



FocSign Mobile

User Manual

Legal Information

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The Manual includes instructions for using and managing the Product. Pictures, charts, images and all other information hereinafter are for description and explanation only. The information contained in the Manual is subject to change, without notice, due to firmware updates or other reasons. Please find the latest version of this Manual at the Hikvision website (<https://www.hikvision.com/>).

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FCC Conditions

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.

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This product and - if applicable - the supplied accessories too are marked with "CE" and comply therefore with the applicable harmonized European standards listed under the EMC Directive 2014/30/EU, the RoHS Directive 2011/65/EU.



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Industry Canada ICES-003 Compliance

This device meets the CAN ICES-3 (A)/NMB-3(A) standards requirements.

Preface

Applicable Models




This manual is applicable to FocSign Mobile V1.1.0 and guides you to complete the configuration and operation of FocSign Mobile.

About the Default

Default administrator account: admin.

Symbol Conventions

The symbols that may be found in this document are defined as follows.

| Symbol | Description |
|--|---|
|  Danger | Indicates a hazardous situation which, if not avoided, will or could result in death or serious injury. |
|  Caution | Indicates a potentially hazardous situation which, if not avoided, could result in equipment damage, data loss, performance degradation, or unexpected results. |
|  Note | Provides additional information to emphasize or supplement important points of the main text. |

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Chapter 1 Product Information

1.1 Introduction

FocSign Mobile (hereinafter referred to as the APP) is used to release programs and schedules to the digital signage. The APP supports program creation, program and schedule release, message cut-in, terminal management, release management etc.



Note

Please refer to the user manual of FocSign Client to know about the details about the installation and operation of FocSign Client and FocSign Server.

1.2 Operation Flowchart

You can create programs, release programs and schedules that already exist on the server, or cut in messages to the digital signage on the APP.

See the following operation flowchart to know about the basic operation process on the APP.

