Digital Signage Recommendations
Android

System Requirements

Minimum system requirements:

- 4 GB storage

- 2 GB RAM

- Android 7.1.2 or higher

Recommended system requirements:

- 8 GB storage

- 4 GB RAM

> **Note**: Devices that do not meet the minimum system requirements cannot register and will see a notification when attempting to download the app from the Play Store.

Recommended Client Configuration

Developer options

Android TV

- On Android TV devices, you typically go to **Settings → Device Preferences → About** (or similar) and then locate the "Build number" (or "Android TV OS Build") and press it repeatedly until you see a message that Developer Options is enabled.

- After that, a "Developer Options" entry appears (usually under Device Preferences or System → Developer Options) where you can enable USB debugging, animation scales, etc.

- Also, if the device is used for things like casting/TV-apps, the official developer docs for Android TV note that enabling Developer Options is required for ADB and debugging.

Google TV

- On Google TV (which is basically a variant of Android TV with a different home/launcher), the procedure is very similar:

1. On the home screen, go to Settings → System → About (or Device Preferences → About) and find Android TV OS Build (or Build number).

2. Highlight/select that entry multiple times (often seven taps or presses) until the message like "You are now a developer!" appears.

3. Then go back to Settings → System → Developer Options and enable the toggle.

- Example: One support community says: "Go to Settings → System → About → Android TV OS Build and keep clicking until Developer Mode is enabled. Then go to Settings → System → Developer options → Stay awake."

> **Note**: Simply enabling Developer Options does not automatically change any behaviour — you must explicitly toggle or configure individual items. Also, altering certain developer settings may impact device stability or battery life, so proceed with caution.

Power Management settings

For use-cases where the device must remain awake (for example as a kiosk, display controller, or HDMI-connected unit), you will want to disable automatic screen sleep, keep the device powered, and ensure HDMI output remains active if applicable.

- In Developer Options locate Stay awake (**≈ "Screen will never sleep while charging"**) and enable it.

- If the device is driving an external display via HDMI and must not enter standby/ambient mode, ensure your application holds a screen wake flag (e.g., **FLAG_KEEP_SCREEN_ON**) or plays continuous video/keeps content active.

- Because ambient/idle mode may still trigger on TV devices, it may also be necessary to override or test for the TV standby settings (for example via ADB or vendor settings)

Internet Access

If dynamic content from the internet is directly shown in your presentation, you also need to have an internet connection so the client can download it. More information in our whitelisting document: https://service.netpresenter.com/support/features-whitelists-and-ports

Whenever you have questions or need support, feel free to contact us at **techsupport@netpresenter.com**. **We are happy to help!**