

VNNOX Standard



User Manual

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1 Introduction

About VNNOX Standard

VNNOX Standard offers services of remote content management and player control for LED and LCD display control systems and LCD multimedia players. It is a lightweight application for content publishing management and comes with an intuitive user interface, allowing for efficient content editing and one-click content publishing. VNNOX Standard is widely used in government, enterprises, exhibitions, hotels, shopping malls, etc.

VNNOX Standard comes with a WYSIWYG content editor and allows users to remotely control the screen status in real time and preset screen control plans. It provides one-stop services including remote editing, publishing and control from anywhere anytime.

Features

- Various devices supported
Supports a wide range of devices such as the Taurus series multimedia players, Taurus Ultra series LED playback control processors and VPlayer.
- Flexible online contents
Offers an online media library that can be used anytime, anywhere.
- Online WYSIWYG editor
Comes with an online WYSIWYG content editor
- A variety of media types
Supports various media types such as text, colorful text, video, weather, image, document, web page, RSS, and streaming media.
- All-new intelligent publishing
Solutions are published to players over the Internet. After downloaded by players, solutions will be played as scheduled.
- Remote player control
Players can be controlled in real time or as scheduled over the Internet, such as player restart, screen status, volume, brightness, and video source switching.
- Detailed play logs

Automatically generate play logs that show the detailed statistics of all types of playback data of screens.

- Custom resource grouping management

Allows users to customize the workgroups of media, solutions, and players to enable resource grouping management, permission assignment, and data isolation.

- Refined permission management

Different permissions can be assigned to users and roles based on different needs.

Function List

Function	Sub-function	Description
Solution creation and publishing	Upload media	Media is the content for playback. By uploading the content to VNNOX, an online media library is created.
	Create solution	A solution contains one or more pages and a page contains one or more media items.
	Publish solution	A solution can be published to multiple players. The publishing progress is displayed.
Schedule editing and publishing	Add schedules	A schedule consists of one or more solutions. The solutions can be scheduled.
	Publish schedules	A solution/ schedule can be published to multiple players. The publishing progress is displayed.
	Schedule solutions	Set the repeat method, playback start time, playback end time and start date of the solutions in the schedule.
	Location targeting	Draw the target areas on the map. When the vehicle-mounted screens enters the target areas, the schedule associated with the location targeting task will play.
Player control	Brightness control	Adjust screen brightness.
	Volume control	Adjust screen volume.
	Video source switching	Switch between the internal video source and HDMI video source.

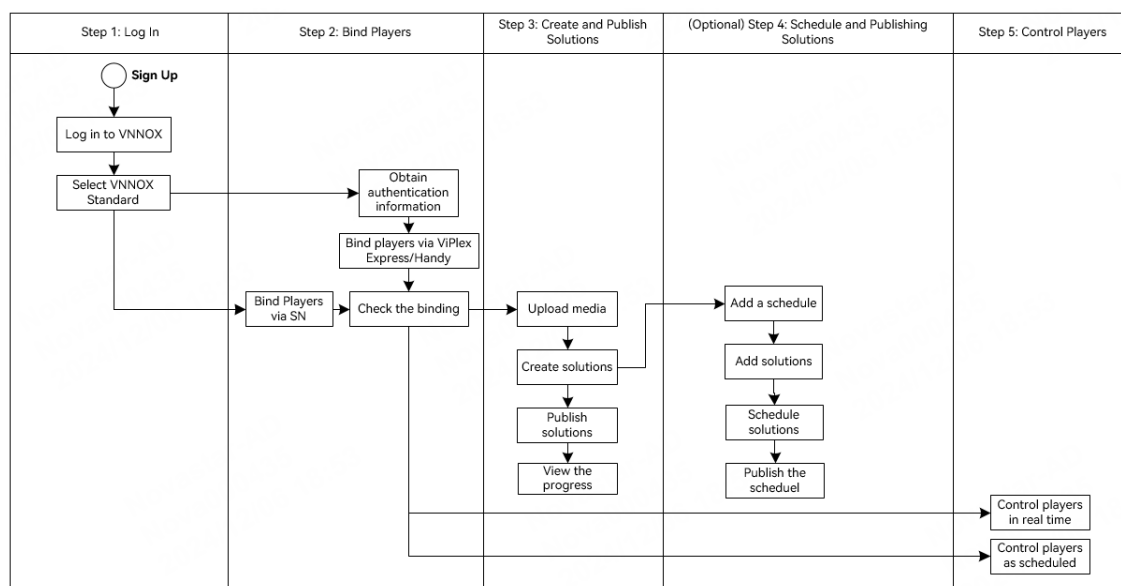
Function	Sub-function	Description
	Restart	Restart the player. The restart takes about 20 seconds and the player is offline during the restart.
	Screen status control	Make the screen display content normally or go black.
	On/Off	Schedule the player to power on/off.
	Monitoring	View player disk usage and data usage, and clean up media.
	Power control	Turn on or off the screen power. Allows for screen power control through board power and multifunction card power configuration.
	Time synchronization	Sync player time.
	Synchronous playback	Turn on/off synchronous playback.
	Playback management	Take a screenshot of the current playing content to check whether the playback is normal.
	Network configuration	Configure network for the screen.
Logs	Remote control logs	View the logs of executing remote real-time and scheduled control commands.
	Play logs	View play logs including overviews and details.

2 Getting Started

This chapter helps new users to get started with VNNOX Standard.

During player binding, the client software of synchronous players is VPlayer and the client software of asynchronous players is ViPlex Express or ViPlex Handy.

Figure 2-1 Operating procedure



2.1 Login

Prerequisites

You have registered a VNNOX account.

Operating Procedure

Step 1 Visit www.en.vnnox.com and click **LOGIN** at the upper right of the page.

Step 2 Select a server node and click **Ok**.

Step 3 Select a login method. You can select any of the following two login methods:

- Verification code: Enter a phone number or email address to get a verification code for login.
- Password: Enter your account name and password for login.

Step 4 Drag the slider for verification and click Log In to access the workspace.

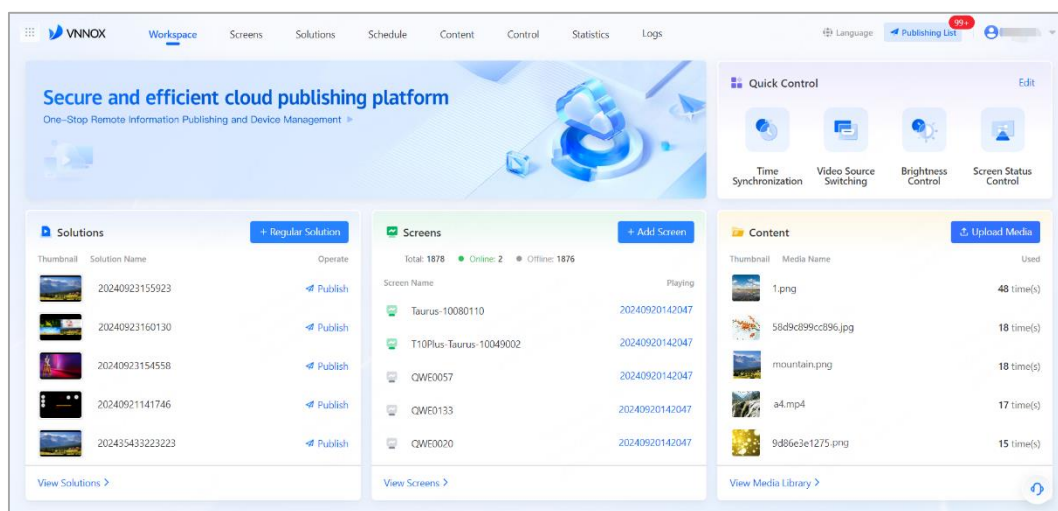
When you access VNNOX Standard for the first time, a prompt reminding you to select the default system is displayed. After the default system is selected, you will access the selected system by default after clicking **Log In** next time.

2.2 Workspace

You can quickly learn about the features of VNNOX Standard in the workspace.

- **Quick Control:** Displays four control options. These options can be edited as needed. If an option is removed, another control option can be added as required. For details, see [5 Player Control](#).
- **Solutions:** Displays recently created solutions. You can view the solution names and thumbnails, and also view, add and publish solutions via quick access. For details, see [4 Solution Creation and Publishing](#).
- **Screens:** Displays the total number of screens, the number of online screens, and the number of offline screens. You can view the screen names and also view and add screen via quick access. For details, see [2.3 Screen Binding](#).
- **Content:** Displays recently uploaded media. You can view the media names, thumbnails, and update time. Additionally, you can view the media library and upload media via quick access. For details, see [4.1.1 Uploading Media](#).

Figure 2-3 Workspace



2.3 Screen Binding

Scenarios

After players and VNNOX are bound successfully, users can publish solutions and control players anytime, anywhere without the constraints of distance, location and cabling.

Player binding requires the VNNOX authentication information. For the detailed procedure, see [2.3.1 Obtaining Screen Authentication Information](#).

- For synchronous players, go to [2.3.2 Binding to Synchronous Players](#).
- For asynchronous players, go to [2.3.3 Adding Screens](#).

2.3.1 Obtaining Screen Authentication Information

Related Information

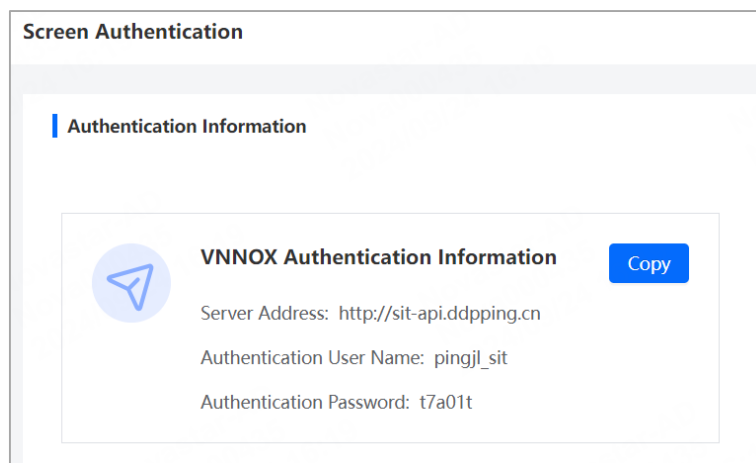
After successful registration, VNNOX automatically generates the default authentication information.

Operating Procedure

Step 1 After successful login, choose  > **Screen Authentication**.

Step 2 View and record the authentication information for VNNOX.

Figure 2-4 VNNOX authentication information



2.3.2 Binding to Synchronous Players

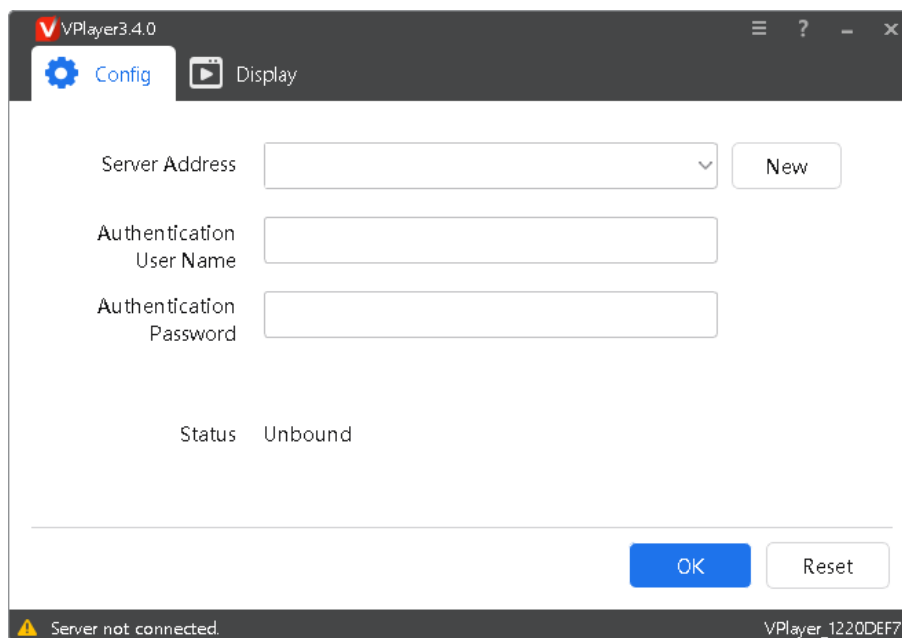
Prerequisites

- VPlayer is installed.
- The PC with VPlayer installed is connected to the Internet.