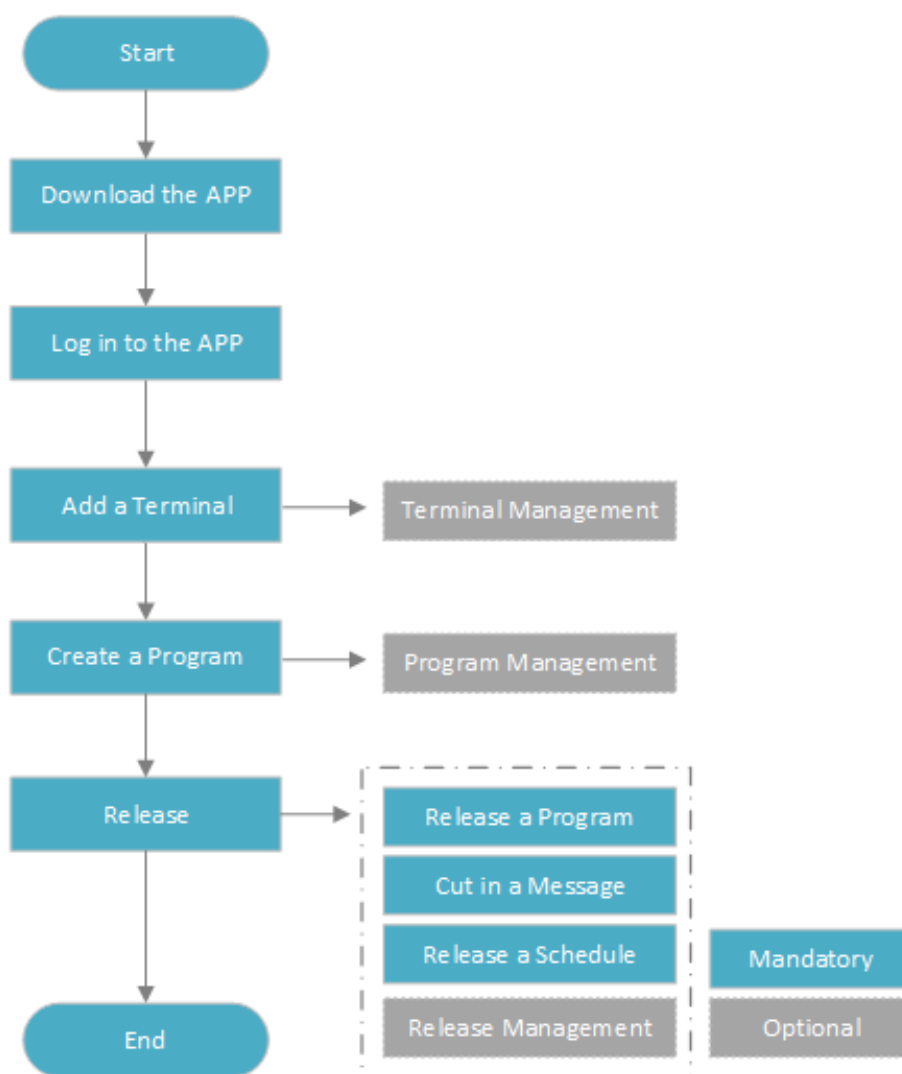


Figure 1-1 Operation Flowchart

Chapter 2 Login

You can release program and schedules by downloading and logging in to the APP.


Before You Start

- FocSign Server is running.
- The network of the APP interworks with that of the FocSign Server.
- It is recommended that the APP is installed in the following environment:
 - **Minimum Configuration:** iPhone 5s/iPad min2, iOS 10.0 system.
 - **Recommended Configuration:** iPhoneX/iPad pro, iOS 11+ system.

Steps

Note

All figures in the manual are used for illustration purpose only.

1. Choose one of the following ways to download and install the APP.
 - Visit <https://www.hikvision.com/en> , and go to **Support → Downloads → Client Software → FocSign Mobile** . Scan the QR code to download and install the APP.
 - Open **App Store** on the mobile phone, and search **FocSign Mobile** to download and install the APP.
2. Click  to open the APP.
3. Enter the server **IP Address**, the **User Name** and **Password** of the **User**. You can enable **Auto Login** according to the actual situation.

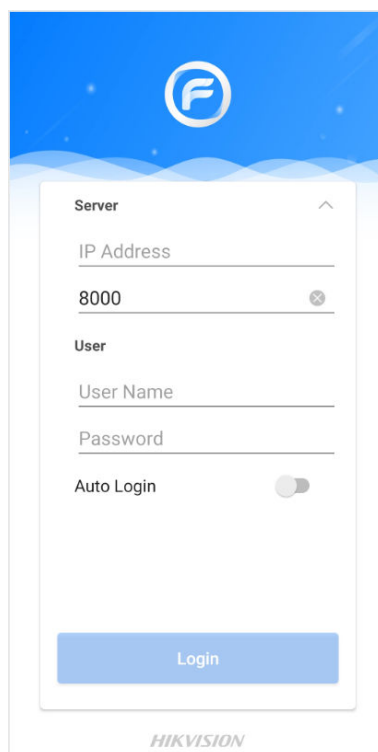


Figure 2-1 Login

Note

The port of the server is 8000 by default.

4. Click Login.

Note

- When you login for the first time, the **Quick Guide** will instruct you to know about the basic functions. You can also go to the system menu to see the **Quick Guide**.
 - The APP will be locked when login failure occurs 5 times for the admin user, or 7 times for the other users. You need to wait for 30 minutes to log in again.
-

Chapter 3 Terminal Registration and Management

You can activate, register and manage the terminals using the APP.

Note

- SADP is enabled on the terminal. When the SADP is disabled, there are no QR code on the terminal.
 - The APP and the terminal must be in the same network segment. If a router exists, and the terminal is connected to the router with the network cable, the APP must be in the Wi-Fi network environment provided by the same router.
 - Please refer to the quick start guide and FocSign Client user manual to activate or register terminals in different network segments with the APP.
-

3.1 Register an Inactivated Terminal

Steps

1. Tap  on the upper right corner of the **Terminal** interface to scan the QR code of the terminal.
2. Enter the **New Password** and confirm it.

