ECLER GALLERY

SOFTWARE

Ecler's Remote Player Management Platform

Gallery

ecler

USER MANUAL

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Thank you for your confidence in our products!

It is **VERY IMPORTANT** to carefully read this manual and to fully understand its contents to maximize and get the best performance from this Software.

Latest version of the application is always available on our website www.ecler.com

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1. INTRODUCTION

Ecler Gallery offers a solution for the remote management of Ecler players. From the Ecler Gallery platform, you will be able to monitor the status of players, configure them individually or grouped, as well as perform maintenance actions and consult the system log. All this remotely and from an Internet browser, either from a computer, tablet or Smartphone. Ideal to carry out the most frequent day-to-day management of audio players. No additional software installation required.
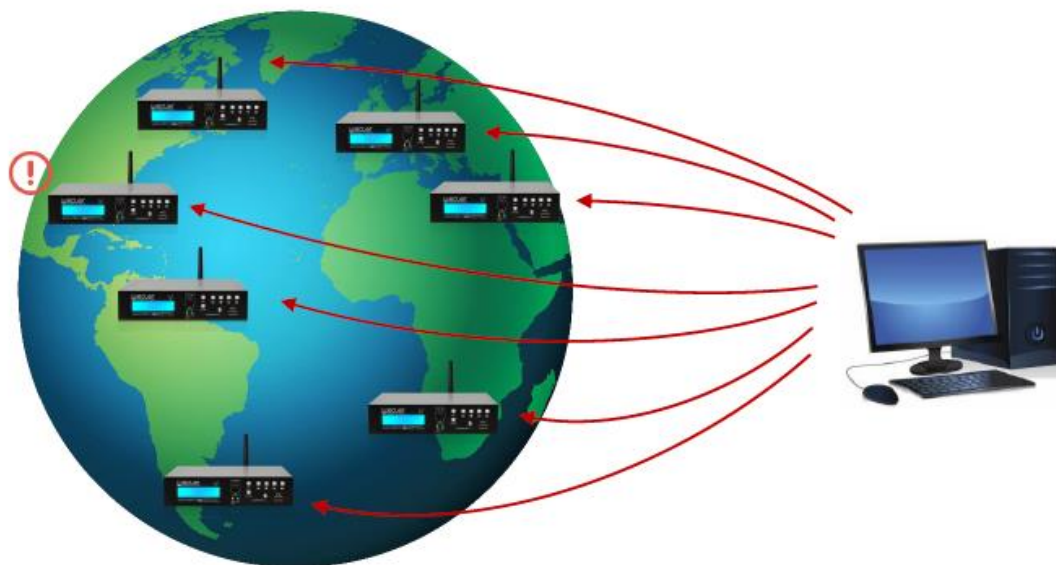
Figure 1: Ecler's remote player management platform

💡 **No additional software installation required**.

⚠️ **An Ecler Gallery account is required to use it**. See chapter SIGN UP FOR ECLER GALLERY.

⚠️ **It is recommended that you read the user's manual for Ecler Gallery compatible devices (see next page).**

2. COMPATIBLE DEVICES

- PLAYER ONE, firmware version v1.0 or higher.
- PLAYER ZERO, firmware version v1.0 or higher
- ePLAYER1, firmware version v4.0 or higher

⚠️ The latest official ePLAYER1 firmware version without Ecler Gallery support is v3.04r0. **Upgrade to the latest version to enjoy the functionalities offered by Ecler Gallery**.

💡 **You can access the user manuals of the supported devices via the following links**:

- [PLAYER ONE](#)
- [PLAYER ZERO](#)
- [ePLAYER1 (discontinued)](#)
- [ePLAYER1 Web Server User Manual(discontinued)](#)

3. SIGN UP FOR ECLER GALLERY

3.1 CREATE AN ACCOUNT

1. -Go to Ecler Gallery from your browser: https://eclergallery.com/
2. Click on "Request your Gallery account"

Figure 2: Account request

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3. Fill in the form with your details. Don't forget to read and accept the terms and conditions of service and press the SIGN UP button.

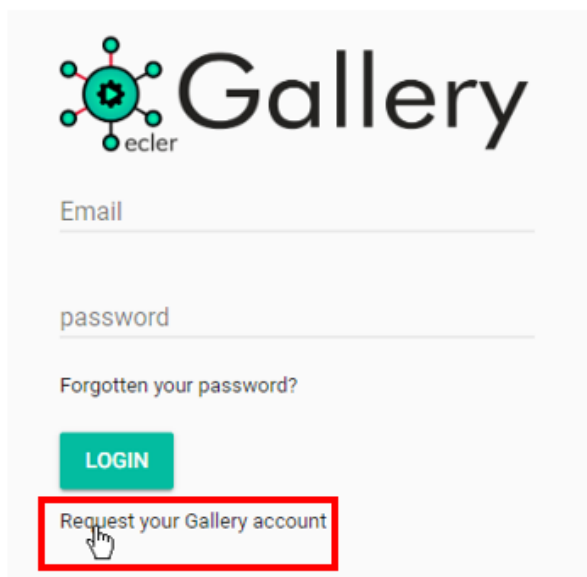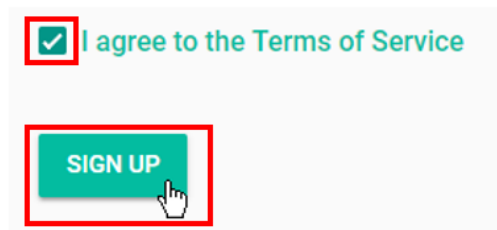4. Our team will process your request as soon as possible. Within a maximum of 48 hours, including working days, you will receive an e-mail at the address you provided in the registration form, indicating that you can access the platform.

5. Once you receive this confirmation e-mail, you will be able to access Ecler Gallery with the **e-mail and password** you have indicated in the registration form.

⚠️ **Check your Spam folder**, it is possible that the e-mail confirming the activation of your account is detected as Spam by your e-mail manager.

3.2 USER INTERFACE

When you log in to Ecler Gallery with your user account, you will see the welcome page, Status (see chapter GLOBAL STATUS for detailed information on the platform's welcome page). **In the user interface you will find the following items:**

Figure 4: Web interface

1. **Main menu**: always accessible, shows the different menu options
2. **Navigation**: shows the title of the page being displayed
3. **Current page**: shows the different options of the current page.

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⚠️ As **this is a web page, browsing on the page must always be "forward", that is to say, browsing through the different menus and options must be by selecting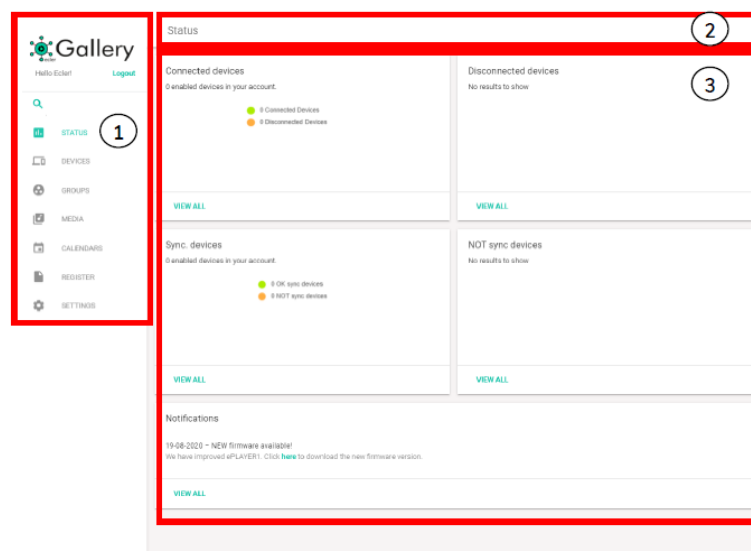 buttons within the web page itself and not buttons on the browser or computer peripheral interface,** for example, pressing a "back" button. If you do not navigate in this way, it is possible that incorrect information from the devices will be displayed, as the browser can update a cached page and not the changes made to the device.
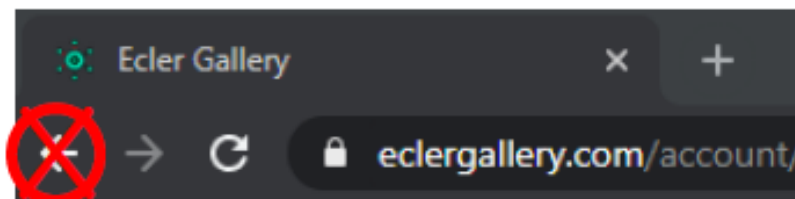
Figure 5: "Back" button in a Browser

The pages DEVICES, GROUPS, MEDIA and CALENDARS show a summary table of the status of the different objects registered in your account, respectively (devices, groups, contents and Calendars), with the following tools in common, to ease navigation and operation on the website.

Figure 6: example of summary table

1. Filtering and viewing tools
2. Item options
3. Page of a table

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3.2.1 FILTERING AND VIEWING TOOLS

Figure 7: Viewing tools

1. **Refresh button:** allows the page in question to be reloaded and the table data to be updated. Clicking on DEVICES (in the side menu), the F5 key on the keyboard or the refresh button on your browser have the same effect. Use this method to update the table data. Do not use the "back" button to return to the table when you are on another page, it could display incorrect data.

   In the example of the **¡Error! No se encuentra el origen de la referencia.**, a search by location is shown on the device page. All devices containing the word "center", a location, are displayed.

   In the example of the **¡Error! No se encuentra el origen de la referencia.**, it is filtered by the keyword "shop". This shows all results for devices that belong to groups whose name begins with "Shop...", as well as a device that contains the word "Shop" in its name.
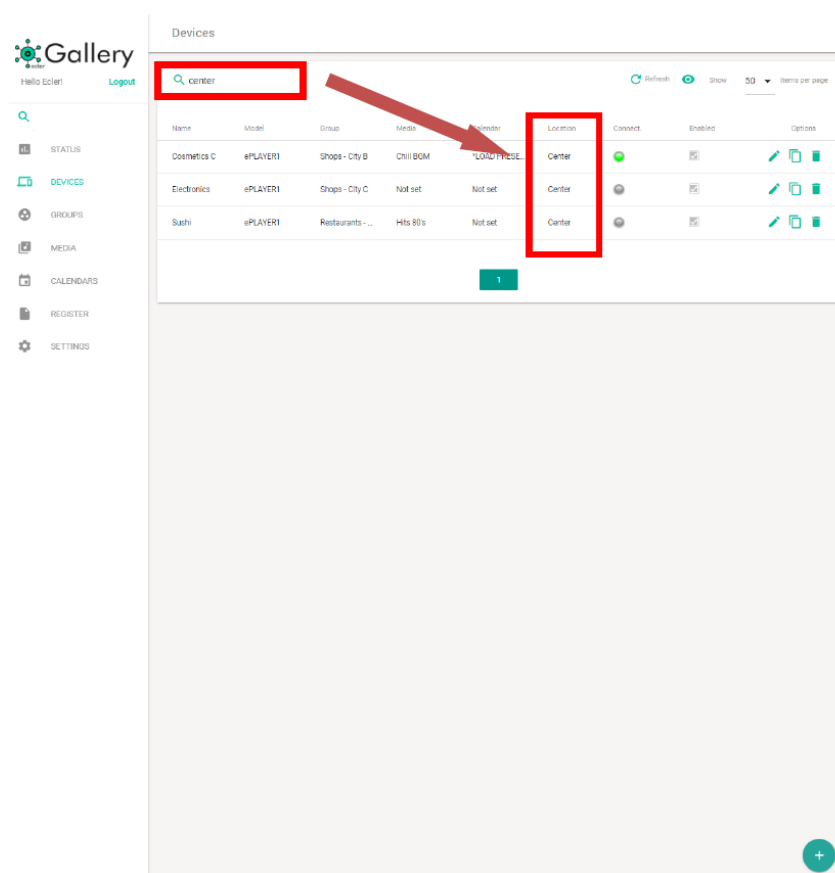
Figure 8: example of search by location

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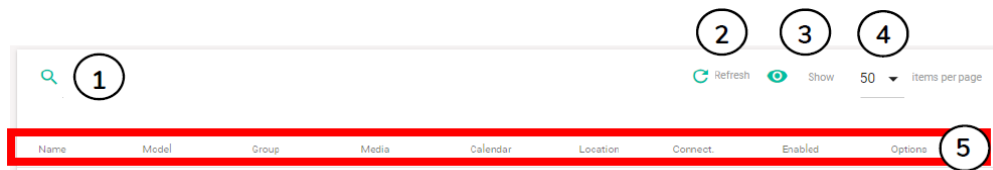
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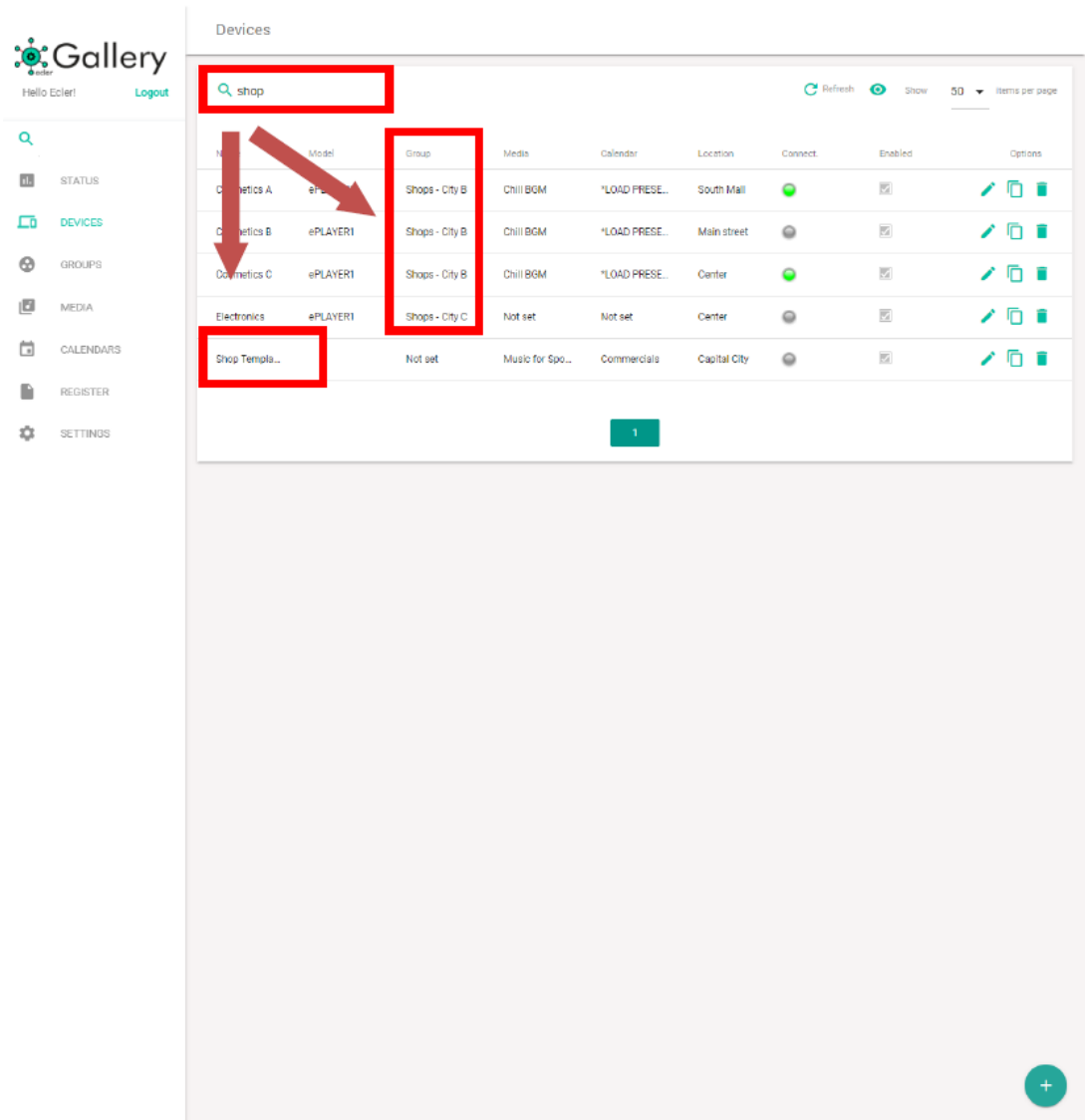
Figure 9: example of search by key word

2. **Refresh button**: allows the page in question to be reloaded and the table data to be updated. Clicking on DEVICES (in the side menu), the F5 key on the keyboard or the refresh button on your browser have the same effect. Use this method to update the table data. Do not use the "back" button to return to the table when you are on another page, it could display incorrect data.

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3. **Simple display (View)**: reduces the information in the table and allows it to be displayed with the most relevant information. Useful if you are browsing on a device with a small screen size, such as a Smartphone.
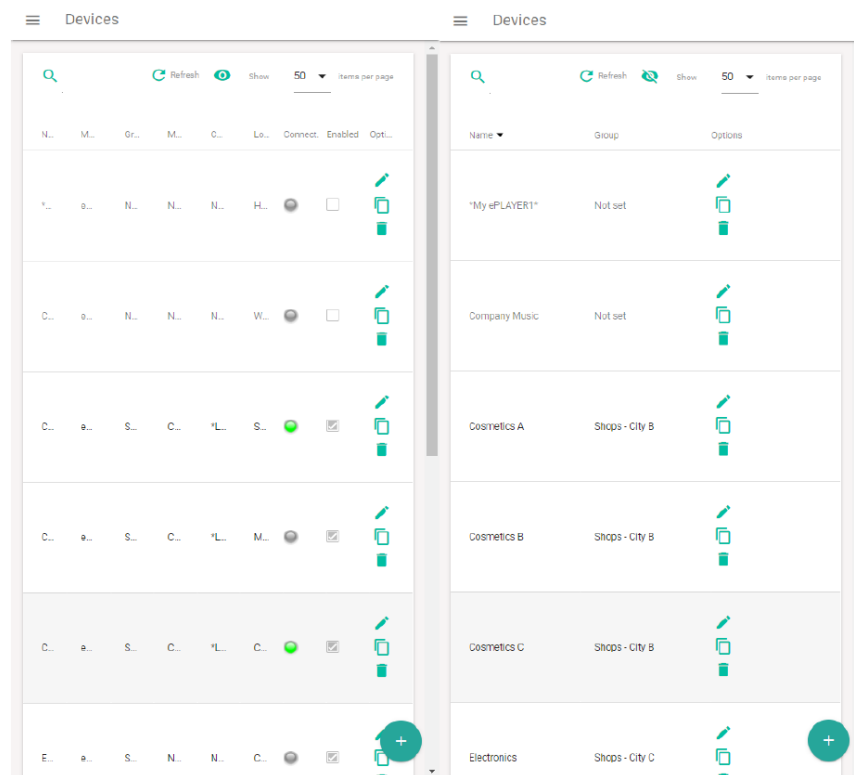
Figure 10: reduced screen display. Full display vs. simple display

4. **Number of items per page**: allows you to select the number of items shown in the table, per page, 10, 50 or 100 items.

5. **Columns**: allows you to sort alphabetically (ascending or descending) by the selected item, on the page of the table where it is.

💡 • **If you click on one of the column labels, for example, the name, they will be sorted from A to Z. If you click on the same item again, it will be sorted from Z to A.**

• **If the item is a state, for example, Enabled, it will be sorted by active and inactive.**

⚠️ **Some items may not be set, in which case they will always be displayed at the beginning or end of the table**.

💡 **To restore the default order of the table refresh the page**. By default, in ascending order by the item Name.

💡 **Name certain devices (favorites, most used, etc....) with an index (01, 02, nm...) or special character (*. <, _) at the beginning of the name to have it in the initial positions of the table**.

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3.2.2   ITEM OPTIONS

The items on a table can be managed from its Options.
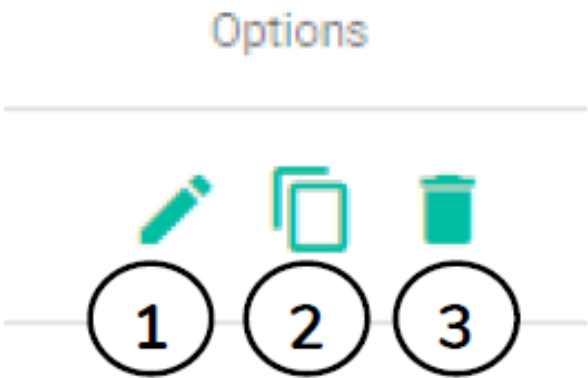
Figure 11: Item options from a table

1. **Edit**: opens the edit page of the item (device, Calendar, etc....).
2. **Duplicate**: allows you to duplicate an item with a different name, which must be unique in your account. The duplicated item is an exact copy of the original, except for the parameters exclusive to the original item, such as the *Registration Key*. This function can be useful to create backup copies of a device, change a physical device or create templates for *Calendars*, devices, etc.
3. **Delete**: Deletes the item from your account.

3.2.3   PAGE OF A TABLE

It allows you to navigate and display the items that do not fit in the first positions of the table.

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3.3 ADVANCED SEARCH

Above the main menu, there is an **advanced search** bar that allows you to **find related** items **throughout your account** and access them directly.

This method, unlike searching in the display tools, searches through all device attributes, groups, contents and Calendars. So, for example, you can search for a certain device by the Registration Key, display devices with a certain firmware version or find all contents pointing to a USB storage medium.

The arrow to the right of the row allows direct access to the page where that item is located.

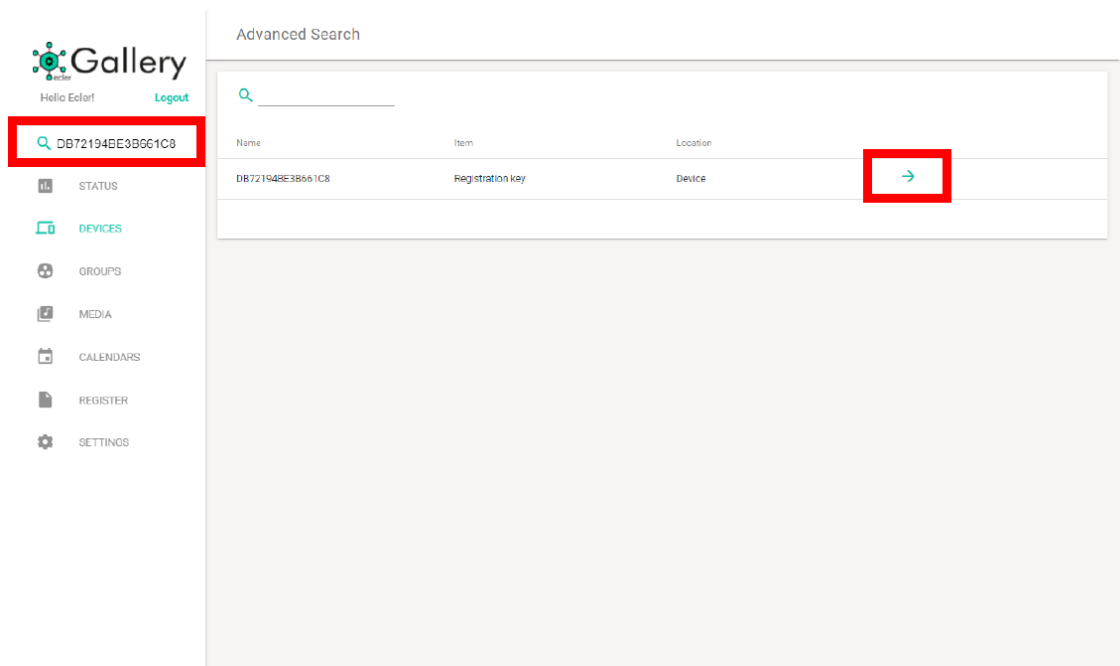
Figure 12: example of advanced search by registration key

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4. ADDING A DEVICE: FIRST STEPS

Ecler Gallery is compatible with Ecler player devices.

To add a device to Ecler Gallery, the device must be connected to the Internet. It is recommended to read the respective instruction manuals of the supported devices for more details see chapter [Compatible Devices](#). This manual explains the basic settings to get your device up and running.

4.1 INTERNET CONNECTION

The player requires an Internet connection to communicate with Ecler Gallery. It will be necessary to connect it to a network from which it can access the Internet.

4.1.1 STARTING UP THE EQUIPMENT

1. **Connection to the mains**

    The device is powered by alternating current through its external power supply: 100-240 VAC and 50-60 Hz. This external power supply has several interchangeable connectors: American, European, British and Chinese.

    First, connect the external power supply to the device, on the rear panel, and then the same power supply to an electrical outlet. The LCD display will light up when this happens.

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2. **Audio Connection**

The device has 1 unbalanced stereo output on its rear panel. The signal output connectors are 2 x RCA and 1 x stereo mini-jack.

Connect one of the outputs on the rear panel to your audio amplifier, powered speakers or audio distribution system.

3. **Network connection: network router/switch**

An RJ45 type connector allows the connection of the equipment to an Ethernet network. Connect the device to your router or network switch using a network cable. CAT5e or higher is recommended.
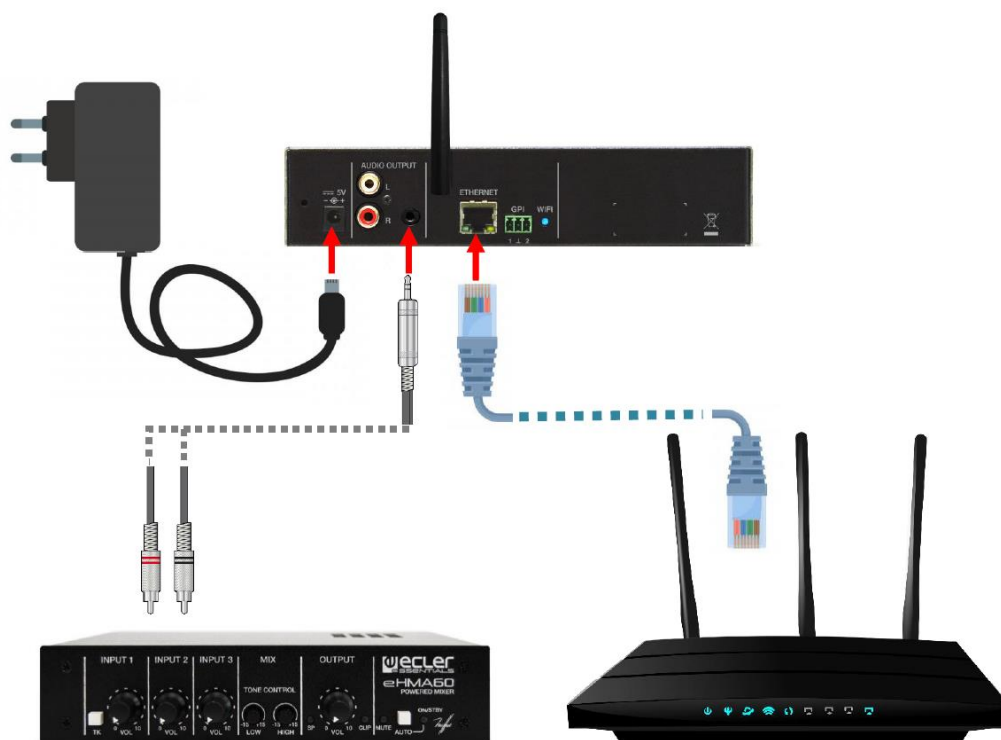
Figure 13: connection example

4.1.2   CONNECTION VIA ETHERNET CABLE

The Ethernet network interface of the device, by default, is configured in dynamic addressing mode (DHCP). It will be assigned an automatic IP by the DHCP server (make sure that the network router or switch has this option enabled), so it will not be necessary to configure any parameter in the device. Connect the PLAYER to your network router or switch and the device would be ready to be added to Ecler Gallery.

If static addressing (STATIC) is required, please refer to the corresponding section in the user manual of the corresponding device, see chapter <u>Compatible Devices</u>.

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Figure 14 : example of connection via the Ethernet network interface (cable)

4.1.3   WIRELESS CONNECTION VIA WI-FI INTERFACE

The device can connect to a wireless router via its Wi-Fi interface. By default, this interface is configured as an access point - MASTER mode.

To connect to a wireless network with Internet access, follow these steps:

1. Open the Wi-Fi network manager on your computer or Smartphone and connect your computer to the PLAYER-WI-FI network. Password: **0123456789**
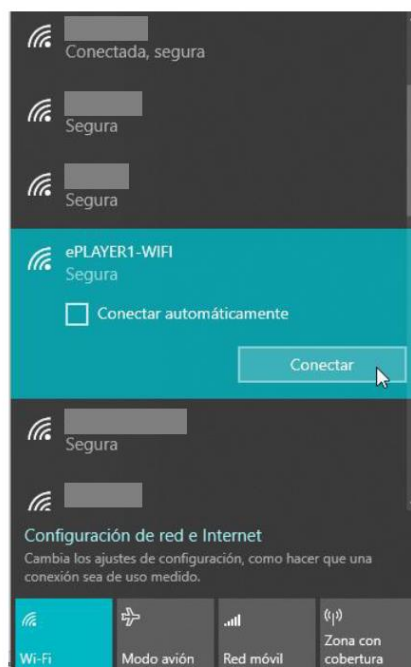
Figure 15: connection to a Wi-Fi network in Windows 10

💡 **If you have more than one device in the same installation, it is recommended to configure them one by one.** Do not power up a second device without completing the first one. This way, you will always know which device is being configured**.**

2. **Enter the IP address "192.168.189.1"** in your browser to open the configuration device's web application. Access the application with the **password "ecler"**.

⚠️ **Do not change the root user.** This access user is unique and cannot be changed.