Operating Procedure

Step 1 Open VPlayer.

Figure 2-5 The **Config** Page

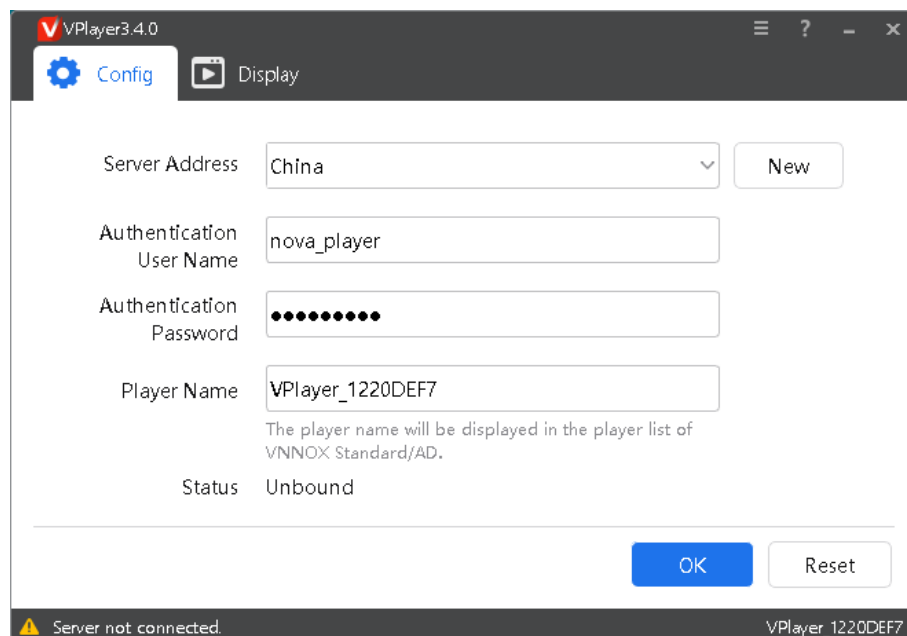


Step 2 On the **Config** tab page, select a server from the drop-down options, or click **New** to create a server.

When you add a server, make sure that the server address must be the same as the address in VNNOX.

Step 3 Enter the authentication user name and password.

Figure 2-6 Authentication information



The screenshot shows the VPlayer3.4.0 Config window. The 'Config' tab is selected. The 'Server Address' is set to 'China' with a 'New' button next to it. The 'Authentication User Name' is 'nova_player'. The 'Authentication Password' is masked with dots. The 'Player Name' is 'VPlayer_1220DEF7', with a note below it stating 'The player name will be displayed in the player list of VNNOX Standard/AD.'. The 'Status' is 'Unbound'. At the bottom right are 'OK' and 'Reset' buttons. A status bar at the bottom left shows a warning icon and 'Server not connected.', and the bottom right shows 'VPlayer_1220DEF7'.

Server Address	China	New
Authentication User Name	nova_player	
Authentication Password		
Player Name	VPlayer_1220DEF7	
	The player name will be displayed in the player list of VNNOX Standard/AD.	
Status	Unbound	

OK Reset

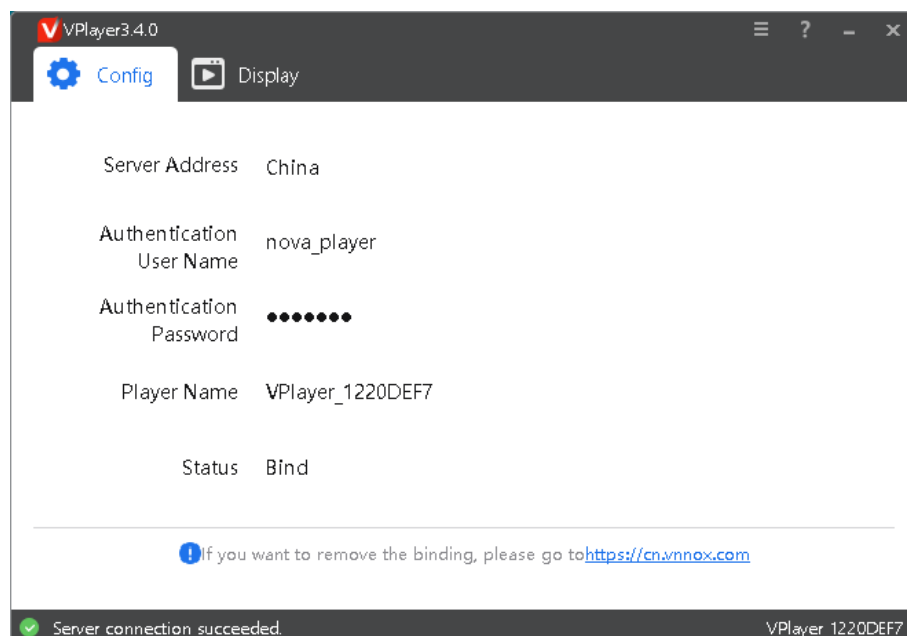
⚠ Server not connected. VPlayer_1220DEF7

Step 4 Click **OK**.

Step 5 Click **OK** in the prompt box saying the player was bound successfully.

After the player is bound successfully, the page shown in [Figure 2-7](#) is displayed.

Figure 2-7 Binding successful



The screenshot shows the VPlayer3.4.0 Config window. The 'Config' tab is selected. The 'Server Address' is 'China'. The 'Authentication User Name' is 'nova_player'. The 'Authentication Password' is masked with dots. The 'Player Name' is 'VPlayer_1220DEF7'. The 'Status' is 'Bind'. At the bottom, there is a message: 'If you want to remove the binding, please go to <https://cn.vnnox.com>'. The status bar at the bottom left shows a green checkmark and 'Server connection succeeded.', and the bottom right shows 'VPlayer_1220DEF7'.

Server Address	China
Authentication User Name	nova_player
Authentication Password	
Player Name	VPlayer_1220DEF7
Status	Bind

! If you want to remove the binding, please go to <https://cn.vnnox.com>

✓ Server connection succeeded. VPlayer_1220DEF7

2.3.3 Adding Screens

2.3.3.1 Configuring Networks

Wired Network

Connect an Ethernet cable to the Ethernet port on the device.

Wi-Fi Network

ViPlex Handy

- Step 1 Connect your phone to the Wi-Fi AP of the device. (The default SSID is "AP+Last 8 digits of SN" and the default password is printed on the SSID label of the product.)
- Step 2 Open ViPlex Handy and tap **Add Device**.
- Step 3 On the **Device Management** page, search for and connect to the device. (The user name is "admin" and the default password is printed on the SSID label of the product.)
- Step 4 Return to the homepage and choose **Screen Management > Network Settings > Wireless Network** to turn on Wi-Fi and select or add a network.

ViPlex Express

- Step 1 Open ViPlex Express and connect to a device (The user name is "admin" and the default password is printed on the SSID label of the product.)
- Step 2 Choose **Control > Network configuration**.
- Step 3 Select the target device from the device list.
- Step 4 Go to **Wi-Fi Network > Player Wi-Fi AP** and do the following as needed.
 - AP: Turn on/off the device Wi-Fi AP.
 - Hotspot Name and Password: Change the SSID and password of the device Wi-Fi AP. (The default SSID of the Taurus series and EMP400B is "AP+Last 8 digits of SN" and the default password is printed on the SSID label of the product.)
 - Isolate from Local Network: After enabled, the Wi-Fi AP of the device is isolated from the local network and users cannot access the local network by connecting to the Wi-Fi AP.
 - Advanced > Channel: Switch the channel of the Wi-Fi AP.

The channel can be switched when the terminal software is V2.2.0 or later.

Figure 2-8 Player Wi-Fi AP configuration

Wired Network Wi-Fi Network Mobile Network Network Detection

☒ Wi-Fi AP Mode ☐ Wi-Fi STA Mode

AP ☒

Hotspot Name AP

Password

1. 8-24 characters including at least three types of the following: numbers, uppercase and lowercase letters, symbols
2. Supported symbols: ~, !, @, #, \$, %, ^, &, *, -, _, +, =
3. Chinese characters, emojis and spaces are not allowed.

Isolate from Local Network ☐ Enable

Advanced

Apply

Step 5 Click **Apply**.

2.3.3.2 Binding via Device SN

Prerequisites

The device SN is obtained. You can obtain the device SN by doing any of the following:

- View the label on the device.
- Open ViPlex Express, connect to the device you want to bind, and then choose **Control > Screen information** to view the SN.
- Open ViPlex Handy, connect to the device you want to bind, and then choose **Screen Management > Device Information** to view the SN.

Operating Procedure

Via the workspace in VNNOX Standard

- Step 1 On the **Workspace** tab page, choose **Easy to Add a Screen > Method 1: By using VNNOX > In VNNOX, enter the SN**.
- Step 2 Enter the obtained player SN and click **Next**.
- Step 3 Complete the network configuration.

By adding a screen

Step 1 On the **Screens** tab page, click **Add Screen**.

Figure 2-9 Adding a screen

Screen Name	Status	Resolution	Solution	Tag	Type	Workgroups	Last Heartbeat	Bounce	Operate
Taurus-00003427	Online	400*400	-	-	Asynchronous...	Public workgroup	2024-12-09 13:55:28	2024-1	Publish Capture Upgrade
Taurus-70003862	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-06 09:29:27	2024-1	Publish Capture Upgrade
Taurus-10032781	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-05 11:10:19	2024-1	Publish Capture Upgrade
Taurus-30000881	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-03 21:14:14	2024-1	Publish Capture Upgrade
TU4RPho_00006893	Offline	3840*2160	-	-	Asynchronous...	System workgroup	-	2024-1	Publish Capture Upgrade
QWED058	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED020	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED057	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED096	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED019	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED055	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade

1864 records in total

Step 2 Enter the obtained player SN and click **Next**.

Figure 2-10 Entering the player SN

Bind Player

To bind Taurus, please upgrade the firmware to V2.4.0 or later. To bind VPlayer, please see: [How to bind synchronous devices](#).