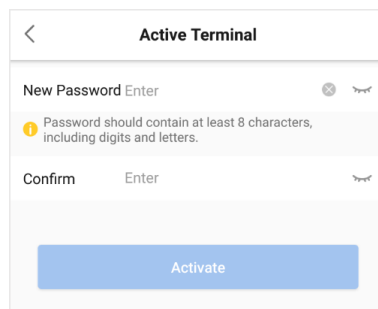


Figure 3-1 Activate the Terminal

3. Tap **Activate**.

A message pops up:

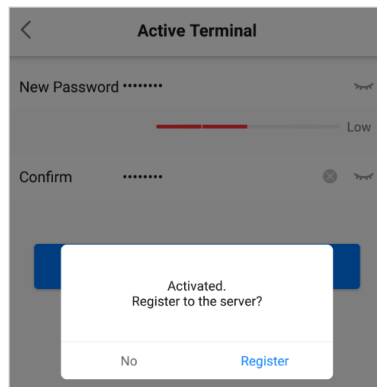


Figure 3-2 Registration Message after Activation

4. Tap **Register**.

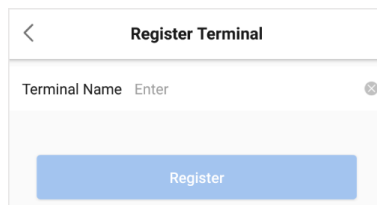



Figure 3-3 Registration

5. Enter the **Terminal Name**.

6. Tap **Register**.

3.2 Register an Activated Terminal

Steps

1. Tap  on the upper right corner of the **Terminal** interface to scan the QR code of the terminal.
2. Enter the **Terminal Name** and **Password**.

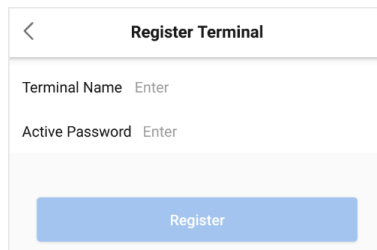


Figure 3-4 Register an Activated Terminal

3. Tap **Register**

3.3 Terminal Control

On the **Terminal** interface, you can remotely control the terminals, view terminal details, and search for the terminals.

Remote Terminal Control

Tap  on the right of the terminal. You can tap **Multi-Select** to control the terminals in batches.