The **PLAYER ONE / PLAYER ZERO devices use the mDNS service so that they can be accessed intuitively** through a web browser on the same local network (LAN). To access the web application easily, enter in the search bar of your browser: device_name.local. By default, "playerone.local" in PLAYER ONE, "playerzero.local" in PLAYER ZERO.
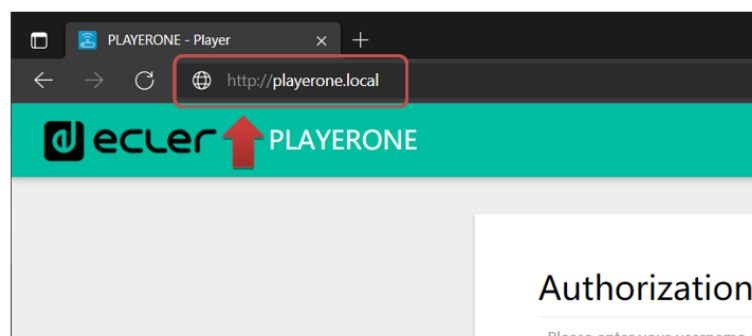
Figure 16: access via mDNS service

💡 **Take note of the Gallery Registration Key,** it will be useful when you want to register the device in your Ecler Gallery account.
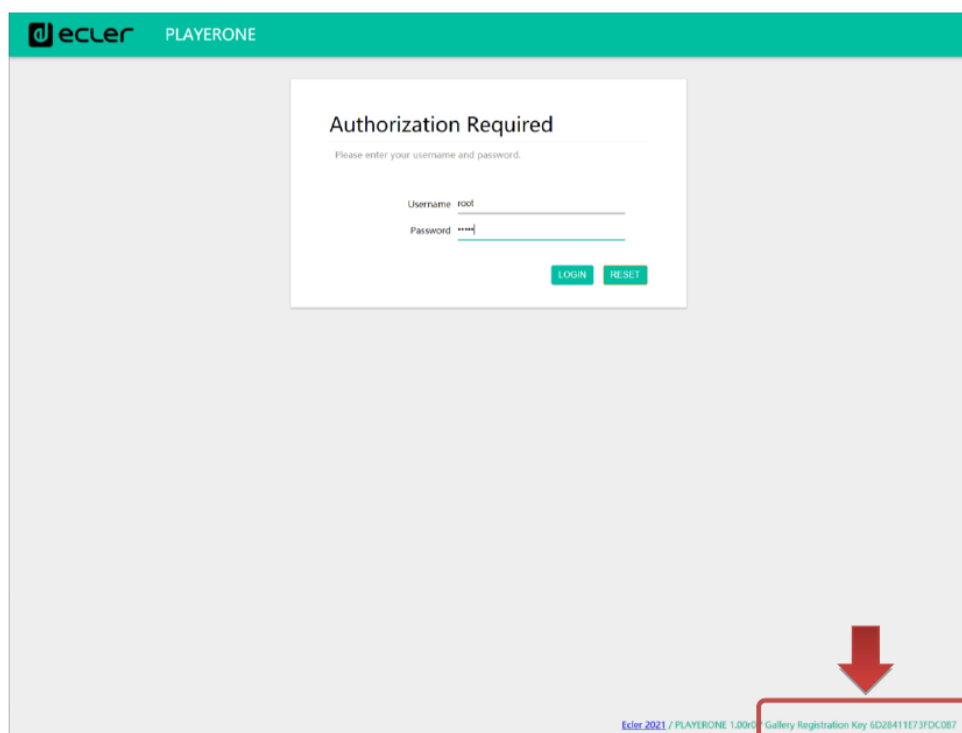
Figure 17: WEB GUI app welcome page

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3. Go to the Wi-Fi interface configuration menu: *Network/Wireless* and **press the SCAN button** to scan the available wireless networks.
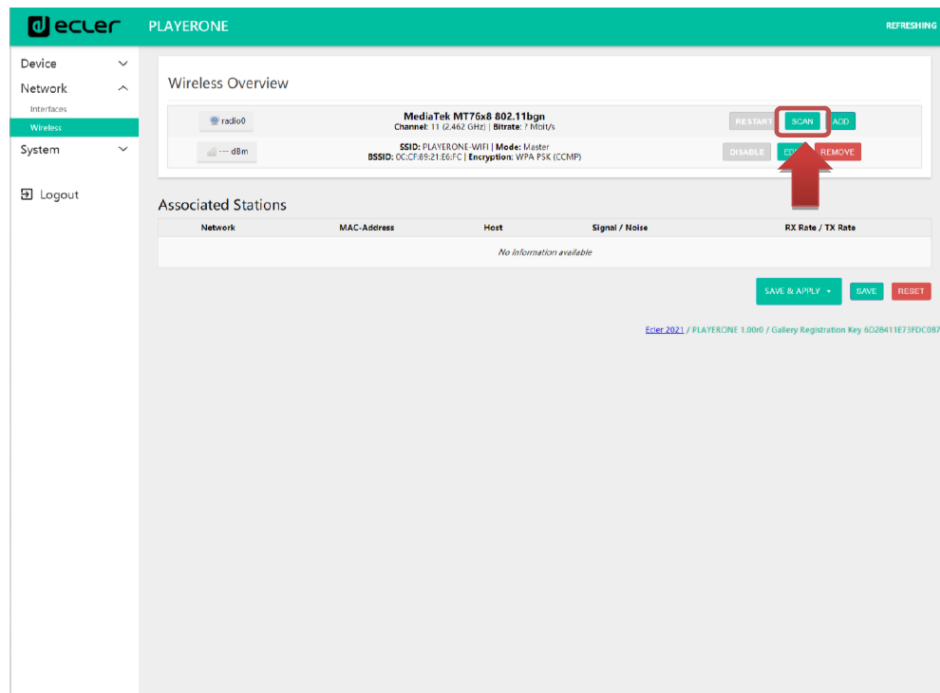
Figure 18

4. The available wireless networks will be shown below. **Identify the network you want to connect the device to and select the JOIN NETWORK button**.

> ⚠️ **Make sure the network you are going to connect to is a 2.4G network. The device does not support 5G networks**.
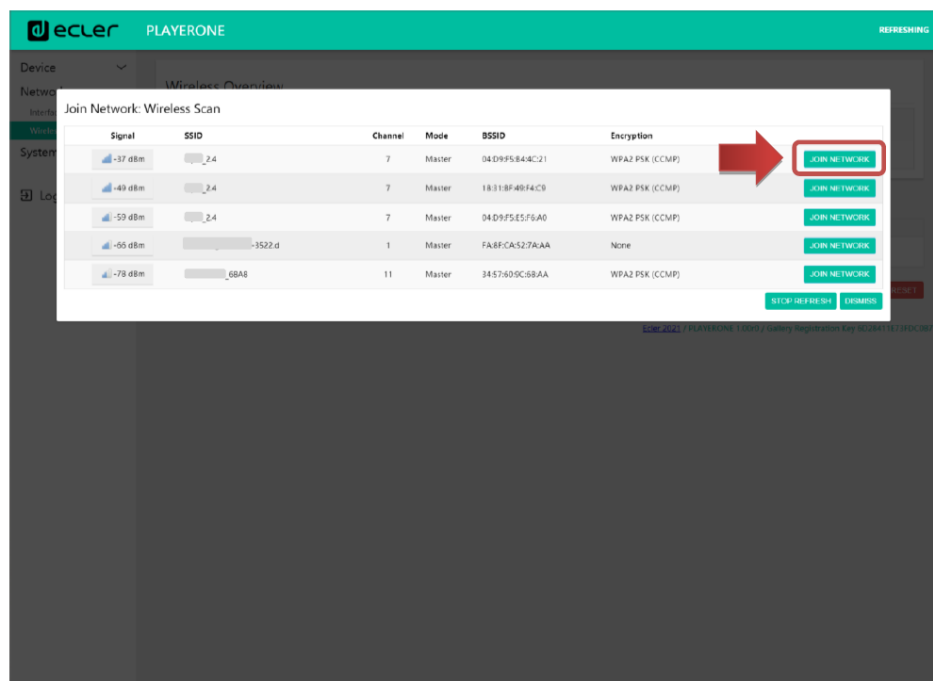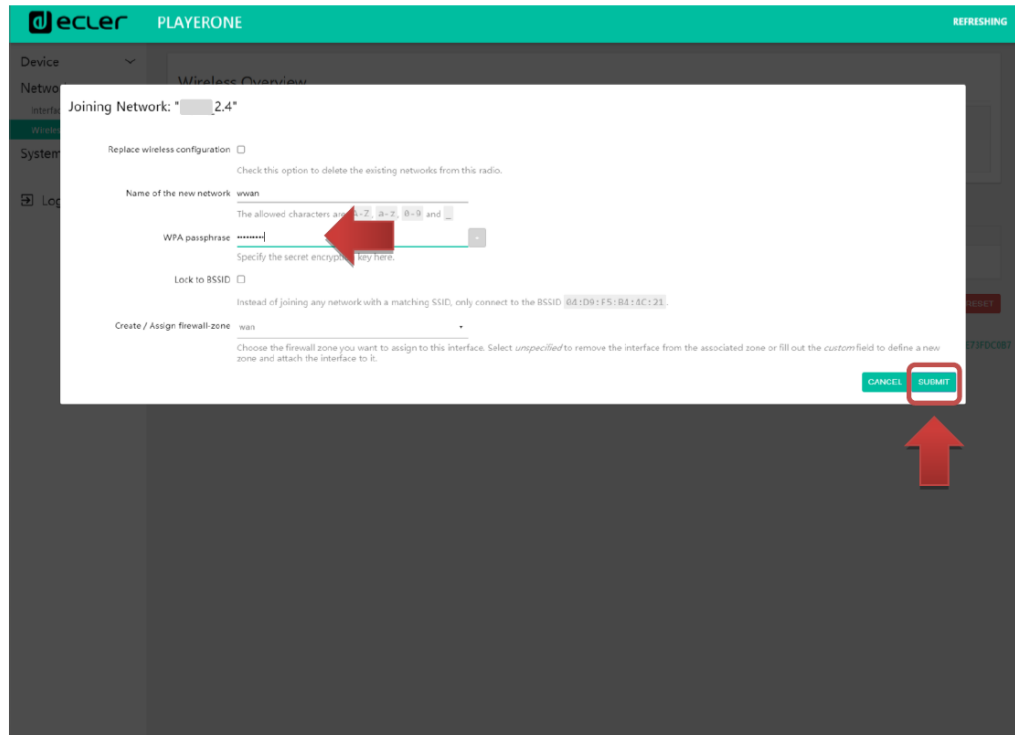
Figure 19: Wireless network selection

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5. **Enter** the wireless network access password and **press the SUBMIT button.**

Figure 20: Wireless network password

6. The WiFi network settings are now displayed. **Press the SAVE button** if no further changes are required.

💡 The operating mode has changed to **Client**

Figure 21: save changes of wireless network settings

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7. Finally, **perform a device reboot**. The player will reboot and become available on the previously selected wireless network. The **device** would then be **ready to be added to your Ecler Gallery account**.

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4.1.4 FIRMWARE UPGRADE

Ecler Gallery is compatible with Ecler PLAYER ONE, PLAYER ZERO and ePLAYER1, devices with firmware versions V4.0 or higher. If your device is running an older version, it requires a firmware update.

- **Automatic update**: if your device is connected to the Internet (see chapter Internet Connection for more information on how to connect a PLAYER to the Internet), you can run an automatic update. You can recall the latest firmware published on the Ecler page if you turn on the device while holding the PLAY key. Then follow the instructions on the LCD.
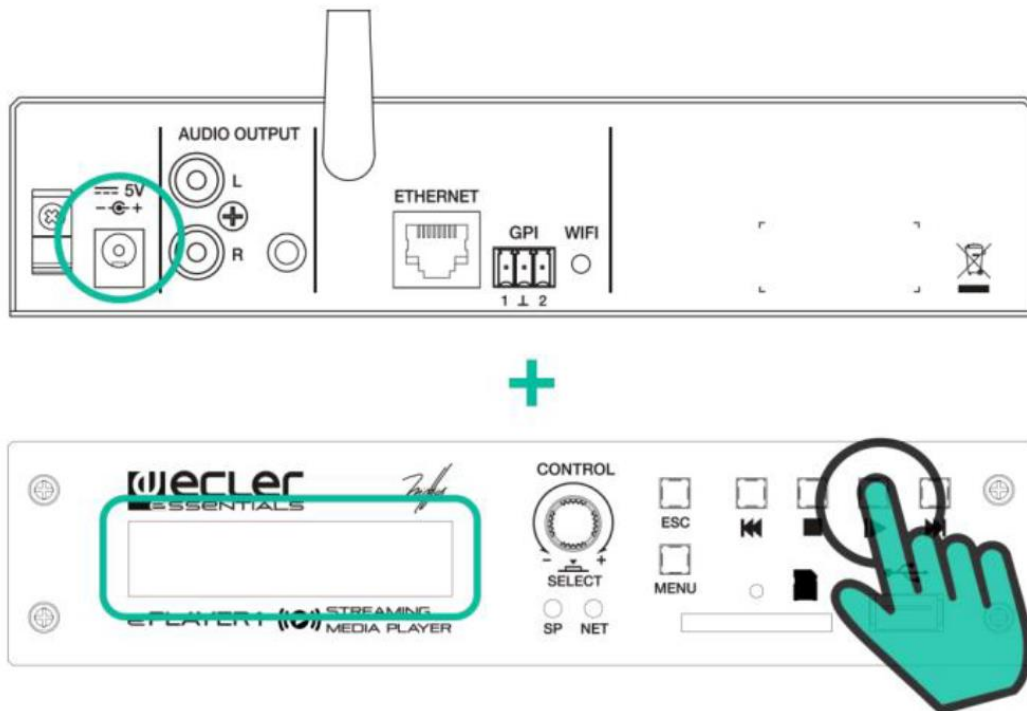
Figure 22: automatic firmware update

⚠️ **If this action is not executed correctly, you may lose all settings and parameters of the device**. If the player has a previous configuration, **be sure to save a backup of the device before executing this action**. See the corresponding section in the device Manual.

- **Manual update**: to execute a manual update, download the latest version from Ecler's page. See the corresponding section in the device Manual.

5. ADDING A DEVICE: ECLER GALLERY

To add a device to Ecler Gallery, **log in to your user account and click DEVICES** on the side menu. If you do not have any devices in your account yet, a table without devices will be displayed (**¡Error! No se encuentra el origen de la referencia.**).

Then **click the "Add" button** in the lower right corner.

Figure 23: DEVICES page

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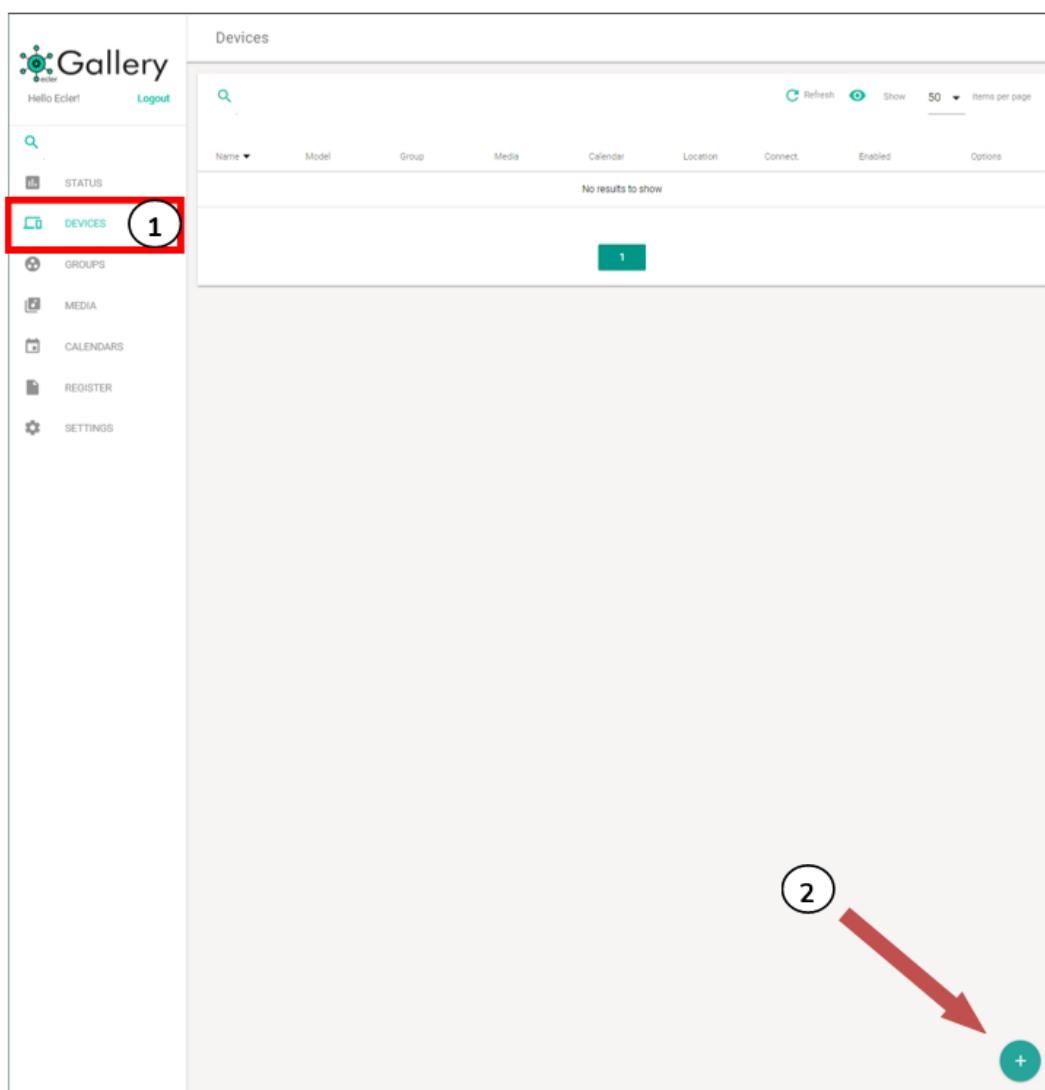
The ADD DEVICE page will be displayed, where the new device is configured.

The only parameter required to add a new device is its Name in the Device Properties, which must be unique in your account. Two devices with the same name cannot coexist in the same account.

> ⚠️ **Two devices with the same name cannot coexist on the same account**.
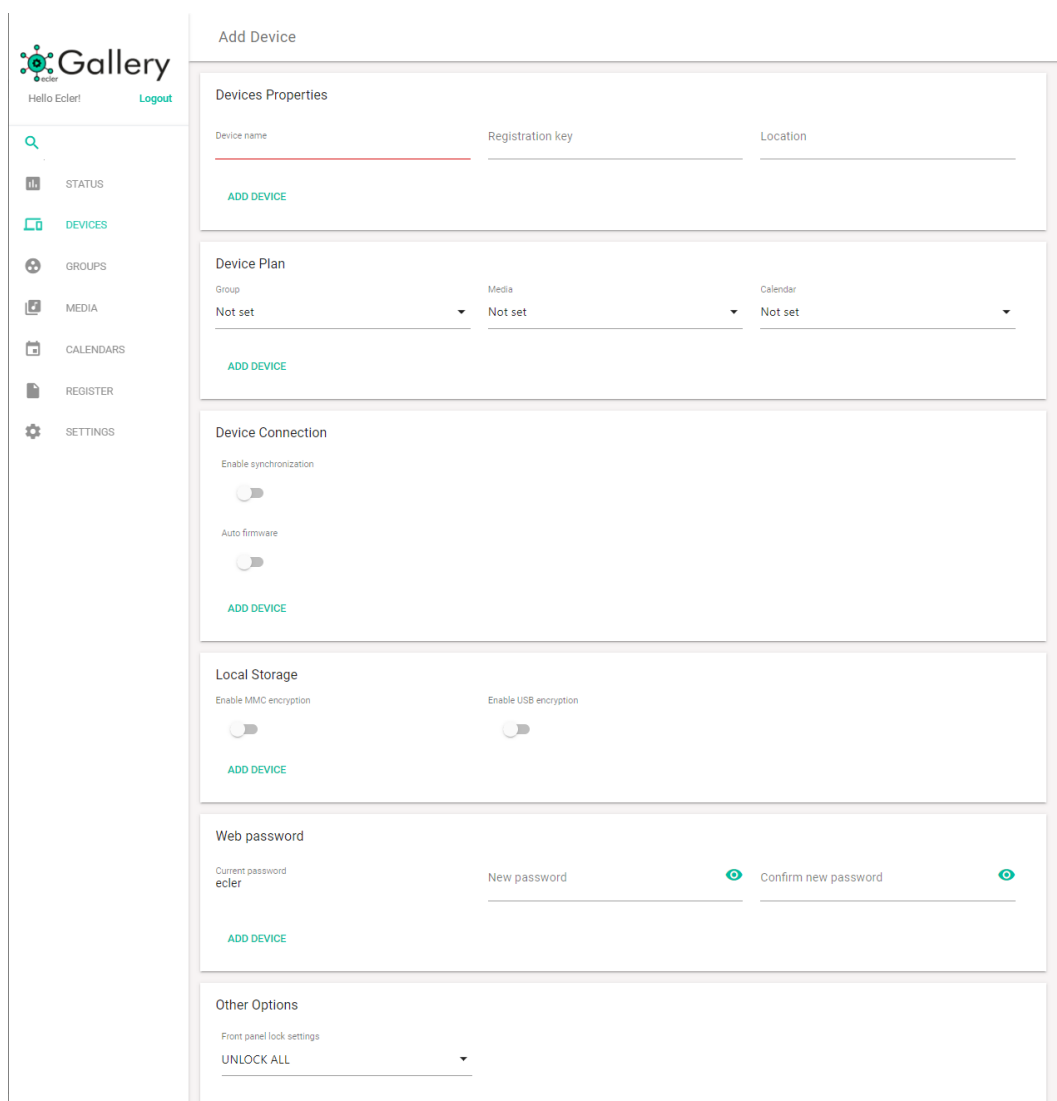
Figure 24: DEVICES / ADD DEVICE page

> 💡 **You can add as many virtual devices to your account as you wish, but in order for a physical device to be linked to a virtual device, it is necessary to enter the device's Registration Key**

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5.1 REGISTRATION KEY

The *Registration Key* is the **identification key of the device with the Ecler Gallery platform**. It is a 16-digit alphanumeric code. It is therefore **unique per device**. Thus, **a device** can only belong to **one user account**.

If the device were to change users, it would first have to be removed from the account that manages it.

There are **several ways to check this key**.

5.1.1 PACKAGE LABEL

You can find the **registration key on the label on the side of the packaging.**

Figure 25: Registration Key on the ePLAYER1 package

5.1.2 THE DEEVICE'S LABEL

You can find the **registration key on the label** located **at the bottom** of the housing of the device.

Figure 26: Registration Key on the ePLAYER1 housing

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5.1.3 FRONT PANEL (LCD)

You can access the configuration menu by **holding down the MENU key on the device for a few seconds (3 seconds)**. **Navigate** through the different menu items using the **NEXT and PREV keys to move** respectively. **Press the NEXT key 5 times or the PREV key twice to display the GALLERY item and an alphanumeric code, the Ecler Gallery registration key**.

To quit the main menu, press **ESC key**.

Figure 27: *Registration Key* on the front panel

⚠️ **Not available on PLAYER ZERO**.

5.1.4 WEBPAGE OF THE DEVICE

You can **check the *Registration Key* on the device settings page at any time**. To open the device's web page, enter the IP address of the device in your web browser. You do not need to access it to view the *Registration Key*.

⚠️ The device running the Web browser (computer, for example) must be on the same local network as the device (LAN)
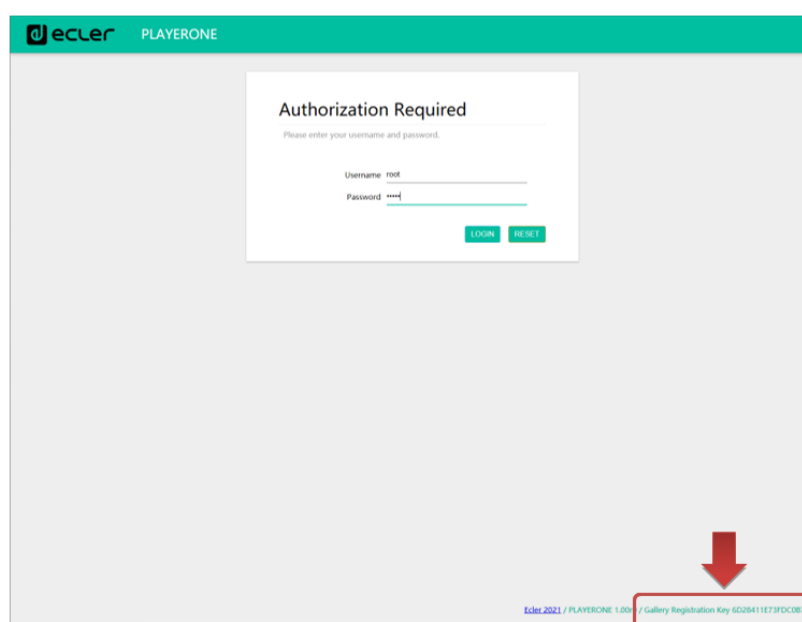
Figure 28: consultation of the Registration Key in the configuration web

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If you do not remember **the IP address of the device** or do not know it, you **can check** it **as follows**:

- **Front panel (LCD):** You can access the configuration menu by pressing and holding the MENU key on the device for a few seconds (3 sec.). Navigate through the different menu items using the NEXT and PREV keys to move respectively. Navigate the menu until the ETHERNET item is displayed (if you have connected the device by Ethernet cable) or Wi-Fi (if you have connected it wirelessly). Press the CONTROL & SELECT rotary encoder to display the assigned IP address.

    ⚠️ Not available on PLAYER ZERO.

Figure 29: IP address (LCD) example

    💡 To quit the main menu, press ESC key.

- **Network router or switch**: If the network device you have connected the player to has a configuration and/or application web page, you can check the IP of the device in the list of connected devices (refer to the documentation of your network device).

Figure 30: example of a list of devices connected to a network router

Optionally, you can access the website in an intuitive way using the **mDNS service**. To do this, enter in the search bar of your browser: device_name.local, "playerone.local" for PLAYER ONE, or "playerzero.local" for PLAYER ZERO

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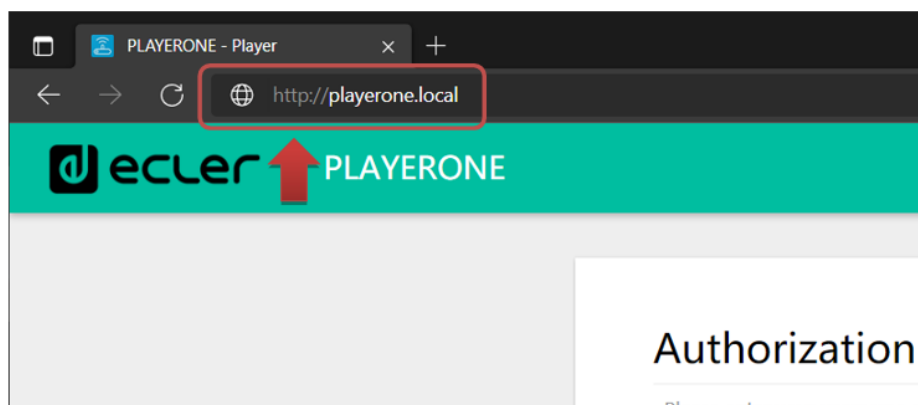
Figure 31 access web application using the mDNS service

⚠️ **This is not the name provided in Ecler Gallery, but the name of the device within your local network (LAN).** You can change this name using the web-based configuration application (see the corresponding section in the application's user manual). If the service is not available or cannot be accessed by this method, use the IP address of the device.
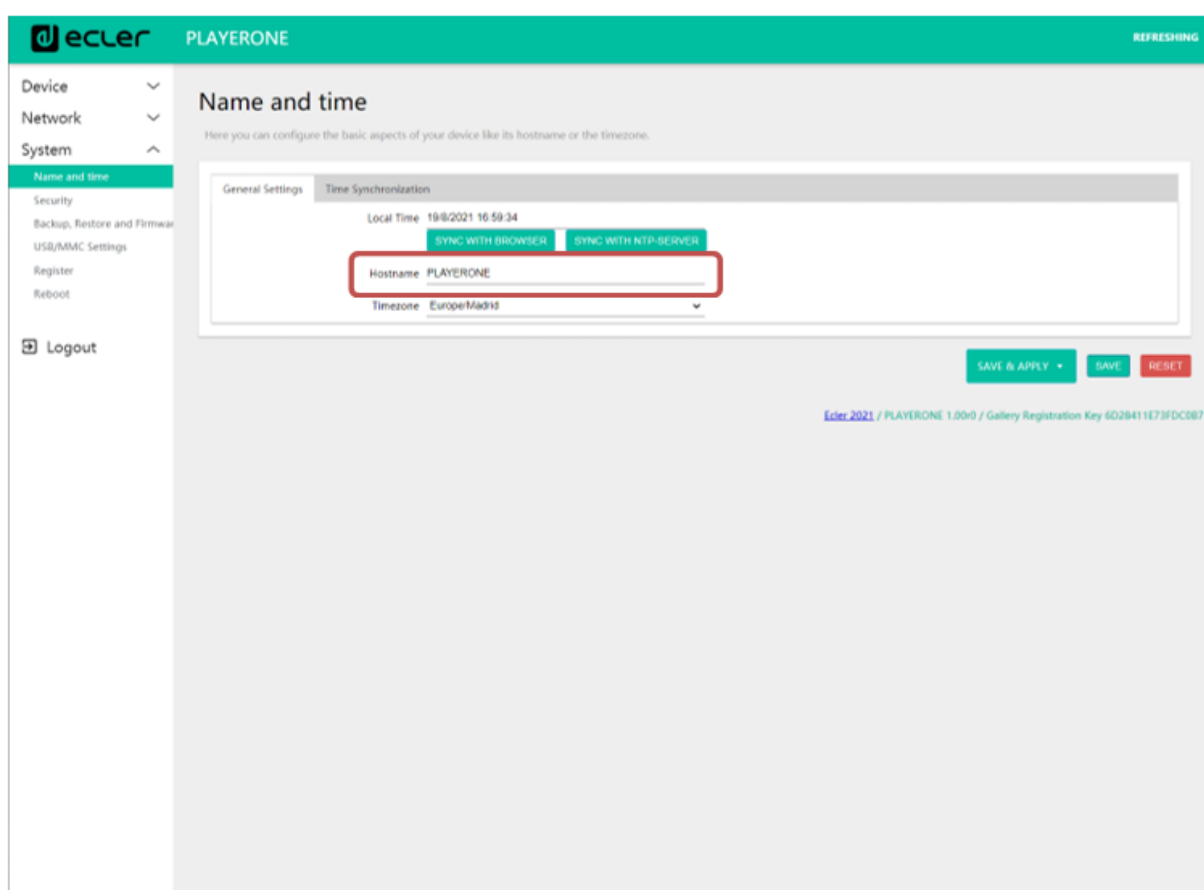
Figure 32: adjusting the device name in the web application

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5.2 REGISTERING A DEVICE

Once the device is connected to the Internet, and the Registration Key is obtained, you can proceed to register the device in your account or link the physical device with a previously created virtual one:

1. **Register new device:** follow the procedure to add a new device, from the DEVICES page. On the device properties form add the key to the Registration Key field and give a unique name to the device. Then you can register the device to your account by pressing ADD DEVICE button. You can fill the rest of the form fields at this moment or edit them later.

