PlayNetwork MC500/MC550 Media Player
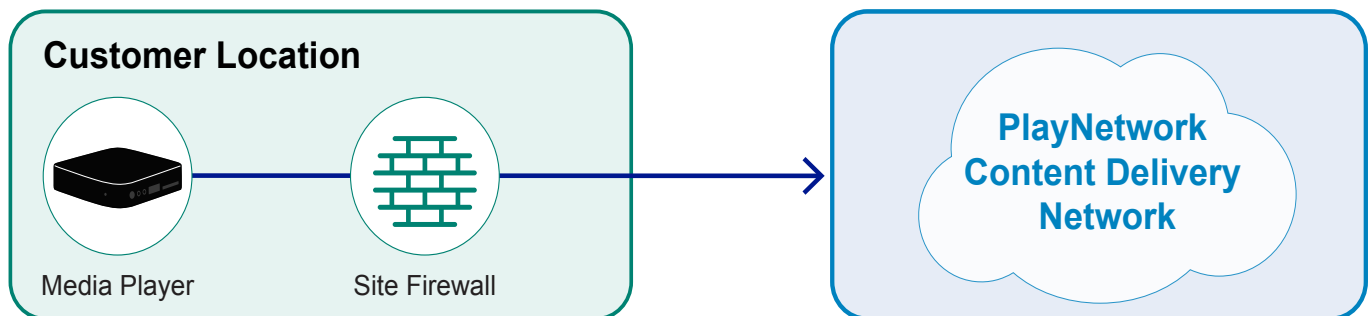## Network Requirements

HOW IT WORKS

The media player communicates with PlayNetwork's content delivery network to perform the following operations:

- Retrieves content from PlayNetwork servers via ports 22 (TCP) and 11024 (TCP) during the scheduled download window
- Performs time sync operation with PlayNetwork servers over port 123 (UDP)
- Sends periodic status messages to PlayNetwork servers via ports 22 (TCP) and 11024 (TCP)

NETWORK TOPOLOGY

PLAYER NETWORK REQUIREMENTS

- IP address via DHCP or static (IP address, gateway, subnet mask, primary DNS, and secondary DNS)
- DNS resolution if DNS is utilized
- Internet access to communicate with PlayNetwork's Content Delivery Network

FIREWALL REQUIREMENTS

Whitelist the following:

SOURCE	DESTINATION	PORT / PROTOCOL	OUTBOUND	INBOUND
Player VLAN or Player IP	**music.playnetwork.com** or 66.193.39.217	22 (TCP) & 11024 (TCP)	Allow	Deny
Player VLAN or Player IP	**status.playnetwork.com** or 66.193.39.218	22 (TCP) & 11024 (TCP)	Allow	Deny
Player VLAN or Player IP	**music.playnetwork.com** or 66.193.39.217	123 (UDP)	Allow	Deny
Player VLAN or Player IP	**client selected DNS server**	53 (UDP)	Allow	Deny

*Items in bold are recommended

INSTALLATION

- PlayNetwork recommends the media player utilize a private IP address and is installed on a non-PCI guest or vendor network that does not require authentication.

- If a login is required for the guest network, the media player's MAC address must be filtered to bypass the login before plugging the player into the network. The MAC address is located on the player. Player reboot is required after the MAC has been filtered.

- Enable Auto-Negotiation and Auto-Duplex on the network port the player is using.

- Enable PortFast on the port to enable the player to obtain a DHCP address.

- Disable port security so MAC filtering is not required on the port.