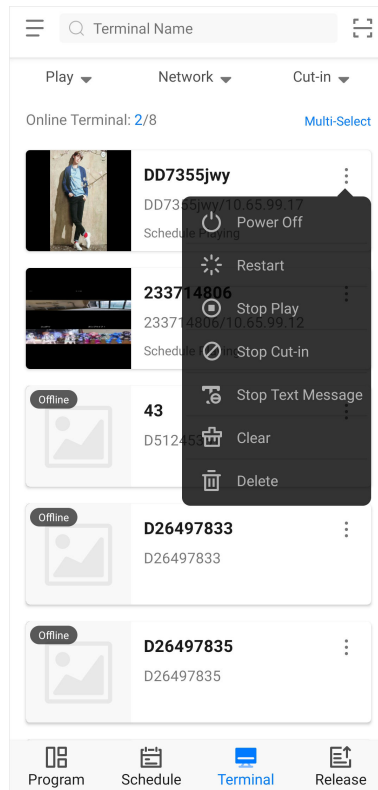


Figure 3-5 Single Terminal Control

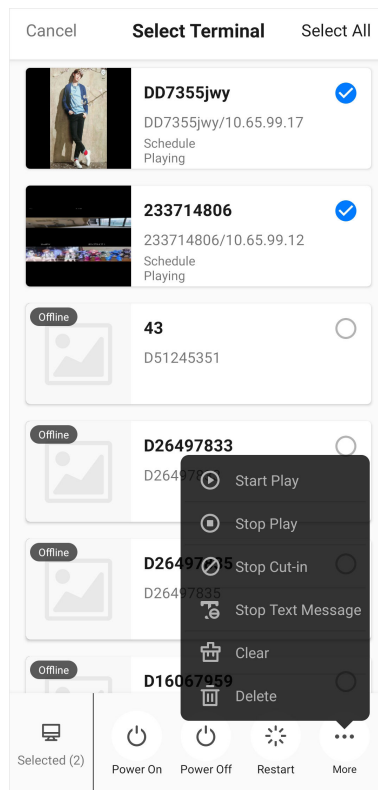


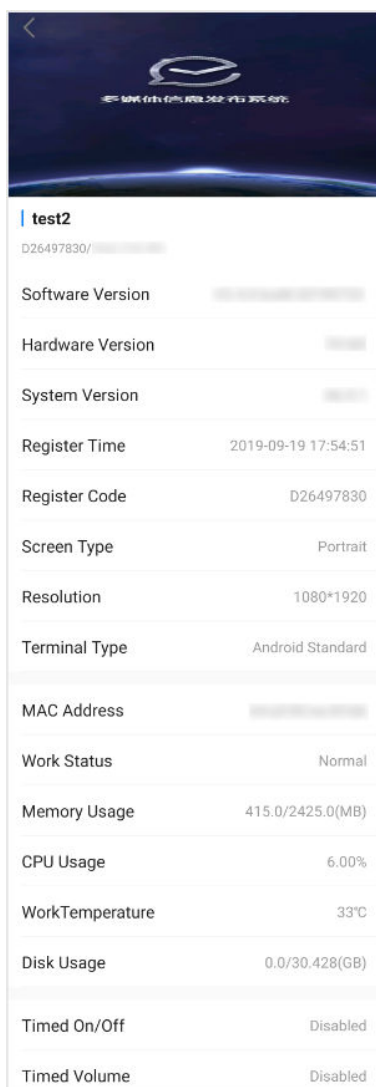
Figure 3-6 Multi Terminal Control

Table 3-1 Remote Terminal Control

| Operation | Description |
|-------------------|---|
| Power on/off | Remotely turn on or turn off the online terminal. The terminal will not respond if it is already in on/off state. |
| Restart | Remotely restart the online terminal. |
| Start/Stop Play | Remotely start/stop the program or the schedule on the terminal. |
| Stop Cut-in | Stop the program or the schedule cutting in. You cannot stop the message cutting in. |
| Stop Text Message | Stop the text message playing. |
| Clear | Clear all the play contents on the terminal. |
| Delete | Delete the terminal from the server. |

View Terminal Details

Tap the terminal to view the terminal details and the screenshot of the playing program. You can pull to refresh the details.



| test2 | |
|------------------|---------------------|
| D26497830/ | |
| Software Version | |
| Hardware Version | |
| System Version | |
| Register Time | 2019-09-19 17:54:51 |
| Register Code | D26497830 |
| Screen Type | Portrait |
| Resolution | 1080*1920 |
| Terminal Type | Android Standard |
| MAC Address | |
| Work Status | Normal |
| Memory Usage | 415.0/2425.0(MB) |
| CPU Usage | 6.00% |
| WorkTemperature | 33°C |
| Disk Usage | 0.0/30.428(GB) |
| Timed On/Off | Disabled |
| Timed Volume | Disabled |

Figure 3-7 Terminal Details

Search for the Terminals

On the top of the **Terminal** interface, you can set the search conditions such as **Play**, **Network** and **Cut-in** to search for the terminals. You can also enter **Terminal Name** in the searching box to search directly. Fuzzy search is supported.

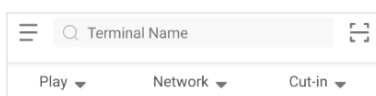


Figure 3-8 Search for the Terminals

Chapter 4 Create a Program

You can create and configure the programs according to the terminal type. You can also customize the program layout. The layout is same with the final release effect.

Steps

1. On the **Program** interface, tap **+** to create a program.

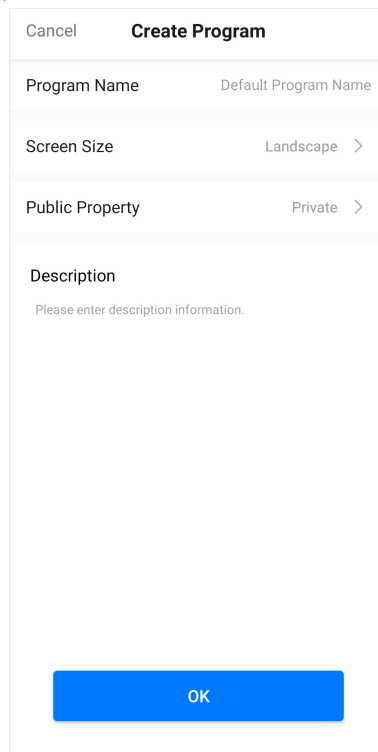


Figure 4-1 Create a Program

2. Enter the basic information of the program to edit the program, including **Program Name**, **Screen Size**, and **Public Property**. You can enter **Description** information as desired. Tap **OK**.
3. Select a template. 1/2/4-split screen and other 10 kinds of templates are available.