1 Add Device ——— 2 Configure Network

Enter device SN

Enter device SN

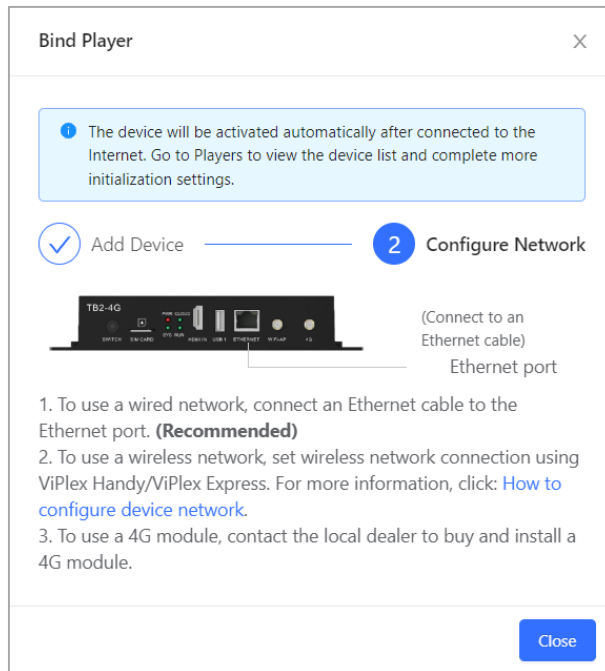
Note: To bath add devices, press the Enter button to separate the SNs, making sure that each line has one SN only.
[How to obtain a device SN >](#)

Next

Step 3 Complete network configuration.

The device will be activated after connected to the Internet.

Figure 2-11 Network configuration



2.3.3.3 Binding via ViPlex Express/ViPlex Handy

Related Information

The Taurus series multiple media players can be bound to VNNOX using ViPlex Express or ViPlex Handy.

Here ViPlex Express is used as an example.

Prerequisites

- The Taurus is connected to the Internet.
- The SSID and password of the Wi-Fi AP of the Taurus are obtained.

The default SSID is "AP+*Last 8 digits of SN*" and the default password is printed on the SSID label of the product.

- The login password for the "admin" user is obtained.

The default password for the "admin" user is printed on the SSID label of the product.

Operating Procedure

Step 1 Connect the PC to the Wi-Fi AP of the Taurus.

Step 2 Open ViPlex Express.

Step 3 Click **Refresh** to refresh the screen list.

After detecting the Taurus, ViPlex Express will try to log in to the Taurus with the default account or the account used for the last login.

- : Denotes that the Taurus is online and you can log in to it. Go to [Step 4](#).
- : Denotes that the Taurus is offline and you cannot log in to it.
- : Denotes that you have successfully logged in to the Taurus.

Step 4 Click **Connect** next to the screen information.

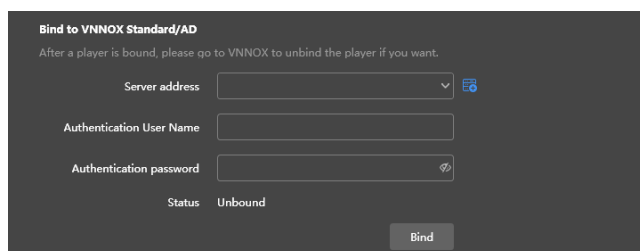
Step 5 Enter the password for the "admin" user and then click **OK**.

After successful login, ViPlex Express saves the account information automatically.

Step 6 Choose **Control > Server configuration**.

Step 7 Select the target device from the device list.

Figure 2-12 Server configuration



Step 8 Under **Bind to VNNOX Standard/AD**, select a server and enter the authentication user name and authentication password.

The authentication information must be the same as the information displayed under **VNNOX Standard/AD Authentication Information** in VNNOX.

Step 9 Click **Bind**.

2.4 Screen Management

Manage the screens bound to VNNOX and view the detailed information of the screens. For details, see [3 Screen Management](#).

To create and publish solutions and schedules, see [4 Solution Creation and Publishing](#).

2.5 Solution Creation and Publishing

Create and publish solutions and schedules, see [4 Solution Creation and Publishing](#).

2.6 Remote Control

Control the functions of players. For details, see [5 Player Control](#).

3 Screen Management

3.1 Screen Groups

Scenarios

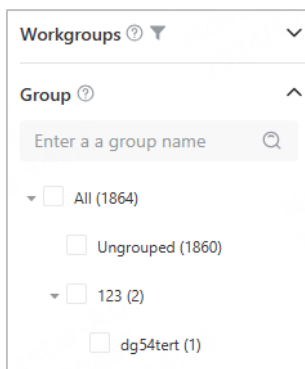
Users can assign screens into different groups for easier management.

Operating Procedure

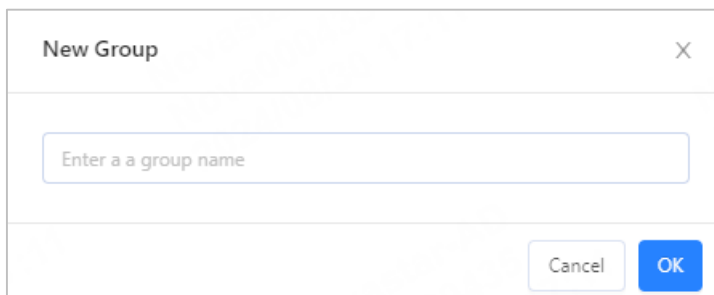
Step 1 From the menu bar, choose **Screens**.

Step 2 Move the mouse to the **Group** section on the left and click  to create a group.

Figure 3-1 Creating a group



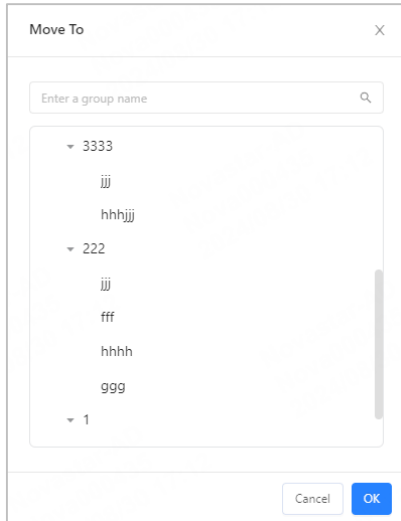
Step 3 Enter a name for the new group and click **OK**.



Step 4 (Optional) Move groups: Choose  > **Move Group** and select a group, or drag a group to move the group.

Step 5 Find and select the players to be added to the new group. Click **Move Group**, choose the new group from the dropdown list, and then click **OK**.

Figure 3-2 Selecting a group



3.2 Screen Transfer

Scenarios

Screens of registered users are bound to VNNOX Standard by default. Users can transfer the players to VNNOX AD if needed.

Operating Procedure

- Step 1 From the menu bar, choose **Screens**.
- Step 2 Select one or more screens and choose **More > Transfer to VNNOX AD**.
- Step 3 Click **OK**.

3.3 Screen List

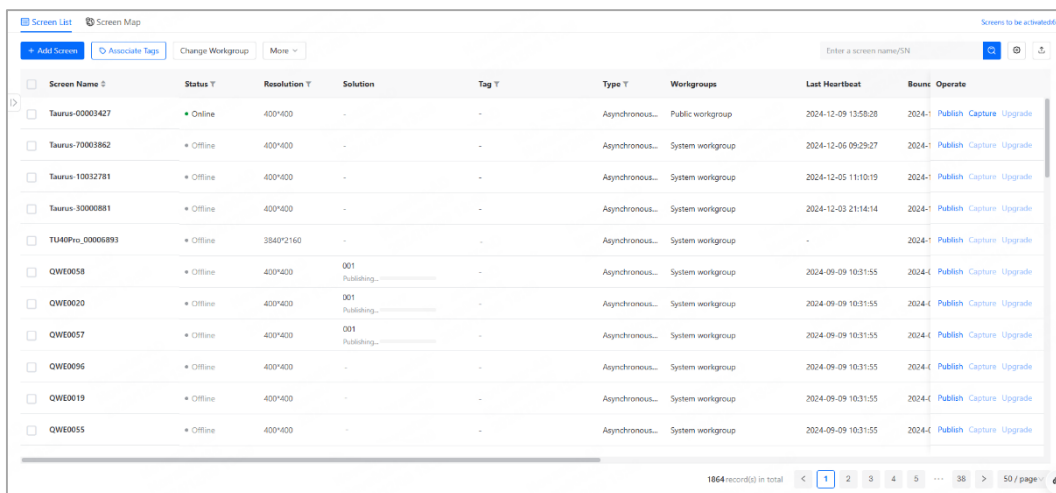
Scenarios

View the information of the screens bound to VNNOX Standard and manage the screens.

Operating Procedure

Step 1 From the menu bar, choose **Screens > Screen List**.

Figure 3-3 Screen management

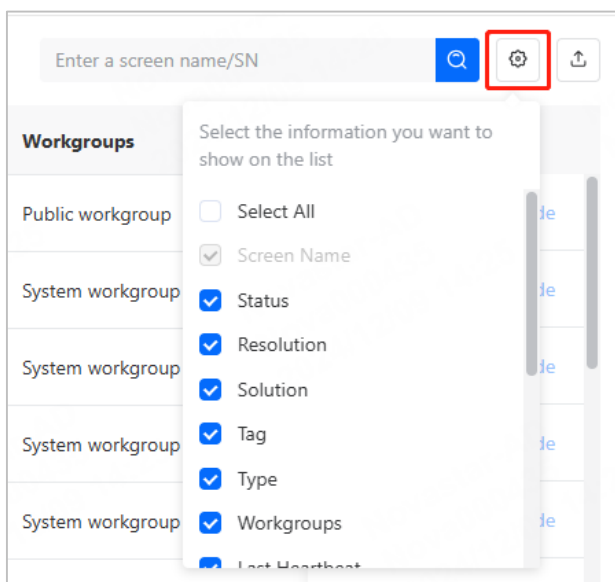


The screenshot shows the 'Screen List' interface. At the top, there are tabs for 'Screen List' and 'Screen Map', and buttons for 'Add Screen', 'Associate Tags', 'Change Workgroup', and 'More'. A search bar 'Enter a screen name/SN' is on the right. The main table has columns: Screen Name, Status, Resolution, Solution, Tag, Type, Workgroups, Last Heartbeat, Bounce, and Operate. The table lists several screens, including Taurus-00003427 (Online), Taurus-70003862 (Offline), Taurus-10032781 (Offline), Taurus-30000881 (Offline), TU40Pro_00006893 (Offline), and several QWED screens (QWED0058, QWED0020, QWED0057, QWED0056, QWED0019, QWED0055) all in 'Offline' status. At the bottom, it says '1664 record(s) in total' and has pagination controls.

Screen Name	Status	Resolution	Solution	Tag	Type	Workgroups	Last Heartbeat	Bounce	Operate
Taurus-00003427	Online	400*400	-	-	Asynchronous...	Public workgroup	2024-12-09 13:55:28	2024-1	Publish Capture Upgrade
Taurus-70003862	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-06 09:29:27	2024-1	Publish Capture Upgrade
Taurus-10032781	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-05 11:10:19	2024-1	Publish Capture Upgrade
Taurus-30000881	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-03 21:14:14	2024-1	Publish Capture Upgrade
TU40Pro_00006893	Offline	3840*2160	-	-	Asynchronous...	System workgroup	-	2024-1	Publish Capture Upgrade
QWED0058	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED0020	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED0057	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED0056	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED0019	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade
QWED0055	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-4	Publish Capture Upgrade

Step 2 After successful binding, view the information of the target screen in the screen list.

At the top right of the page, you can click  to select information to display and click  to export all the information of the target screens. In addition, you can click a screen name to view all the basic information of the screen and the solution currently being played on the screen.



Step 3 In the screen list, do the following as needed.

- Publish: Publish solutions and schedules to the screen.
- Capture: Capture a screenshot of the playing content on the screen.

- Upgrade: Remotely upgrade the software and system of the screen to the latest version. The upgrade progress is displayed. If upgrade fails, the causes will be displayed.