> 💡 **If this is your first device, we recommend that you only fill in the name and password. Continue reading this manual** for detailed information on the other parameters and their functions.
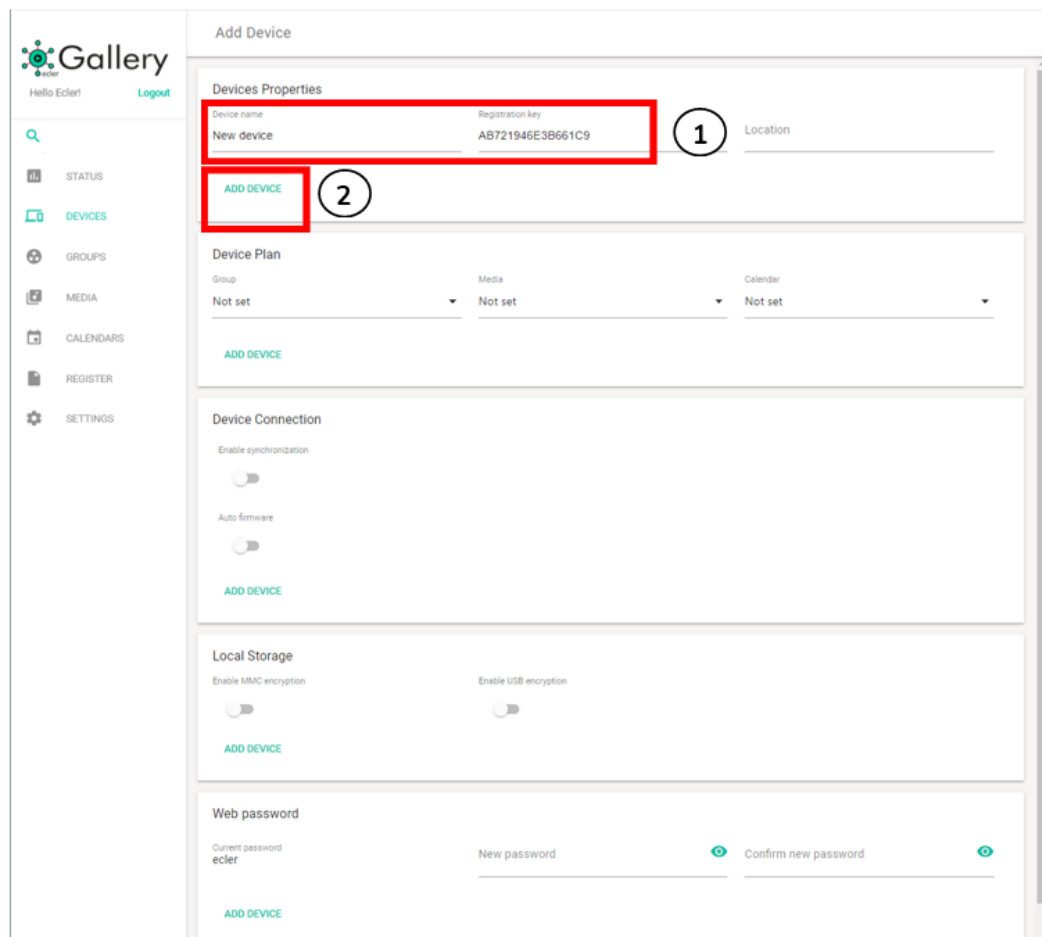
Figure 33: register a new device

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2. **Link with an existing virtual device**: you can add as many devices as you want and configure them without a key (virtual devices). When the *Registration Key* is added, the physical device with this key will acquire the virtual device configuration at the next scheduled synchronization (see chapter [Connection and Synchronization](#) for more information about synchronization). To do that locate the device with the settings you want to link and press the edit button
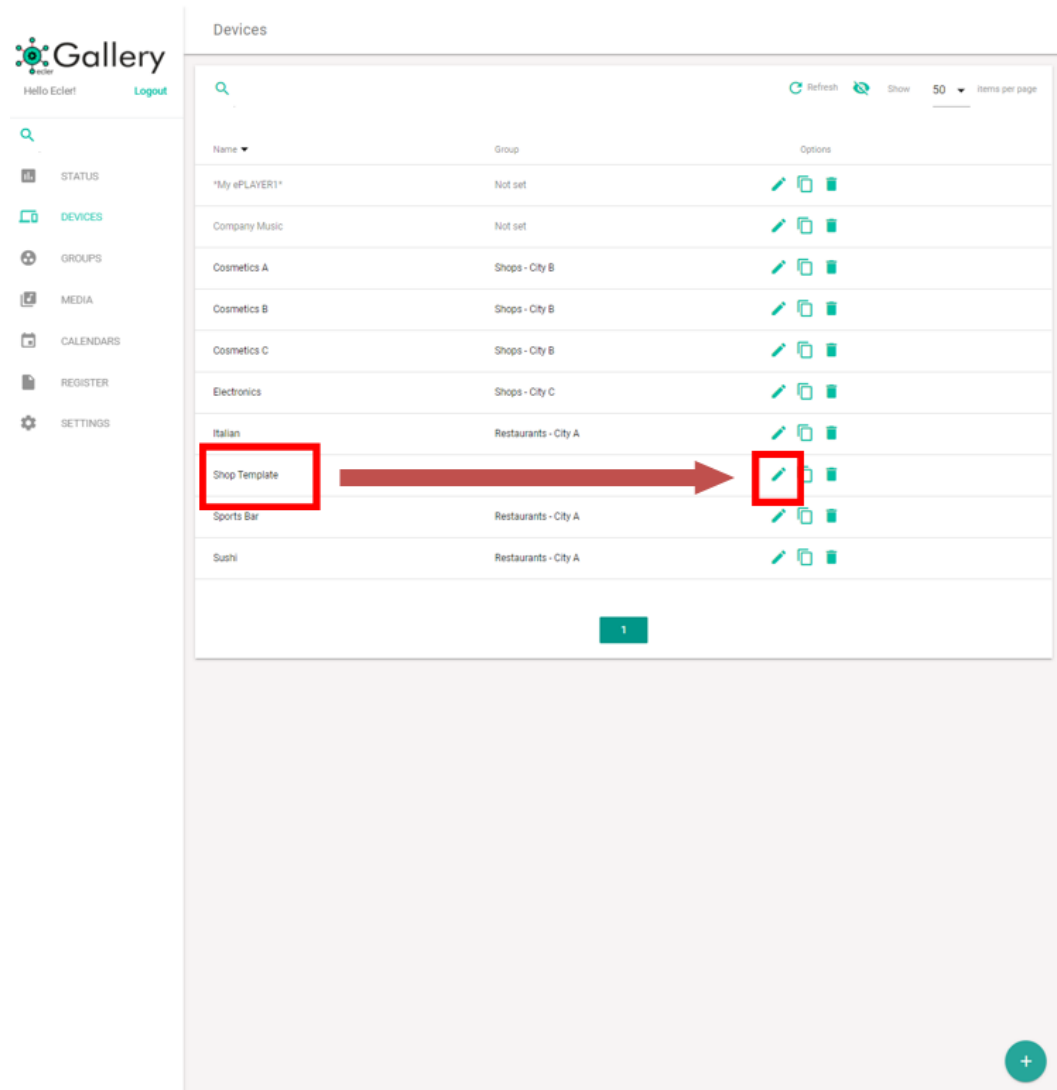
Figure 34: editing a virtual device

Then **enter the *Registration Key* and press the ADD DEVICE button** to link the device.

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Figure 35: linking a device

💡 This method, **linking to virtual devices, can be useful for creating templates or configuring devices before they are installed** at their destination.

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5.3 DEVICE REGISTRATION INFORMATION

You can **check if the device has been successfully registered to your account from the DEVICES page**. The green *Connect.* LED indicates that the device is connected to the platform.
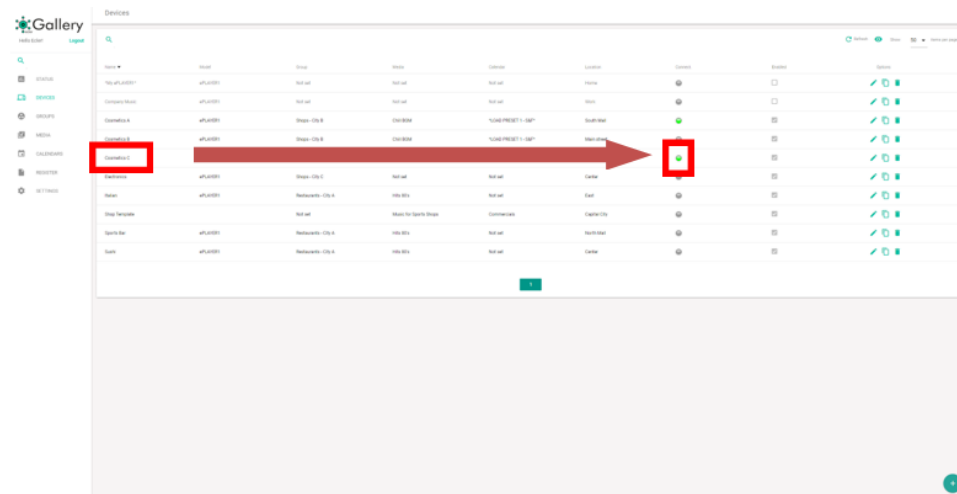
Figure 36: Connection LED

> 💡 **The registration process of the device in your Ecler Gallery account can take a few minutes. Refresh the web page to update the status of the LEDs after a few minutes from the device's registration**. You can do this through your browser by pressing F5 or the refresh button, or from the DEVICES page by pressing the **REFRESH button** in the upper right corner.
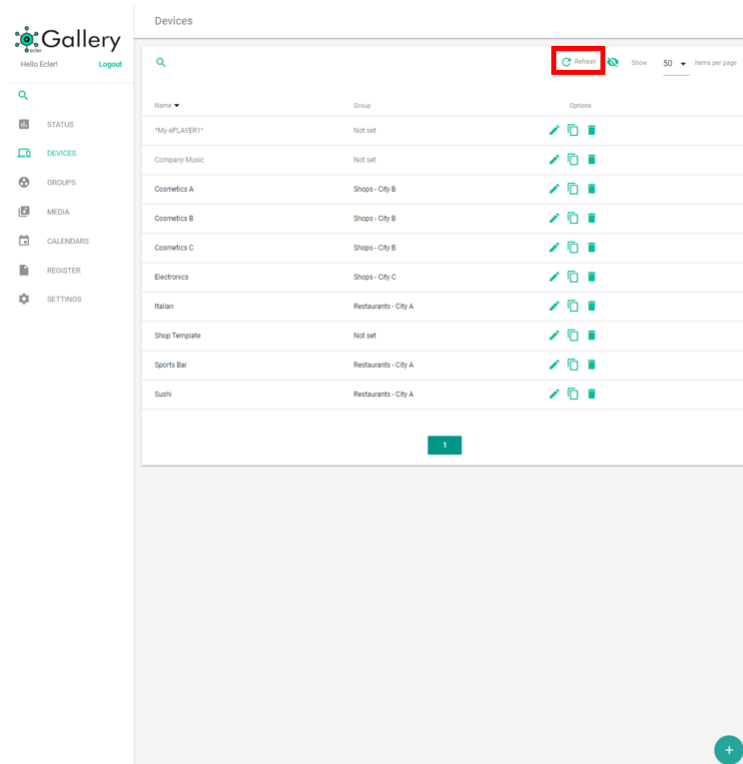
Figure 37: the refresh button

You can also check the registration status on the device itself. To do this, press the CONTROL & SELECT rotary *encoder* on the front panel to navigate through the various information screens. After pressing 4 times the enconder, the Ecler Gallery connection information screen will be shown.

Figure 38: Gallery information screen

- The **flashing letter «G»** indicates that there is a connection to the platform.
- The **key «REG» on the top row of the LCD** indicates that the device is correctly registered in Ecler Gallery.
- **«SYN»** indicates the synchronization status. See the relevant chapter on synchronisations for more details.
- **Counter**: indicates a countdown to the next communication with the platform. The player periodically queries the platform for changes to its configuration.
  - o If the device is registered, the communication with the platform will be more frequent.
  - o If the device is not yet registered, communication (for the first synchronisation) will be less frequent.

💡 **If you need to register a device immediately, reboot the player.** On reboot, the counter resets to zero and establishes communication.

6. ADDING A GROUP

A GROUP in Ecler Gallery is a **set of devices that share certain configuration parameters**. You can **add as many groups as you wish** and add as many devices to a group as you want.

Figure 1: example of group implementation

To add a group to Ecler Gallery, **log in to your user account and click GROUPS** on the side menu. If you do not have any devices in your account yet, a table without groups will be displayed (**¡Error! No se encuentra el origen de la referencia.**).

Then click the **"Add" button** in the lower right corner.

Figure 40: GROUPS page

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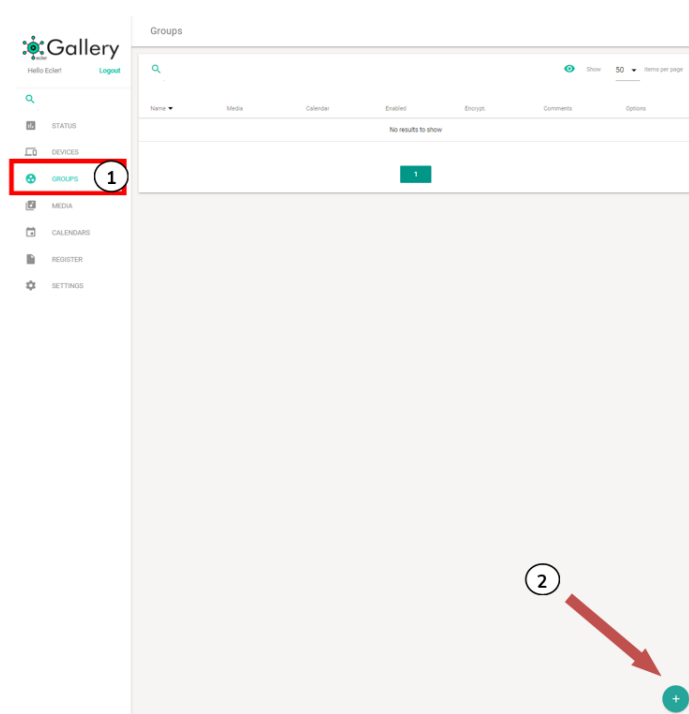
The **ADD GROUP page** will be displayed, where the **new group is configured**.

> ⚠️ **The only essential parameter for adding a new group is the *Name* of the group in the *Group Properties*, which must be unique in your account**. Two groups with the same name cannot coexist in the same account.
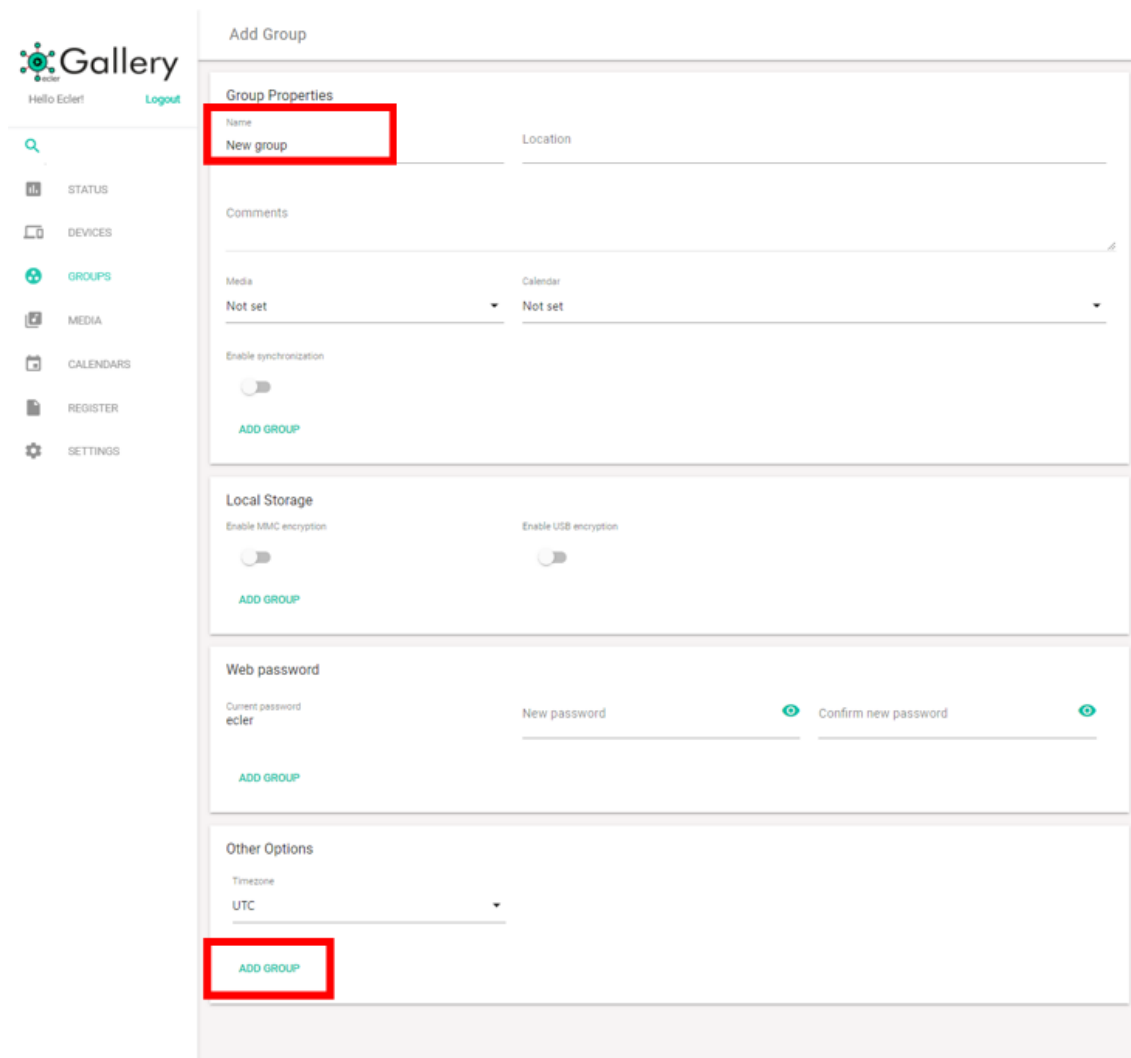
Figure 41: GROUPS / ADD GROUP page

Then you can **register the group to your account by pressing ADD GROUP butt**on. You can fill the rest of the form fields at this moment or edit them later.

> 💡 **If this is your first group, we recommend that you only fill in the name. Continue reading this manual** for detailed information on the other parameters and their functions.

> 💡 You can **add as many groups** to your account **as you wish**. See chapter GROUP MANAGEMENT to learn more about how to manage groups.

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7. ADDING AND MANAGING CONTENT

The **contents** (MEDIA) is the **set of contents available in your user account**.

A **content (Media)** is a **set of playlists** available in that content. A device or group can be assigned a single content.

A **playlist** is an address that contains **one or more audio sources**.

These **audio sources can be Internet radio addresses** (Internet *streaming*), local files or playlist files stored on USB/SD drives or local *streaming* (AirPlay/DLNA).

⚠️ An audio source **must be a valid address supported by the player** for the device to play.

Ecler players supports the following file and playlist formats:

Formatos de archivo compatibles	mp3, ogg, WAV, FLAC, AIFF
Formatos de playlists compatibles	m3u, m3u8, pls

Table 1: supported audio files

DIRECCIÓN	LOCALIZACIÓN DEL CONTENIDO	ÍTEMS EN COLA DE REPROD.
usb://	Dispositivo de almacenamiento USB, carpeta raíz	Contenidos almacenados en la carpeta raíz del dispositivo USB y hasta 3 niveles de subcarpetas en ella
mmc://	Dispositivo de almacenamiento tarjeta SD, carpeta raíz	Contenidos almacenados en la carpeta raíz de la tarjeta SD y hasta 3 niveles de subcarpetas en ella
usb://musicfolder/jazz	Dispositivo de almacenamiento USB, carpeta con la ruta <musicfolder/jazz>	Contenidos almacenados en la carpeta <musicfolder/jazz> del dispositivo USB y hasta 3 niveles de subcarpetas en ella
mmc://evacuation_message.mp3	Dispositivo de almacenamiento tarjeta SD, carpeta raíz	Archivo mp3 con el nombre <evacuation_message> en la carpeta raíz
usb://...path.../my_songs.m3u	Definido por el archivo .m3u	Contenidos a los que apunta la *playlist* <my_songs>. ...path... es la ruta de la carpeta donde se aloja el archivo m3u
airplay://	Dispositivo AirPlay	Definidos por el usuario en su *smartdevice*
dlna://	Dispositivo DLNA	
http://78.129.202.200:8040/	*Streaming* en tiempo real	Contenido distribuido por un servicio de radio por Internet con la url: **http://ip:port**
http://stream1.megarockradio.net:8240	*Streaming* en tiempo real	Contenido distribuido por un servicio de radio por Internet con la url: **http://url:port**
http://listen-nme.sharp-stream.com/nme1.mp3	*Streaming* en tiempo real	Contenido distribuido por un servicio de radio por Internet con la url: **http://url/file.mp3**

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http://208.92.53.90:443/LOS40_SC	*Streaming* en tiempo real	Contenido distribuido por un servicio de radio por Internet con la url: **http://url/folder**
http://media.musicradio.com/channel01.m3u	*Streaming* en tiempo real	Contenido distribuido por un servicio de radio por Internet con la url: **http://url/playlist.m3u**

Table 2: examples of audio sources

💡 The Internet addresses and radios shown in the ¡Error! No se encuentra el origen de la referencia.**, serve as an example. If you try to play back the indicated addresses, they may not play back on your device**, as the file paths and names will not match the settings on your device. Furthermore, the Internet radio addresses are examples and are not subject to maintenance. For more information, please refer to the device manual and Reference Guide.

Figure 42 MEDIA hierarchy in Ecler Gallery

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7.1 ADDING CONTENT (MEDIA)

To **add a content (Media) to Ecler Gallery, click MEDIA** on the side menu. If you do not have any content created in your account yet, a table will be displayed without it.

Then **click the "Add" button** in the lower right corner.
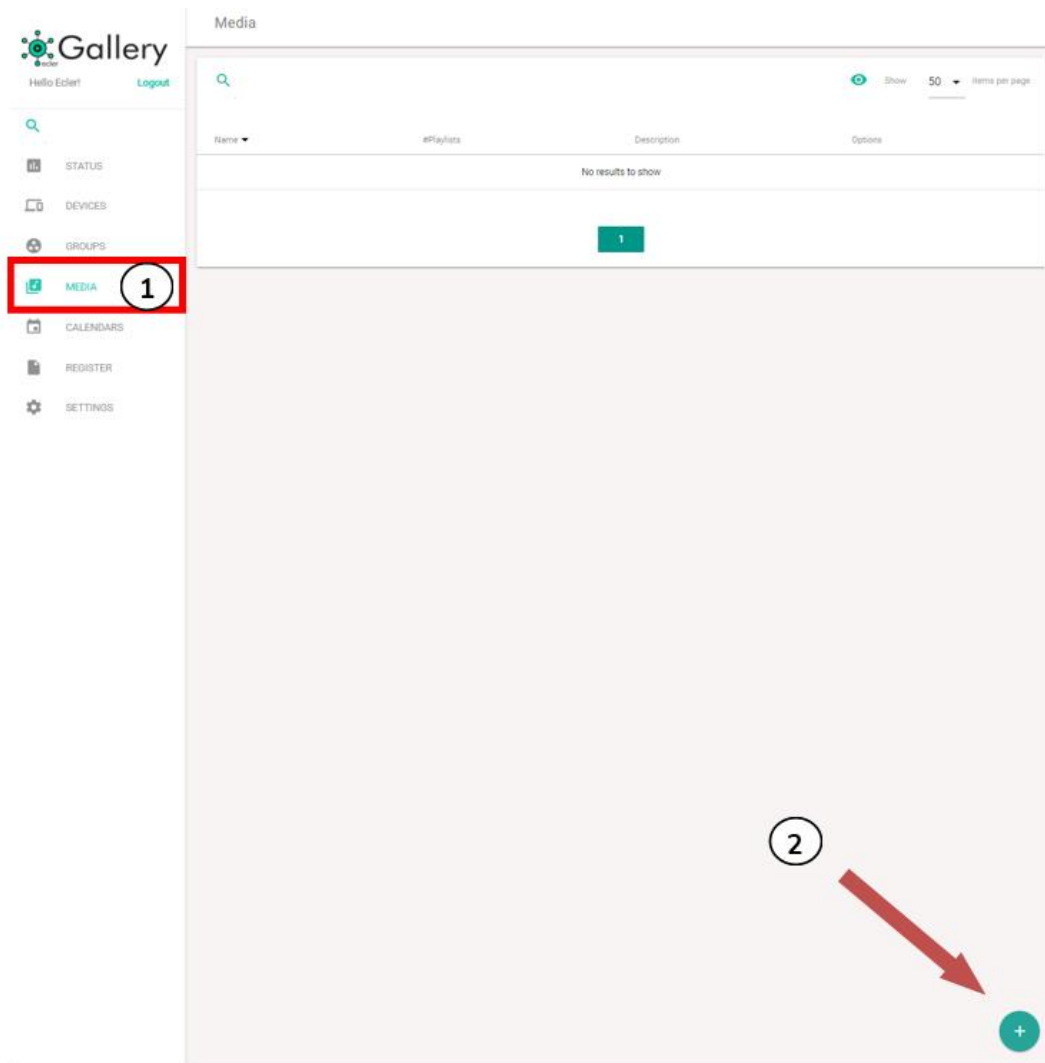
Figure 43: The MEDIA page

The ADD Media page will be displayed, where the new content is configured.

> ⚠️ **The only essential parameter for adding a new content is the *Media name* of it in** the *Media Properties*, which must be unique in your account. **Two contents with the same name cannot coexist in the same account.**

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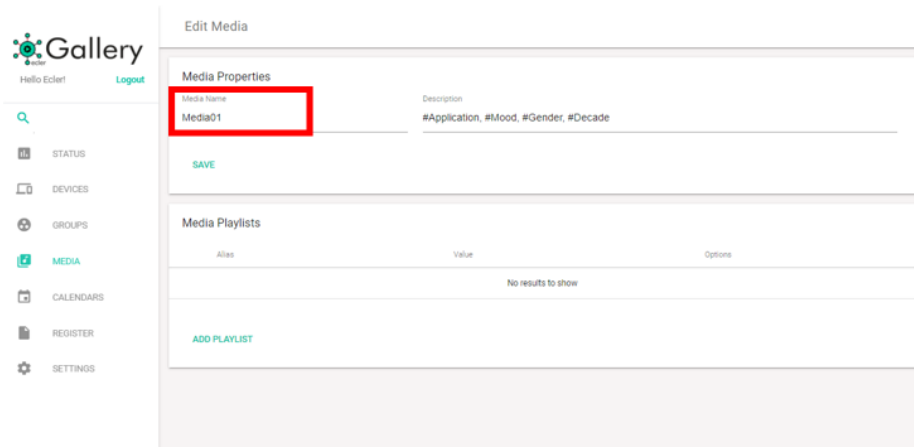
Figure 44: The ADD MEDIA page

Then **you can register the content to your account by pressing ADD MEDIA button**. You can add a description of the content if you wish. You can also add the playlists of this content at this time or if you prefer, edit and add the lists later.

You can add as many contents as you wish.

💡 **Add keywords (tags) in the description of the content to use the advanced search tool more accurately**.

7.2 EDIT CONTENTS

When you add a content, a new entry will be created in the table of contents (Media) with playlists or no playlists, if you did not add any at the time of creating the content.

To **add new playlists** or **modify** the ones already created, **click the Edit icon of the content you want to modify**.

If you **delete Content (Media) assigned to one or more devices, the device will keep the last setting**, i.e., the setting of the deleted content, and will appear in the device settings as Not set.