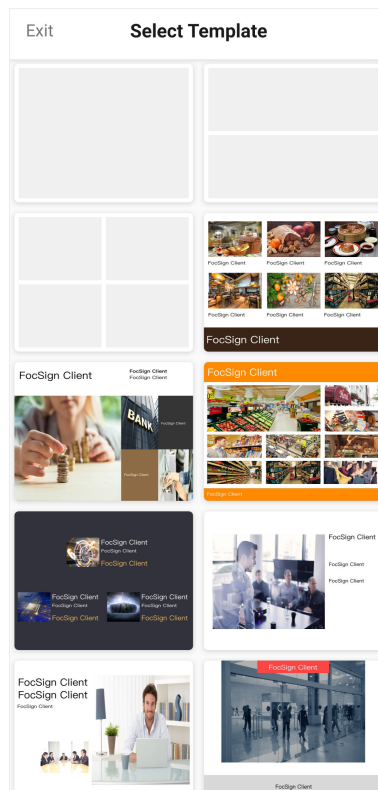


Figure 4-2 Select a Template

4. Edit a program. You can add materials on the server or from local folders. The available material types and limited conditions are as follows.

Note

- Only users with material management permission can add local materials.
- You can add at most 16 materials (including server and local materials) to 1 window. Among these materials, only 1 Web material is allowed.
- You can add at most 64 local materials to 1 program.
- You need to share PDF/TXT materials to the APP using file management applications first before adding local PDF/TXT materials.

Table 4-1 Material Description

| Material Type | Material Settings | Description |
|---------------|---|---|
| Picture | <ul style="list-style-type: none"> • Play Mode: Custom by default. • Duration: 10 to 604800s (7 days), and 10s by default. • Switching Effect: 11 kinds of effects are available, and None by default. | <ul style="list-style-type: none"> • Formats available: BMP/JPG/PNG/GIF. • When the picture resolution is larger than 3840×2160 or 2160×3840, it will be scaled down according to the original size. For example, a 4000×4000 |

| Material Type | Material Settings | Description |
|---------------|---|--|
| | | picture will be scaled down to 2160×2160. |
| Video | <ul style="list-style-type: none"> • Audio: Disable by default. • Play Mode: Play by custom or by material time. You need to set play time when playing by custom. The play time ranges from 10 to 604800s (7 days), and 60s by default. | <ul style="list-style-type: none"> • Formats available: MOV/MP4. • Only 1 audio can be enabled on 1 page. • The video cannot be larger than 4 GB, and its resolution will be compressed to 640×480 with medium quality. |
| Web | Refresh Time: 10 to 604800s (7 days), and 60s by default. | <ul style="list-style-type: none"> • Only 1 Web material can be added. • Only users with material management permission can add local Web materials and edit Web name and address. |
| PDF | <ul style="list-style-type: none"> • Play Mode: Custom by default. • Duration: Play time of the whole PDF material. 10 to 604800s (7 days), and 60s by default. • Page Duration: Play time of single PDF page. 10 to 60s, and 10s by default. | — |
| TXT | Play Mode: Custom by default. Play Time: 10 to 604800s (7 days), and 30s by default. Scrolling Direction: To Left/Right/Top, and To Top by default. Scrolling Speed: 1 to 9, and 5 by default. Font Size: 30 to 400 px, and 50 px by default. Font Color: White/Black (default)/Blue/Green/Yellow/Red/Custom. Background: White/Black (default)/Blue/Green/Yellow/Red/Custom. | Formats available: TXT. |

| Material Type | Material Settings | Description |
|---------------|--|---|
| | Transparency: 0 to 100%, and 0% by default. | |
| Text | Font size, font color, background, and transparency settings are the same with TXT material. Font Type: Normal/Bold, and Normal by default. Alignment: Left/Horizontal Center/Right/Top/Vertical Center/Bottom, and Left by default. | You can add, edit and delete Chinese and English characters, but emoji pictures and special characters are not allowed. |

5. Edit program details. You can edit basic program information or set page background. Pure color and custom picture background are available.

