Internet → Add new network
 2. Use the mouse and screen keyboard for the following
 - A. Enter the name of Wi-Fi network: **Wi-Fi Network Name / SSID** (case sensitive)
 - B. Type of Security: Select **WPA/WPA2 PSK**
 - C. Enter the password for SSID:
 - D. Click on Next. The player will connect to the specified SSID.
3. If the device will be configured using a JSON file on a USB drive, then the filenames should exactly be **network.json** or **wifi.json**.
 - The player will not recognize any other filename or file type.
4. You can test an ethernet switch port (to which the device will be connected) for internet connectivity by connecting a computer to that port and attempting to use a browser.
 - This will be a valid test in a network that does not use MAC filtering.