See chapter DEVICES MANAGEMENT for more information on devices.
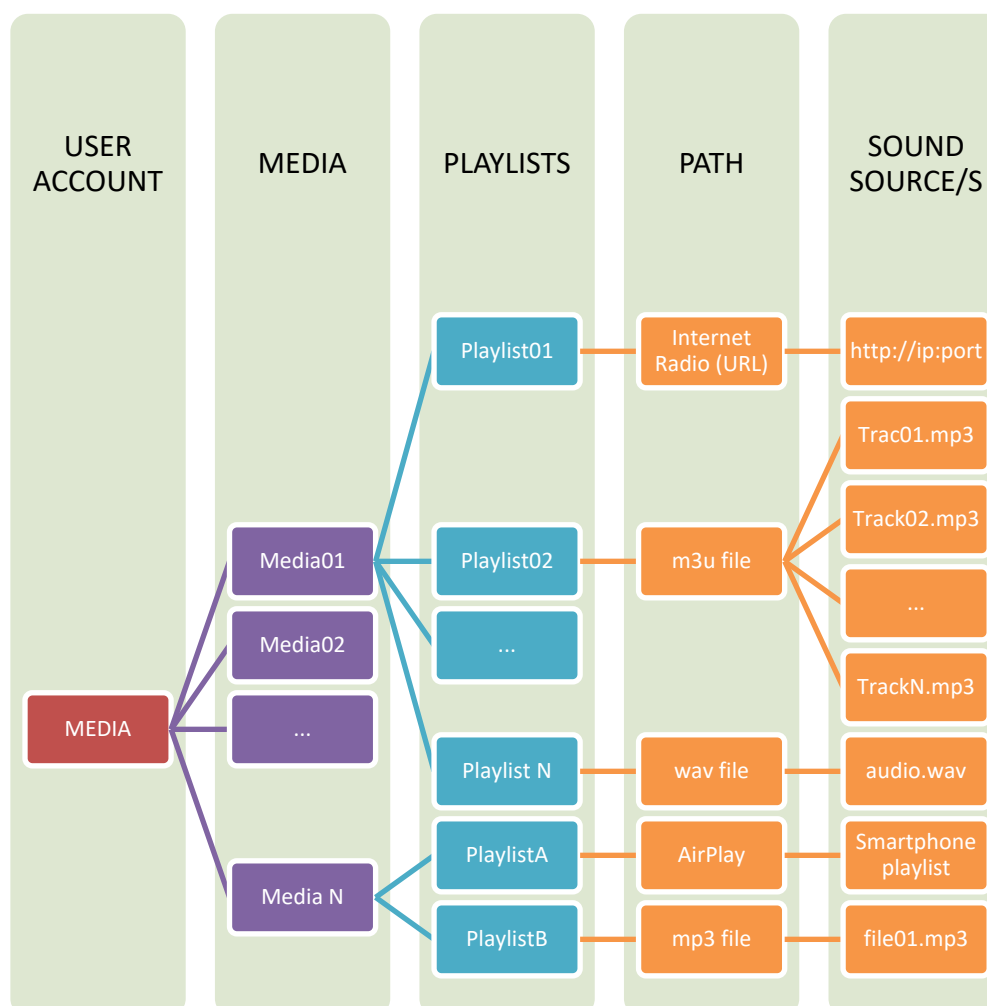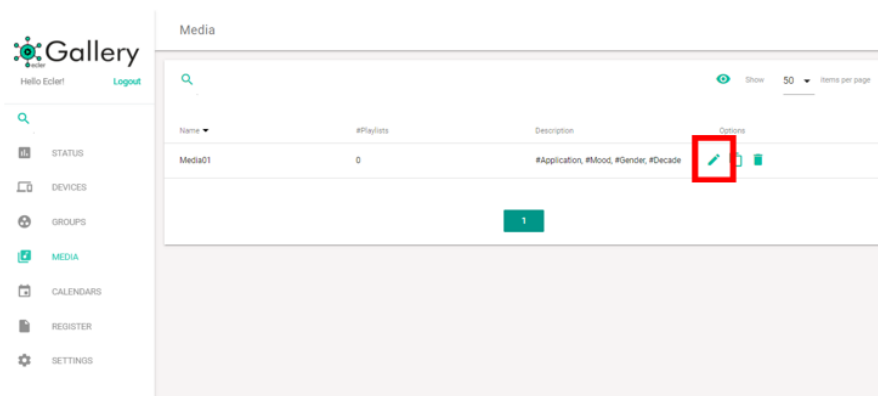

Figure 45: editing a content

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7.3 ADDING PLAYLISTS

You can add playlists when creating a content (Media) or later by editing it. On the EDIT MEDIA page, **click the add playlist button (ADD PLAYLIST) to create a new playlist.**
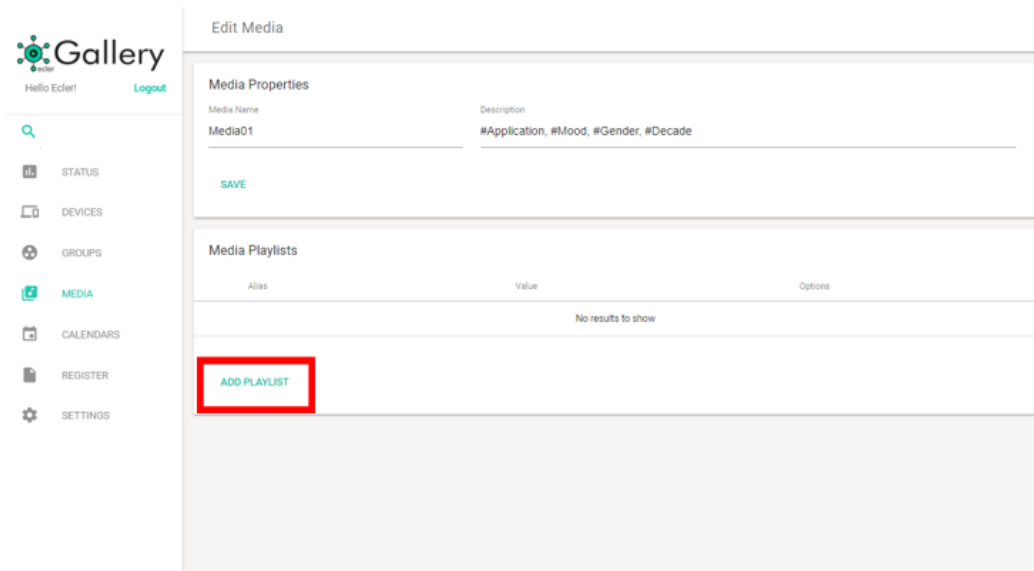
Figure 46: adding playlists

A playlist is made up of two attributes:

1. **Alias**: name with which the playlist will be displayed on your platform. It is recommended that you give it an intuitive name that allows you to recognize the musical content or pre-recorded messages in it.

2. **Source path / Url**: address where the content is hosted. They can be local files (USB/SD), Internet radio *streaming* addresses, etc. For detailed information on valid content and examples, see Table1 and Table2.

3. Finally, press the **save button to add the playlist** or save the changes made.
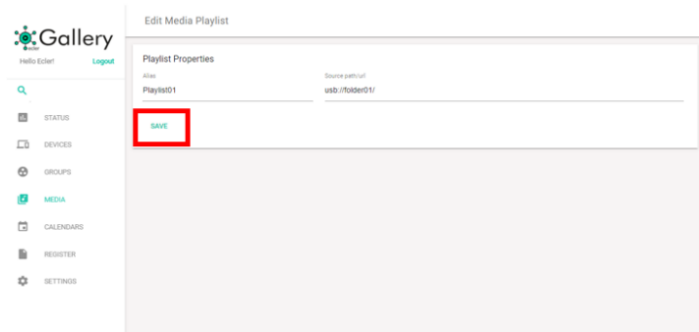
Figure 47: example of playlist

💡 You can **add as many playlists to a content as you want**. However, there is a **limit to the number of playlists the player can manage**. In chapter Managing Playlists, this limitation is explained in detail.

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7.4 EDIT PLAYLISTS

When you add a playlist, **a new entry will be created in the playlist table** for the corresponding content (Media *playlists*).

To **edit** a created playlist, **click the Edit icon** for the content you wish to edit on the Media page. Then click the edit button for the playlist you want to edit on the EDIT MEDIA page.
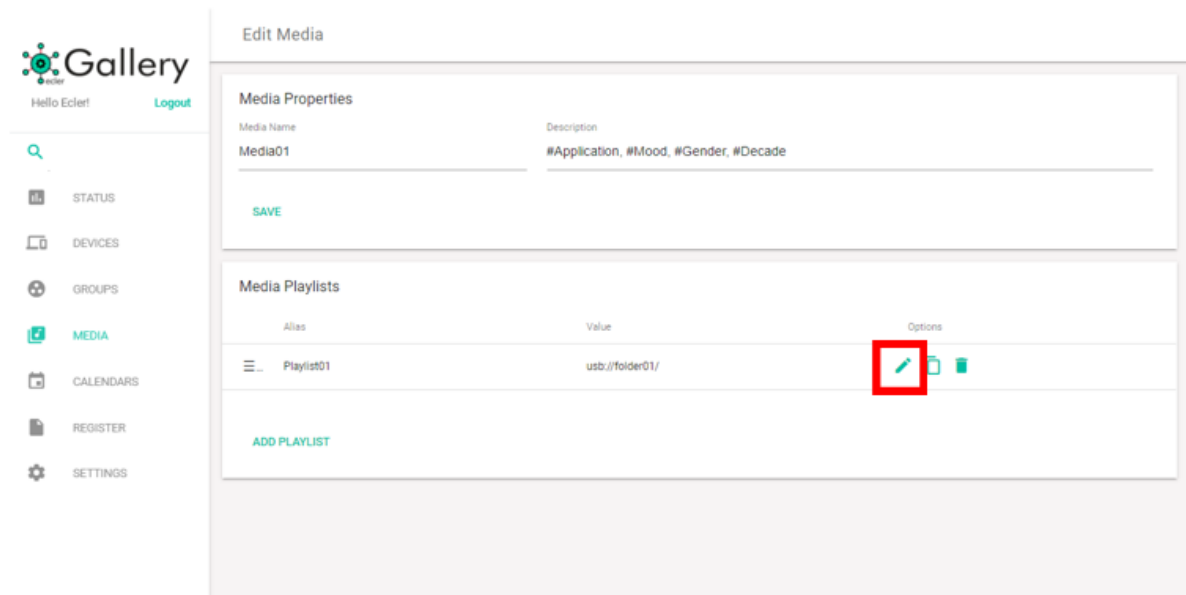
Figure 48: Editing a playlist

> 💡 **You can modify a playlist by following the path below, from the main menu: MEDIA → EDIT MEDIA → EDIT MEDIA PLAYLIST**

7.5 MANAGING PLAYLISTS

A content (Media) has a table of playlists. You can view this table on the EDIT MEDIA page for a given content. The **default order is by date of creation**. Thus, the oldest playlist will be at the top of the table and the most recent one at the bottom.

You can **change this order and sort the table, using the Sort tool** next to the playlist name (see **¡Error! No se encuentra el origen de la referencia.**). Hold down the Sort button and drag to the desired position.

The **order** of the playlists within a content is **relevant** when interacting with the *Presets* on a device.

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> 💡 **A playlist (.m3u, .pls, etc.) indexes the contents it points to independently**. In other words, a m3u playlist, for example, has the order in which the audio files are played. This order is completely independent of the place it occupies in the Ecler Gallery playlist table.

.
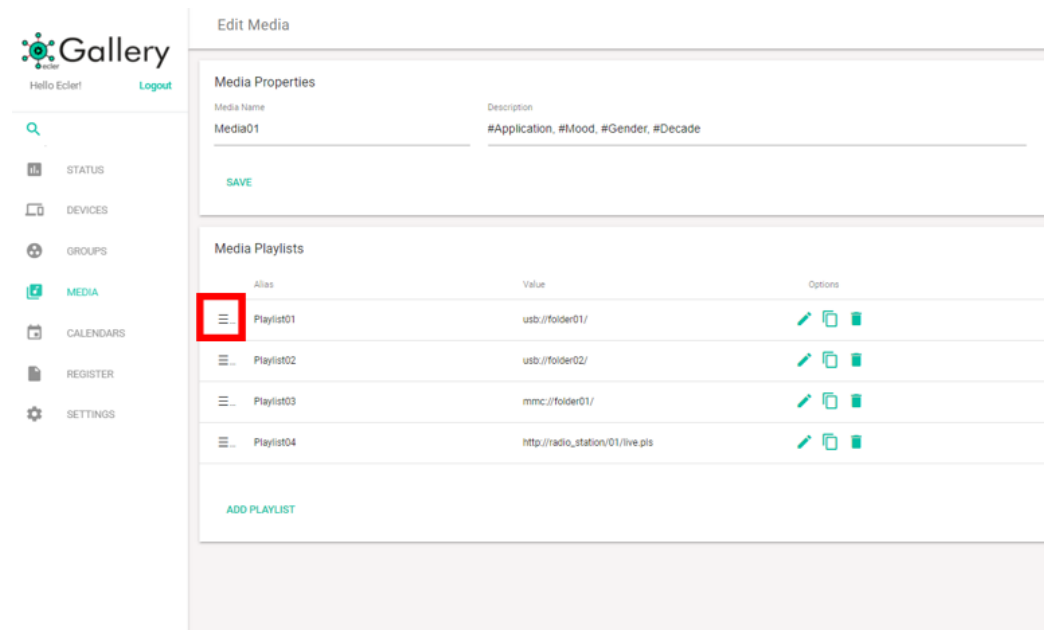
Figure 49: playlists order of a content

7.5.1   DEVICE PRESETS

The device manages the contents in a different way than Ecler Gallery. This should not worry you, because if this device is managed only through the platform this operation will be opaque for the user. However, it may be interesting to know these differences for problem solving or advanced functionalities.

It has **2 boot modes**:

1. **Keep the status** (KEEP STATUS): the device starts with the configuration it had before being turned off.
2. **Load Preset1** (LOAD PRESET1): the device loads a certain configuration, stored in *Preset* 1, when starting.

The device has only one configuration or status (STATUS) running, which can be modified through the front panel, web application, mobile application, etc., during its use (turning up the volume, for example). This status can also be altered by loading *Presets*.

A *Preset* in the device is a **configuration mask**. That is, when a *Preset* is loaded, only the selected parameters will be modified, the rest of the parameters will not be altered and will keep their state.

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Figure 50: example of a Preset configuration

For example, you can create *Presets* that modify only the volume, leaving the rest of the parameters (audio source, *mute, fade mode*…) unchanged.

The Playlist is one of these parameters. The device allows you to store up to 20 different settings and consequently up to **20 different 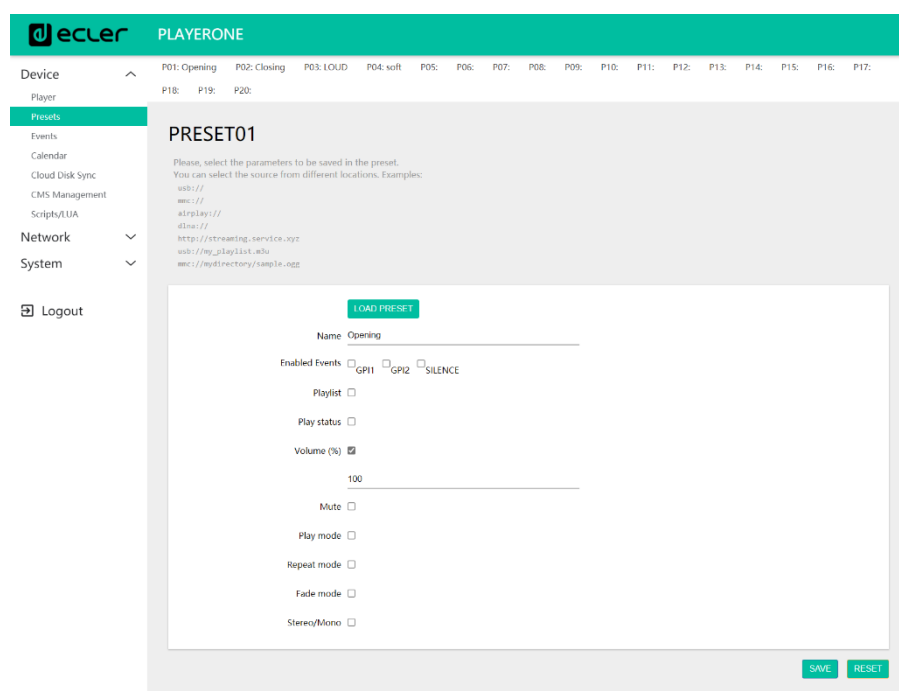Playlists**. So, when you load a *Preset*, if it has an address stored in its *Playlist* parameter, it will modify the audio content you are currently playing. Similarly, if the *Playlist* parameter is not selected, it will not change the current playback content. If the *Playlist* box is checked and there is no valid address or the *Source path / Url* field is empty, it will not play content.

The playlists in Ecler Gallery correspond to the playlists of the *Presets* in the device. This way, the first playlist in the table of contents (Media) in Ecler Gallery, corresponds to the playlist stored in the Preset01 of the device (Alias + *Source path / url*). The second playlist in the table of contents (Media) in Ecler Gallery, corresponds to the playlist stored in Preset02 of the device. And so on.

MEDIA01 (GALLERY)	PRESETS (ePLAYER1)
Playlist01	Preset01
Playlist02	Preset02
Playlist03	Preset03
…	…
Playlist20	Preset20
Playlist21	Not applied
…	Not applied

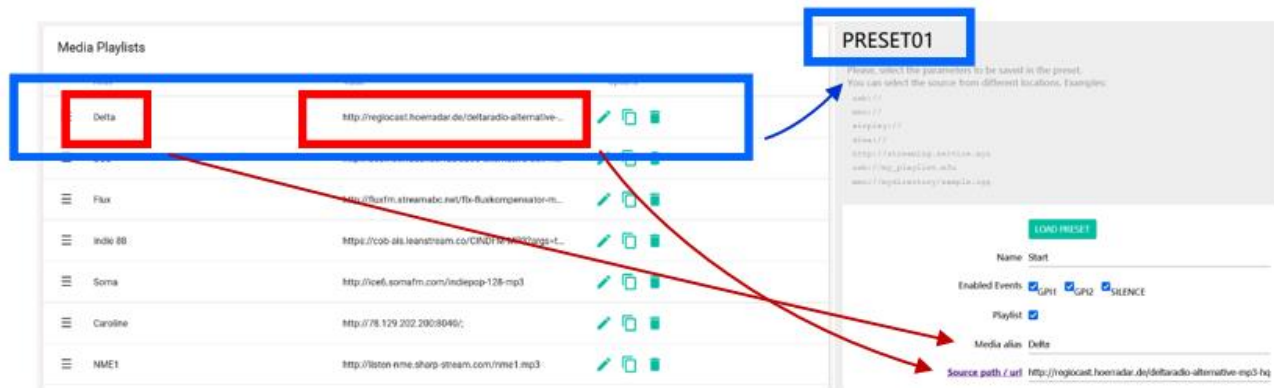Tabla 3: playlists in Gallery and device

Figure 51: matching playlists Gallery and Presets ePLAYER1

A content has no limit of playlists in Ecler Gallery, however, **the device can only store the first 20**.

For example, if 25 playlists are created in a content in Ecler Gallery, the device will store the first 20 in the table. The remaining 5 playlists will not be available in the player. However, they are saved in their content (Media), allowing you to modify the order and thus, change the playlists in the device.

7.5.2   SOME THOUGHTS ON PLAYLISTS

You should **take this into account when managing playlists**:

1. Playlists managed through Ecler Gallery **will always be active** (*Playlist* box in the *Preset* activated).

2. The **first 20 playlists are always** synchronized[1]. So, if you switch from a content with 10 playlists to a content with 5 playlists, the *Presets* from 06 to 10 in the device will be empty and the *Playlist* checkboxes in the *Presets* will be disabled.

3. If a content (Media) in Ecler Gallery is empty, or in other words, has no playlist, the device will keep the last playlist configuration. In other words, **an empty content (Media)** - no playlists - **does not modify the content of the *Presets*** in the player.

[1]Synchronization: communication and information exchange process between Ecler Gallery and the devices. See chapter [Connection and Synchronization](#) for a more detailed information on this process.

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8. ADDING AND MANAGING CALENDARS

Calendars (CALENDARS) **are the set of *calendars*** available in your user account.

A *Calendar* **is a set of *Calendar Events*** available on that Calendar. A single *Calendar* can be assigned to a device or group.

A *Calendar Event* **is a time schedule of a certain action** (target).
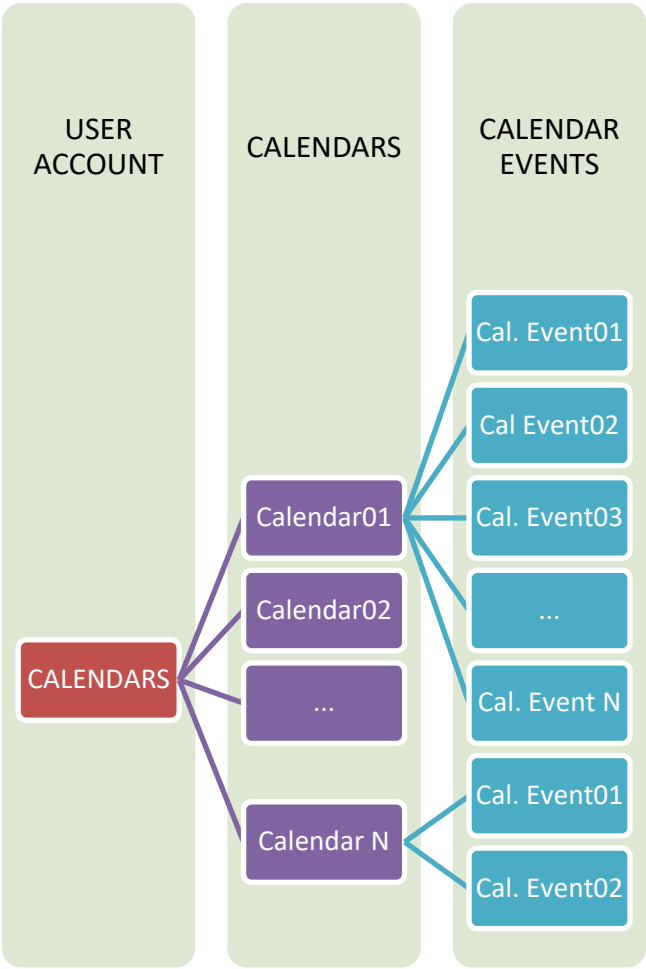
Figure 52 CALENDARS hierarchy in Ecler Gallery

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To add a Calendar to Ecler Gallery, click CALENDARS on the side menu. If you do not have any *Calendar* created in your account yet, a table will be displayed without it.

Then **click the "Add" button** in the lower right corner.
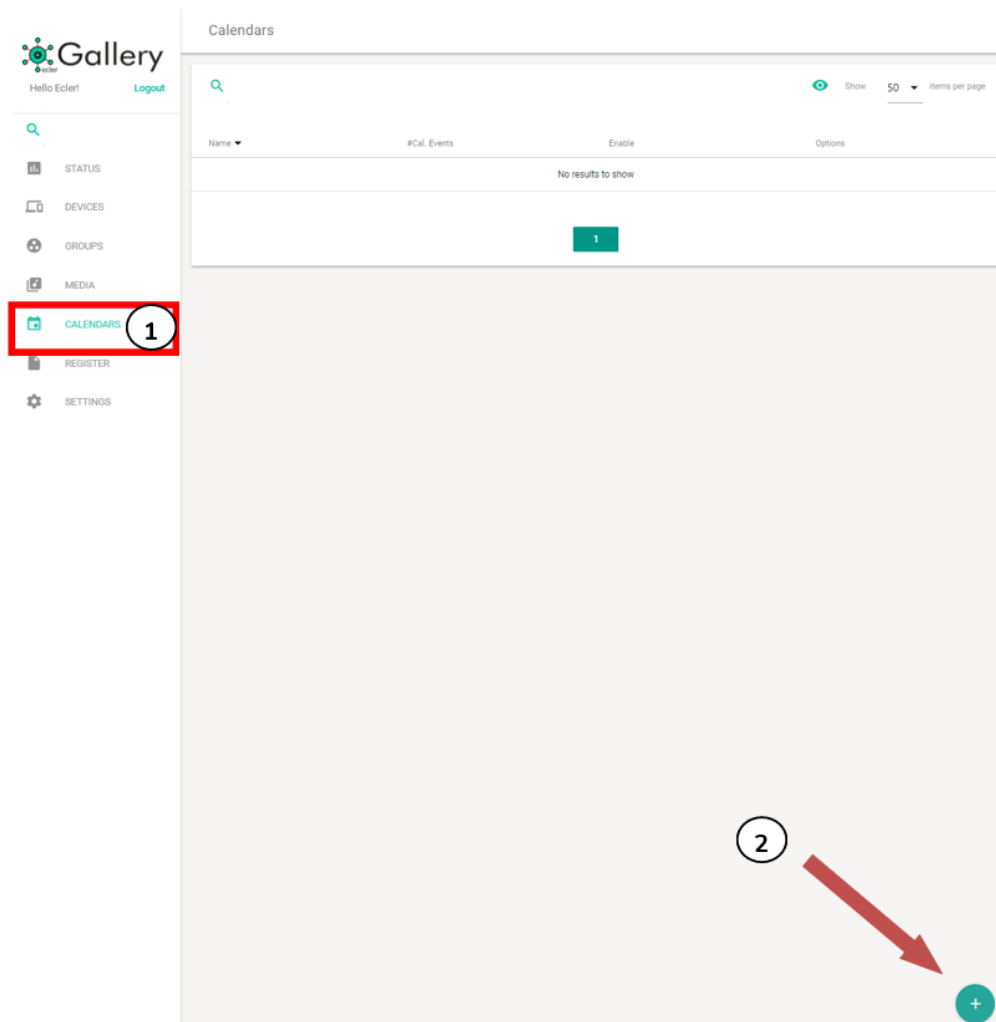
Figure 53: The CALENDARS page

The ADD *Calendar* page will be displayed, where the new content is configured.

The only essential parameter for adding a new Calendar is the *Calendar name* of it in the *Calendar Properties*, which must be unique in your account. **Two Calendars with the same name cannot coexist in the same account**.
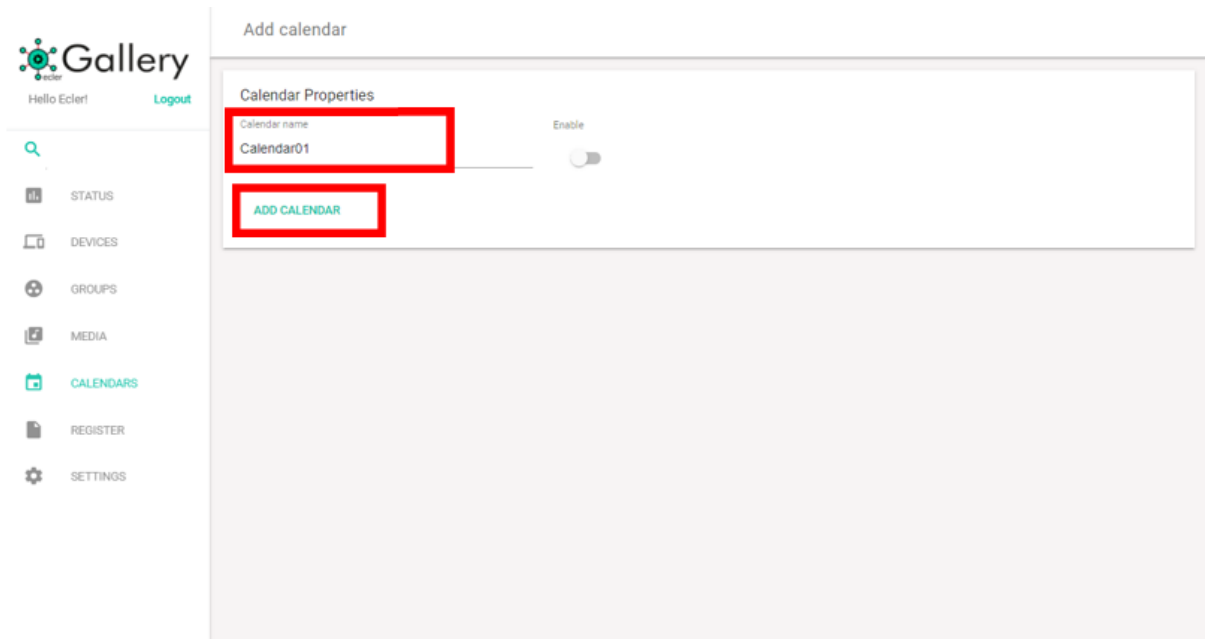
Figure 54 The ADD Calendar page

You can then **add the *Calendar* to your account by pressing the ADD *CALENDAR* button**. You can enable the *Calendar* at this time or, if you prefer, enable it later.

The ***Enable* option** allows you to enable or disable the *Calendar*:

- If **enabled**: all the Events of that *Calendar* that are enabled will be executed.
- If **disabled**: no *Calendar Events* will be executed.

💡 A ***Calendar* can have *Calendar Events* enabled or disabled**. The option to enable / disable a *Calendar*, does not change the status of the *Events*, but acts as a master control.

💡 **You can add as many *Calendars* as you wish**.

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8.2 EDITING CALENDARS

When you add a *Calendar*, a new entry will be created in the *Calendar* table with *Calendar Events* or no *Calendar Events*, if you have not added any yet.

To **add new *Calendar Events*** or **modify** already created ones, **click on the Edit icon** of the *Calendar* you want to modify.

If you delete a *Calendar* assigned to one or several devices, it will keep the last configuration, i.e., the deleted *Calendar* and in the device settings it will appear as *Not set*. See chapter DEVICES MANAGEMENT for more information on devices.