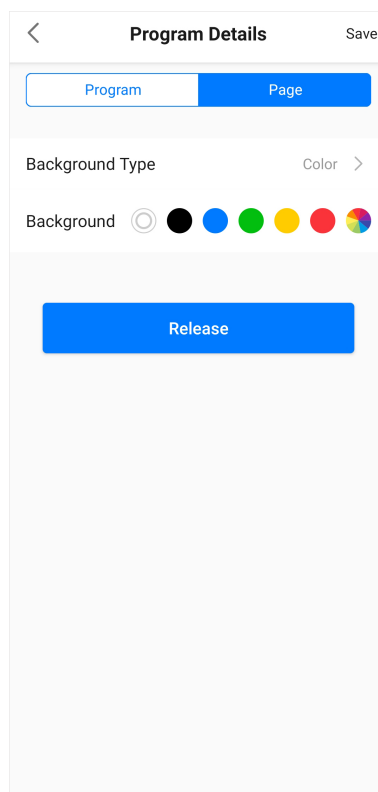


Figure 4-3 Program Details

 **Note**

You can create a program with only 1 page on the APP.

6. Tap **Save** on the upper right corner to save the program created. You can also tap **Release** to directly release the program to the terminal. See **Release a Program** for details.

Chapter 5 Program Management

You can edit, delete and approve programs on the **Program** interface.

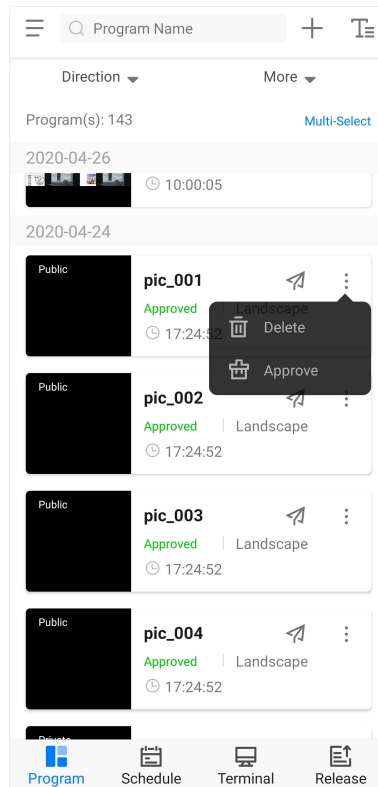


Figure 5-1 Program Interface

Note

Tap **Multi-Select** on the upper right corner to delete or approve multi programs.



Edit a Program

Tap the program in the list to edit. You can edit the materials or the program details.



Note

Programs with more than one pages cannot be edited on the APP.

Delete a Program

Tap  on the right of a program, and select  **Delete** to delete the program.

Approve a Program

Users with approval permission can tap  on the right of a program, and select  Approve to approve the program.

Chapter 6 Release

You can release the programs or the schedules that already exists on the server to the terminal, or cut in programs or messages.

On **Release** interface, you can check or search the release records, cancel or release the release plan again.


6.1 Release a Program

You can release a program to the terminal.

Before You Start

The terminal is registered to the FocSign Server, and is online.

Steps

1. On the **Program** interface, tap  on the right of the program.

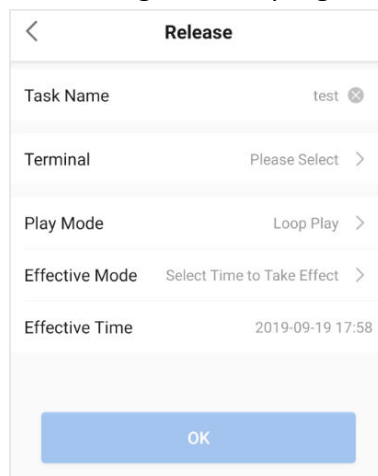


Figure 6-1 Release a Program

2. Set the **Task Name**.
3. Select the desired terminal. You can select terminals in batches.

 **Note**

After you select the terminal, the number of selected terminals will show in the **Terminal** area, but not the terminal name.

4. Select **Play Mode**.

Loop Play

- Select **Effective Mode** as **Take Effect Immediately**, and the program will play by loop immediately after released.
- Select **Effective Mode** as **Select Time to Take Effect**, set **Effective Time**, and the program will play by loop at the effective time after released.

Cut-in

- Select **Play Time** as **End Time**, set **End Time**, and the program will finish cut-in at the end time.
- Select **Play Time** as **Duration**, set **Duration**, and the program will finish cut-in in the predefined duration.

