

# Scala Media Player-DX (B396)

- [Operation System](#)
- [Hardware Specifications](#)
- [Licensing](#)
- [Setup & Configuration](#)
- [Warranty & Support](#)

---

## 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](#).