Figure 55: editing a Calendar
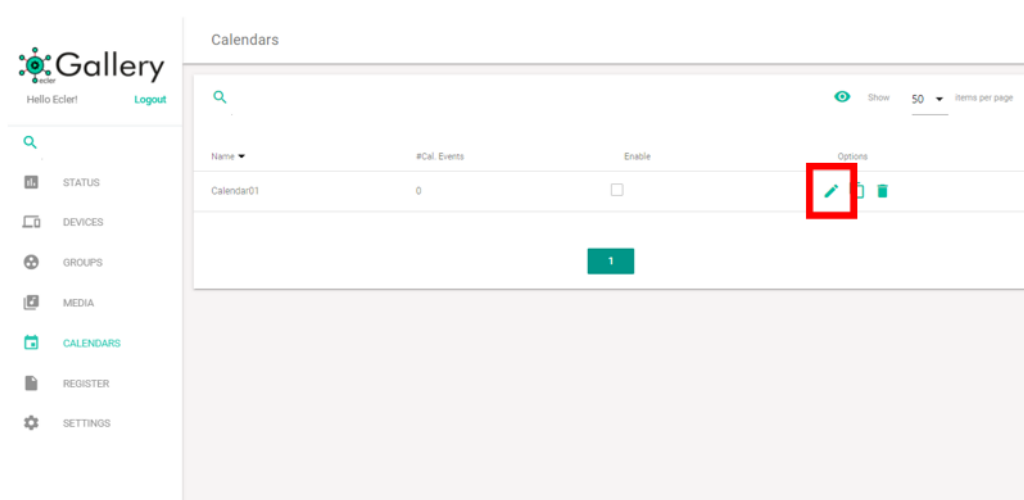
8.3 ADDING CALENDAR EVENTS

You can **add *Calendar Events* once you have created a *Calendar*** by editing it. On the EDIT CALENDAR page, **click the ADD *CALENDAR EVENT* button** to create a new *Calendar Event*.
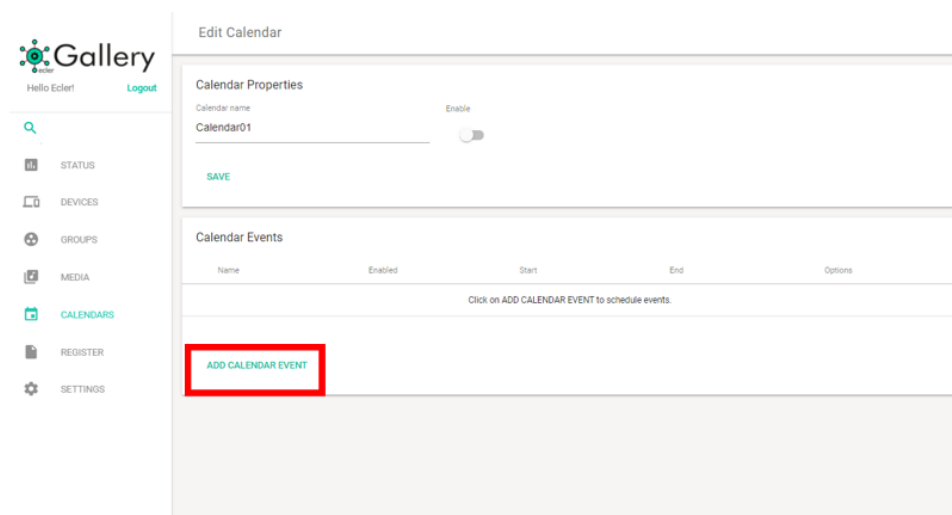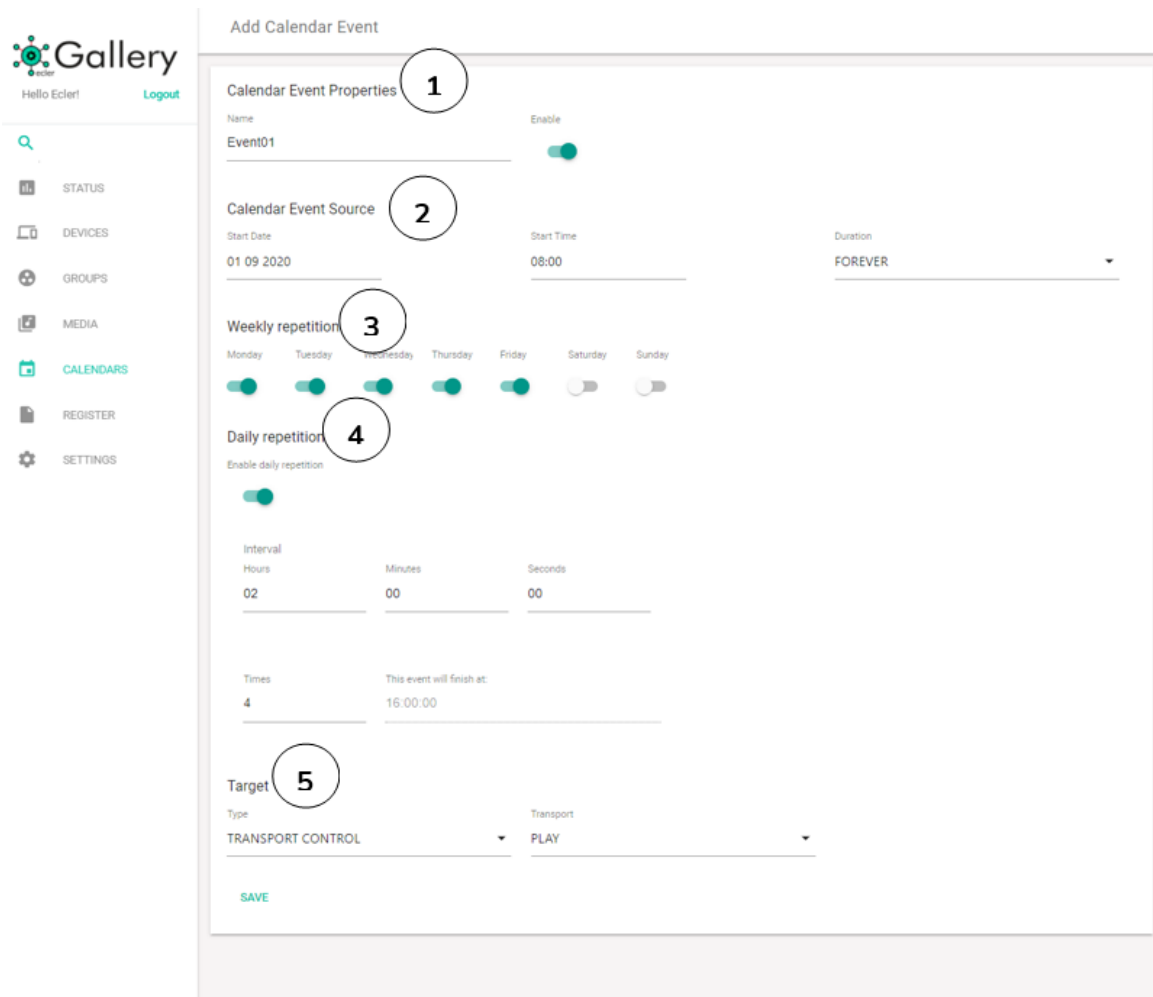
Figure 56: adding playlists

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A *Calendar Event* is made up of the following attributes:

Figure 57: example of a Calendar Event

1. **EVENT PROPERTIES**

   - **Name**: name under which the *Calendar Event* will be displayed on your platform. It is recommended that you give it an intuitive name that allows you to recognize the function of this *Calendar*.

   - **Enable**: enables or disables the *Calendar Event*. If it is not enabled, the action will not be executed. However, I can re-enable it to retrieve the scheduled action, without having to reschedule the *Event*. Note that if the *Calendar* to which the *Event* belongs is disabled, even if the Event is enabled, it will not be executed.

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2. **SOURCE OF THE** *EVENT* **(TIME SCHEDULE)**

- **Start date**: date when the *Event* starts.

- **Start time**: start time of the *Event*. In case there is any repetition condition, this will be the time when the *Event* will be triggered for the first time every day.

- **Duration**: duration or validity of the *Calendar Event*. Allows you to select *Calendar Event* duration settings.

  - FOREVER By default, this option is selected. The *Calendar Event* will not have an automatic end date.

  - CUSTOM END DATE: End of the *Calendar Event*. Allows you to set the date and time that the *Calendar Event* will be triggered last, regardless of repeat conditions.

Calendar Event Source

Start Date	Start Time	Duration
01 09 2020	08:00	FOREVER
		CUSTOM END DATE
End Date	End Time	
30 09 2020	20:00	

Figure 58: example of a Calendar Event with End date

3. **WEEKLY REPEAT MASK**

- Weekly mask or days of the week in which the *Calendar Event* will be repeated at the time indicated in the Start Time.

- If you do not select at least one day of the week, the *Calendar Event* will never be triggered. As with setting an *Event* to trigger on a day of the week (Start date) which is not selected in the weekly mask.

  An example is shown in **¡Error! No se encuentra el origen de la referencia.** where the days from Monday to Friday (working days) have been selected. Therefore, on Saturdays and Sundays (weekends) the configured *Event* will not be triggered.

Weekly repetition

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday

Figure 59: example of weekly mask

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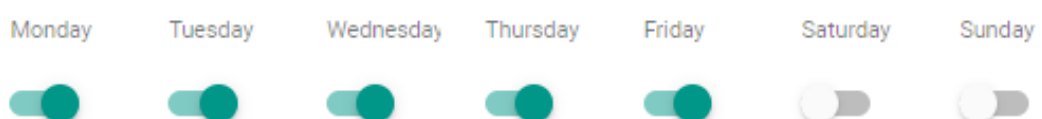GLOSSARY OF TERMS

4. DAILY REPETITION

- The **same *Event* can be repeated throughout the day with a certain frequency of repetition**. This daily repetition can be activated or deactivated.

- **Interval**: repetition interval. It indicates how often, or how often, the *Calendar Event* is repeated throughout the day, starting from the start time.

- **Times**: number of daily repetitions. Indicates the number of times the *Calendar Event* will be repeated, spaced in time by the value indicated in the interval (Interval).

  The first time an *Event* is executed every day does not count as a repetition, therefore, if you want an *Event* to be triggered twice a day, the number of daily repetitions (Times) must be equal to 1 (the first time + 1 repetition). This value must be equal to or greater than 1.

- **This Event will finish at:** "This Event will end at..." indicates the time, counting repetitions, at which the *Event* will run for the last time on the day. After this time, the *Event* will not run until the next day it is scheduled. This is not a configurable parameter, only informative. It is intended as an aid for the user to set the interval (Interval) and the number of repetitions (Times) more efficiently.

  The example **¡Error! No se encuentra el origen de la referencia.** shows an event which is repeated every hour of the day. With the start time being 8:00, the *Event* will be executed for the last time at 16:00: **in total 9 shots in the day, at 8:00 and 8 repetitions of this**.

Daily repetition

Enable daily repetition

Interval

Hours	Minutes	Seconds
01	00	00

Times	This event will finish at:
8	16:00:00

Figure 60: example of daily repetition

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5. ACTION

- Action that is executed every time the *Calendar Event* is triggered. **Several actions can be configured**.

    o **INTERNAL**: internal stimulus. It does not perform an action directly but allows to trigger scripts [1].

    o **PRESET RECALL**: loading of a preset (Preset [2]).

    o **TRANSPORT CONTROL**: press a key on the transport bar; STOP, PLAY, PREV, NEXT, PLAY/PAUSE.

    o **LOAD & PLAY SOURCE**: loading and playback of a source

    o **PRIORITY SOURCE**: playback of a source with priority. The priority source will overwrite the current playback source. When the priority message/warning is finished, the source that was in playback will be restored.

The **LOAD & PLAY SOURCE and PRIORITY SOURCE actions require a URL or local address of the device**. A *Calendar Event* may be common to several devices. However, the content of these may not be the same. Thus, the address "mmc://" will be common to all devices, however, each device may have different content on its microSD card. For example, a LOAD & PLAY SOURCE event at 9:00h can play the content of an microSD card ("mmc://") on several players, but on each device the content of the microSD card will be different.

The **addresses stored in *Calendar Events* are independent of the Contents (Media).** That is, Calendar Events play addresses of audio sources that are not stored in your list of contents (Media).

💡 **You can use a Content (Media) as a repository of Internet Radios**. This way, if you use *Calendar Events* to change stations, simply open the Content (Media) that hosts the URLs on a new tab and copy and paste the addresses into the Calendar Event's *Source path/url* field.

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Figure 61: types of actions in a Calendar Event

¹ Scripts: Ecler Gallery does not allow the management or editing of Scripts. However, you can upload a player configuration files containing Scripts. See chapter Backup Copies to learn how to manage configuration files through Ecler Gallery. For information about Scripts in ePLAYER1, please refer to the corresponding section in the device manual.

² Presets: Ecler Gallery does not allow the management or editing of *Presets*. However, you can upload a player configuration files containing *Presets* configurations. See chapter Backup Copies to learn how to manage configuration files through Ecler Gallery. For information about *Presets*, please refer to the corresponding section in the device manual.

Finally, **press the Save button to add a *Calendar Event*** or save the changes made.

You can add as many *Calendar Events* to a Calendar as you wish. However, **there is a limit of *Calendar Events* that the player can manage**. In chapter Managing Calendar Events, this limitation is explained in detail.

> 💡 **Practical examples** of *Calendar Events* are available in the corresponding section of the device manual.

> ⚠️ For a *Calendar Event* to work as expected, **it is important that the time zone is correctly selected**. See chapter Other options for more information.

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8.4 EDITING CALENDAR EVENTS

When you add a *Calendar Event*, a **new entry will be created in the *Calendar Events* table** of the corresponding *Calendar*. See **¡Error! No se encuentra el origen de la r eferencia.**.

To **edit a created *Calendar Event*, click the Edit icon for the *Calendar* you wish to edit** on the *Calendars* page. Then **click the edit button of the *Calendar Event*** you want to modify on the *Edit Calendar* page.
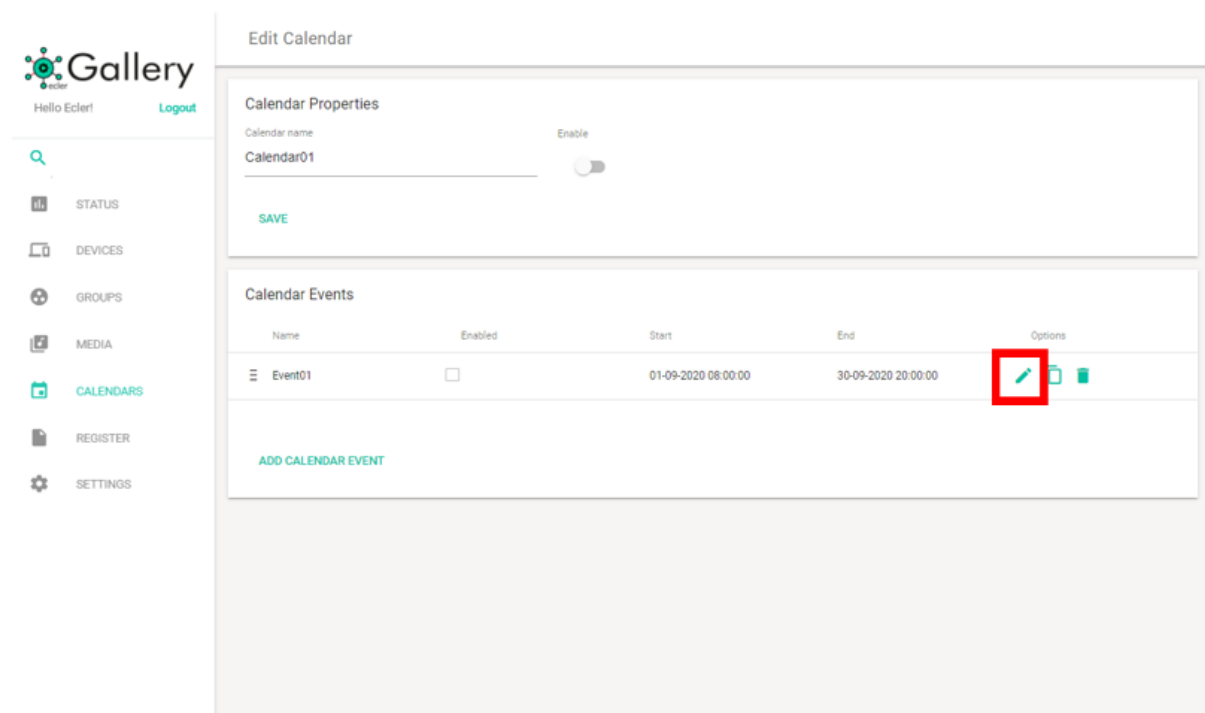

Figure 62: editing a Calendar Event

💡 **You can modify a *Calendar Event* by following the path below, from the main menu:** *CALENDARS* → EDIT *CALENDAR* → EDIT *CALENDAR EVENT*

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8.5 MANAGING CALENDAR EVENTS

A *Calendar* **has a table of** *Calendar Events*. You can view this table on the EDIT *CALENDAR* page of a given *Calendar*. The **default order is by date of creation**. Thus, the oldest *Calendar Event* will be at the top of the table and the most recent one at the bottom.

You **can change this order and sort the table, using the Sort tool** next to the playlist name (see **¡Error! No se encuentra el origen de la referencia. ¡Error! No se encuentra el origen de la referencia.**). Hold down the Sort button and drag to the desired position

⚠ The **order of the** *Calendar Events* within a *Calendar* is **relevant when interacting with the** *Scripts* on a device.
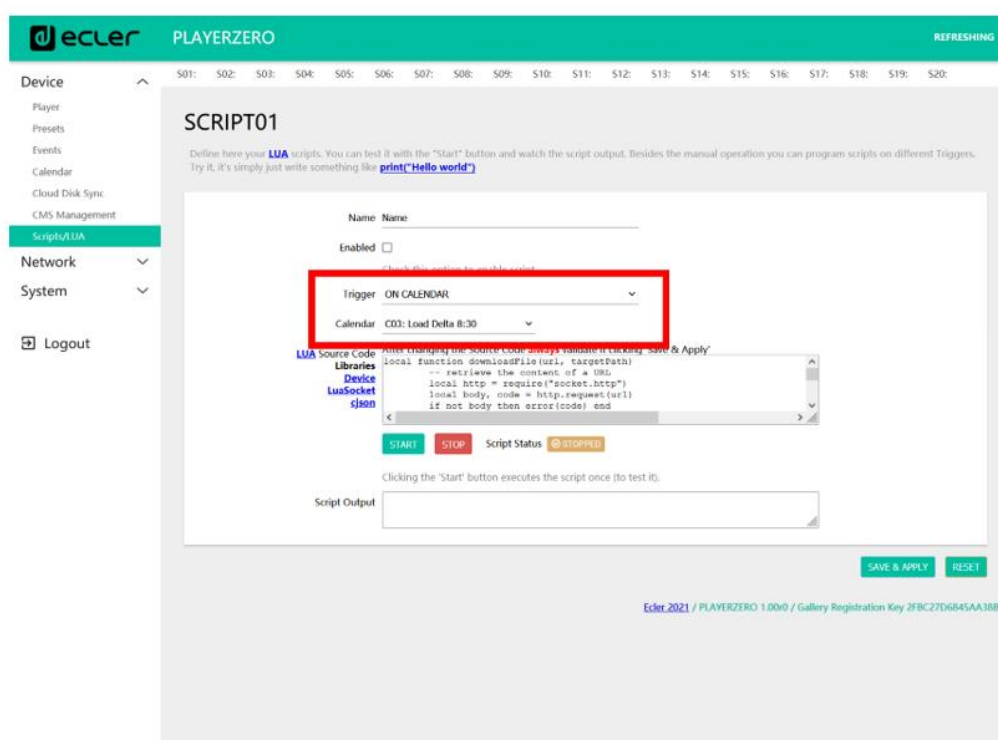

Figure 63: scripts in PLAYER ZERO

Scripts (short programming codes) can be triggered by calendar events. Each calendar event can trigger a different *Script* (up to 20 Scripts), which is identified by its **index** in the *Script*'s programming. Thus, in the example of the **¡Error! No se encuentra el origen de la referencia.**, Script01 is triggered by calendar event C03. If the calendar event is changed, so is the time when Script01 is executed. Consequently, if the order of the calendar events is changed via Ecler Gallery, it will also change its index in the player. Keep this in mind if you are using *Scripts*.

For more information about *Scripts*, please refer to the corresponding device manual section.

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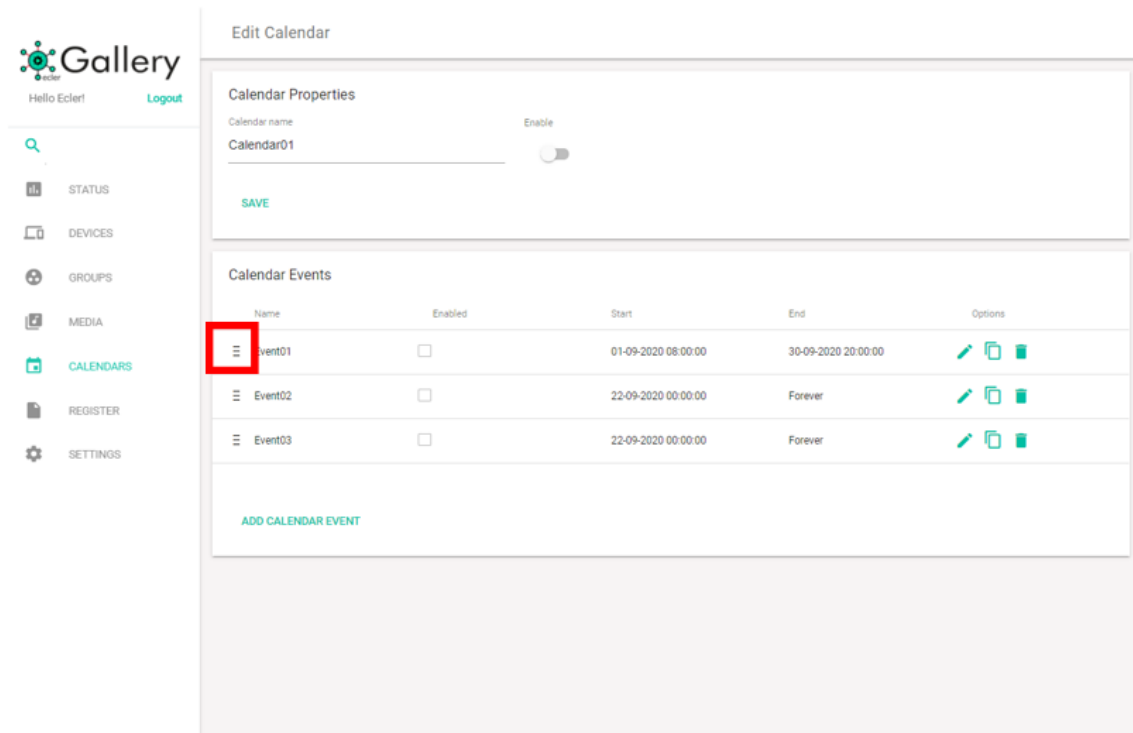SETTINGS

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Figure 64 Calendar Events order in a Calendar

8.5.1   DEVICE CALENDARS

The device manages the *Calendar Events* in the same way as Ecler Gallery.

It **allows to store up to 24 different *Calendar Events***. A *Calendar* has no limit of *Events* in Ecler Gallery, however, the device will only be able to store the first 24 Calendar Events.

For example, if 32 *Calendar Events* are created in a *Calendar* in Ecler Gallery, the player will store the first 24 *Events* in the table. The remaining 8 *Calendar Events* will not be available in the device. However, they are stored in your *Calendar*, allowing you to modify the order and thus change the *Calendar Events* available in the device.

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8.5.2 CALENDAR EVENT CONCERNS

You should keep in mind **when managing *Calendar Events***:

1. *Calendar Events* **can load *Presets* or run Scripts (*Internal*)**, however, these device properties are not manageable through Ecler Gallery and are opaque to the user, that is, the platform does not have the ability to report the status of these settings. Use configuration files to modify these settings and add functionality to the device.

2. The **first 24 *Calendar Events* are always** synchronized[1]. Thus, if you switch from a content with 10 *Calendar Events* to another with 5, the device Events from 06 to 10 will be empty.

3. If a *Calendar* in Ecler Gallery is empty, or what is the same, it does not have any *Calendar Events*, the player will not have any *Calendar Events* either. In other words, **an empty *Calendar*** - with no Events - **modifies the content of player *Calendar Events***.

[1]***Synchronization***: communication and information exchange process between Ecler Gallery and the devices. See chapter [Connection and Synchronization](#) for a more detailed information on this process.

9. DEVICES MANAGEMENT

On the DEVICES page you have a **summary table of all devices** (physical or virtual) created in your account. On this page you can use **the search, display and order tools** to comfortably manage all your devices. See chapter [Filtering and Viewing Tools](#) for more information.

Figure 65: devices in an Ecler Gallery account

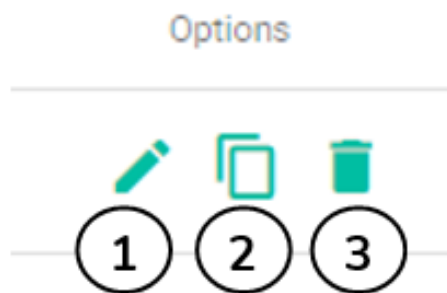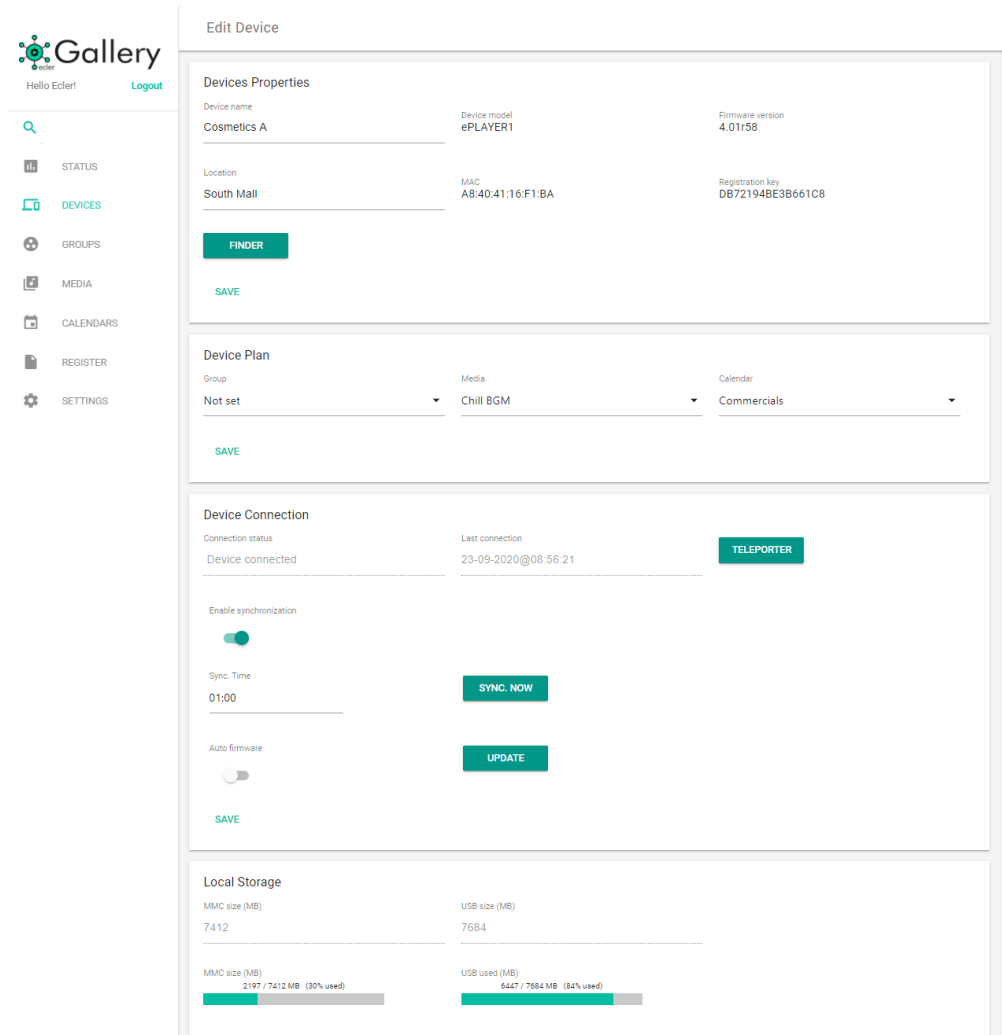The devices on a table can be managed from its Options.

Figure 66: Item options from a table

1. **Edit**: opens the edit page of the device (EDIT DEVICE)
2. **Duplicate**: allows you to duplicate a device with a different name, which must be unique in your account. The duplicated device is an exact copy of the original, except for the parameters exclusive to the original item, such as the *Registration Key*. This function can be useful for backing up a device or creating templates.

> 💡 **If you want to replace a physical device, and keep the same settings, duplicate that device**. Then delete the computer you want to replace from your account and finally enter the registration key of the new physical device into the duplicate virtual device.

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3. **Delete**: delete the device from your account. You will be asked for confirmation before deleting it. If you delete a device from your account, it will be available for registration in a different account, or for re-registration. A **device deleted** from an Ecler Gallery account **will not delete your settings** but will keep them until your account is modified: factory settings, through another Gallery account, etc.

To **access and modify the properties of a device, press the Edit button** on that device. You will access the edit page "EDIT DEVICE" of the device.

Figure 67: The EDIT DEVICE page

💡 The **SAVE button** is available on all tabs on the EDIT DEVICE page, allowing you to **save all changes** made to that page. This way it is always accessible on devices with smaller screens like a *Smartphone*. However, it is the same button and it saves all the parameters of the EDIT DEVICE page.

💡 The **saved changes will be applied to the device at its next scheduled synchronization**. See the chapter Connection and Synchronization for more information about the synchronization process.

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9.1 PROPERTIES

In this tab you **configure the properties of the equipment, to identify it in the platform**.
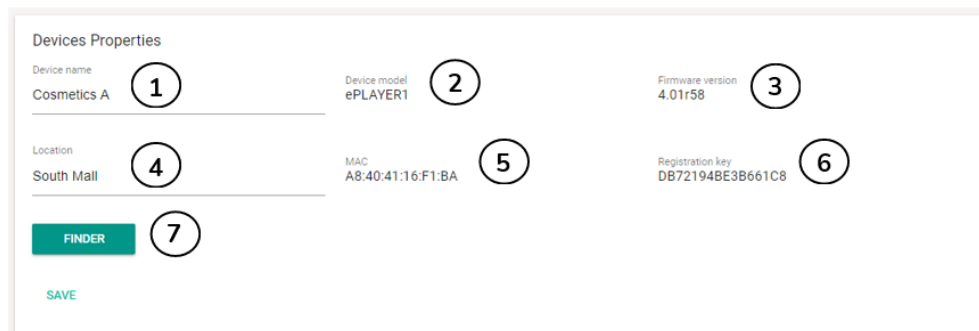

Figure 68: Device properties

1. **Device name**
   - Shows the **name of the device**
   - This name **must be unique** in your account
   - Can be modified at any time.

