

# Use

How to use UMS

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# How to play media

This article will explain the 4 main ways to play video, audio and images via UMS.

## 1: Play from a renderer interface

When your renderer is connected to UMS via DLNA/UPnP, often it will display in a menu called "Media Servers" or something similar, depending on the renderer. From there, you can enter UMS and browse to the media you want to access.

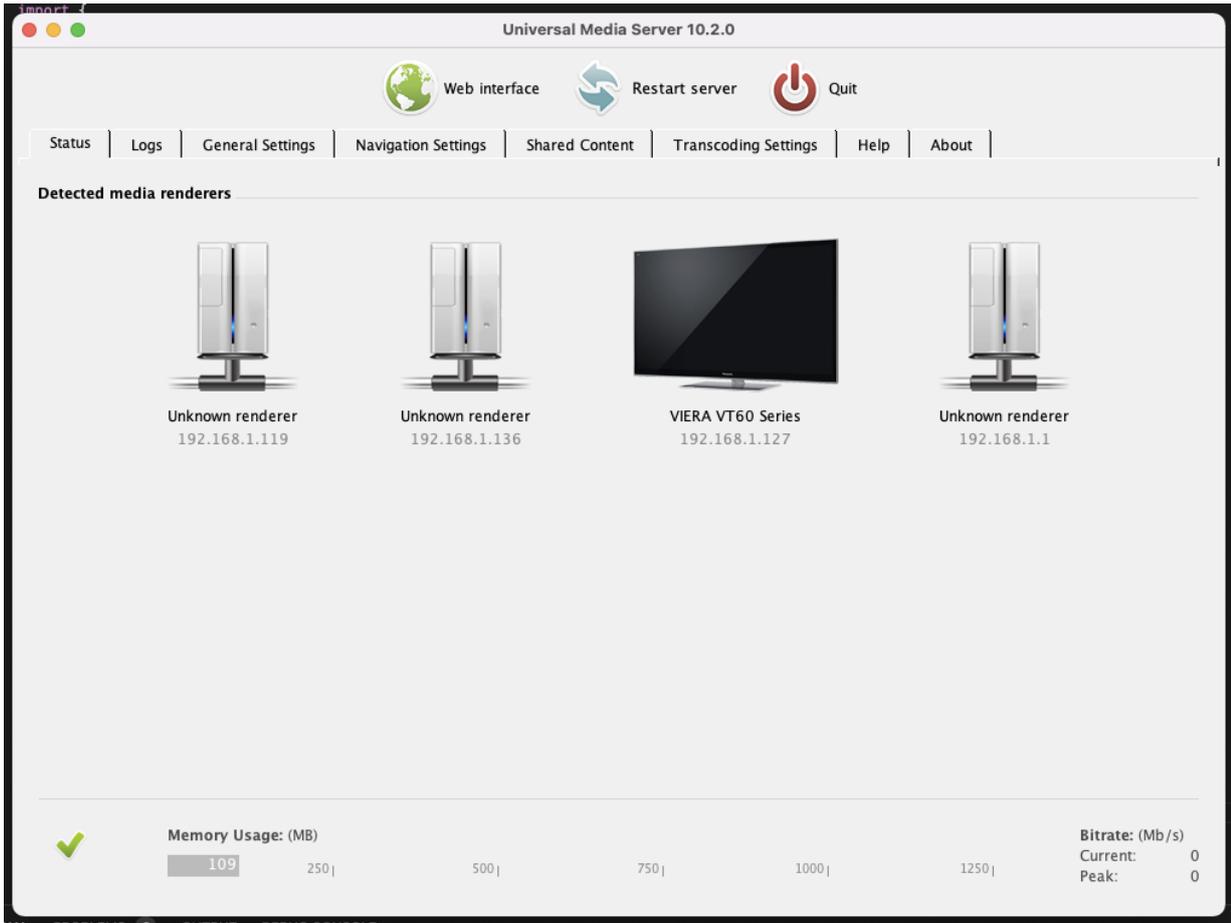
The implementation of this varies greatly per renderer, but the core functionality is the same; navigate to your chosen media and select it to play.

## 2: Push from the UMS interface to a renderer

The UMS interface itself has the ability to "push" media to renderers if they support the UPnP feature. It is a similar concept to casting.