5. Tap **OK**.

6. **Optional:** On the top of the **Program** interface, you can set the search conditions such as **Direction**, and **More** to search for the programs. You can also enter **Program Name** in the searching box to search directly.

6.2 Release a Message

You can create a new text message and release it to the terminal on the APP.

Before You Start

The terminal is registered to the FocSign Server, and is online.

Steps

1. Tap  on the upper right corner of the **Program** interface to create a new text message.

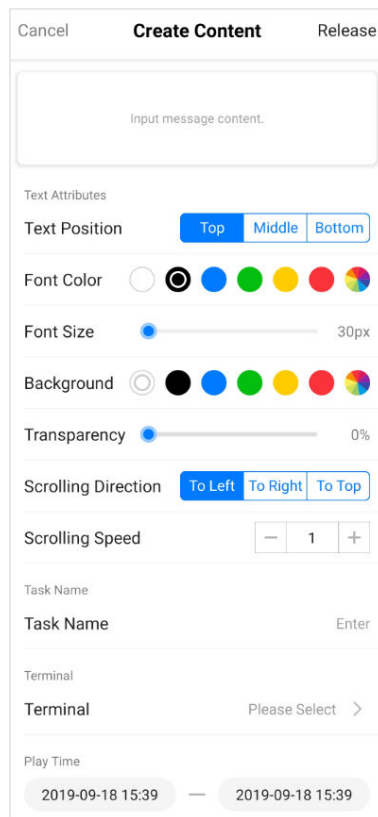


Figure 6-2 Release a Message

2. Input the message content.
3. Configure the text attributes, including **Text Position**, **Font Color**, **Font Size** and etc.
4. Set the **Task Name**.
5. Select the desired terminal. You can select terminals in batches.

 **Note**

After you select the terminal, the number of selected terminals will show in the **Terminal** area, but not the terminal name.

6. Set the **Play Time**.
7. Tap **Release** on the upper right corner.

6.3 Release a Schedule

You can release a schedule to the terminal.

Before You Start

The terminal is registered to the FocSign Server, and is online.

Steps

1. On the **Schedule** interface, tap ↗ on the right of the schedule.

The screenshot shows a mobile application interface for setting a release schedule. The title is 'Release Schedule'. The form includes the following fields and values:

| Field | Value |
|----------------|----------------------------|
| Task Name | test |
| Terminal | Please Select |
| Effective Mode | Select Time to Take Effect |
| Effective Time | 2019-09-19 17:59 |
| Release Mode | Select Time to Release |
| Release Time | 2019-09-19 17:59 |

An 'OK' button is located at the bottom of the form.

Figure 6-3 Release a Schedule

2. Set the **Task Name**.
3. Select the desired terminal. You can select terminals in batches.

 **Note**

After you select the terminal, the number of selected terminals will show in the **Terminal** area, but not the terminal name.

4. Select **Effective Mode** and **Release Mode**.

Effective Mode

- **Take Effect Immediately:** The schedule will play immediately after released.
- **Select Time to Take Effect:** When you set the **Effective Time**, the schedule will play at the effective time after released.

Release Mode



- **Release Immediately:** When you tap **OK**, the schedule will be released.
- **Select Time to Release:** When you set the **Release Time** and tap **OK**, the schedule will be released at the predefined time.

5. **Optional:** On the top of the **Schedule** interface, you can set the search conditions such as **Play Mode**, and **More** to search for the schedules. You can also enter **Schedule Name** in the searching box to search directly.

6.4 Release Management

On the **Release** interface, you can manage the release tasks, including delete/search the release tasks, release again, and cancel releasing.

Delete the Release Task

Tap  on the right of the task, and tap  to delete this release task. You can delete the tasks in batches by tapping **Select** on the upper right corner of the **Release** interface.