2. **Device model**
   - Shows the **model of the device**
   - This parameter cannot be changed, it is returned by the device when it is first connected to the platform

3. **Firmware version**
   - Shows the **firmware version of the device**
   - This parameter cannot be changed, it is returned by the device every time it is synchronized with the platform

4. **Location**
   - Indicates the **location of the device**
   - May be identical to other locations
   - Can be modified at any time

5. **MAC**
   - Indicates the **MAC identifier** of the device
   - This parameter cannot be changed, it is returned by the device when it is first connected to the platform
   - Allows unique identification of the device
   - The MAC identifier of the device, in addition to this section, can be found at:
     - Package label
     - Label on the bottom of the device
     - In its embedded web application

6. **Registration Key**

- **Registration Key** of the device

- This parameter cannot be changed, it is entered only once to register the device on the platform

- Allows unique identification of the device

- The key of the device, in addition to this section, can be found at:

  o Package label

  o Label on the bottom of the device

  o In its embedded web application

  o Through the front panel

- See chapter <u>Registration Key</u> for more information

7. **Finder**

- **Search function** button of the device

- When you press this button, the search function is activated:

  o PLAYER ONE / ePLAYER1: the LCD display of the device will start flashing.

  o PLAYER ZERO: the LEDs on the front panel will start flashing.

- While the FINDER function is activated, the button will be red. Press the button again to turn the function off.
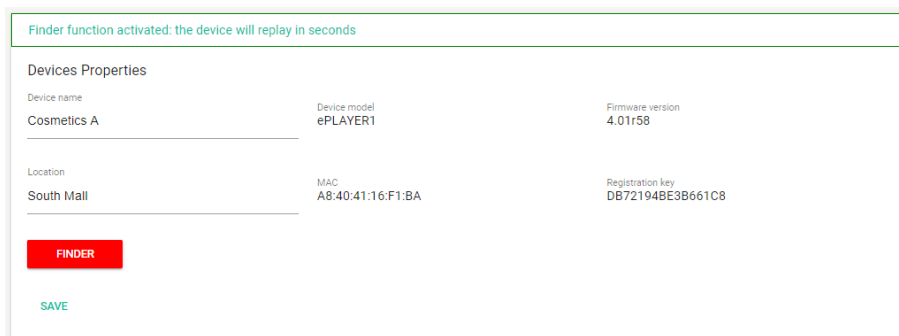

Figure 69: Finder function on

- The Finder function can take up to 60 seconds to activate/deactivate on the device from the moment you press the button in Ecler Gallery.

- For the Finder function to work properly the device must be connected to the platform. However, even if the device is disconnected, you can still activate the Finder function. When the device reconnects, it will detect that its Finder function needs to be activated.

- This function is useful to locate or identify a device in an installation where several devices live together.

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9.2 DEVICE PLAN

On this tab you configure the **Device Plan**, i.e., **the content (Media) and the *Calendars* (Calendar) that the device will have**. A device plan therefore consists of 2 attributes: a musical content (Media) and/or a time schedule (*Calendar*).
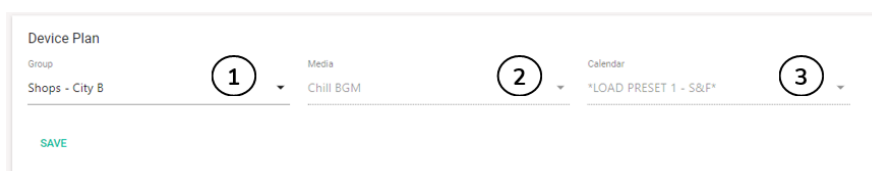

Figure 70: device plan

1. **Group**

    - Selection of the group to which the device belongs.

    - When selecting a group, the device will be configured with the contents (Media) and *Calendars* (*Calendar*) assigned to the group. Contents and *Calendar* cannot be changed from the device settings.

    - If you do not want to assign the device to **any group**, select the "***Not set***" option.

    - If a device belonging to a group is modified to be ***Not set***, the device **will not delete the contents and the *Calendar***, but will keep its last settings, i.e., the group it belonged to.

    > 💡 For more information on group operation, see chapter [GROUP MANAGEMENT](#)

2. **Media**

    - Selection of the musical contents of the device

    - If the device belongs to a group, the content cannot be changed from the device settings.

    - If you do not want to assign the device to **any content**, select the "***Not set***" option.

    - If a device with an assigned content is modified to be ***not set***, the device **will not delete the contents**, but will keep its last configuration, i.e. the previous content.

    > 💡 For more information on group operation, see chapter [GROUP MANAGEMENT](#)

    > 💡 **Empty (Media) content** - no playlists - **does not change the content of the device *Presets***. To assign an empty content and delete previously available playlists, you can create a default content (Media) for that purpose. This content (Media) can contain the player's default sources (USB device, microSD card, etc.). See Figure 71.
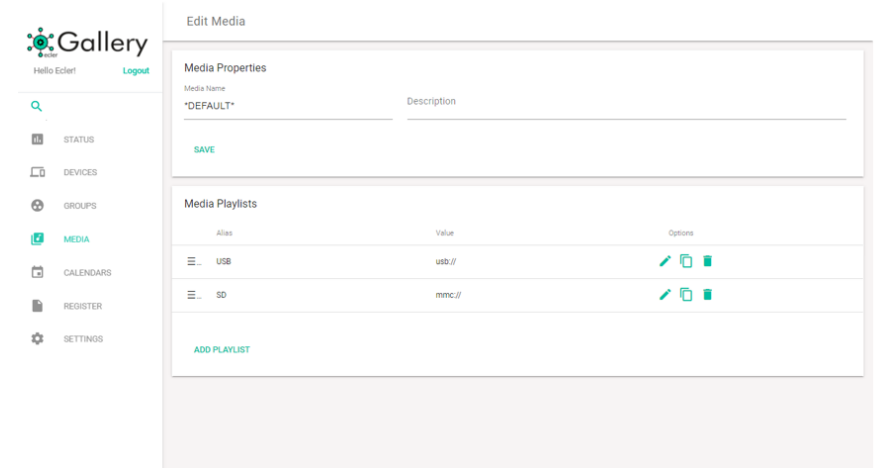
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Figure 71: content by default

3. **Calendar**

- Selection of the time schedule (*Calendar Events*) of the device
- If the device belongs to a group, the *Calendar* cannot be changed from the device settings.
- If you do not want to assign the device to **any Calendar**, select the "***Not set***" option.
- If a device with an assigned *Calendar* is modified to be ***not set***, the device **will not delete *Calendar Events***, but keep its last setting, i.e., the previous *Calendar*.

💡 For more information on group operation, see chapter <u>GROUP MANAGEMENT</u>

💡 **An empty *Calendar*** - with no Events - **modifies the content of device *Calendar Events***. To assign an empty *Calendar* and delete previous *Calendar Events*, you can create a default *Calendar*, with no *Calendar Events* for that purpose. See **¡Error! No se encuentra el origen de la referencia.**.

Figure 72: Calendar without Events

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9.3 CONNECTION AND SYNCHRONIZATION

The **connection to the platform** is the process by which the Ecler Gallery **server (host) and the devices (clients) communicate**.

Synchronization is the process by which the Ecler Gallery platform **configures** the **devices remotely**. This process is **unidirectional**, from the server (host) to the different clients (*client*).

Given this structure, there are certain aspects to consider for its proper functioning.
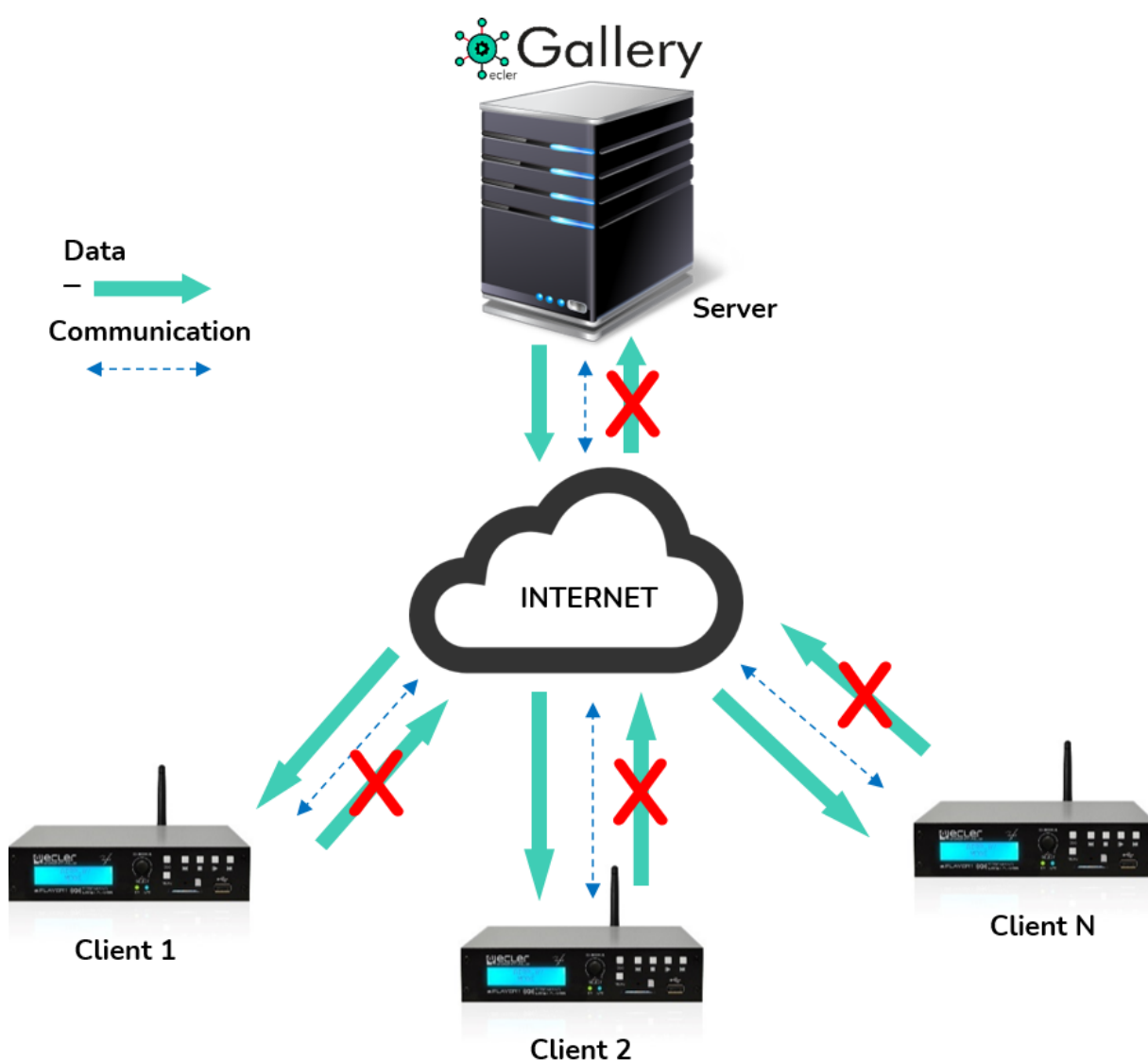

Figure 73: Ecler Gallery's synchronization process and structure

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9.3.1   ABOUT CONNECTION AND COMMUNICATION

- **Communication** between the Ecler Gallery server and the devices is **bi-directional**.

- The devices start this **communication periodically** (45-60 sec approx.), asking the platform for news in its configuration. That's why some functions are not instantaneous, and their process can take up to a minute (the *Finder* function, for example).

- In this communication process some parameters of the player are **reported**, such as the firmware version of the device.

9.3.2   ABOUT DATA SYNCHRONIZATION AND TRANSFER

- **Data transfer** (music content addresses, Calendar Events, settings, etc.) is **one-way**: from the Ecler Gallery server to the device/s client.

- The synchronization between platform and clients is activated when there is a change in the platform, that is, when you make **changes in your Ecler Gallery account**.

- Any **change in your account is registered in the server**.

- **Changes in the devices** (through local access to the configuration application, uploading configuration files, restoring factory settings, etc.), **are not registered in the platform** and, therefore, there may be discrepancies between the configuration displayed in your account and the one actually available in the device, since synchronization is one-way (Ecler Gallery→ Device).

💡   Given this operating structure, **it is recommended to leave the management of the devices to the Ecler Gallery platform and avoid making modifications through its web configuration application** except in certain occasions, such as troubleshooting.

⚠️   It is **allowed to save URL addresses in *Presets*, through the Internet Radio** service, which can be managed from the **front panel**. **Do not use this function if you are managing contents through Ecler Gallery, as there could be discrepancies between the information displayed on the platform and the actual configuration of the device**. For more information about *Presets*, please refer to chapter Device Presets and/or the corresponding section in the device manual.

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In the *Connection* tab, you can check and configure the connection and synchronization status and open a direct connection to the device configuration web application: **TELEPORTER**. See the chapter [Teleporter](#) for more information about this functionality.
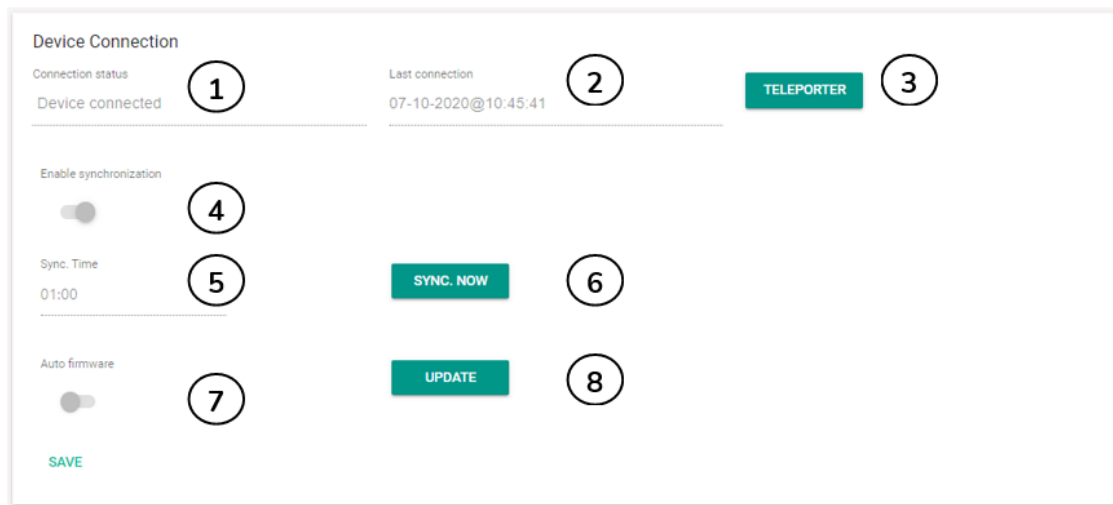

Figure 74: synchronization and connection settings

1. **Connection status**
   - Indicates the **connection** status of the device: connected or disconnected.
   - If the device is not connected, it cannot be managed through the platform.
   - The **connection status can be checked via the device's front panel**. To do this, press the rotary *encoder* to navigate through the information menu and display the connection status on the LCD screen (4 *encoder* presses).

   > ⚠️ Not available in PLAYER ZERO

   Figure 75 : Ecler Gallery connection details screen

   In the Ecler Gallery information screen of the device, the **following information is displayed:**
   - **G**: The letter "G" in the word Gallery will always blink, indicating that the communication service with the platform is working properly. If it detects an operation different from the one described, a restart of the device may solve the problem. If this is not the case, contact an authorized technical service.

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- **REG:** indicates the status of the registration in the platform.
    - **REG**: registered in an account.
    - **NO**: not registered.
    - **"_ _ _":** status before checking for the first time if it is or not registered in an account.
- **SYN:** indicates the connection status. It is checked every minute.
    - **OK:** last successful connection
    - **RUN**: a synchronization is running
    - **ERR:** an error has occurred during communication. Check the status of your Internet connection.Check the network status..
- **Counter**: indicates a countdown to the next communication with the platform. The player periodically queries the platform for changes to its configuration
    - If the device is registered, the communication with the platform will be more frequent.
    - If the device is not yet registered, communication (for the first synchronisation) will be less frequent.

💡 **If you need to register a device immediately, restart the player**. On restart, the counter is reset, and communication is established.

If the device is registered on the platform and the operation is correct, you will see an information screen like the one on the **¡Error! No se encuentra el origen de la referencia.**.

2. **Last connection**
    - Indicates the date and time of the last connection to the platform in the format: dd-mm-aaaa@hh:mm:ss
3. **Teleporte**r
    - Teleporter button. Press this button to open a **direct connection to the device settings web page**.

      💡 See the chapter Teleporter for full information on this functionality.

4. **Enable synchronization**
    - Enables or disables the **synchronization of the device** with the platform settings.
    - If a device **belongs to a group**, the setting of this parameter cannot be changed from the device settings, it inherits it from the group. Unlink it from the group before you can change this parameter.
    - An enabled device **executes synchronization** in several modes:
        - **Once a day, at the set time**.
        - After pressing the **SYNC NOW** button

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- o **When booting** the device.
- Synchronization is activated when detecting **news** managed from Ecler Gallery in a device (changes in configuration). If the configuration changes are not saved, the programmed synchronization will not be executed, as it is not necessary.
- When **saving configuration changes** to a device, they **are not applied immediately**, but will be applied in the next scheduled synchronization.
- When you **disable** a device, it does not delete its settings, but keeps the last one. The device will still be available in your account and you will be able to manage it in a timely manner. Manual synchronization instead of automatic synchronization.

💡 **You can configure a virtual device, adding the device registration key without unpacking it (box label)**. The device, when booting for the first time to its destination location, will check if it has to run a synchronization. It will only be necessary to connect the power cable, connect the audio cables to the sound system and the Ethernet network cable (DHCP at factory) to have a fully configured Plug and Play system via Ecler Gallery. See chapter [Internet Connection](#) for more information about how to connect a device to the Internet and/or chapter [Registration Key](#) for information about the registration key.

💡 **You can copy the settings of a group to a device and then manage it individually**. To do this add a device to a group, run a synchronization. Then remove it from the group (*Not set*) and run another synchronization. The group settings will be effective on the device and any changes in the group plan (Device Plan) will be transferred to the device. However, other settings will not be subject to the groups.

5. **Synchronization time**

- **Hourly schedule** for checking news and running synchronization
- During the synchronization time, **it may stop playing audio** (a change in available content, for example) or **the device may restart** (a firmware update).
- The synchronization run time **may take a few minutes** depending on the number of changes on the device.
- Consider these last two aspects when selecting when to run synchronization, so as not **to coincide with the time of your device's operation**.

6. **Synchronize now**

- It commands an **instantaneous synchronization**.
- It can take **up to one minute** to start.

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7. **Automatic firmware update**

   - Enables or disables **the automatic firmware update**.
   - At the **next synchronization**, if there is a new firmware version, the device will be updated.
   - It cannot be changed if the device belongs to a group.
   - A firmware update will automatically restart the device.

8. **Update now**

   - Runs a new firmware version **check on the spot** (manual check).
   - If there is a new firmware version, the device will be updated.
   - A firmware upgrade requires a reboot of the device. Please consider this before running this function.

9.3.3   TELEPORTER

The **Teleporter** function **offers the possibility to open a direct connection to the device's configuration web page**. You can operate the device as if you were in the same local network (LAN). No additional configuration is required.

Its **operation** is as follows:

1. Press the TELEPORTER button and a new tab will open in your browser.
2. The connection can take up to one minute to be established. Do not refresh the page.
3. Once the connection is established, you will see the device's home page.
4. Make the necessary settings.
5. Close the connection by pressing the **CLOSE TELEPORTER** button in the upper right corner of the page See **¡Error! No se encuentra el origen de la referencia.**.
6. The Teleporter function will be available again after a few seconds (up to one minute), when the device closes the connection definitively.

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Some **considerations** about the Teleporter function:

- There can be only **one connection** established per user, i.e. no simultaneous connections can be made from the same account.

- After **15 minutes, the connection will be closed automatically**. You can reopen a new connection to make further settings.

- **If you accidentally close** the Teleporter tab or your browser, or refresh the Teleporter page, the connection will not be closed correctly, and therefore the Teleporter function **will not be available again until 15 minutes later**.

- **If you cannot establish a connection with the device, wait 15 minutes** until the Teleporter function is available again. The connection may not be successfully closed.

⚠️ The **Teleporter function is a tool developed to solve incidents, make an advanced diagnosis of the equipment,** or make modifications not contemplated in the Ecler Gallery platform. **Do not make modifications to parameters managed by Ecler Gallery using this tool**, such as playlists or Calendar Events. If so, there will be discrepancies between the information displayed on the platform and the actual configuration of the device.
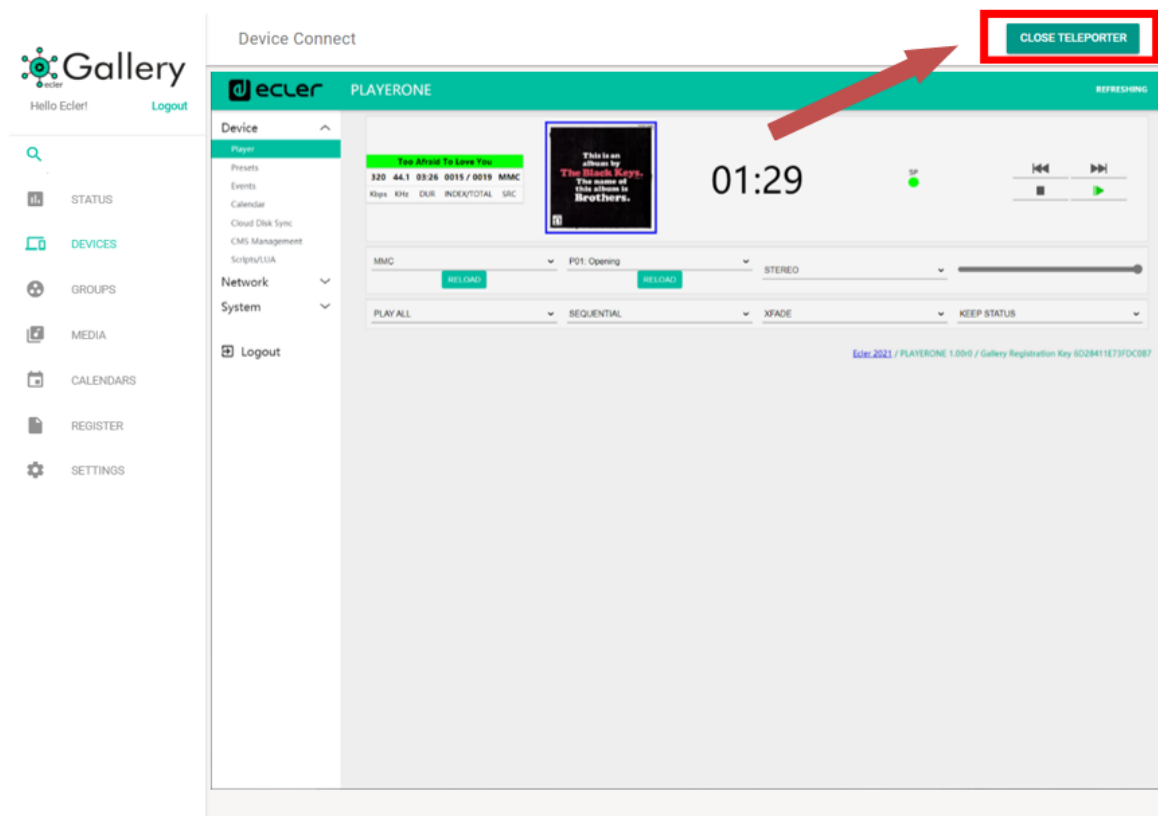

Figure 76: The Teleporter page

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9.4 LOCAL STORAGE, ENCRYPTION AND BACKUP

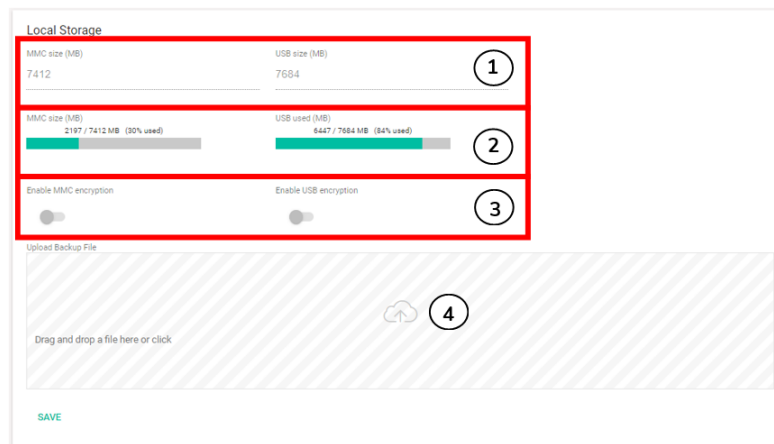This tab manages **local storage and backup devices**.

Figure 77: Device Local storage tab

1. **MMC size / USB size**

   - **Capacity** in MB of the storage media, MicroSD card and USB device respectively.

2. **% used**

   - **Percentage of use of the storage medium**, MicroSD card and USB device respectively.

   - Indicates the used storage capacity of the available total.

3. **Enable MMC encrytion / Enable USB encryption**

   - Enables or disables the **encryption of the storage media**, MicroSD card and USB device respectively.

   - Encryption is **executed at the next scheduled synchronization**.

   - See chapter Encryption for full information on this functionality.

4. **Upload Backup file**

   - It allows **sending from Ecler Gallery a backup to a device**, also called the device configuration file.

   - The device will download the configuration file and install it at the next scheduled synchronization.

   - See chapters Connection and Synchronization for more information about synchronization, and Backup Copies for full information on this functionality.

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9.4.1   ENCRYPTION

Encryption allows you **to protect the content hosted on the SD card or USB device**. Thus, in the event of an improper removal of the local storage medium, the data will be protected, as it will only be readable by the device that encrypted it.
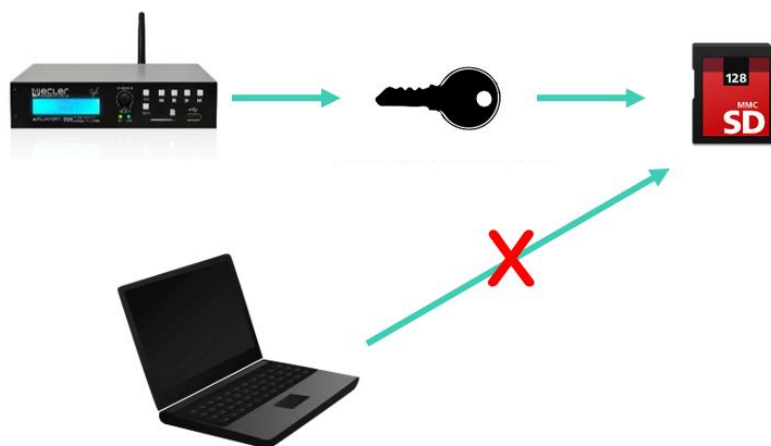

Figure 2: Encryption concept

Its **operation** is as follows:

1. The device encrypts the media by formatting the external drive. This process **removes all content** in the memory of the MicroSD or USB device.

2. The process may **take a few minutes**. The LCD screen displays "FORMATING..." for the duration of the process.

3. At the end of the process, "NO FILES" will be displayed on the LCD, indicating that it has been **correctly formatted** and there are no audio files on the external media.

4. The external drive is now ready to download content using the **"Cloud disk sync" - Store and Forward (rsync) and Google Drive -** tools.

    ⚠️   When you disable this function, you need to start the described process again, if it is enabled again.

Some **considerations** about the encryption function:

*   The encryption process is **destructive** because formatting the external drive removes all files contained in it.

*   When this function is enabled, any **other external device** (MicroSD or USB) that is inserted into the corresponding bay and **does not contain the encryption keys**, **will be encrypted** and therefore all files will be deleted. Consequently, you will not be able to play contents other than those hosted in the media that the device itself has encrypted.

*   The external storage media **cannot be read by any other device** (including Ecler devices) that does not have the encryption keys.

- The contents can be read by the device that encrypted them **as long as the encryption option is not changed**. That is, if the encryption function is disabled, the device will stop using this function and therefore can read any external storage media. However, it loses the keys of the previously encrypted external media, and therefore it will not be able to play its contents.

⚠️ Encryption is a tool **developed for use in conjunction with other content synchronization tools**: "Store and Forward" (rsync) and "Google Drive". The **external storage medium, being encrypted, cannot be read or written (copy contents) by any device, such as a computer.** Therefore, the only device capable of copying contents to the media is the device itself, which encrypted it. The tools "Store and Forward" (rsync) and "Google Drive" allow this task.

💡 Although the "Store and Forward" (rsync) and "Google Drive" tools are not directly manageable **through Ecler Gallery, you can activate this feature to avoid misuse of external storage media**

9.4.2 BACKUP COPIES

The backups **allow** advanced users **to manage configurations not contemplated in the Ecler Gallery platform**. Through configuration files, you can make modifications and/or add certain functionalities to a single device or to several at once, using groups: "Store and Forward" configuration, *Event* management (GPI and Silent Event), playback parameters (mono/stereo, playback volume…), scripts, etc.

To generate a backup of a device, you will **need to have a computer on your local network, or access one through the Teleporter tool**.