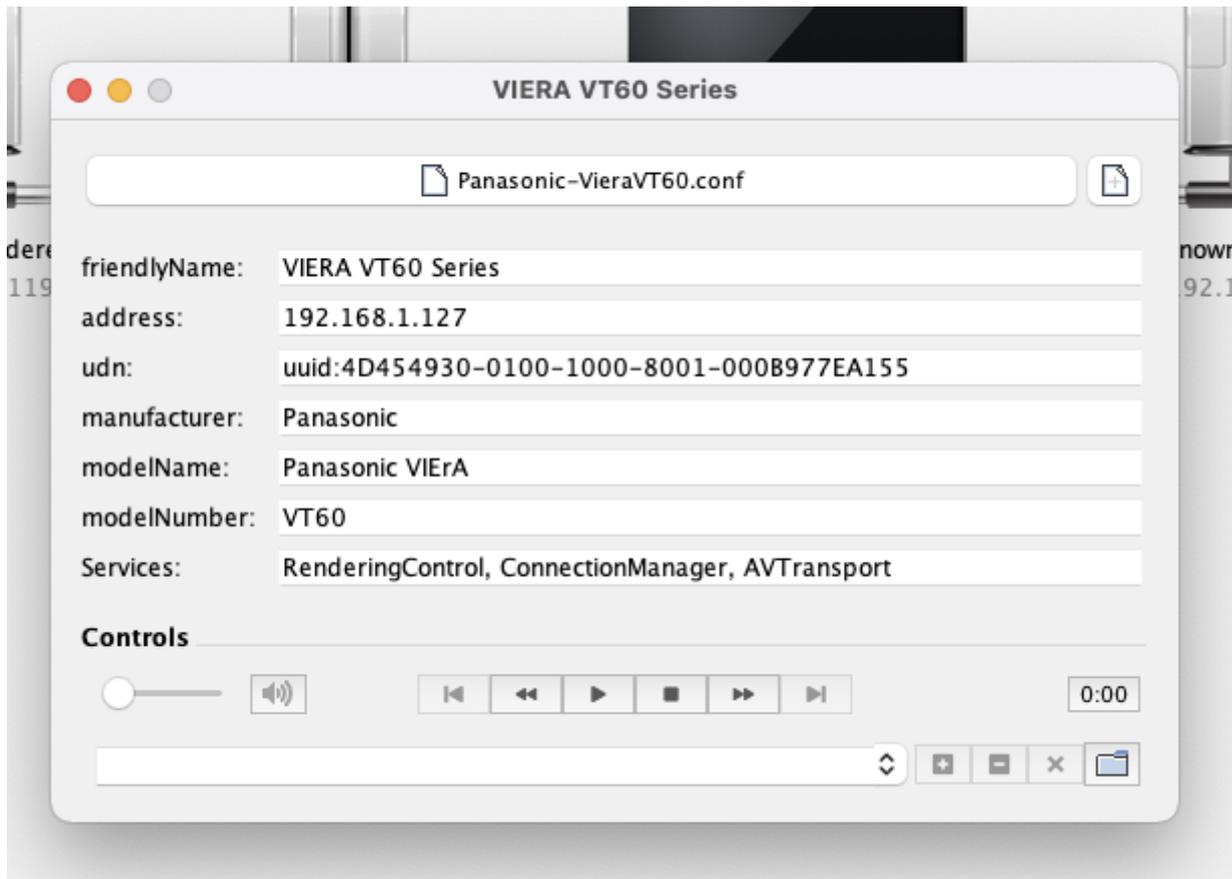
1. Open the UMS UI and identify the renderer you want to push media to. In this case it is

the Panasonic VIERA VT60 Series TV.



2.

