



DigiJupiter

Digital Signage Player E-10

C O T E N T S

1	Overview.....	3
1.1	Introduction	3
1.2	Features.....	3
2	Profile	4
2.1	Profile	4
2.2	Interfaces.....	5
3	Specification.....	6
4	Usage Contexts	7

Revision history

Revision	Revision date	Principle changes
V1.0	Jan. 2015	Create based on E10 V1.0

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1 Overview

1.1 Introduction

Digi-Jupiter networked multimedia player E10 employs the Rockchip quad core RK3188, having a strong capacity of multimedia processing and rich peripheral interfaces.

1.2 Features

- 28nm-process made main chipset is high-performance and low-power
- HDMI/VGA/AV interfaces are provided for access of various displays with a resolution up to 1080p
- Support LAN, WIFI and 3G networks., as well as standalone mode
- Work well with Digi-Jupiter GTV, ADPE and EzPoster content management system, fitting projects of any scale
- Capable of running multiple playlists as scheduled, with seamless transitions between videos and images, full-screen and split-screen displays.
- Supports background music playback while displaying HD images
- Supports display of scroll text, date, time, weather and LOGO
- With intelligent scheduling, contents can be played on a loop, at a specified time or idle hours, or as instant break-ins.
- Support network time and synchronization playback
- Contents can be updated remotely, or imported or read directly from a USB disk on site
- Player operations such as adjusting playback volume, changing display screen, reboot, sleep and wake can be completed remotely with just one click
- Playback and operation logs will be recorded and upload to the management system.
- Auto timed on/off in multiple periods enables unattended operation
- Both vertical and horizontal displays are supported
- Support split-screen zones for web access and touch interaction
- Support multi-touch screens

2 Profile

2.1 Profile



Dimensions: L155.5 mm×W34 mm×H100mm

2.2 Interfaces

■ Front View



Interface	Description
USB1/USB2	Connects to USB devices
TF Card	Connects to TF cards
LED Indicator	Indicates the power state
IR Sensor	Receives commands from the remote control
IR_EX	Connects to an infrared remote extender receiver
COM	Communicates with external device via serial port

■ Rear View



Interface	Description
DC 5V	Connects to +5V DC power
AV	Outputs AV signal
VGA	Outputs VGA video signal
HDMI	Sends audio and video signals over a single HDMI cable
LAN	Connects to 10M/100M adapter Ethernet
WiFi	Connects to a WIFI antenna of 2.4G

3 Specification

Hardware Configuration	
Board	Rockchip RK3188 + ARM Quad Cortex A9 1.8 GHz CPU + ARM Quad Mali-400 MP GPU + HYNIX/SAMSUNG DDR3 1Gbyte (2Gbyte for option) + HYNIX/SAMSUNG NAND FLASH 8GB
Resolution	1080P Full HD
Features	
OS	Android 4.2.2
Contents	Video/Image/Text/logo/Date/Time/Weekday/Weather split-screen displayed; Support background image
Playback	1) Contents are obtained via network and stored in local disk for playback on a loop, at a specified time or idle hours, or as instant break-ins. 2) Contents are imported from a USB disk. 3) Play contents stored in a USB disk.
Content Management	1) CDMS (B/S architecture) - customized templates, scheduled publish, scheduled playback, bi-directional MD5 encryption, Multi-level audits, grouped players, real-time monitoring, remote control, timed on/off, timed download, traffic control, rights control, log statistics 2) ADPE/EzPoste (C/S architecture) – program compile, schedule arrangement, export to a USB disk, bi-directional encryption, timed on/off NOTE: The player control software is required for these features.
Media Formats	
Media Formats	Support mainstream media formats, including MPEG1, MPEG2, MPEG4, H.264, WMV, MKV, TS, flv, MP3, JPG, JPEG, BMP, PNG, GIF
Interfaces	
Power Supply	×1
Video Outputs	VGA×1 HDMI×1 AV x1
LAN	×1, 10/100M Ethernet
WiFi	×1, WIFI(802.11bgn)
USB2.0	USB OTG×1 (can be used as HOST) USB HOST×2 (one of which is optional)
IR	×1
TF Card Slot	×1
Optional	RS232 x1 SPI/UART x1 (Software configured) 3.5mm optional IR extension receiver x1
Other Features	
RTC	Real Time Clock for time synchronization
Watch Dog	WDT circuit included for auto recovery from failure
Electrical Parameter	
Input Power	5V---2A DC
Dimensions	
Dimensions	L155.5 mm×W34 mm×H100mm

4 Usage Contexts

■ WAN(server) Software

For a widespread project, it is advised to use Digi-Jupiter WAN(server) software to compile programs and distribute contents to players via the network or a USB disk



■ Touch function of WAN solution.

Use our WAN solution to create touch application for Touch screen, tablet and kiosk.



■ LAN Software

For a small scale deployment, it is advised to use Digi-Jupiter LAN software to compile programs. Programs can be distributed to players via the network or a USB disk. This is especially suitable for such occasions as meeting notifications



■ Standalone Software

For the place which has no internet, it is better to use Digi-Jupiter standalone software to edit content and use USB to update your device.