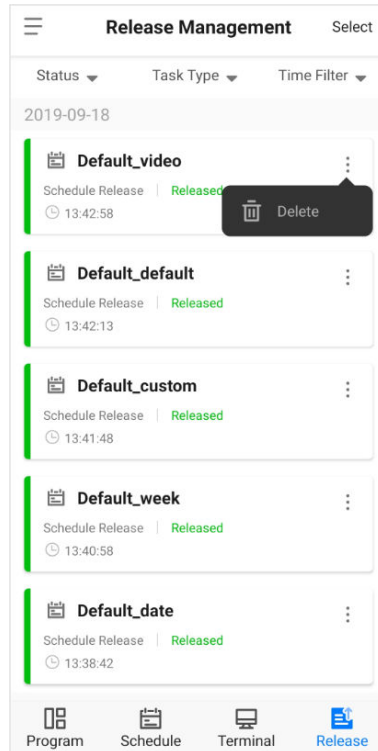


Figure 6-4 Delete the Release Task

Release Again

You can release a failed task, a canceled task, and a not released task again.

Tap the tasks that need to release again, tap **Failed** or **Canceled**, select the terminal that the task needs to release to, and tap **Release**. You can tap **Release all** to release the task to all the terminals.

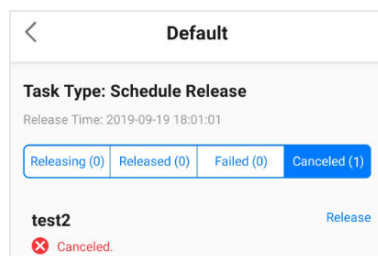


Figure 6-5 Release Again

Cancel Releasing

The task in releasing can be canceled.

Tap the task in releasing, tap **Releasing**, select the terminal that the task needs to be canceled on, and tap **Cancel**.

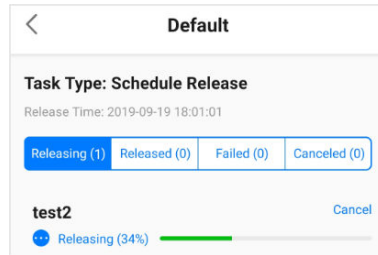


Figure 6-6 Cancel Releasing

 **Note**

On the top of the **Release** interface, you can set the search conditions such as **Status**, **Task Type** and **Time Filter** to search for the release tasks.

Chapter 7 Maintenance

7.1 Background Protection

When the APP is running in the background, you need to enter the password when go to the APP again.

Steps

1. Tap ☰ on the upper left corner to enter the system menu.

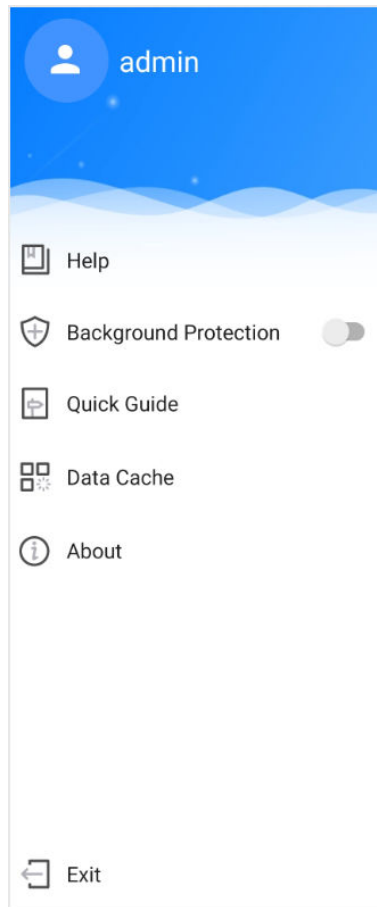



Figure 7-1 Background Protection

2. Enable **Background Protection**.
3. Tap **OK** to enable.

7.2 Data Cache Clearance

Clearing the cache of the program and terminal thumbnails can increase the system running speed.

Steps

1. Tap  on the upper left corner to enter the system menu.
2. Tap **Data Cache**.

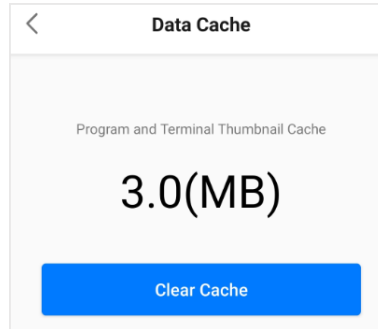
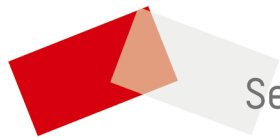


Figure 7-2 Clear Data Cache

3. Tap **Clear Cache**
4. Tap **OK** to clear data cache.



See Far, Go Further