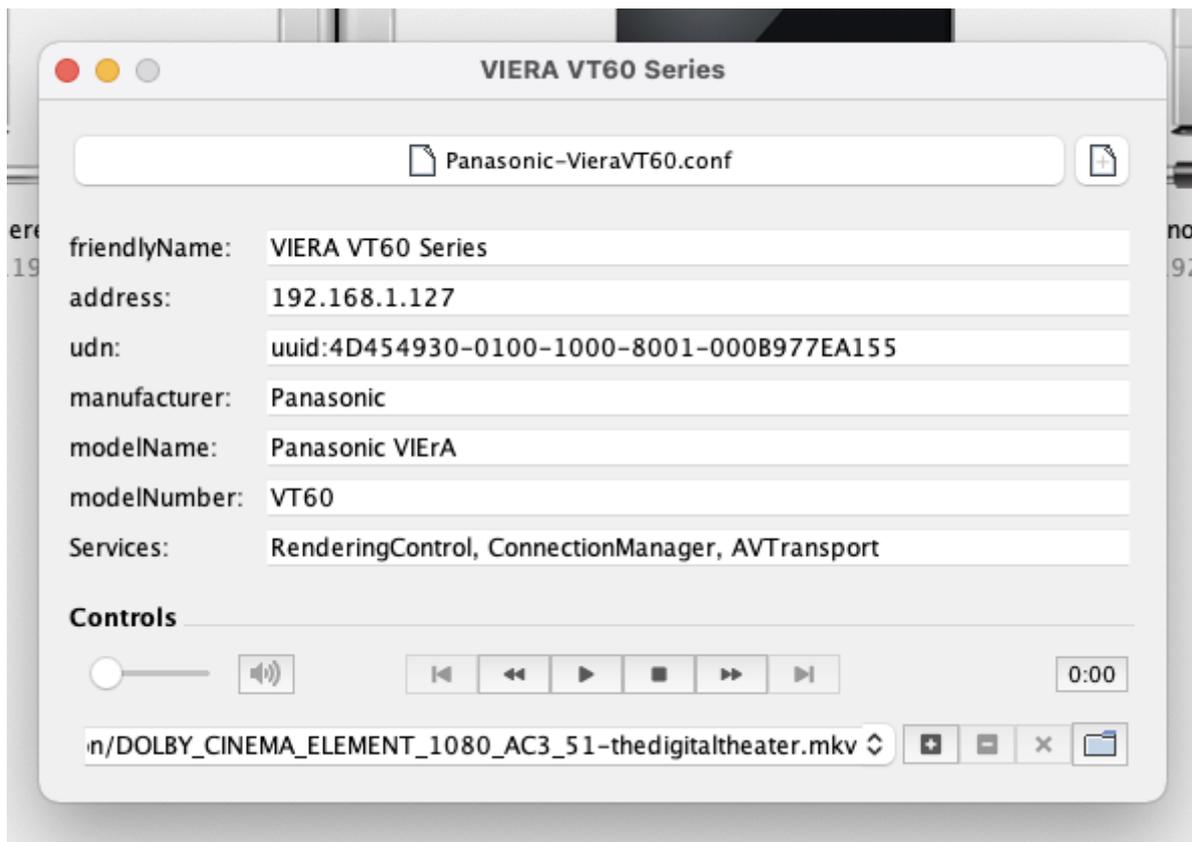
Click on the renderer image to open the control panel.



3. Choose the file you want to push by clicking the folder icon on the lower right, and it will be filled in on the lower left.

If you do not see the player controls in this window, your renderer does not support this functionality. Be sure to check for firmware/software updates to your renderer as they

may have added support for it.

