



# **Cnario Suite**

# **3.9**

## **Service Pack 3**

### Release Notes

October 2023



# Important Notice

---

This document is delivered subject to the following conditions and restrictions:

- This guide contains proprietary information belonging to YCD Multimedia Ltd. Such information is supplied solely for the purpose of assisting explicitly and properly authorized users of YCD products.
- No part of contents may be used for any other purpose, disclosed to any person or firm or reproduced by any means, electronic and mechanical, without the express prior written permission of YCD Multimedia Ltd.
- The text and graphics are for the purpose of illustration and reference only, based on the current version of the YCD product referenced. Specifications on which they are based are subject to change without notice.
- The software described in this document is furnished under a license agreement. The software may be used or copied only in accordance with the terms of that agreement.
- Information in this document is subject to change without notice. Corporate and individual names and data used in examples herein are fictitious unless otherwise noted.

Copyright © 2023 YCD Multimedia Ltd. All rights reserved.



# Cnario 3.9 Highlights

---

## Note:

Cnario Suite 3.9 was developed and tested with Windows 10 (Cnario Messenger, & Player) and Windows Server 2012 R2 and Newer (Cnario Server & Gateway) and as the only supported operating systems and with hardware component that support DirectX 11.1 or newer.

If upgrading a Windows 7 installation or installing on a new machine, some default settings may require adjustments. Please contact [support@ycdmultimedia.com](mailto:support@ycdmultimedia.com) for specific instructions.

## 1. New Features and Improvements

- a. **Web User Interface** – all functions previously available as Media Manger web interface, are now available in a new format and with additional functions that were not previously available. Including but not limited to the following features –
  - i. Language support – English, Chinese, Russian, Italian, Spanish, French and German are available by default and additional languages can be added on demand.
  - ii. Edit module is available with Layout creation, Library management including all playback and item properties.
  - iii. Playlists now populates all windows by default deprecating the old playlist format.
  - iv. Supported items are currently Image, Video\Audio, HTML, Playlist, Text and Template item.
  - v. Banner playlist management is available when dragging and dropping items onto the window or the window banner below the layout portion. List view is also available.
- b. **Server-side API**

On its way to a full API of all Cnario Messenger Server functions exposed, a vast range of server-side API calls are now available for integration.



The most significant additions from the previous API version is the ability to control and monitor with all functions such as Devices, Reports, Snapshots, etc.

Server-side API can be shared on demand by request from [support@ycdmultimedia.com](mailto:support@ycdmultimedia.com).

### **c. Installation Process**

The Cnario Player installation package (.exe) now removes its older versions automatically. The installer is also available with separate MSI installer for pre-requisites and for the Cnario Player application as well.

The Cnario Server installation now adds a Web Server component called "CnarioMessenger" which is the holder of the new Web user interface. When installed on a Windows 10 machine, the installation is able to set all configurations and pre-requisites, however when installed on a Windows Server OS, all configurations at the IIS and Windows Features, WCF and .NET Framework level need to be manually configured.

### **d. Server – WebAPI**

The Cnario Server now consists of four Windows services and two IIS Web Server instances, each handling different portions of the Cnario operations (networking, database communications, UI service, hashing and queuing of content files).

1. Server Settings – these are available as a desktop application form on the server machine. Those settings now allow accessing and changing all server definitions previously available through the Messenger Preferences user interface or through a configuration file. Some of the available interfaces in the updated Server Settings –
  - a. Upload folder migration – the heavy process of migrating the media that was uploaded to a Cnario Server must be done through the Server interface and the Upload folder tab.
  - b. Chainmail settings are now available for definition at the Server level and not only the Messenger Preferences level.
2. Login – a secured token and refresh token procedure was implemented. Default settings of 10 auto-login requirement and a 24-hour refresh token procedure. Settings are controllable through the settings application.
3. HTTPS – HTTPS communication is possible to achieve in two levels



- a. API communication – Server and Client interfaces (Messenger, Web Messenger) can communicate with HTTPS protocol enabled – this can be defined at the Server Installation level.
  - b. Web communication – IIS should be defined with HTTPS and SSL certificate to enable users to access the Cnario Web Interface through secured HTTP protocol. This definition is done at the Binding interface of the IIS instance.
- e. Playlists – Switch Playlist Scheduler added** – In place of the dynamic scheduler that was able to set the number of repetitions and playback order properties per item, an immediate trigger for playback option was added. This allows for a programmatic control of a playlist, with immediate triggering as well. The scheduler has the following properties:
1. Repetition – means how many times to repeat this item before starting the playlist from the beginning, just like weight, but easier to track. Setting this to '0' means the item will not play.
  2. Playback Order – sets the order of the items, having all as '1' means it will use the order of the items in the playlist
- During playback, a device for each media asset in the playlist is created, each device holds two pins (representing the above settings). The device naming logic is this:  
Surface:<DisplayDeviceName>\_<LayoutName>\_DynamicPlaylist\_<WindowName>\_<PlaylistName>\_<MediaAssetName>
- We use this naming logic to allow multiple dynamic schedulers on a single UP with multiple display devices of a single canvas or any mix of the above
- f. Interaction Device** – in order to detect user inputs in mouse, keyboard and touch, a downloadable plugin device is available – the latest version is available on the following [link](#). In order to load the device on a Cnario Player, just unzip the downloaded files under “C:\Program Files (x86)\C-nario\C-nario Universal Player\Devices” and restart the player application.

## 2. Major Changes and Bugs Fixed

- a. Project folder removed from Messengers projects view – folder no longer exist. In upgraded systems, folders are converted to Layout Keywords and are made available as search words in the projects search box.
- b. Library - Fix broken Links option was removed. Since all content is uploaded to a central server storage location now, it is a redundant function.
- c. Weights and Exposures Scheduler – Fixed. Rules and Schedule apply on fillers now.