Screen Name	Status	Resolution	Solution	SN	Firmware Version	Type	W	Operate
HUANGTAO_TEST0003	Offline	400*400	-	HUANGTAO_TEST00000003	Software: V1.3.0.2001 System: T6V010300CN2001	Asynchronous player	59	Publish Capture Upgrade

Step 4 (Optional) Click **Edit** on the right of the basic info page to edit the screen information.

Edit Screen Information

Name*

Taurus-00003427

Workgroups*

Public workgroup

Group

123

Tag

20 X

position

Xi'an

Automatic acquisition

Notes

Register Type: Lite Player
Register Time:2024-12-02 16:20:39
Register IP:113.200.54.60

Attachment

Upload

Support PNG, JPG and other types of files

Cancel

OK

3.4 Associate Screens with Tags

Scenarios

Create screen tags and associate screens with tags which can be used for quick filter and intelligent tag matching.

Operating Procedure

Step 1 From the menu bar, choose **Screens > Screen List**.

Step 2 Select one or more screens and click **Associate Tag**.

Screen Name	Status	Resolution	Solution	Tag	Type	Workgroup	Last Heartbeat	Action
Taurus-0003427	Online	400*400	-	-	Asynchronous...	Public workgroup	2024-12-09 13:53:28	2024-1: Publish Capture Upgrade
Taurus-7003862	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-06 09:29:27	2024-1: Publish Capture Upgrade
Taurus-10032781	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-05 11:10:19	2024-1: Publish Capture Upgrade
Taurus-3000881	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-12-03 21:14:14	2024-1: Publish Capture Upgrade
TU40Pro_0005893	Offline	3840*2160	-	-	Asynchronous...	System workgroup	-	2024-1: Publish Capture Upgrade
QWE0058	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-1: Publish Capture Upgrade
QWE0020	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-1: Publish Capture Upgrade
QWE0057	Offline	400*400	001 Publishing...	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-1: Publish Capture Upgrade
QWE0096	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-1: Publish Capture Upgrade
QWE0019	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-1: Publish Capture Upgrade
QWE0055	Offline	400*400	-	-	Asynchronous...	System workgroup	2024-09-09 10:31:55	2024-1: Publish Capture Upgrade

Step 3 From the **Tag** window that appears, add, associate, delete, and edit tags.

- Add tags: Click **+ Add Tag**. In the popup window, enter a desired tag name and click **OK** to add a tag. To add multiple tags, you can press **Enter** on your keyboard to create new lines.

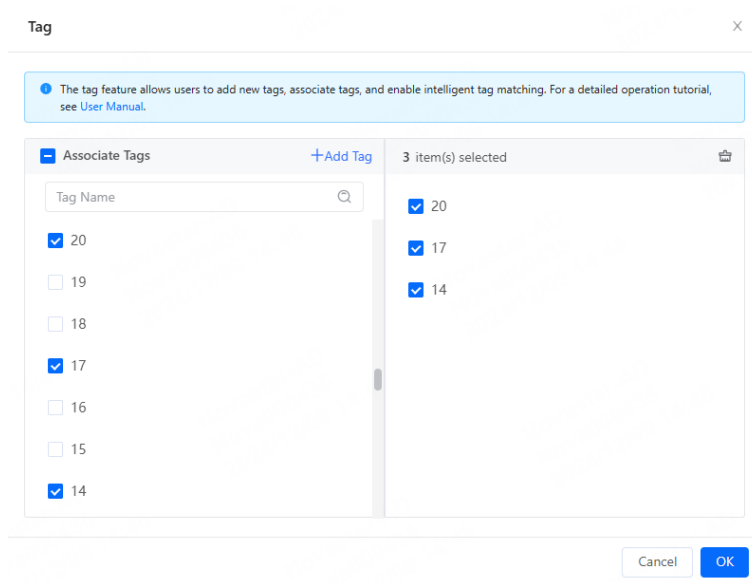
Add Tag [X]

Tag Name

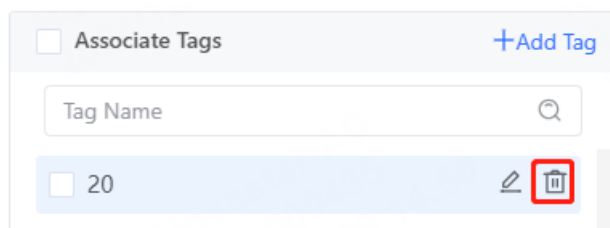
Enter a media name [trash icon]

Cancel OK

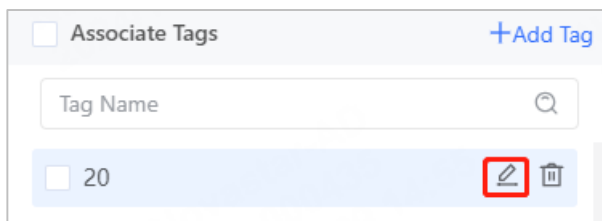
- Associate tags: From the **Tag** window that appears, select tags and click **OK** to associate the screens with the selected tags.



- Delete tags: From the **Tag** window, hover your mouse over a tag and click  and then click **OK** from the displayed dialog box to delete it.



- Edit tags: From the **Tag** window, hover your mouse over a tag and click  to edit it.



3.5 Screen Map

Scenarios

View the live location and track replay of a screen.

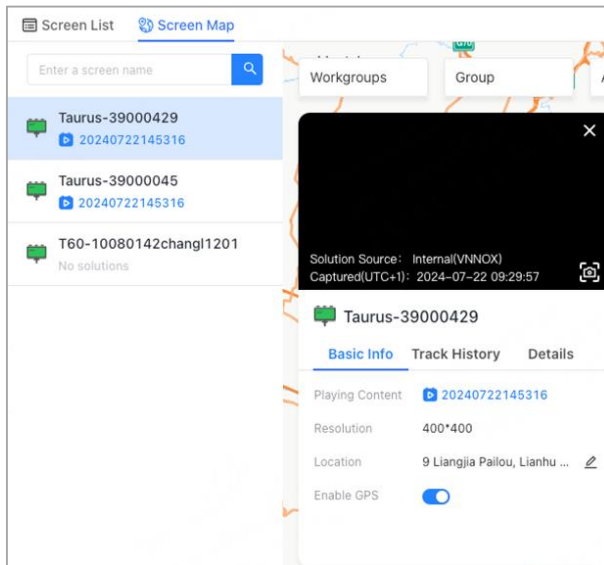
Operating Procedure

Step 1 From the menu bar, choose **Screens > Screen Map**.

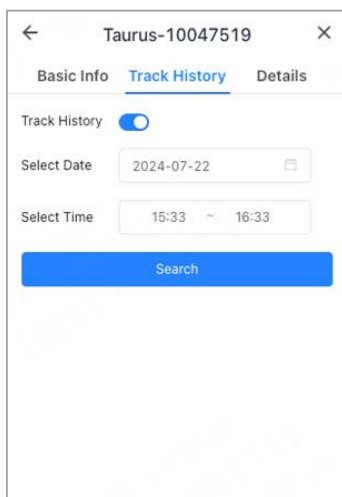
Step 2 View the live location of a screen.

- Enter a screen name in the search box at the top of the list to view the location of the screen.
- Filter out the screens by workgroup, group, online status and resolution to view their locations.

Step 3 On the left of the page, click an online screen name in the list to view the basic information and detailed information of the screen on the **Basic Info** tab page and **Details** tab page, respectively, and view the track history on the **Track Replay** tab page.



On the **Track History** tab page, turn on **Track History**, select a date and time, and click **Search**.



Notes:

- **Enable GPS** and **Track History** are only available for products with a 4G module. If a product is not installed with a 4G module, **Enable GPS** will not displayed and the location will be the address reported during binding.
- Turning on **Track History** turns on **Enable GPS** on the Basic Info tab page automatically. Turning off **Enable GPS** also turns off **Track History** at the same time.
- The **Track History** feature allows users to view the tracks of the past 7 days.

3.6 Media Server List

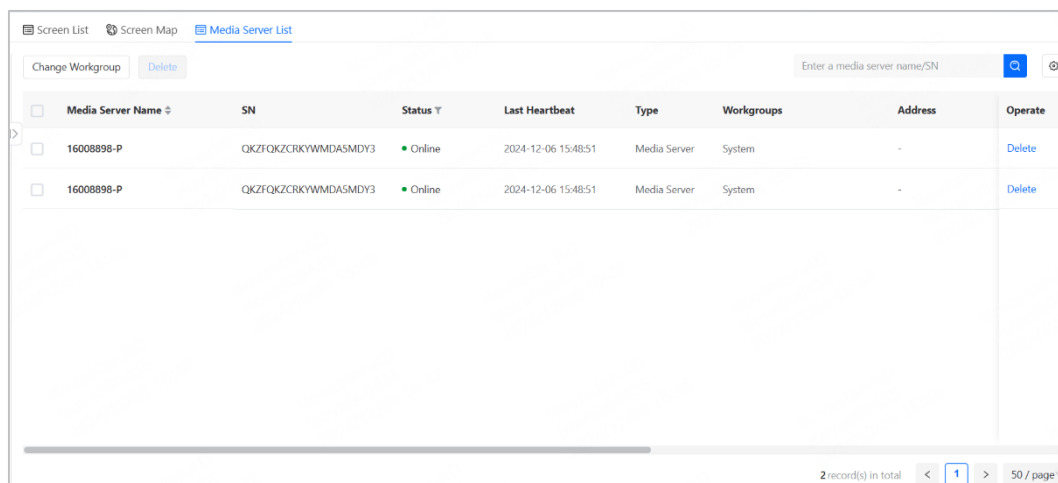
Scenarios

Media servers can be bound to VNNOX on the registration page of the multimedia playback software.

Operating Procedure

Step 1 From the menu bar, choose **Screens > Media Server List**.

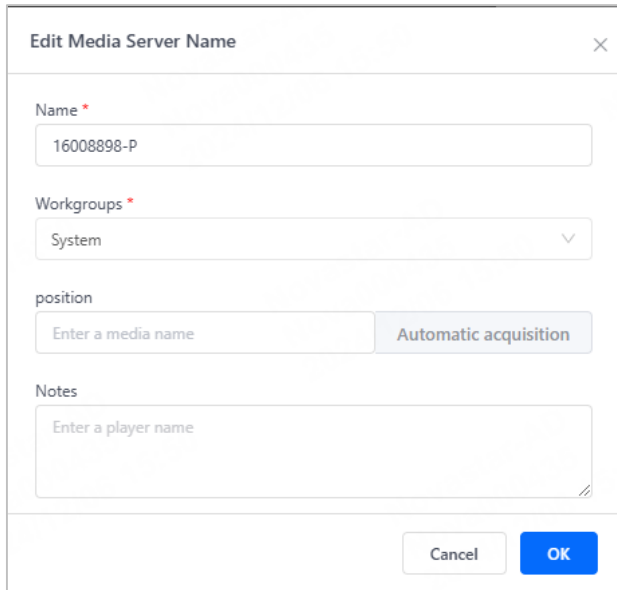
Step 2 After a media server is bound successfully, view the information of the media server on the list.



☐	Media Server Name	SN	Status	Last Heartbeat	Type	Workgroups	Address	Operate
☐	16008898-P	QKZFQKZCRKYWMDASMDY3	Online	2024-12-06 15:48:51	Media Server	System	-	Delete
☐	16008898-P	QKZFQKZCRKYWMDASMDY3	Online	2024-12-06 15:48:51	Media Server	System	-	Delete

Step 3 At the top right, click  to select the information to be displayed on the list. You can also click a media server name to view all the basic information of the media server.