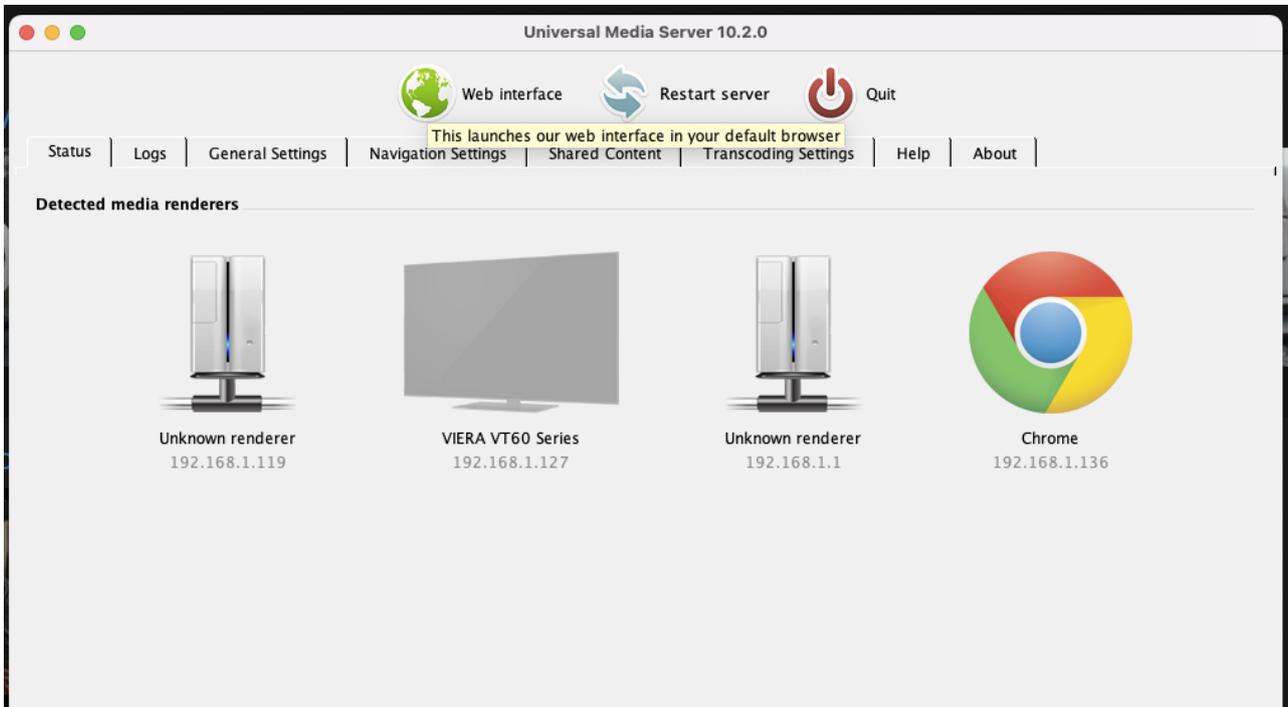


4. Now you can either create a playlist by clicking the plus icon to the immediate right of the input box, or you can push the file to your renderer by clicking the play icon just above the middle of the input box, which will start it playing on your renderer.