- d.** YCD RAMP Integration – Fixed. Working with multiple graphic cards no longer resets the RAMP channel ID.
- e.** “Include As Default” is now the only possible playback rules behavior.
- f.** Standalone Splitter and Internal Splitter – Fixed. no longer limits video resolution by 1920x1080.
- g.** Jobs – deleted jobs now get cancelled as well.
- h.** HTML (CEF) – Redirected pages now load correctly.
- i.** Messenger interface freeze due to constant refresh of the Canvases tab (Network Module) – fixed.
- j.** BMP images thumbs are no longer created upside down.
- k.** Collage – multiple Screen Splitting instances do not cause an unhandled exception.
- l.** Server network hang – on slow network or slow performance servers, the server Chainmail ports were sometimes getting hung until a server restart, causing Canvas disconnection.
- m.** Template Master – obey transfer rules caused Template Master content to not transfer when rules do not match. Current partial fix is having Template Master content to be transferred in any case.
- n.** When streaming audio is not present, Streaming item was triggering a restart. Build 704 will continue streaming playback even if audio is missing or cannot play.
- o.** Intel Audio Crash – On Intel HD Graphics, audio device is restarting when setting resolution to a different than the native screen resolution (on digital outputs) – CCCore now recovers the audio output automatically, bypassing the Intel Audio device bug.
- p.** Web UI Playlist now supports these schedulers:
  - i.** Standard
  - ii.** Serial
  - iii.** Switch Playlist
  - iv.** Shuffle
  - v.** Audience Measurement
- q.** New Audience Measurement schedule –Quividi Integration: play content according to Gender (Male / Female / Both) and/or Age (1-100). Requires an external bridge application that queries the advertima computer.
- r.** Transfer Jobs will create a single transfer request for each canvas during deployment, resulting in more efficient distribution and better monitor and reporting.
- s.** New passwords require a minimum of 8 characters long with at least 1 lower case, 1 uppercase, 1 number and 1 special character.
- t.** Gateway service can utilize more RAM during operation.
- u.** Cnario Server now supports Google reCAPTCHA for human verification, both in the web-UI and the server-API access levels.
- v.** Script injection – security bug fixed.
- w.** Web UI snapshots interface is overhauled.



- x. Layout transfers now support reporting on available layouts and when layouts arrived – accessible through the Web-UI snapshots interface.
- y. Transfer Request processing speed has drastically improved
  - i. WebFeedReader and HTML items will not re-validate for each transfer-request
  - ii. HTML Widget that are sent will not re-create the WGT file – bug fix
  - iii. Added database index
  - iv. Overall Processing improvements

### 3. Important Notices and Changes

- a. Media Manager not supported
- b. Database Conversion Process and upload process
- c. Layout Background conversion - all image backgrounds loaded in previous Messenger versions will be converted to black images.<sup>1</sup>
- d. The reportable setting for windows in a layout is false by default
- e. Non-Library associated content must be placed in server accessible location.
- f. Redundancy mechanism is being changed. Any systems using the existing Universal Player redundancy mechanism (for Players, not CCCore) can upgrade to the external redundancy monitor and device to improve monitoring level and reduce false-positive and dual-redundant players occurrences. The download link is as follows – <https://bit.ly/2VPX102>

### 4. Removed Features

- a. Messenger – the following items are no longer available:
  - i. Legacy Items Group.
  - ii. Outlook.
  - iii. Web browser.
  - iv. WPF Master.
  - v. Live IP Input.
- b. Web GUI – Media Manager is no longer operable with Cnario 3.9.
- c. Player 3.7.1 and lower are not compatible with this version and must be upgraded prior to upgrade of the Server and Messenger.

---

<sup>1</sup> It is recommended to preview all active layouts after the server installation and database conversion process complete to ensure all changes do not affect playback.



## 5. Install Instructions

- a. Download installation package using this link:  
[https://documents.ycdmultimedia.com/downloads/cnario/3.9/Cnario\\_39\\_SP3.zip](https://documents.ycdmultimedia.com/downloads/cnario/3.9/Cnario_39_SP3.zip)
- b. Right click on the ZIP file and choose “*Properties*”
- c. Find the “*Unlock*” checkbox, and check it
- d. Click “*Apply*”
- e. Unzip the ZIP file on the machine running the Cnario Server
- f. From the Unzipped folder, run the application named “*Cnario\_39\_SP3.exe*” as Administrator
  - i. Right click on the EXE file and select “*Run as Administrator*” from the menu
- g. If this is a Cnario Server
  - i. Enter the SQL Server address and credentials
  - ii. Click on “*Test Connection*”
    1. If successful, click on “*Update*”
    2. If failed, fix the settings and go back to step 5.g.i
  - iii. In the “*Service Files*” section, type / browse to the installation folder of the Cnario Server services
    1. Default is “C:\Program Files (x86)\C-nario\Services”
  - iv. Click on “*Copy files (stops services)*”
  - v. Start the Cnario Services again (or just reboot the computer)
- h. If this is a Cnario Messenger
  - i. In the “*Messenger Files*” section, type / browse to the installation folder of the Cnario Messenger application
    1. Default is “C:\Program Files (x86)\C-nario\Messenger 3”
  - ii. Click on “*Copy Messenger Files*”
  - iii. Run the Cnario Messenger application
- i. Make sure to Unzip and repeat section 5.h on ALL Cnario Messenger machines
- j. You should now have finished the installation of 3.9.0 SP3 on top of 3.9.0 build 913