Step 4 (Optional) To modify the media server information, click **Edit** on the right.



Edit Media Server Name ✕

Name *
16008898-P

Workgroups *
System ▾

position
Enter a media name Automatic acquisition

Notes
Enter a player name

Cancel OK

Step 5 (Optional): To remove a device, click **Delete** under the **Operate** column. Once deleted, the device will no longer be bound to the registered account.

3.7 Splicing Screen Management

Scenarios

View the detailed information of splicing screens.

Operating Procedure

- Step 1 From the menu bar, choose **Screens > Splicing Screens**.
- Step 2 In the search box, enter a splicing screen name to view the detailed information of the splicing screen.
- Step 3 Click a splicing screen name to view the basic information and associated players of the splicing screen.

1111

Basic Info

Resolution per Screen1920*1080

Synchronization ModeAutomatic

Splicing Layout2*2

Associated Players

	1	2
1	No devices found.	No devices found.
2	No devices found.	No devices found.

4 Solution Creation and Publishing

4.1 Solutions

4.1.1 Uploading Media

Scenarios

Upload the media content to VNNOX to create an online media library that can be accessed anytime, anywhere.

Related Information

The media types supported in VNNOX Standard are shown in [Table 4-1](#). The total media storage capacity is 5 GB.

Table 4-1 Media types supported by media library

Media Type	VPlayer	Asynchronous Players
Video	Video container formats: MP4, AVI, RMVB, FLV, MKV, WMV, MOV	Video container formats: MP4, AVI, FLV, WMV, MOV
Audio	Currently not supported	MP3 Note: MP3 files can only be used as background audio for text and images.
Image	JPG, PNG, ICO, BMP, GIF, JPEG	
Document	Word, Excel, PPT, PDF	

Table 4-2 Media types supported by solutions

Media Type	VPlayer	Asynchronous Players
------------	---------	----------------------

Video	Video container formats: MP4, AVI, RMVB, FLV, MKV, WMV, MOV	Video container formats: MP4, AVI, FLV, WMV, MOV
Image	JPG, PNG, ICO, BMP, GIF, JPEG	
Mixed media	Include all the media types supported by solutions.	
Web page	Supported	
RSS	Supported	
Streaming media	HLS, RTMP and RTSP can be played but cannot be previewed online.	
Widget	Text, clock, environment monitoring, weather, calendar, window, colorful text	
HDMI IN	This type of media is available for the TU40 Pro only.	

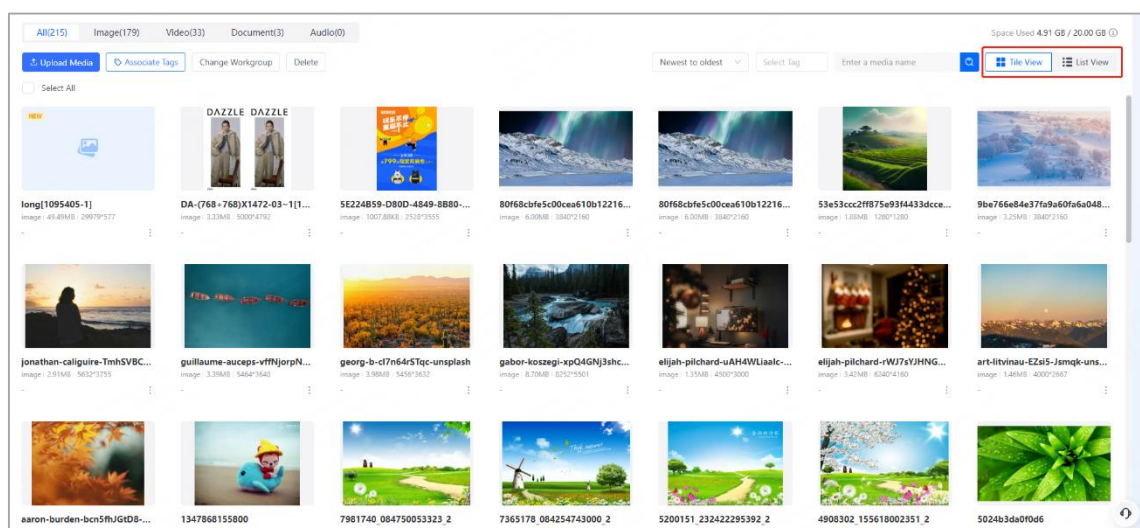
When a video does not meet the decoding requirements of certain asynchronous players, a corresponding prompt will be displayed in the media list, allowing users to view the details for further action.

Operating Procedure

Step 1 From the menu bar, choose **Content**.

Step 2 Select **Tile View** or **List View** according to your preference.

Figure 4-1 Media library



Step 3 Click **Upload Media**, select videos, audios, images or documents from your local storage, and click **Open**.

- Associate Tag: From the media list, select media, click **Associate Tag**, select tags, and then click **OK** to associate the media with the tags.
- Change Workgroup: From the media list, select a media item, click **Change Workgroup**, select a workgroup, and then click **OK**.

Notes:

The workgroup of the media is the same as the workgroup of the user by default and the user can change the workgroup for the media to the user's workgroup or a sub-workgroup. If the user is a system administrator, the user can also change the media to the public resource workgroup.

- The system administrator can preview, edit, and delete media within all workgroups.
- Sub-users can preview, edit, and delete media in their respective workgroups and sub-workgroups, but can only view media in public resource groups.
- If a media item contained by a solution is deleted from the media library, the solution cannot be published. Modify the solution and then update and republish it.

Media with a resolution less than 48×48 pixels cannot be uploaded, and media with a resolution greater than 4096×2304 pixels requires transcoding when uploaded.

Step 4 Request for media approval of the uploaded media. For details, see [6.4 Media Approval](#).

4.1.2 Creating Solutions

Related Information

- A solution contains one or more pages. A page contains one or more media items.
- Pages play sequentially from top to bottom.

Operating Procedure

Step 1 On the **Solutions** page, click **New Solution** and select a solution type.

Solution types include regular solution, ultra-long-screen solution, and splicing screen solution.

Figure 4-2 Creating a solution

Solution Name	Solution Type	Associated Screens	Workgroups	File Size	Resolution	Number of Associated Media	Associated Schedule	Updated	Operate
001	Regular Solution	37	System workgroup	26.72MB	1920*432	8	-	2024-12-09 14	Publish Edit Delete
202412061528	Regular Solution	-	System workgroup	1.00KB	1366*768	-	-	2024-12-06 15	Publish Edit Delete
202412061529	Regular Solution	-	System workgroup	858.82KB	1366*768	4	-	2024-12-06 15	Publish Edit Delete
202412061503	Regular Solution	-	System workgroup	235.64KB	1366*768	1	-	2024-12-06 15	Publish Edit Delete
202412061504	Regular Solution	-	System workgroup	2.65MB	1366*768	1	-	2024-12-06 14	Publish Edit Delete
CCC	Regular Solution	-	System workgroup	9.18KB	192*193	1	-	2024-12-06 14	Publish Edit Delete
202412041102	Regular Solution	-	System workgroup	314.00MB	1366*768	11	-	2024-12-06 14	Publish Edit Delete
202412061012	Ultra-long-screen	-	System workgroup	1.00KB	2048*768	-	-	2024-12-06 10	Publish Edit Delete
202412051608	Regular Solution	-	System workgroup	2.06MB	1366*768	2	-	2024-12-05 19	Publish Edit Delete
9999	Ultra-long-screen	-	System workgroup	92.93MB	3840*216	1	2	2024-12-05 19	Publish Edit Delete
202412051459	Regular Solution	-	System workgroup	188.87KB	1366*768	1	-	2024-12-05 16	Publish Edit Delete
202412041843	Regular Solution	-	System workgroup	1.00KB	400*400	-	-	2024-12-05 14	Publish Edit Delete

876 record(s) in total

Step 2 Specify a solution name and resolution, select associated solutions (optional), turn on intelligent tag matching (optional), and click **OK**. (Splicing screen solutions also require row and column settings.)

Solution Information

Solution Name:

Resolution: Width Height

Select Screen:

- Taurus-10080111 1920*600
- HUANGTAO_TEST0010 400*400
- HUANGTAO_TEST0005 400*400
- HUANGTAO_TEST0019 400*400
- HUANGTAO_TEST0014 400*400
- HUANGTAO_TEST0009 400*400

Intelligent Tag Matching: ☒

Turning on this feature allows the solution to be automatically published to the screens with the same tags as the solution. Please note that the solution cannot be added to schedules.

Cancel OK

Notes:

- Only regular screen solutions support intelligent tag matching.
- Turning on intelligent tag matching allows a solution to be automatically published to the screens with the same tags as the solution. Please note that the solution cannot be added to schedules.
- When publishing a solution, users need to manually search screens by name. For the screens with the same name, further distinguish them by SN.

Step 3 Edit the solution on the solution editor.

After a solution is added, it can be immediately previewed in real time to ensure the content accuracy and playback effect.

Figure 4-3 Solution editor

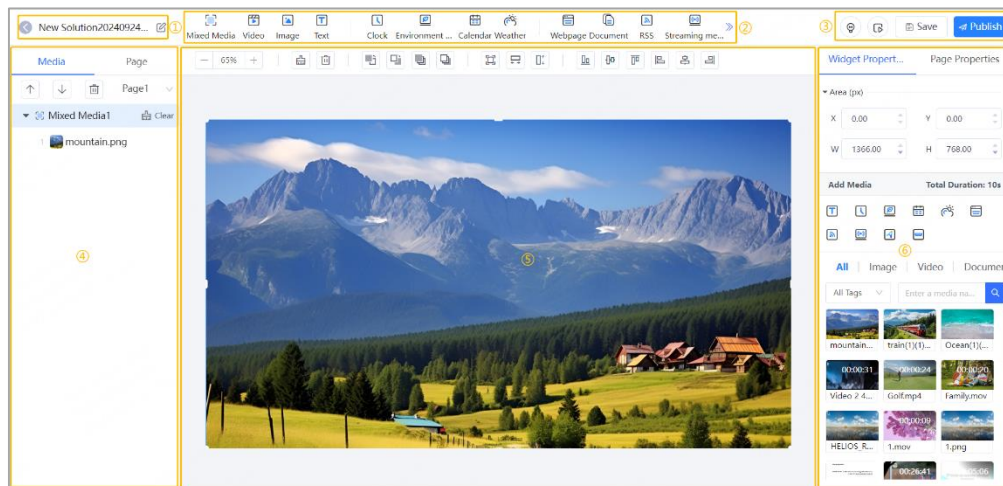


Table 4-3 Solution editor description

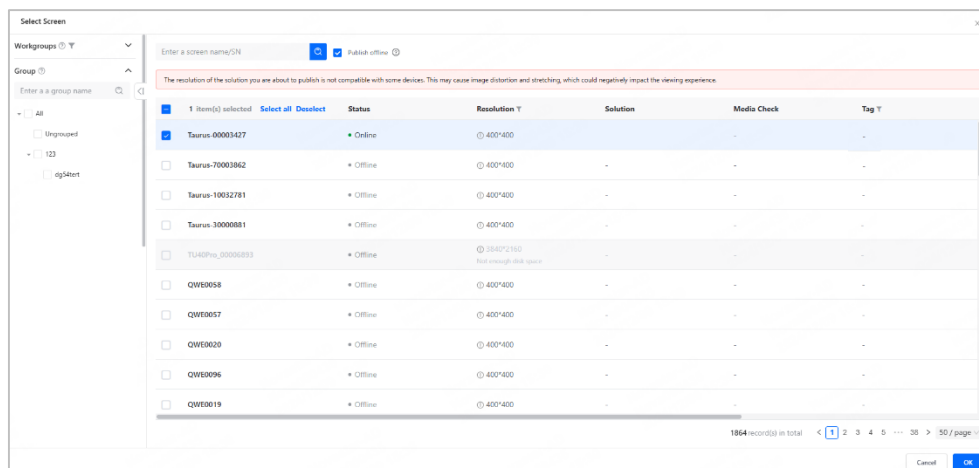
No.	Function	Description
1	Set basic information	View the solution type and name, edit the solution name and resolution, and select screens to be associated.
2	Add media	Click a media icon to add the corresponding type of media to the page media editing area.
3	View beginner's guide, and preview, save and publish solutions	View beginner's guide, and preview, save and publish solutions.
4	Edit media and pages	Edit media and pages. - Media: Adjust media order and delete media. - Click the up/down buttons or drag media to change the layer order. - Media includes media types such as images, videos, mixed media, and documents, which can be adjusted in playback order by clicking the up/down buttons or manually dragging the media. - Page: Add, copy and delete pages, and adjust the page order. Pages play sequentially from top to bottom.