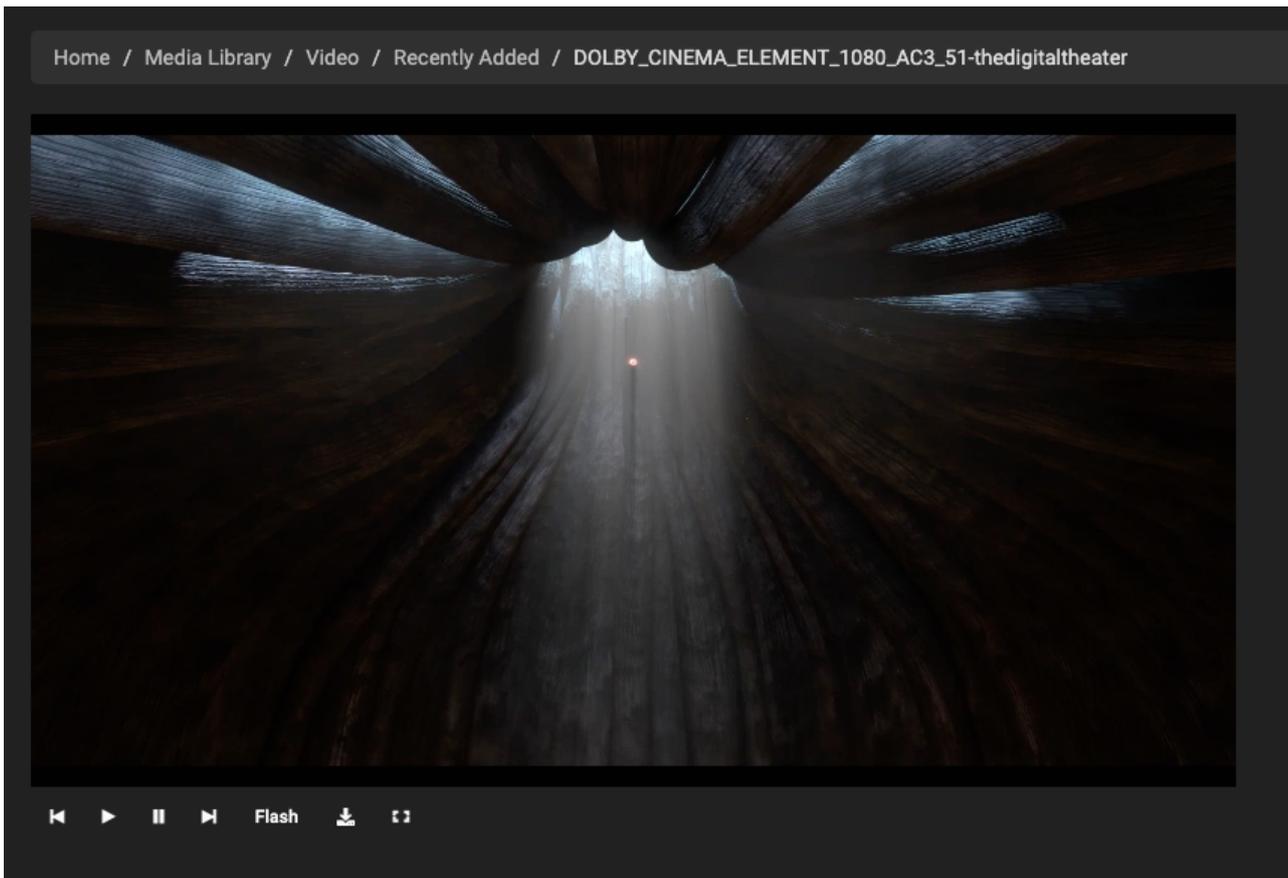
## 3: Play on the web interface

The web interface can be accessed anywhere within your local network, including on computers and renderers. In many ways it offers our most advanced UI and features.

1. Open the web interface. If you know the address you can go to that, otherwise an easy way is to click the Web interface button on our UI.



2. Clicking that will open the web interface in your default browser. From there you can navigate to your file and click to play it.



4: Push from the web interface to a

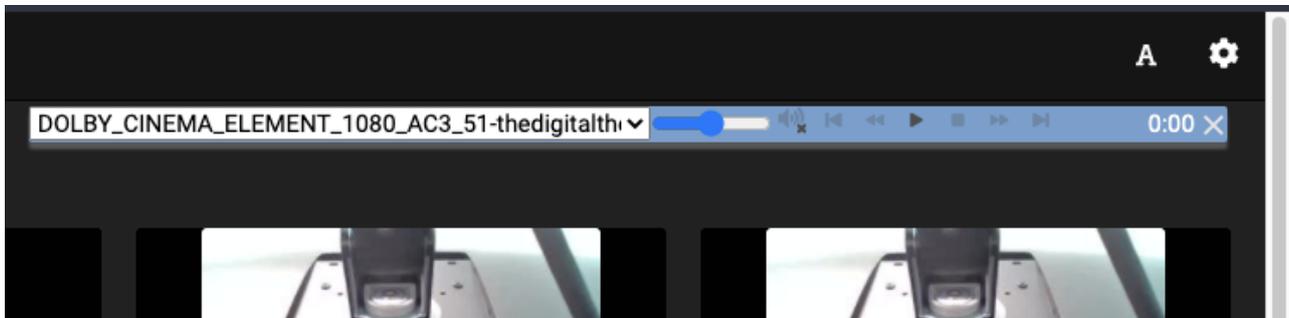
# renderer

Similar to above in option 2, you can push your media to a renderer via our web interface.

1. Clicking the little cast icon for a file when browsing a directory. It is on the lower right of the thumbnail.



2. That will make a mini floating control panel appear, which you can use to control playback of the file, and manage dynamic playlists if you choose.



