

# QUICK START GUIDE

Thank you for your CE Labs purchase. The MH65 digital media player is designed to automatically play 4K media from a removable USB or SD card.

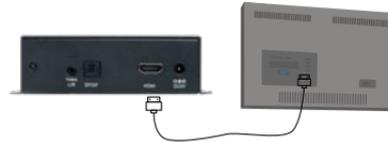
## MH65

### UHD Media Hub



#### 1 Connect Display

Power on your device and the display.  
Connect the HDMI cable from MH65 to display.  
On the display select the correct input for your device connection.



Note: 16GB USB is included. Demo content, preloaded on this USB will play automatically.

#### 2 Loading Media

- Copy your media files on to a USB or SD card directly in the root.
- Name the files according to the order you wish them to play.
- The files will play in alphabetical order. (Do Not Use Folders.)
- After every file has played once it will loop automatically.



Enjoy your Digital Signage Experience!

The MH65 is most commonly used for playing video attract loops or image slideshows with or without audio.

## A Image Slideshow with Audio

Place Photos on USB root directory. \*Do not put in folder.  
Create a folder on USB called SOUNDTRACK.  
Put MP3 files in the SOUNDTRACK folder.  
Insert USB. Slide show will start and music will begin playing.  
Image Duration by default is 15 seconds.  
If you prefer not to have audio delete SOUNDTRACK folder.



## B Using the Remote Control

Player functions using the remote.

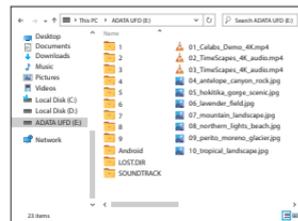
- Control volume levels + / -
- Pause what is playing and resume play.
- Skip to next or previous file being played.
- Fast forward and rewind.
- Select special files using numbers 1-9.



## C Custom Programming

If you wish to trigger unique file(s) to play one time, place image/video file into a numbered folder as shown to the right.

You must use folders labeled 1 through 9. Press the matching number key on the IR remote to trigger files in the numbered folders.



## D Creating SOUNDTRACKS

If you create a folder called "SOUNDTRACK", and put MP3 audio files inside, this will play an audio loop over any slideshows or videos played at the top level. See example above.

## E Image Duration

The default image duration is set to 15 seconds. You can change the image duration by adding underscore PD with the number of seconds to the end of the filename. This determines the length you would like the image to stay on screen. "\*\*\_PD05" (05=5 seconds)

Example: `image_name_PD05.jpg`