No.	Function	Description
5	Edit page media	Zoom pages in or out, delete media and change media layer order and layout. Batch operations are supported. A text widget can be added by double-clicking the blank area. Users can copy media (including its properties) from other pages and paste the media to the current page.
6	Edit properties	Edit the properties of widgets and the page. • Widget properties: Widgets are the media items added to a page. The properties of different widgets vary. Select a widget before editing its properties. • Page properties: Specify the validity range, play count, and schedule for a page. – Validity Range: If this option is selected, Start Date and End Date will be displayed. Expired pages will be skipped during solution playback. – Times to Play: Specifies the number of times to play the page continuously. – Schedule: Specifies the time and interval to play a page. If there are overlapping timeslots with other pages, the pages will play according to the page order from top to bottom.

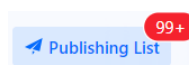
4.1.3 Publishing Solutions

Operating Procedure

- Step 1 From the menu bar, choose **Solutions**.
- Step 2 Click the **Publish** of the target solution.
- Step 3 Select one or more players and click **OK**.

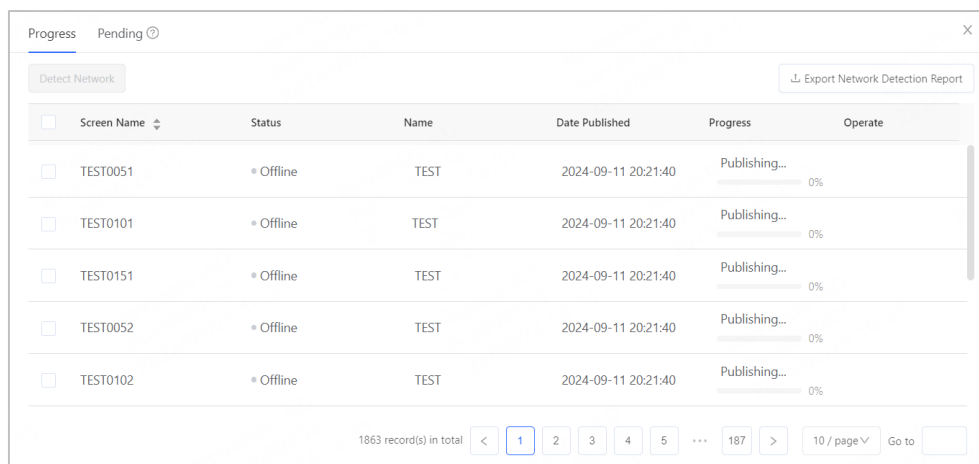


Step 4 (Optional) In the upper right of the page, click



and view the publishing

progress in window that appears.



Notes:

- Before publishing a splicing screen solution, make sure a splicing screen is created and the screen is bound to cloud in ViPlex Handy or ViPlex Express (V3.0.0 or later).
- When the solution resolution does not match the selected player resolution, it may cause the image to stretch and deform, affecting the playback effect.
- When the media is not supported by a player, you can view the detailed information and make improvements according to the suggestions.
- When publishing a regular screen solution, you can select multiple screens according to the tags of the solution.
- After a solution is published to an offline player. The solution will be published automatically after the player goes online.

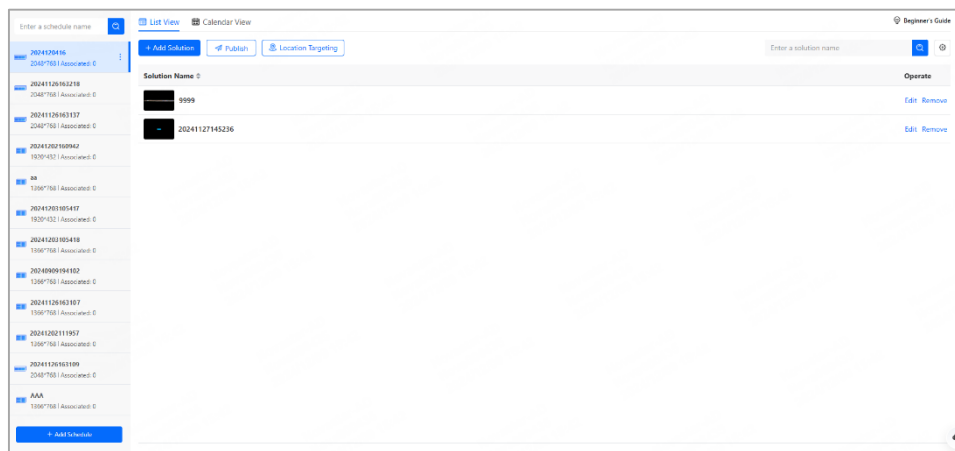
4.2 Schedules

A schedule consists of one or more solutions.

4.2.1 Creating Schedules

Step 1 On the **Schedule** page, click **Create** at the bottom left.

Figure 4-4 Creating a schedule



Step 2 Select a schedule type (regular-screen schedule or ultra-long-screen schedule)

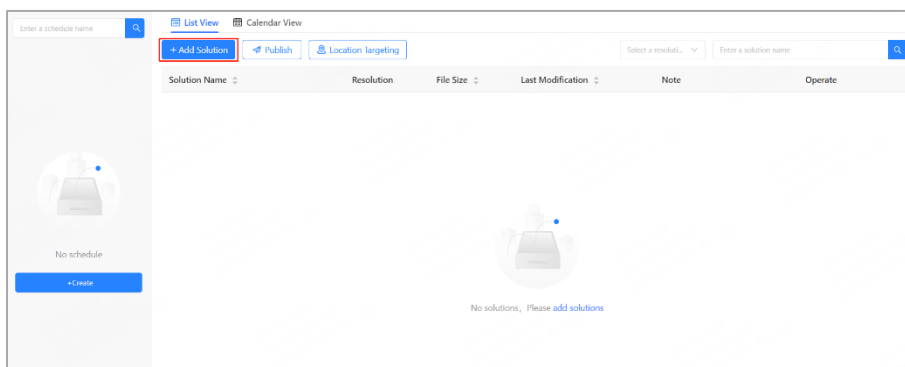
Step 3 On the schedule information window, specify a name and resolution for the schedule, select screens (optional), and click **OK**.

Figure 4-5 Schedule information

The 'Schedule Information' dialog box is shown. It has a title bar with a close button (X). Inside, there are three main sections: 'Schedule Name' with a text input field containing 'Schedule20240725113549'; 'Resolution' with 'Width' and 'Height' dropdown menus, both set to '1366' and '768' respectively; and 'Select Screen' with a search input field and a list area below it. The list area is currently empty and labeled 'No data'. At the bottom right, there are 'Cancel' and 'OK' buttons.

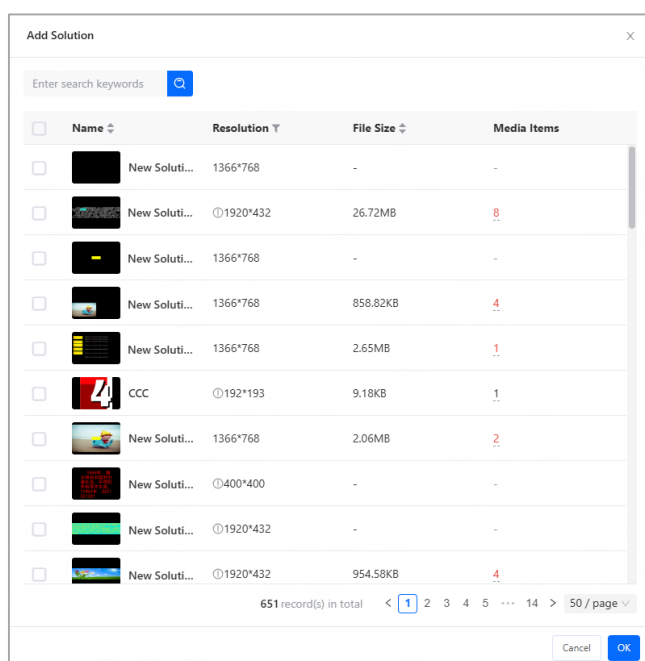
Step 4 On the **Schedule** page, click **Add Solution**.

Figure 4-6 Adding solutions



Step 5 Select one or more solutions and click **OK**.

Figure 4-7 Selecting solutions



Notes:

- Users can edit schedule information and delete schedules.
- Users can edit and remove the solutions in a schedule.

4.2.2 Location Targeting

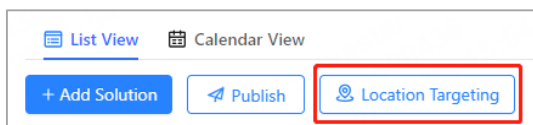
Draw the target areas on the map. When the vehicle-mounted screens enters the target areas, the schedule associated with the location targeting task will play.

Operating Procedure

Step 1 From the menu bar, choose **Schedule**.

Step 2 Select the desired schedule on the left of the page.

Step 3 On the **List View** tab, click **Location Targeting**.



Step 4 Do any of the following to specify a target area. (You can enter a location name in the search box to search for the location.)

- Click **Polygon** to select points sequentially on the map to draw a polygon area, and double-click to end the point selection.
- Click **Circle**, select the center point on the map, and drag the mouse outward to adjust the diameter.

Step 5 In the **Basic Properties** area, set area properties.

- Change the target area name.
- When the area is a circle, set its radius.
- Set the color of the target area on the map.

Step 6 Associate solutions in the schedule with areas.

1. Click an area on the target area list or the map.
2. Select solutions in the **Associated Solutions** section.
3. Click **OK**.

Note:

The associated solutions must contain content.

Step 7 Do the following as needed:

- In the area list, click the delete icon to delete an area.
- In the area list, drag an area to adjust the sequence in the list. When there are overlapping areas on the map, the vehicle-mounted screen within the overlapping area will play programs according to the order in the area list, and the content of the solutions in the overlapping area will repeat continuously.

4.2.3 Scheduling Solutions

Operating Procedure

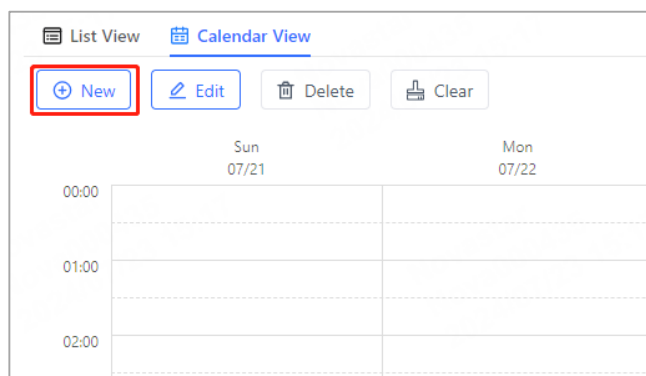
Step 1 From the menu bar, choose **Schedule**.