Its **operation** is as follows:

1. **Generate the backup you wish to replicate** on the devices of your platform. To do this, access the device configuration web application (local network or Teleporter

   - **Make the necessary settings**
   - Go to the menu **System → Backup, Restore and Firmware**
   - In the *Backup type* section, select **GALLERY SETTINGS**
   - **Save your configuration** file in the desired location: **SAVE button.**

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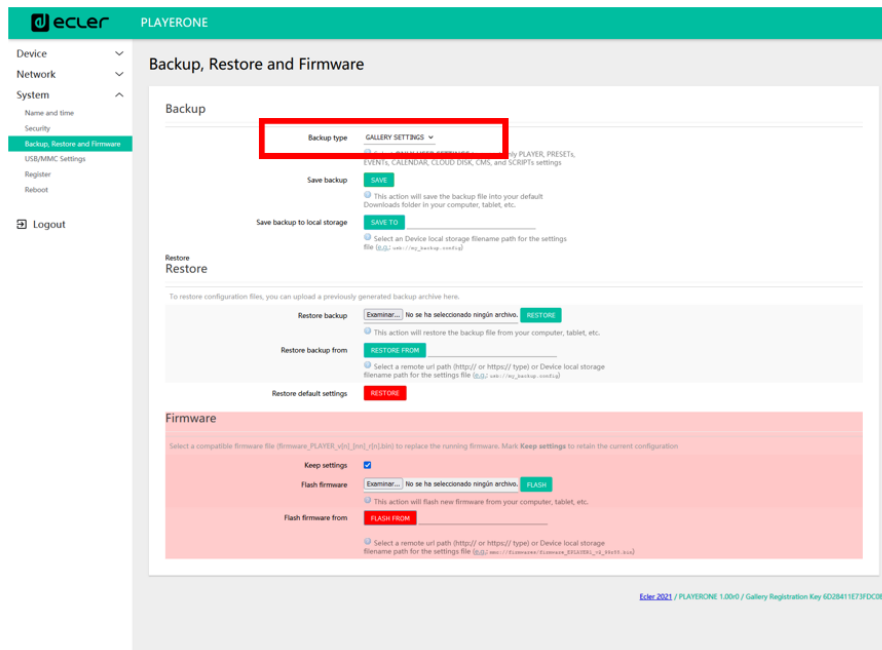GLOBAL STATUS

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Figure 79: generation of a configuration file

2. Go into your Ecler Gallery account to the device or group you want to back up.

3. Drag the settings file into the corresponding section or select its location by clicking on the window. See Figure 80.
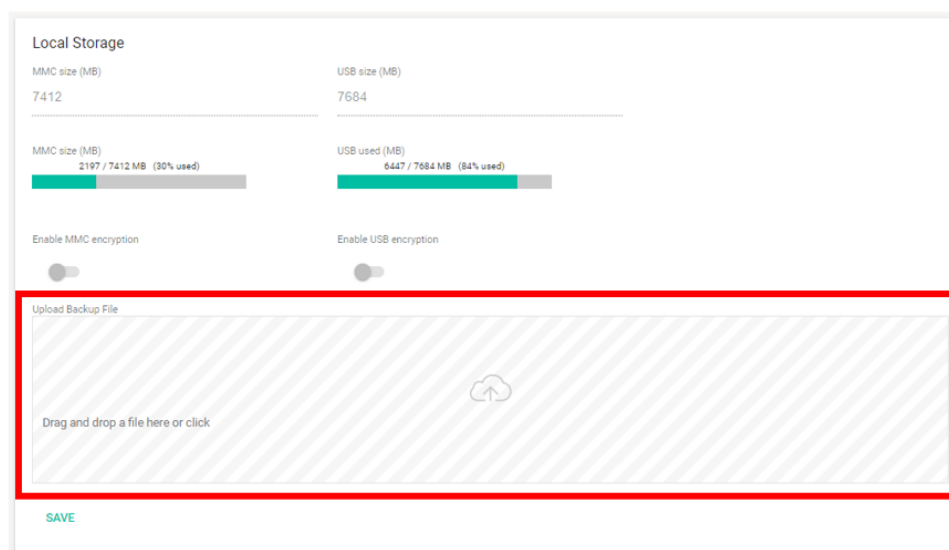

Figure 80: section for uploading configuration files

4. The configuration file will be uploaded to the Ecler Gallery server and **the device will download and install it at the next scheduled synchronization**.

Some **considerations** about the encryption function:

- The configuration file **must be valid**, that is, a file with the ".config" extension generated by an Ecler player.

- Note that restoring a backup **requires a restart** of the computer. Do not perform or schedule this action during computer working hours.

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- **Always use the configuration files of the type ECLER GALLERY**, otherwise you could visualize incorrect information on your platform, even, not having access to the device (modification of the network parameters).
- The **parameters** that a **GALLERY** type configuration file saves, and therefore the parameters that you can **modify** using this tool, are the following:
    - PLAYER
    - PRESETS, except Playlist
    - EVENTS
    - SCRIPTS
    - STORE AND FORWARD
    - GOOGLE DRIVE

	ADMIN SETTINGS	USER SETTINGS	GALLERY SETTINGS
Player	✓	✓	✓
Presets	✓	✓	✓*
Calendars	✓	✓	✗
Events	✓	✓	✓
Scripts	✓	✓	✓
Google Drive	✓	✗	✓
Store and Forward	✓	✗	✓
Front panel lock settings	✓	✗	✗
Network settings	✓	✗	✗
System: Name, Time & NTP	✓	✗	✗
Player Profile	✓	✗	✗
Encryption	✓	✗	✗
Web password	✓	✗	✗

Tabla 4: settings files

*Partial: no playlist

- This process **does not keep a record of backups** uploaded to the platform or its content.

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9.5 WEB PASSWORD

On this tab you **can change the access password to the device configuration web application**. Change the password to prevent users from accessing the device configuration via web browser.

> ⚠️ **Modifying parameters managed by Ecler Gallery through the web application, such as playlists or *Calendar Events*, will generate discrepancies between the information displayed on the platform and the actual device configuration.**
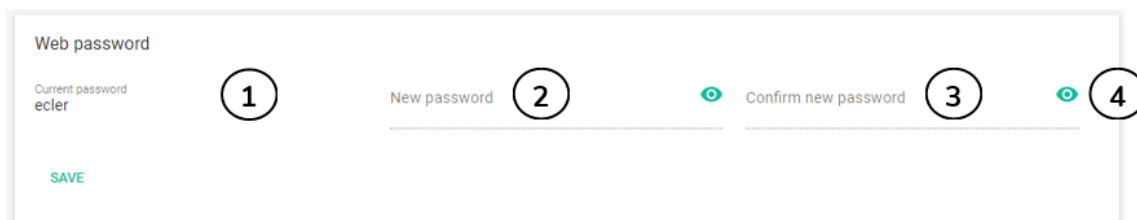

Figure 81 modification of the password for access to the device configuration web application

1. **Current password**: displays the **current password**. Allows you to check the password for the web application in case you don't remember it. The default password is **ecler**.
2. **New password**; new password. Enter the **new password** here.
3. Confirm password: enter here the new password again for confirmation.
4. Password **display** button: click this button to **reveal** your passwords.

Finally **save the changes on the device to apply them on the next scheduled synchronization**.
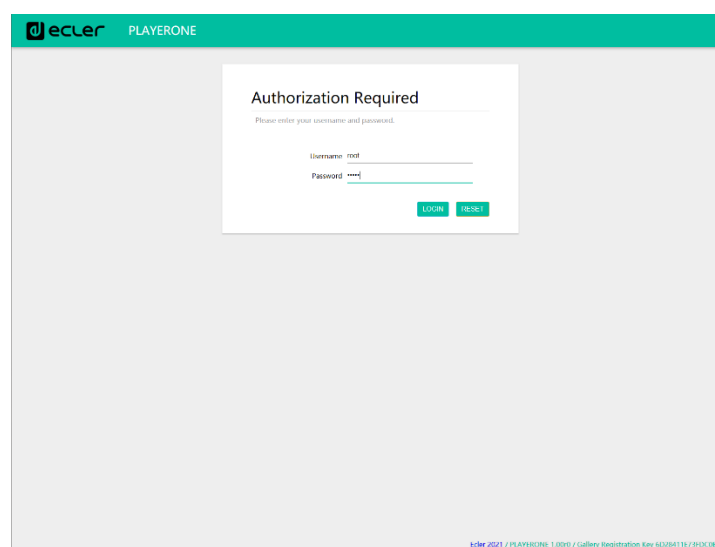
Figure 82 configuration web application access credentials

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9.6 OTHER OPTIONS

In the last tab you can **manage** other device options: **front panel lock management and time zone**.
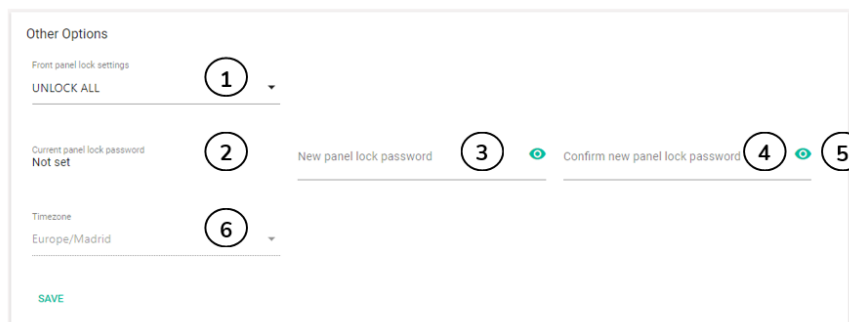
Figure 83: Other options configuration tab

1. **Front panel settings**: allows you to modify the settings of the **front panel lock**, to prevent the player from being tampered with by unauthorized personnel. The following options are available in the drop-down menu:

    - **UNLOCK ALL: unlocks all the keys on the front panel**. Normal operation, default option.

    - **UNLOCK USER: locks the access to the device configuration** menu (administrator functions), allowing to use all the other functionalities. Source selection, playback control (Play/pause, stop, etc.), volume, *Preset* change, etc.

    - **LOCK ALL: locks all front panel keys.**

2. **Current panel lock password**: displays the **current front panel unlock password**. If the device has any of the front panel lock options, you can unlock it momentarily, to make one-time adjustments, by entering the password displayed on the device. "Not set" indicates that no password has been set.

3. **New panel lock password**: new password. Enter the **new unlock password** here.

4. **Confirm new panel lock password**: Enter the **new password** here again for **confirmation**.

5. **Password display button**: click this button to **reveal your passwords**.

6. **Time zone**: allows to **set the time zone for the device internal clock synchronization**. Click on the dropdown and select the appropriate option for the geographical zone where the device is located.

⚠ If the device manages *Calendar Events*, the **time zone must be properly adjusted** for a correct execution of the time schedule.

⚠ Front panel lockout settings have no effect on PLAYER ZERO.

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10. GROUP MANAGEMENT

On the GROUPS page you have a **summary table of all the groups created in your account**. On this page you can **use the search, display and order tools** to comfortably manage all your groups. See chapter [Filtering and Viewing Tools](#) for more information.
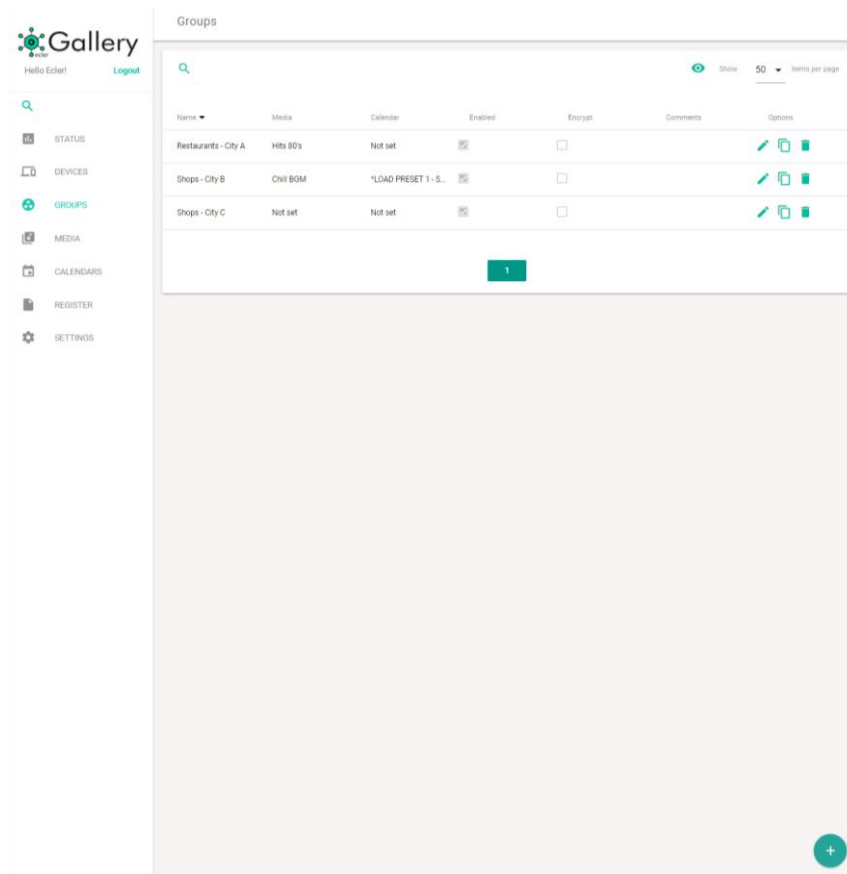

Figure 84: groups in an Ecler Gallery account

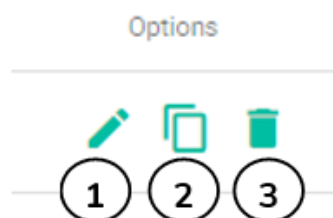The **groups** of a table can be managed from the table's Options.

Figure 85: Item options from a table

1. **Edit**: **opens the edit page** of the group (EDIT GROUP)
2. **Duplicate**: allows you to **duplicate a group with a different name**, which must be unique in your account. The duplicated group is an exact copy of the original. This function can be useful for backing up a group or creating templates.

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3. **Delete**: **deletes the group from your account**. You will be asked for confirmation before deleting it. If you delete a group from your account, the **devices** linked to it **will not be removed from your account or your settings deleted**. They will keep their last settings until they are changed: factory settings, through another Gallery account, inclusion in a new group, etc.

To access and modify the properties of a group, click on the Edit button of that group. You will access the edit page of the **EDIT GROUP**.
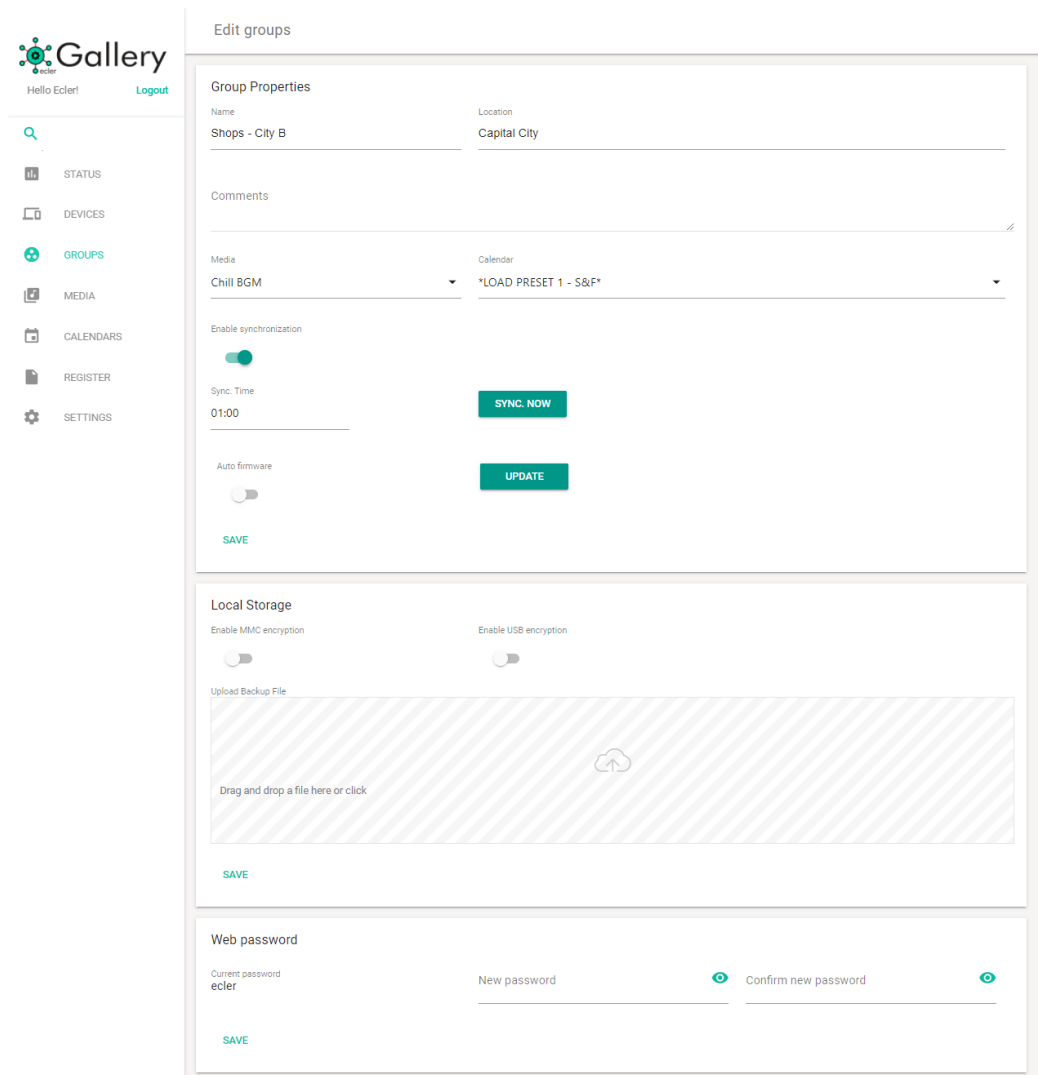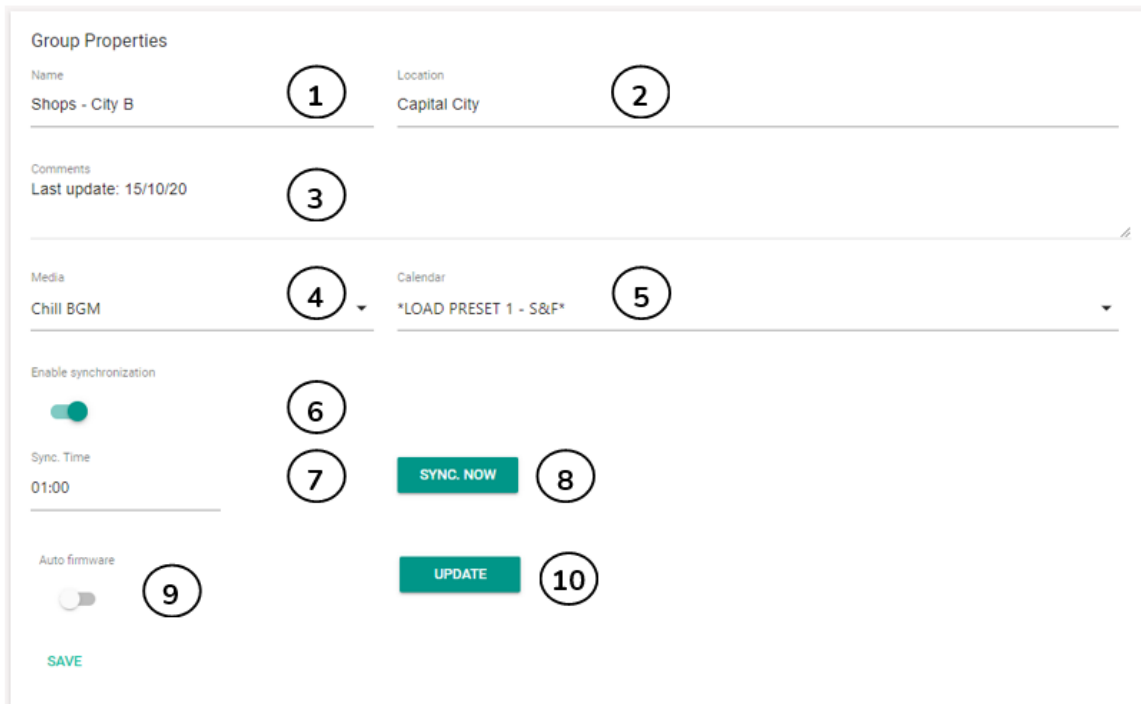
Figure 86: The EDIT GROUP page

The **SAVE** button is available on all tabs on the EDIT GROUP page, allowing you to **save all changes** made to that page. This way it is always accessible on devices with smaller screens like a *Smartphone*. However, it is the same button, and it saves all the parameters of the EDIT GROUP page.

The saved changes will be applied to the devices at their next scheduled synchronization. See the chapter Connection and Synchronization for more information about the synchronization process.

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10.1 GROUP PROPERTIES

On this tab you can **set the group properties**.

Figure 87: Device properties

1. **Group name**
   - Shows the **name of the group**
   - This name **must be unique in your account**
   - **Can be modified** at any time
2. **Location**
   - Indicates the **location of the devices**
   - May be identical to other locations
   - **Can be modified** at any time
3. **Comments**
   - Text field where you can **write** down indications, reminders and/or any **comments**.
   - May be identical to other comments
   - **Can be modified** at any time

> 💡 **If you manage the group's devices through backups, you can use the comments to note the latest backup version uploaded to the devices**, since Ecler Gallery does not record data from backup files.

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4. **Media**

- Selection of the musical contents of the device
- The content cannot be modified from the configuration of the devices.
- If you do not want to assign **any content** to the devices, select the "*Not set*" option.
- If a group with an assigned content is modified to be *not set*, the devices **will not delete the contents**, but will keep its last configuration, i.e. the previous content.
- For more information about how the contents (Media) work, see the chapter ADDING AND MANAGING CONTENT

5. **Calendar**

- Selection of the time schedule (*Calendar Events*) of the device
- The *Calendar* cannot be changed from the devices settings.
- If you do not want to assign **any *Calendar*** to the devices, select the "*Not set*" option.
- If a group with an assigned *Calendar* is modified to be *not set*, the devices **will not delete *Calendar Events***, but keep their last setting, i.e. the previous *Calendar*.
- For more information on *Calendars* operation, see chapter ADDING AND MANAGING CALENDARS

> 💡 **You can create groups of devices that share only content, only *Calendar Events* or both.**

6. **Enable synchronization**

- **Enables or disables synchronization of the group devices** with the group settings on the platform.
- The setting of this parameter cannot be changed from the devices settings. Unlink it from the group before you can change this parameter.
- An enabled device **executes synchronization** in several modes:
  - **Once a day, at the set time**.
  - After pressing the **SYNC NOW** button.
  - **When booting** the device.
- Synchronization is **activated when detecting news managed from Ecler Gallery in a group** (changes in configuration). If the configuration changes are not saved, the programmed synchronization will not be executed, as it is not necessary
- When **saving configuration changes** to a group, they are not applied immediately, but **will be applied in the next scheduled synchronization**.

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- When you **disable** a group, it **does not delete the devices settings, but keeps the last one**. The devices will still be available in your account and you will be able to manage them in a timely manner. Manual synchronization instead of automatic synchronization.

7. **Synchronization time**

    - **Hourly schedule** for checking news and running synchronization

    - During the synchronization time, **it may stop playing audio** (a change in available content, for example) or **the devices may restart** (a firmware update).

    - The synchronization run time **may take a few minutes** depending on the amount of changes on the device.

    - Consider these last two aspects when selecting when to run synchronization, so as not **to coincide with the time of your devices operation**

8. **Synchronize now**

    - It commands an **instantaneous synchronization**.

    - It can take **up to one minute** to start.

    - For more information about the operation of device synchronization, see chapter [Connection and Synchronization](#).

9. **Automatic firmware update**

    - Enables or disables **the automatic firmware update**.

    - At the **next synchronization**, if there is a new firmware version, the devices will be updated.

    - It cannot be changed if the device belongs to a group.

    - A firmware upgrade **requires a reboot of the devices**.

10. **Update now**

    - Runs a new firmware version **check on the spot** (manual check).

    - If there is a new firmware version, the **devices will be updated**.

    - A firmware upgrade **requires a reboot of the devices**. Please consider this before running this function.

⚠️ **Not all properties and functionalities of a device can be managed by a group**, given the intrinsic nature of these.

The **list of parameters and functions** found in devices and not in groups **is as follows**.

- **Device model**: Ecler Gallery is compatible with PLAYER ONE, PLAYER ZERO and ePLAYER1. Different models of Ecler players could coexist in a group.

- **Firmware version**: devices with different firmware versions can coexist. However, it is recommended to keep devices always updated to the latest version.

- **MAC**: MAC identifier of the device, unique for each device.

- **Registration Key**: computer registration key, unique per device.

- **Finder**: device location function, for unambiguous physical identification.

- **Group**: there are no subgroups in Ecler Gallery.

- **Connection status**: devices can establish connection with the platform at different times.

- **Last connection**: the devices may have connected to the platform for the last time at different times.

- **Teleporter**: allows you to open a single direct connection to a device's web application per Ecler Gallery account.

- **MMC/USB size**: the devices can have different storage media (size) and content in them.

- **Front panel lock settings**: devices can have different front panel lock options.

10.2 ENCRYPTION AND BACKUP

This tab manages the **encryption of local storage devices and backups**.
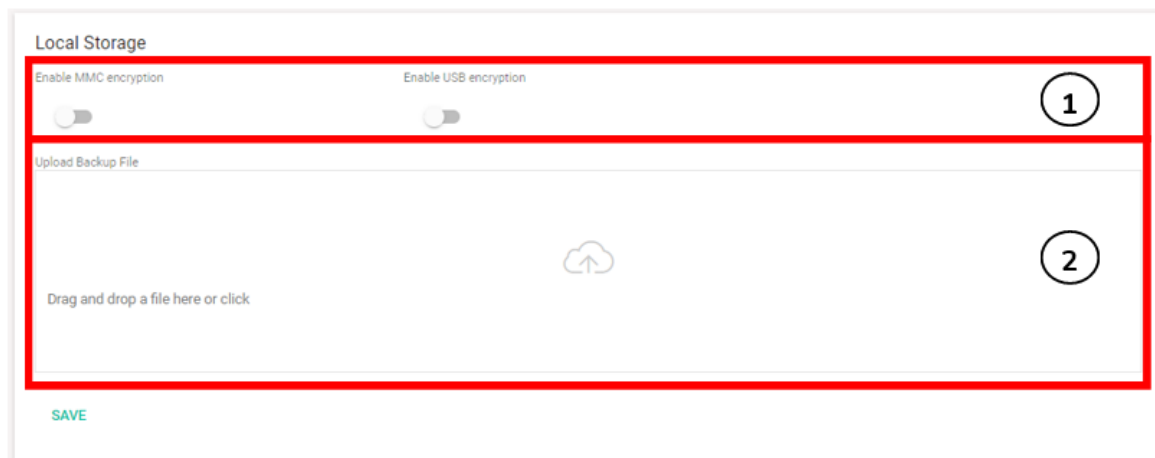
Figure 88: Local storage tab in Groups

1. **Enable MMC encrytion / Enable USB encryption**

    - Enables or disables the **encryption of the storage media**, MicroSD card and USB device respectively.

    - Encryption is executed at the next scheduled synchronization.

    - See chapter Encryption for full information on this functionality.

11. **Upload Backup file**

    - It allows to upload a device **backup**, also called the device configuration file.

    - See chapter Backup Copies for full information on this functionality

> 💡 Use the backup file upload functionality to modify scripts on the devices and/or **set up remote Store and Forward (rsync) media synchronization.**

> ⚠️ **Do not use backup files to modify media synchronization settings with Google Drive.** Google Drive sync settings **require per-device authentication** (not valid for device groups). Please refer to the corresponding section in the device manual for more information on Google Drive folder synchronization.

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11. GLOBAL STATUS

The welcome page (*Status*) or the **global status information of the platform**, is the first page to be displayed after accessing Ecler Gallery. It consists of **5 information boxes** where a summary of the status of the devices and other notifications are shown.
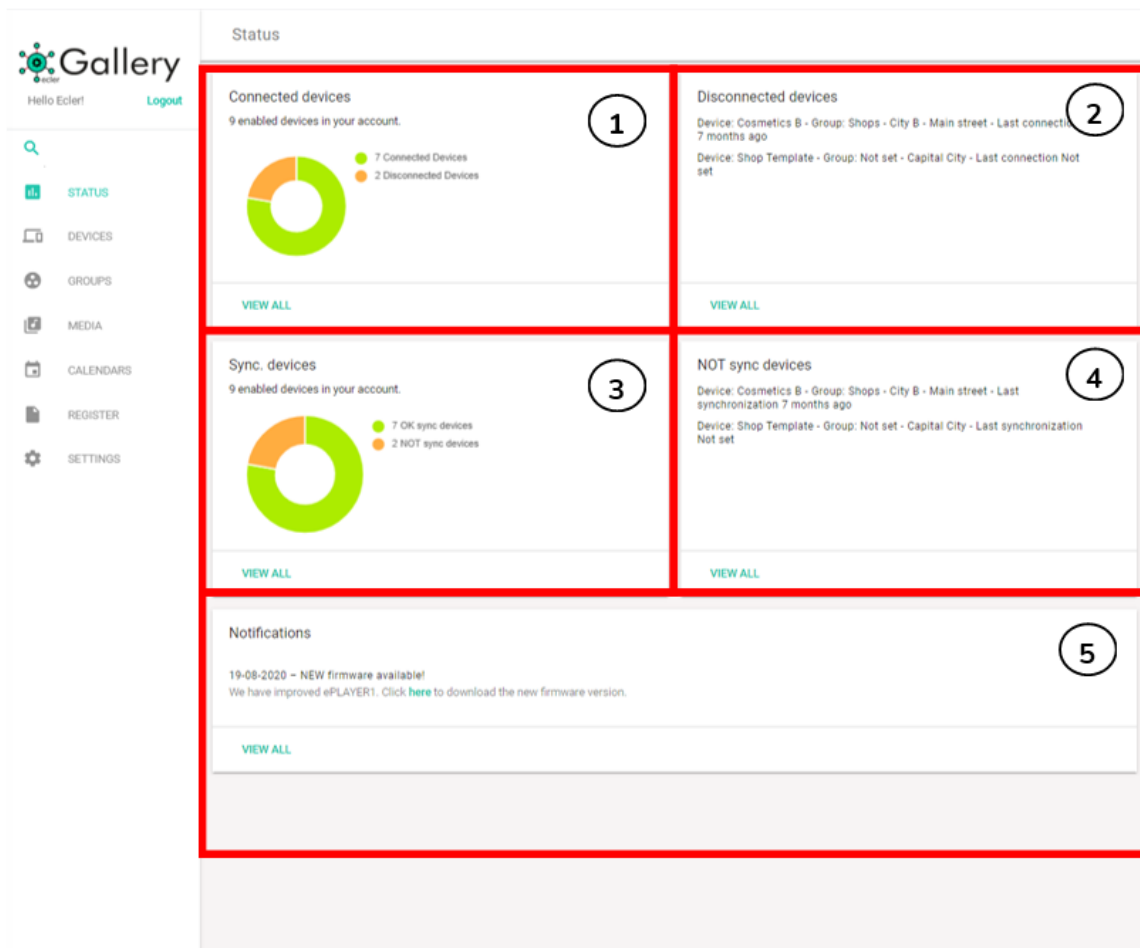
Figure 89: The Status page, platform global status

1. **Connected devices**
   - Indicates the number of devices currently **connected or not connected** to the platform.
   - Clicking the **VIEW ALL** button will display the summary table of **enabled devices, both connected and unconnected**. A quick access to manage them.
   - **Unenabled devices are not shown** in this summary.