# How to solve connection problems

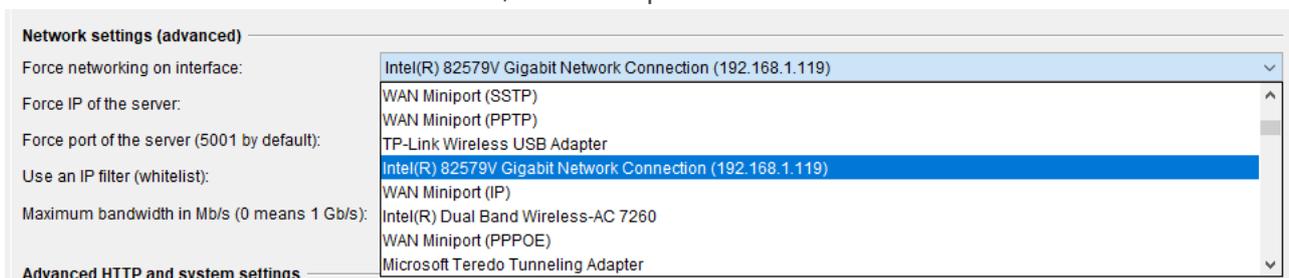
This page provides solutions for the most common connection problems our users encounter.

## UMS detects renderer, but renderer does not detect UMS

This usually happens when your computer has more than one active network connection (for example, one wired and one wireless). You can solve it by setting which network interface you want:

1. Open UMS
2. Select the `General Settings` tab
3. Expand the `Force networking on interface:` dropdown and select the interface you want.

There might be a lot of options in the dropdown. The one you want will usually have an IP address in brackets after the name, for example:



# How to use the "Fully played" feature

The "Fully played" feature lets you keep track of files you have fully played; for a video it means you have watched at least 92%, and for audio you have listened to at least 92%.

## Setup

This feature is enabled by default, so if you have not changed anything, you can use it. If the feature is not working, please check that these steps have not been undone:

1. On the **Navigation Settings** tab, select the **Enable the cache** checkbox. This is enabled by default.
2. On the **Navigation Settings** tab, choose your **Fully played action**. In particular, make sure you have *not* selected **Do nothing**. This is **Mark media** by default, which will overlay an icon on the thumbnail to indicate it has been watched.
3. On the **Shared Content** tab, find the folder you want to track, and select the **Monitor played status of files** checkbox on that row.

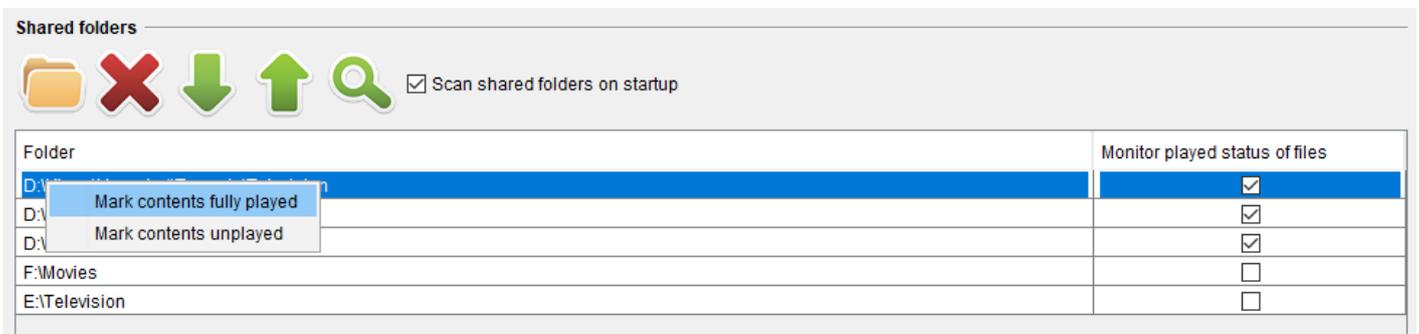
## Marking files as fully played automatically

After you have completed the setup steps, you just need to play 92% or more of a file.

## Marking files as fully played manually

To mark all files within a shared directory as fully played:

On the **Shared Content** tab, right-click on the directory you want to mark as fully played, and then click **Mark contents fully played**



## Removing fully played status / unplaying

To "unplay" a file, you can do one of the following options:

- Rename the file in any way. You can put it back to its original name after that, because UMS will have cleared the entry from its cache when you changed the name.
- Move the file to another directory. You can put it back to its original directory after that, because UMS will have cleared the entry from its cache when you moved the file.
- To "unplay" a whole shared directory, on the **Shared Content** tab, right-click on the directory to mark as unplayed, and then click **Mark contents unplayed**.