Step 2 Select a schedule on the left of the page.

Step 3 Select the **Calendar View** tab.

Step 4 Do any of the following to create a schedule.

- Click **New**.
- Click a cell in the timetable and click **+**. (In **Day** or **Week** view, each cell in the timetable represents one hour. In **Month** view, each cell in the timetable represents one day.)



Step 5 On the **Add Schedule** window that appears, select a solution in the schedule, specify a repeat method, playback start time, playback end time, and start date.

- When **Never** is selected next to **Repeat**, if the specified date is today or the subsequent seven days, the solution will play according to schedule; if the specified date is beyond this range, the solution will not play.
- When **Every day**, **Every week**, **Every month**, or **Every year** is selected next to **Repeat**, the solution will play according to the selected repeat interval.

The screenshot shows a dialog box titled 'Add Schedule' with a close button (X) in the top right corner. Inside the dialog, there are several input fields: 'Select Solution:' with a dropdown menu showing 'Please Select Solution'; 'Repeat:' with a dropdown menu showing 'Never'; 'Start Time:' with a text input '00:00:00' and a clock icon; 'End Time:' with a text input '23:59:59' and a clock icon; and 'Start Date:' with a text input '2024-07-25' and a calendar icon. At the bottom right, there are 'Cancel' and 'OK' buttons.

Step 6 After the settings are done, click **OK**.

The time frames are graphically displayed in the timetable.

Step 7 Do the following as needed:

- Drag the top or bottom edge of a time frame to make changes.
- Drag a time frame to any other position within the specified date to make changes.
- Adjust a time frame by dragging it to change its playback priority during overlapping time periods. The positions of time frames run from left to right, corresponding to a high to low priority. During overlapping periods, only the time frame with the highest priority will be played.
- Double click a time frame to open the **Edit Schedule** window.
- Edit schedule: Click a time frame and click **Edit**.
- Delete schedule: Click a time frame and click **Delete**.
- Clear schedule: Click **Clear**.

**Notes:**

- When the solution resolution does not match the selected player resolution, it may cause the image to stretch and deform, affecting the playback effect.
- After a solution is published to an offline player. The solution will be published automatically after the player goes online.

4.2.4 Publishing Schedules

Operating Procedure

Step 1 From the menu bar, choose **Schedule**.

Step 2 Click the target schedule.

Step 3 Click **Publish** in list view.

Step 4 Select one or more players and click **OK**.

The publishing result is displayed.

**Notes:**

- When the solution resolution does not match the selected player resolution, it may cause the image to stretch and deform, affecting the playback effect.

- When the media is not supported by a player, you can view the detailed information and make improvements according to the suggestions.
 - After a solution is published to an offline player. The solution will be published automatically after the player goes online.
-

5 Player Control

5.1 Brightness Control

Scenarios

Adjust brightness manually or set rules for smart brightness adjustment.

Operating Procedure

Step 1 From the menu bar, choose **Control**.

Step 2 Click **Brightness Control**.

Step 3 On the left of the page, select the target online player.

Step 4 Do the following as needed.

- Real-time control: Adjust the screen brightness by dragging the slider or entering a number and then click **Apply**.

Figure 5-1 Real-time brightness control

The screenshot shows a 'Real-time Control' window. It features a horizontal slider labeled 'Brightness' with a blue handle. To the right of the slider is a numeric input field showing '0' and a percentage sign. An 'Apply' button is located to the right of the input field. Below the slider, there is an orange warning icon and a message: 'The real-time control command will overwrite the scheduled control command which is being executed until the next scheduled control command takes effect.'

- Scheduled control: In the **Scheduled Control** area, click . Set the command parameters, click **OK**, and then click **Apply**.

Figure 5-2 Scheduled brightness control

The screenshot shows a 'Scheduled Control' window. At the top left are three icons: a plus sign, a checkmark, and a trash can. At the top right is a link that says 'Set Auto Brightness Control Parameters'. Below these is a table with the following columns: 'Control Type', 'Brightness (%)', 'Operation Time', 'Repeat', 'Valid Date', and 'Enable'. There is one row in the table with the following values: 'Scheduled Control', '30%', '00:00:00', 'Every day', 'Never expires', and a toggle switch that is turned on. At the bottom left, it says '1 commands in total'. At the bottom right is an 'Apply' button.

Control Type	Brightness (%)	Operation Time	Repeat	Valid Date	Enable
Scheduled Control	30%	00:00:00	Every day	Never expires	☒

- Scheduled Control: The screen brightness within the specified time range is the brightness you set.

The 'Add command' dialog box shows the following fields:

- Control Type: Scheduled Control
- Brightness: 30 %
- Operation Time: 00:00:00
- Repeat: Don't repeat
- Operation Date: 2024-07-23

Buttons: OK, Cancel

- Auto Control: The screen brightness within the specified time range changes automatically according to the brightness mapping table.

The 'Add command' dialog box shows the following fields:

- Control Type: Auto Control
- Operation Time: 00:00:00
- Repeat: Don't repeat
- Operation Date: 2024-07-23

Buttons: OK, Cancel

To add an automatic control command for brightness control, set the automatic brightness control parameters, namely, the relationship between the ambient brightness and screen brightness.

1. Click **Set Auto Brightness Control Parameters**.

The 'Scheduled Control' panel shows a table with the following data:

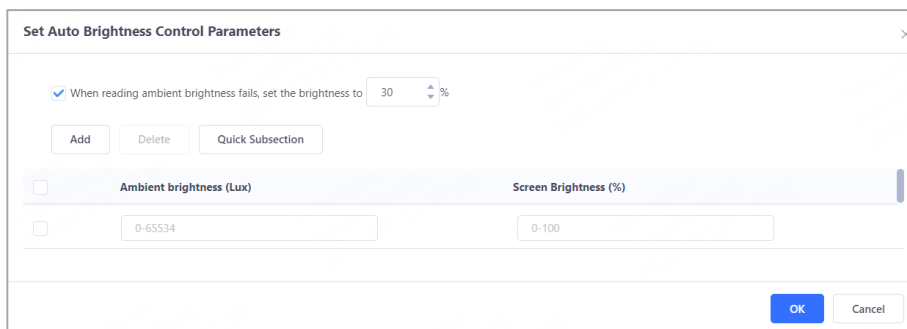
Control Type	Brightness (%)	Operation Time	Repeat	Valid Date	Enable
☐ Scheduled Control	30%	00:00:00	Every day	Never expires	☒

Buttons: +, -, trash, **Set Auto Brightness Control Parameters** (highlighted), Apply

1 commands in total

2. Click **Add** to set the relationship between the ambient brightness and screen brightness.

You can also click **Quick Subsection** to quickly configure the mapping relationship of ambient brightness.



The dialog box titled "Set Auto Brightness Control Parameters" contains a checked checkbox with the text "When reading ambient brightness fails, set the brightness to" followed by a numeric input field set to "30" and a percentage symbol. Below this are three buttons: "Add", "Delete", and "Quick Subsection". A table with two columns, "Ambient brightness (Lux)" and "Screen Brightness (%)", is shown with one row containing the values "0-65534" and "0-100". At the bottom right are "OK" and "Cancel" buttons.

5.2 Volume Control

Scenarios

Adjust volume manually or set rules for automatic volume adjustment.

Operating Procedure

Step 1 From the menu bar, choose **Control**.

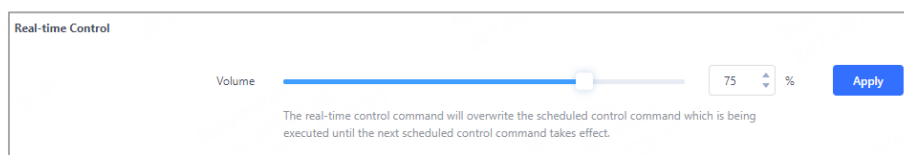
Step 2 Click **Volume Control**.

Step 3 On the left of the page, select the target online player.

Step 4 Do the following as needed.

- Real-time control: Adjust the screen volume by dragging the slider or entering a number and then click **Apply**.

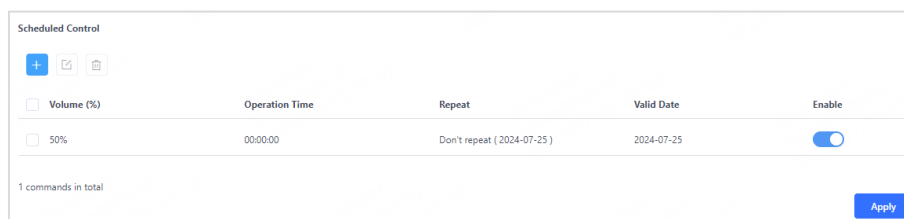
Figure 5-3 Real-time volume control



The "Real-time Control" interface shows a "Volume" slider set to "75 %". Below the slider is a text note: "The real-time control command will overwrite the scheduled control command which is being executed until the next scheduled control command takes effect." An "Apply" button is located to the right of the slider.

- Scheduled Control: In the **Scheduled Control** area, click , set command parameters, click **OK** and then click **Apply**.

Figure 5-4 Scheduled volume control



The "Scheduled Control" interface includes a table with columns: "Volume (%)", "Operation Time", "Repeat", "Valid Date", and "Enable". The table contains one row with values: "50%", "00:00:00", "Don't repeat (2024-07-25)", "2024-07-25", and a toggle switch. Above the table are icons for adding, editing, and deleting commands. Below the table, it says "1 commands in total" and there is an "Apply" button.

5.3 Video Source Switching

Scenarios

Switch between video sources manually or schedule video source switching.

Related Information

- Internal video source: The content stored in the device
- External video source: The content input from the HDMI connector on the device

Operating Procedure

Step 1 From the menu bar, choose **Control**.

Step 2 Click **Video Source Switching**.

Step 3 On the left of the page, select the target online player.

Step 4 Do any of the following as needed. (The parameters on this page may vary across different types of devices, and this chapter uses the Taurus as an example.)

- Real-time control: Select **Internal input source** or **External input source** and then click **Apply**.

Figure 5-5 Real-time video source switching

The screenshot shows a 'Real-time Control' panel. At the top, it says 'Video Source' followed by two radio buttons: 'Internal input source' (which is selected) and 'External input source'. To the right is a blue 'Apply' button. Below the radio buttons, a small text note states: 'The real-time control command will overwrite the scheduled control command which is being executed until the next scheduled control command takes effect.'

- Scheduled Control: In the **Scheduled Control** area, click , set command parameters, click **OK** and then click **Apply**.

Figure 5-6 Scheduled video source switching

The screenshot shows a 'Scheduled Control' panel. At the top left are three icons: a plus sign, a document, and a trash can. Below these is a table with four columns: 'Control Type', 'Operation Time', 'Repeat', and 'Enable'. There is one row in the table with the following values: 'Internal input source', '00:00:00', 'Don't repeat (2020-08-03)', and a toggle switch that is turned on. Below the table, it says '2 commands in total'. At the bottom right is a blue 'Apply' button.

5.4 Restart

Scenarios

Restart players immediately or schedule restart.

Operating Procedure

Step 1 From the menu bar, choose **Control**.