2. **Disconnected devices**
   - Displays devices **enabled but disconnected** from the platform, i.e., those that should communicate with the Ecler Gallery platform.
   - A summary of the device is displayed next to the name: group it belongs to, location and last connection.

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- Clicking on a device in this list will display the EDIT DEVICE page for quick management of the device.

- Clicking on the **VIEW ALL** button will display the summary table of **enabled and disabled** devices. A quick access to manage them.

- **Unenabled devices are not shown** in this summary.

3. **Sync. Devices**

- Indicates the number of devices **that performed their last synchronization with the platform successfully, or failed in this**

- Clicking the **VIEW ALL** button will display the summary table of devices that are **enabled** and whose **last synchronization was successful**. A quick access to manage them.

- Unenabled devices are not shown in this summary.

4. **NOT sync devices**

- Displays **devices that are enabled but failed to synchronize** with the platform

- A summary of the device is displayed next to the name: group it belongs to, location and last successful synchronization

- Clicking on a device in this list will display the EDIT DEVICE page for quick management of the device.

- Clicking the **VIEW AL**L button will display the summary table of devices that are **enabled but failed in their last synchronization**. A quick access to manage them.

- Unenabled devices are not shown in this summary.

> 💡 **Combine information from disconnected and unsynchronized device summaries to diagnose potential problems**. A device that did not make its last connection successfully and is offline is likely to have lost its Internet connection or is offline. If a device failed its last sync, but is still connected, it is likely that the computer was turned off at the scheduled sync time.

> 💡 **Refresh this page (F5) to update the data**. It does not show real-time information but collects the data each time the page is loaded.

5. **Notifications**

- **New features of the Ecler Gallery platform are shown**: new functionalities, new available firmware versions, etc.

- This is not information regarding the devices in the account.

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12. REGISTER

The **registration** page (REGISTER) allows to keep a **detailed control of the activity of the devices connected to the Ecler Gallery platform**. This information can be **useful for troubleshooting, device activity monitoring**, checking a correct programming, etc.

The **log lines** contain **information about actions performed by the devices, errors and/or warnings along with temporary information** (when the different events occur). The log page shows a list with the log lines that inform the devices, according to some filtering parameters configured by the user and by query.

The platform **registration automatically saves the information of all the devices registered in your account**. Unlike a device, which requires programming the dump of its daily record in a local storage media, this functionality allows a comfortable automatic management and consultation of the record of all devices.

Please refer to the corresponding section in the device manual for more information about device logging.

⚠️ **If a device is not connected to the platform, you cannot write to the platform's registry**.

💡 You can **check the individual daily log of a device disconnected from the platform** using the Teleporter tool. See the chapter [Teleporter](#) for full information on this functionality.

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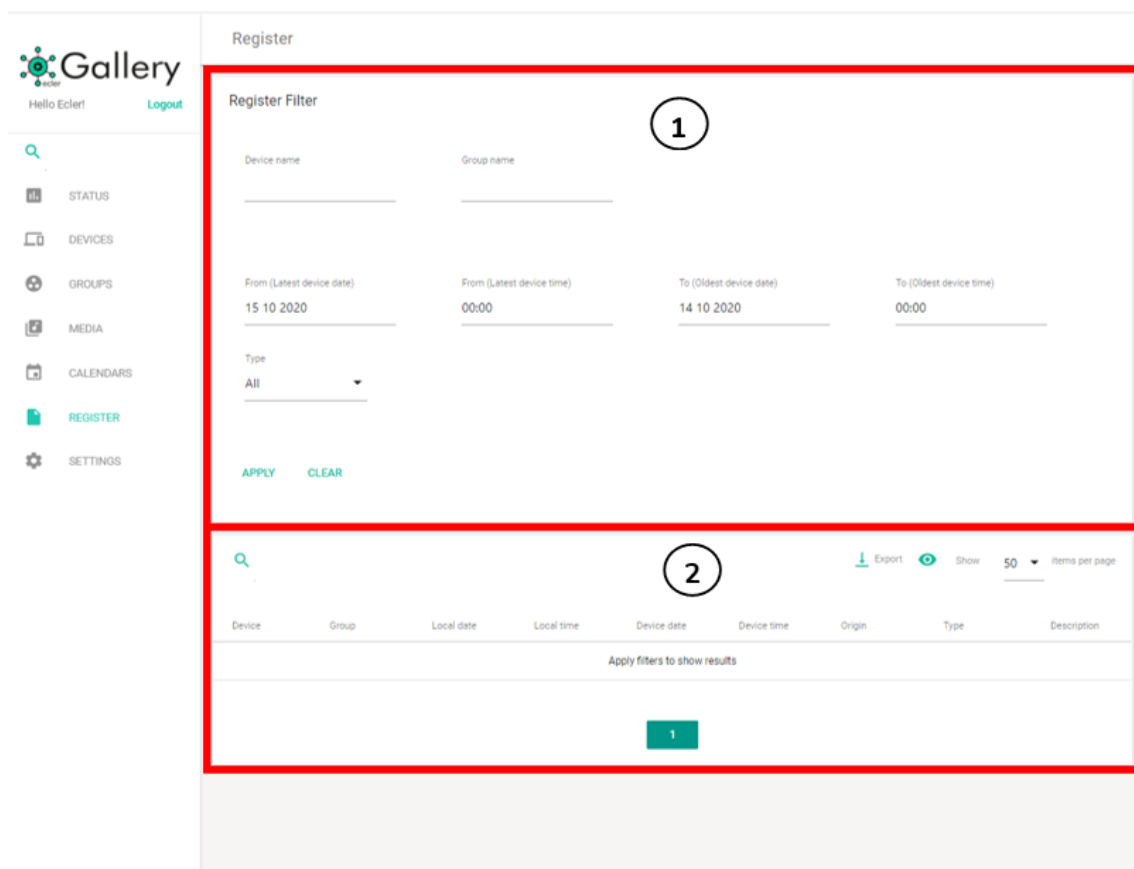
Figure 90: The Register page

1. **Register filter**
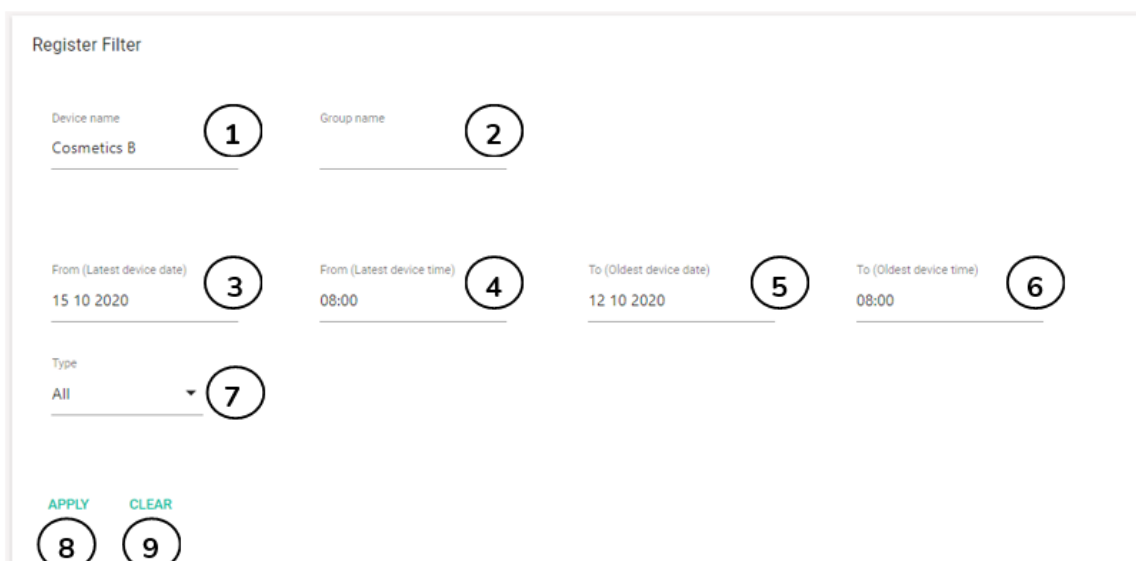
   - Tools to **filter log lines and make a query**.

   - See chapter [Log filter](#) for more detailed information.

2. **Líneas de registro**

   - This table shows the **logging lines** reported by the devices according to the settings of the **applied filter**.

   - See chapter [List of log lines](#) for more detailed information

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12.1 LOG FILTER

In this tab you configure the **parameters to filter the registration lines in the platform**.

Figure 91: Log filter

3. **Device name**

- **Filter by device name**

- When you start writing on the form, a list will appear where you can select the device. See **¡Error! No se encuentra el origen de la referencia.** REF _Ref53671807 \h * MERGEFORMAT **¡Error! No se encuentra el origen de la referencia.**Figure 92.

- You can also filter by matching device name. In the example of the Figure 92, entering "*Cosmetics*" will filter the result for the 3 devices that contain the word "*Cosmetics*" in the name

Figure 92: filter selection by device name

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2. **Group name**

    - **Filter by group name**

    - When you start writing in the form, a list will appear where you can select the group.

    - You can also filter by matches in the group name.

3. **From (latest device date)**

    - Selecting the **most recent date** for the temporary filtering window.

    - Select here the most recent date from which you want to display log lines.

    - The list of log lines, by default, is ordered from Most recent *Events* in time (occupying the first positions in the list), to oldest *Events* (last positions).

    - The date corresponds to the time zone selected on the devices

4. **From (latest device time)**

    - Selecting the **most recent time** for the temporary filtering window.

    - Select here the most recent time at which you want to display log lines.

    - The list of log lines, by default, is ordered from Most recent *Events* in time (occupying the first positions in the list), to oldest *Events* (last positions).

    - The time corresponds to the time zone selected on the devices

5. **To (oldest device date)**

    - Selecting the **oldest date** for the temporary filtering window.

    - Select here the oldest date from which you want to display log lines.

    - The list of log lines, by default, is ordered from Most recent *Events* in time (occupying the first positions in the list), to oldest *Events* (last positions).

    - The date corresponds to the time zone selected on the devices.

6. **To (oldest device time)**

    - Selecting the **oldest time** for the temporary filtering window.

    - Select here the oldest time from which you want to display log lines.

    - The list of log lines, by default, is ordered from Most recent *Events* in time (occupying the first positions in the list), to oldest *Events* (last positions).

    - The time corresponds to the time zone selected on the devices.

    - 💡 **To view the last 24h record of a device**, select a window from the day and time when the query is made to the previous day, same time.

    - **To view the day's record of a device**, select the day and time when the query is made (or from 23:59) until 00:00 on the same day.

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Figure 93: Temporary order of events by default

7. **Type**

- Allows you to **filter by type of *Event***

  o   **ALL**: all types of *Events* are displayed.

  o   **TRACE**: Action *Event*. Correct operation.

  o   **WARNING**: Warning *Event*. An anomaly has occurred, but does not severely affect the normal operation of the device.

  o   **ERROR**: Error *Event*. An error has occurred that may affect the correct operation of the device.

⚠️ The warnings and errors refer to the programming of the equipment and its correct operation according to its programming. The **most common errors are failures in the synchronization by disconnection or shutdown of the equipment or inability to play addresses** (invalid URLs, for example). **In no case are reported errors or warnings of a malfunction of the hardware**.

8. **Apply**

- Click on **the Apply button** to **display the list of Registry *Events*** with the filter set.

9. **Clear**

- It **cleans the filter configuration,** that is, it configures it with the default values.

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12.2 LIST OF LOG LINES

This box shows the **filtered lines or Record *Events***.

Figure 94: lines/Registration Events

It has **tools** for a comfortable management.

Figure 95: tool layout for managing log lines

1. **Search**

   - **Filters the table items by the word/s** entered in the search, allowing to **refine the filtering** of the log by the elements that appear in the columns. So, for example, if you search the keyword "*sync*" (see **¡Error! No se encuentra el origen de la referencia.**), the results related to the synchronization will be shown.

   - If you enter a word that may belong to several columns, all related elements will be displayed.

   - There is no distinction between upper and lower case

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Figure 96 Registry search tool

2. **Export**

- It allows the **export** of the record in **PDF** and **EXCEL** (CSV) formats for the management of the registry by third party programs and/or for storage.
- The displayed lines are exported, i.e., after applying the registry filter and the search filter.

3. **Simple display**

- **Reduces the information in the table** and allows it to be displayed with the most relevant information.
- **Useful** if you are browsing on a **device with a small screen size**, such as a *Smartphone*.

4. **Number of items per page**

- It **allows you to select the number of items shown in the table, per page**, 10, 50 or 100 items.

5. **Table page**

- It allows you to **navigate and display the items that do not fit in the first positions of the table**.

The log lines are located in a table containing additional information. The rows correspond to the different devices or devices filtered while the **columns indicate the following information:**

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1. **Device**: name of the device
2. **Group**: the group to which the device belongs.
3. **Local date**: local date of the Ecler Gallery server
4. **Local time**: local time of the Ecler Gallery server
5. **Device date**: date in the device
6. **Device time**: time in the device

> 💡 **Two different dates and times are shown**, that of the server (Ecler Gallery) and that of the clients (devices). One device informs about its registration line while the server has to manage the one of all the devices, possibly with different time zones. In this way you can specify the chronological order in which the rows are displayed. Either by order of arrival at the server, or by order of dispatch of a device.

7. **Origin**: origin of the log line or module of the device's firmware that generates the action. "Network", "*Preset*" or "*Calendar*" correspond to the device modules, for example. "Gallery" to the platform
8. **Type**: type of the record line, TRACE, WARNING or ERROR
9. **Description**: a brief description of the activity performed by the Ecler Gallery device or platform.
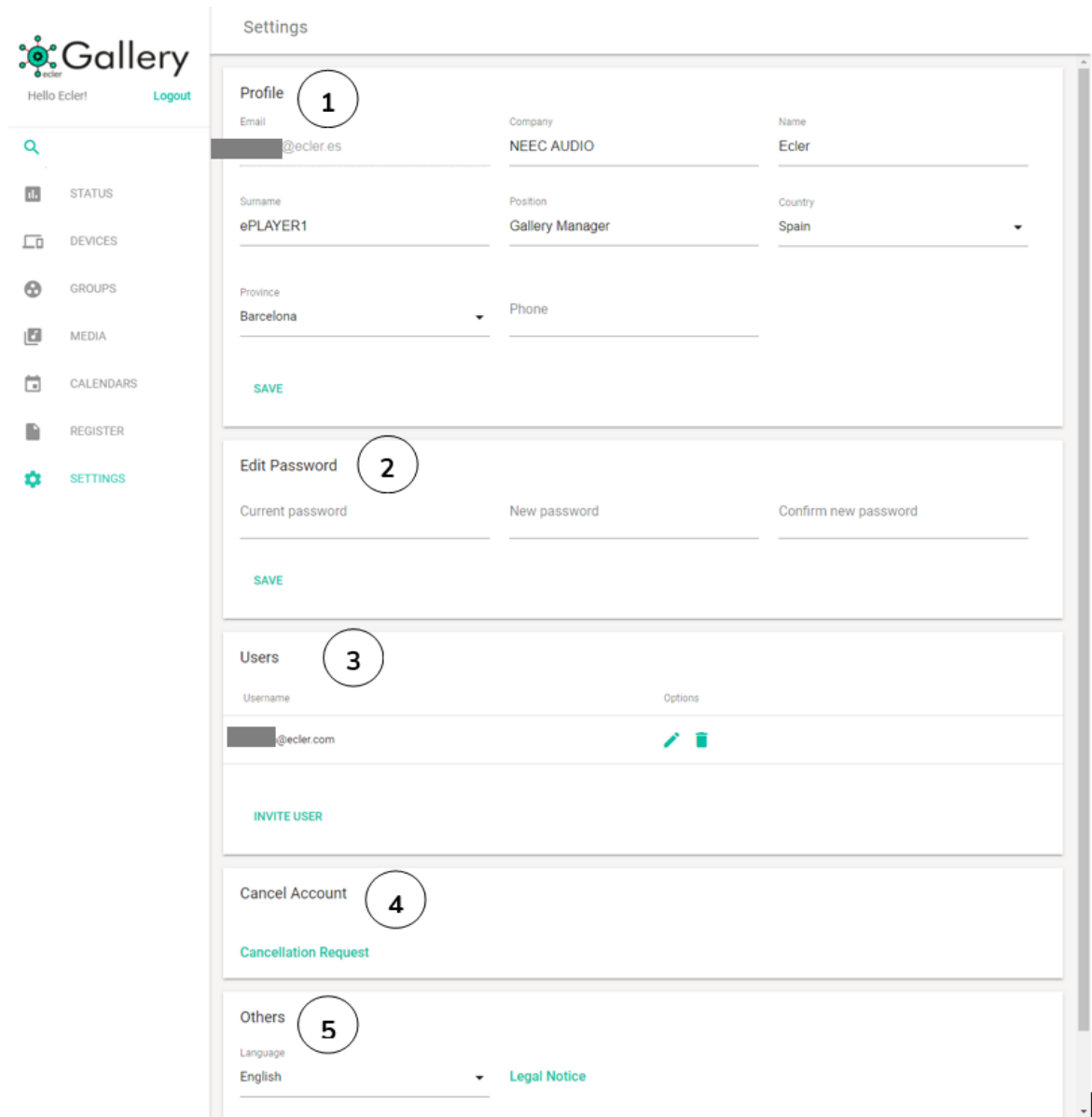
> 💡 The **columns allow you to sort alphabetically** (ascending or descending) by the selected item, on the page of the table where it is.
>
> - If you **click on one of the column labels**, for example, the Name, they **will be sorted from A to Z**. If you click on the same item again, it will be sorted from Z to A.
> - Similarly, if it is a **date or time**, they **will be ordered in ascending chronological order**, on the first click, or descending, when you click again on the column label.

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13. SETTINGS

The SETTINGS page allows you to modify your Ecler Gallery **account information** and other **settings**.

Figure 98: Ecler Gallery account settings page

The **SAVE button** is available on all tabs on the EDIT GROUP page, allowing you to **save all changes** made to that page. This way it is always accessible on devices with smaller screens like a *Smartphone*. However, it is the same button, and it saves all the parameters of the SETTINGS page.

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Saved changes will be applied to your account immediately.

1. **Profile**: allows you to **view and modify your account profile information**.

   - Email: email address and user access to your Ecler Gallery account. The email address cannot be modified through the platform.

   - Company: name of the company, modifiable and compulsory

   - Name: name, modifiable and required

   - Surname: name, modifiable and compulsory

   - Position: position within the company

   - Country: select the company's country from the drop-down menu

   - Province: optional, only available when you select Spain as the company country

   - Phone: contact phone, optional

2. **Edit password**: allows you to **modify the password to access your Ecler Gallery account**.

3. **Users:** allows you to **invite users** to your Ecler Gallery account

   - A **guest** user is a user with their **own Ecler Gallery account**, but who can access their account to manage their devices.

   - A guest user can make **any changes** to their account and devices, **except**:

      o To invite other users.

      o Cancel the account to which you have been invited.

   - You can **invite** other users to your account **and at the same time, be invited** to manage other accounts

   - When you are invited to manage other accounts, after successfully logging into your account (Ecler Gallery login page), instead of redirecting you to the welcome page (STATUS) of your account, you will be redirected to a page where you can select, manage your own account (Administrator) or that of other users ((guest user). See **¡Error! No se encuentra el origen de la referencia.**

   - This functionality can be **useful to create work groups** or perform technical support

   - The **user list allows** you to

      o View the guest user information by pressing the edit button.

      o Delete the user invited to your account by clicking on the delete button.

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- Using the **INVITE USER button,** you can **add a new guest user** to your account.
  - o You can add as many guest users as you wish.
  - o After pressing the button, enter the guest user's email address and they will receive a notification to comment on managing their Ecler Gallery account.
  - o If the guest user does not have an Ecler Gallery account, he or she must create a new account.
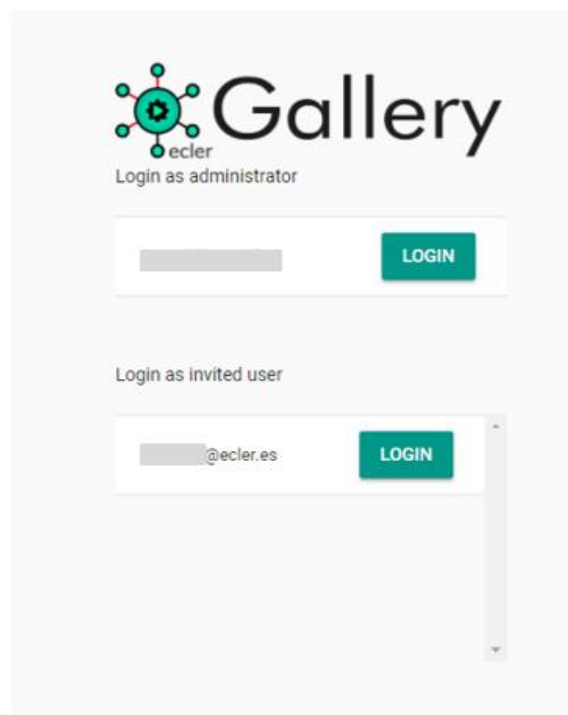

Figure 99: access as administrator or guest

4. **Cancel Account**: press the CANCELLATION REQUEST button **to cancel your Ecler Gallery account**. An account that has been canceled can be re-registered in the future.

5. **Others**: **other settings** and information
   - **Language**: Ecler Gallery platform **language**. Only available in English.
   - **Legal Notice**: click on LEGAL NOTICE to view Ecler Gallery's **privacy policy** in a new tab**.**

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14. GLOSSARY OF TERMS

14.1 GENERAL

- **Save**: saves the modified settings in the tab where this button is located.

- **Edit** ✏️ : opens the page for editing the parameters of the item you are about to enter

- **Eliminate** 🗑️ : eliminates the item it accompanies

- **Duplicate** 🗐: duplicates the item to which it is attached. It opens a box in which a new name must be introduced, because each item is unique in the Ecler Gallery platform, even if it has the same configuration.

- **Search** 🔍 : search tool. There are 2 search tools. One located in the main menu. It allows to search for items and access them directly in the whole platform. For example: a *Registration Key*, a URL, a *Playlist*, a *Calendar Event*, etc. There is another search located in each page, being able to filter items. For example, in the *Devices* page, if you enter a location (Barcelona, for example.), it will show only the elements that have this value (in the name, location, etc.).

- **Items per page**: number of items per page. Displays list items in groups of 10, 50 or 100.

- **View** 👁️ : enables/disables the simplified view. Displays only the most relevant values in each list. Useful if you are viewing the platform on a small screen like that of a Smartphone.

- **Add** ➕ : add new item from the same category to the list where you are. Allows to add devices, contents and *Calendars*.

14.2 STATUS

- **Enabled device**: device enabled on the platform. It has to be synchronized daily at the time specified in the device/group configuration.

- **Connected device**: connected device. The device has an Internet connection and establishes a periodic communication with the platform (PINGPONG every 1.5 minutes approx.)

- **Disconnected device**: disconnected device. The device is unable to establish a communication with the platform. Check the device's Internet connection.

- **Ok sync device**: last successful synchronization. The device has completed the daily synchronization established at the time specified in the device/group configuration.

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- **Failed sync device**: last synchronization failed. The device failed to complete the daily synchronization set at the time specified in the device/group settings.

- **Notifications**: notification board. Here you can find relevant news about Ecler platform or *streaming* players, such as new updates, improvements or tips for using the platform.

14.3 DEVICES

- **Refresh**: screen refresh. For a correct monitoring of the devices connection status (LED *Connect*.) it is necessary to refresh the browser.

- **Device name**: device name. Unique within an Ecler Gallery account.

- **Device model**: device model. This field is reported by the device itself.

- **Firmware version**: firmware version of the device. This field is reported by the device itself.

- **Location**: location or additional information of the device.

- **MAC**: MAC address. This field is reported by the device itself.

- *Registration Key*: registration key of the device on the platform. This key is unique for each device. A device can only belong to one Ecler Gallery account.

- **Finder**: *finder* function. This function activates a blinking of the device screen during a short period of time.

- **Device plan**: program of a device. A device program can be assigned a Media (contents) and a *Calendar*, previously configured. If a *Group* is selected within this tab, the device will belong to a group, and therefore will be scheduled with the Device Plan configured in that group, along with the rest of the group settings.

- *Not set*: not assigned. If *Not set* is selected in any of the tabs where it is available, the device will not synchronize that parameter with the platform. Keeping the last configuration that was synchronized.

- **Group**: group or group configuration. Several devices can belong to one group (there is no established limit). Each group is unique. A device can belong to only one group. Each group has its own settings, therefore all devices belonging to the same group will share these settings. These include: Device Plan, synchronization settings, firmware update, local content encryption, configuration files, time zone.

- **Media:** content. *Playlists* with audio content, either Internet addresses or local media, previously configured.

- *Calendar***:** *Calendar*. List of *Calendars*. Each *Calendar* is a set of *Calendar Events*, previously configured.

- **Connection status**: indicates the status of the device connection to the Ecler Gallery platform.

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- **Last connection**: indicates the last date and time the device established a connection with the Ecler Gallery platform.

- **Teleporter**: opens the device web server in a new tab. This tool allows you to access the device's web server remotely, as if you were accessing it from the same local network (LAN) where the device is located, but without the need for any configuration. The connection can take up to 2min. Do not open more than one TELEPORTER per session. When you finish making the necessary settings, do not close the tab, click the "*Close* Teleporter" button. After closing Teleporter, this function may take 2min to be available again.

- **Enable synchronization**: enables/disables the synchronization of a device/group with the Ecler Gallery platform. A valid registration key is required to activate this function. The device must be connected to the platform to be able to synchronize.

- **Sync. Time**: local time of the device, for daily synchronization with the Ecler Gallery platform.

- **Sync. Now**: synchronize now. It forces the synchronization when the button is pressed. It may take 2min to synchronize. It is required that the device is connected to the platform in order to synchronize.

- **Auto firmware**: enable/disable automatic firmware update. With this function activated, the device will periodically check for firmware updates. If so, it will download and update the new version at synchronization time (Sync.Time).

- **Update**: check for firmware updates. If there are firmware updates, it will download and update the new version.

- **MMC/USB size (MB)**: indicates the capacity of the SD card / USB memory of the device.

- **Enable MMC/USB encryption**: enables/disables the encryption of the contents on the SD card / USB memory of the device. By enabling this function, the contents stored in the SD card / USB memory will only be readable by the player that has encrypted the contents.

- **Upload backup file**: upload configuration file. It allows to install a backup or configuration file in a device. Upload a valid file generated by a device. A device allows to save backups or configuration files. These files have to be "Gallery" type for a correct operation with the platform. The action will be executed at the time of synchronization (Sync. Time).

- **Web password**: it allows to change the access password to the web server of the device.

- **Front panel lock settings**: allows to configure the device screen lock settings.

- **Timezone**: allows to select the time zone of the device.

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14.4 GROUPS

- **Comments:** coments

14.5 MEDIA

- **Media name**: content name. Each content is unique.
- **Description**: description of the item.
- **Add playlist/*Calendar Event***: add playlist/*calendar event* to a previously created content/*Calendar*
- **Move playlist/*Calendar Event*** ☰ radio1 : move playlist / *Calendar Event*. When a content is synchronized with a device, the playlists it contains, or *Events* if it is a *Calendar*, are synchronized in the set order. Important: a URL is stored in the *Presets* of a device. If you use *Events* that load *Presets*, please note this order.
- **Alias**: name or alias of the URL
- **Source path/url:** URL of the playlist, Internet radio or audio item.
- **Value**: shows the value of the URL. This field is not modifiable

14.6 CALENDARS

- ***Calendar* name**: name of the *Calendar*
- **Enable *Calendar***: enable/disable *Calendar*. If it is in disabled mode, no *Event* will be executed. On the other hand, if it is enabled, the *Events* that are enabled will be executed.
- **Enable *Calendar Event*:** enables / disables a *Calendar Event*
- **Start date:** start date of the *Calendar Event*
- **Start time:** start time of the *Calendar Event*
- **Duration:** duration of the *Calendar Event*
- **Forever:** The *Calendar Event* has no end date.
- **Custom end date**: enables the setting of a *Calendar Event* end date and time. When the time is set, no more *Events* or repeats will be activated.
- **Weekly repetition:** weekly repetition. Activates / deactivates the days of the week that the *Event* will be active.
- **Enable daily repetition:** enables/disables the daily repetition of the *Calendar Event*.
- **Interval:** interval of the repetitions
- **Times:** times the *Event* is repeated on the same day it is active
- **This *Event* will finish at:** time when the *Event* will run for the last time each day. It depends on the start time, number of repetitions and interval of repetitions.
- **Target:** action that executes the *Calendar Event*

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14.7 REGISTER

- **Register:** registration or *log file* of the Ecler Gallery platform. It allows you to visualize the activity of all the devices enabled in your account. A connection to the platform is required so that you can send your activity information.
- **Register filter:** register filter configurator. Allows to filter results by device, device group, date and type of activity.
- **From (latest device date/time):** filter to set the most recent date and time to be displayed
- **To (old device date/time):** filter to set the oldest date and time to be displayed
- **Filter type:** filters the type of activity. TRACE: correct execution of a task. WARNING: non-critical warning in the execution of a task. ERROR: failure in the execution of a task.
- **Export** ↓ : export of the log in CSV or PDF format.

14.8 SETTINGS

- **Profile:** Ecler Gallery account information
- **Edit password:** allows you to edit the password for access to your account
- **Users:** list of users invited to your account
- **Invite users:** allows you to invite other Ecler Gallery users (the invited user requires an account in Ecler Gallery) to manage your platform. The invited user has full access to his account, except for the management of his account (profile and cancellation)
- **Cancellation request:** Ecler Gallery account cancellation request
- **Language:** language selection
- **Legal notice:** legal text containing the privacy and data protection policy of the Ecler Gallery platform

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