

Scala Media Player-DX (B396)

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Player Overview

The Scala Media Player-DX is a dual output digital signage media playback device that is capable of either standard HD (1080p) or ultra HD /4K (2160p) playback.

The Player-DX has an AMD Ryzen SoC running the Windows® Operating System with the Scala Enterprise Windows-based digital signage playback engine. It supports 3D-graphics compositing and hardware accelerated video playback. The player is passively cooled with no fans or blowers.

The Player-DX has AMD Eyefinity™ display modes that support “Single-Large-Surface” canvases of up to 7680x2160, or 3840x4320 (dual 4K@60Hz outputs with coordinated “V_SYNC”—a.k.a “Page-flip”/vertical synchronization—via AMD’s Eyefinity2™ SLS feature.

Depending on the specific multimedia workload, the Player DX’s computer graphic display outputs can incorporate video elements comprising of up to 2160p video streams (60Mbps ABR H.264/AVC, MainProfile@Level 5.1)/(40Mbps ABR H.265/HEVC, MainProfile@Level 5.1).

As a dedicated digital signage player, the Player-DX incorporates both hardware and software EDID Emulation (EDID Override) as well as Display Continuity. These features help stabilize playback in any cases where the screen becomes disconnected from the player.

Operation System

Windows 10 IoT Enterprise 2019 LTSC

OR

Linux Xubuntu 20.04.x

Both operating systems have minor customizations implemented by Scala to optimize performance.

Hardware Specifications

Refer to <https://www.scala.com/en/products/hardware/scala-media-player-dx/>.

Licensing

Recommended license: DUAL UHD (Advanced/SW-PAV-4K02)

The Player-DX pairs best with a two-channel [Advanced UHD license](#), which allows you to use both of the players video outputs while supporting ultra HD/4K resolution and access to all advanced features.

While you can use a Standard HD or Lite license with the Player-DX, neither support ultra HD/4K resolutions and they do not support as many features as an Advanced UHD license. For details about the different licenses, refer to the [License Functionality Matrix](#).

If you plan to use only one of the player's available video outputs, you can use a single-channel license instead of a two-channel license.

Setup & Configuration

First, refer to [Setting Up the Player-DX \(B396\)](#) for information about setting up the hardware and cables.

Then, to configure the player so that you can begin using it for playback, refer to the either [Setting Up Windows Players](#) or [Setting Up Linux Players](#), depending on your player's operating system.

Warranty & Support

Refer to [Warranty and Support](#).