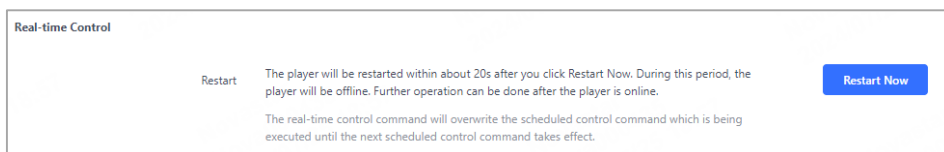
Step 2 Click **Restart**.

Step 3 On the left of the page, select the target online player.

Step 4 Do any of the following as needed.

- Real-time control: Click **Restart Now**.

Figure 5-7 Restarting the player immediately



- Scheduled control: In the **Scheduled Control** area, click , set the command parameters, click **OK**, and then click **Apply**.

Figure 5-8 Scheduled restart rules



5.5 Screen Status Control

Scenarios

Set the screen status manually or control the display status as scheduled.

Related Information

When the screen status is blackout, the brightness of the screen is decreased to 0% and the power is not turned off.

Operating Procedure

Step 1 From the menu bar, choose **Control**.

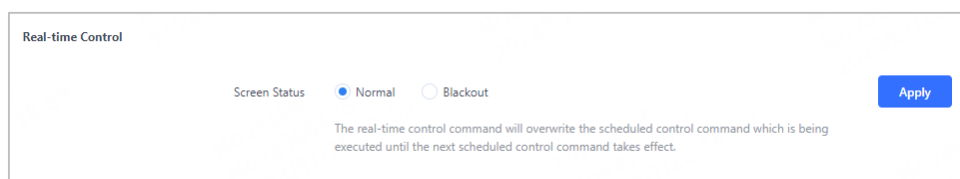
Step 2 Click **Screen Status Control**.

Step 3 On the left of the page, select the target online player.

Step 4 Do any of the following as needed.

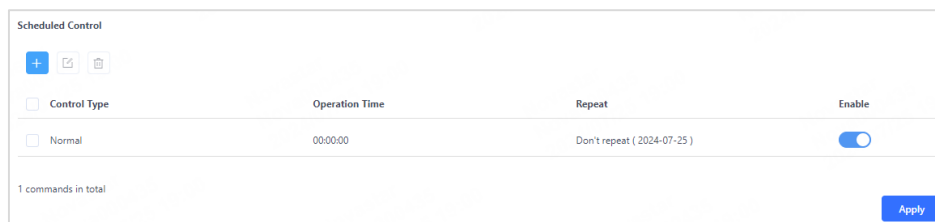
- Real-time control: Select **Normal** or **Blackout** and click **Apply**.

Figure 5-9 Real-time screen status control



- Scheduled control: In the **Scheduled Control** area, click , set the command parameters, click **OK**, and then click **Apply**.

Figure 5-10 Scheduled screen status control



5.6 Monitoring

Scenarios

View the player disk usage and data usage and clean up media.

Operating Procedure

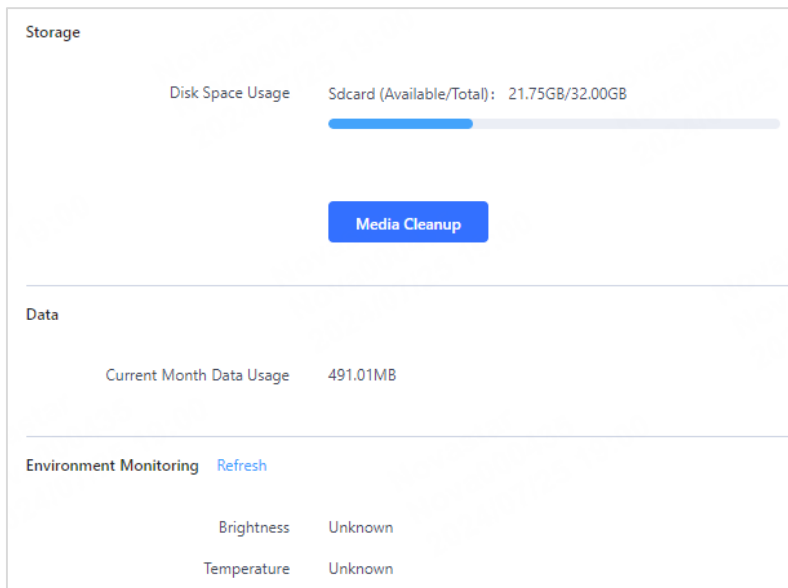
Step 1 From the menu bar, choose **Control**.

Step 2 Click **Monitor**.

Step 3 On the left of the page, select the target online player.

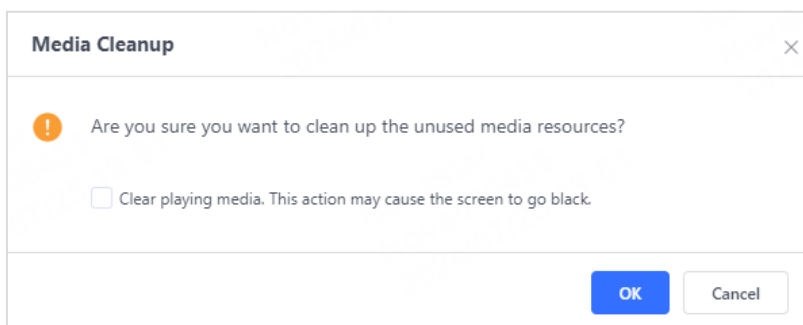
Step 4 View the player disk usage, current data usage of the month, and environment monitoring items.

Figure 5-11 Monitoring items



Step 5 (Optional) Click **Media Cleanup** and click **OK**.

Figure 5-12 Media cleanup



5.7 Power Control

Scenarios

Remotely turn on or off the screen power and schedule power control.

Related Information

- Allows for screen power control through board power and multifunction card power configuration.
 - Board power: The power is controlled via the relay on the player.
 - Multi-function card: The power is controlled via the relay on the multi-function card.
- When the power switch is turned on, the relay operates and the circuit is connected. When the power switch is turned off, the relay releases and the circuit is disconnected.

Operating Procedure

Step 1 From the menu bar, choose **Control**.

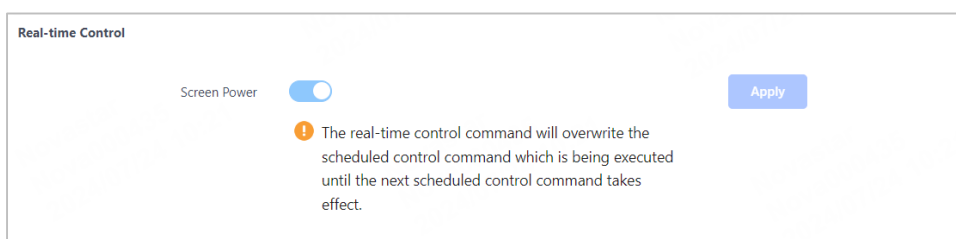
Step 2 Click **Power Control**.

Step 3 On the left of the page, select the target online player.

Step 4 Do any of the following as needed.

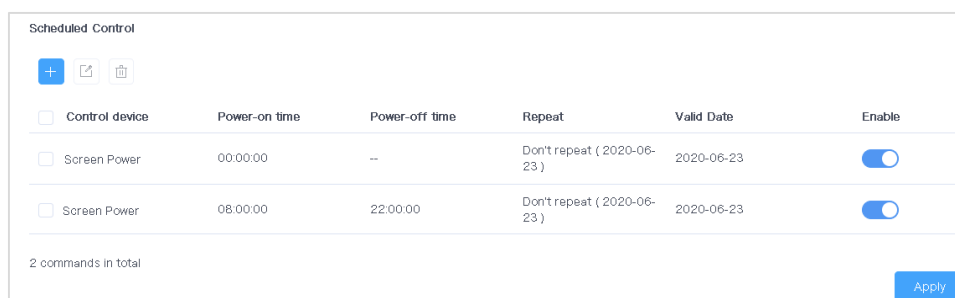
- Real-time control: Turn on **Screen Power** and click **Apply**.

Figure 5-13 Real-time screen power control



- Scheduled control: In the **Scheduled Control** area, click , set the command parameters, click **OK**, and then click **Apply**.

Figure 5-14 Scheduled screen power control



5.8 Time Synchronization

Scenarios

Specify rules for player time synchronization to sync time for players.

Related Information

Table 5-1 Time synchronization methods

Method	Applicable To	Time Reference	Description
Manual	Taurus	Selected time zone	After you select a time zone, the new time will be displayed.
NTP	VPlayer Taurus	NTP server	Click  to customize a server.
RF (Radio Frequency)	Taurus	Reference device	Users need to buy and install RF devices. The time of slave devices is kept in sync with the master (reference) device via RF signal. The time of the master device can be synced with the NTP server as needed.
GPS	Taurus	Selected time zone	After you select a time zone, the new time will be displayed.

Operating Procedure

Step 1 From the menu bar, choose **Control**.

Step 2 Click **Time Synchronization**.

Step 3 On the left of the page, select the target online player.

Step 4 Do any of the following as needed.

- Manual: Select a time zone and click **Apply**.
- NTP: Select a server and time zone, and then click **Apply**. You can click  to customize a server.
- RF: Specify a group ID, set the current device as the master device or slave device, and then click **Apply**.

- Master device: Select **Set as reference device**. The time of the master device can be synced with the NTP server. If the NTP time synchronization of the master device is not enabled, the time of the master device will be synced with the selected time zone.

The screenshot shows the 'Time Synchronization' settings for a Master device. The 'Time Zone' is set to '(GMT-03:00)America/Santiago'. Under 'Mode', the 'RF' radio button is selected. Below this, a note states: 'Manual: Sync with the selected time zone. NTP: Sync with the selected server and time zone. RF: Sync time with the reference device. Manual and RF time synchronization are not supported by synchronous players.' The 'Group ID' is set to '66'. The checkbox 'Set as reference device' is checked. The 'NTP' toggle switch is turned on. A tip below reads: 'Tip: You can turn on NTP to sync the time of the reference device.' The 'Server' dropdown is set to 'America'.

- Slave device: Enter the group ID of the master device for a slave device. The slave device will be assigned to the same group as the master device.

The screenshot shows the 'Time Synchronization' settings for a Slave device. The 'Time Zone' is set to '(GMT-03:00)America/Santiago'. Under 'Mode', the 'RF' radio button is selected. Below this, a note states: 'Manual: Sync with the selected time zone. NTP: Sync with the selected server and time zone. RF: Sync time with the reference device. Manual and RF time synchronization are not supported by synchronous players.' The 'Group ID' is set to '66'. The checkbox 'Set as reference device' is unchecked. The 'NTP' toggle switch is turned off.

- GPS: Select a time zone and click **Apply**.

5.9 Synchronous Playback

Scenarios

Turn on or off the synchronous playback.

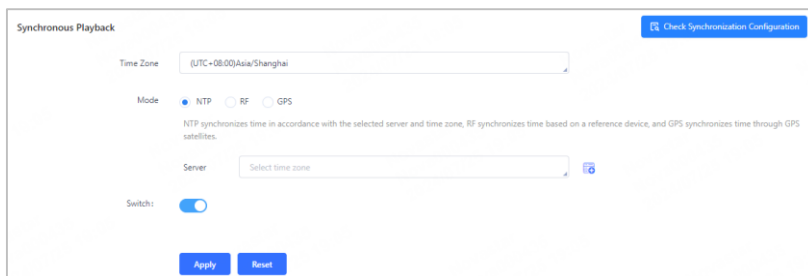
Related Information

When synchronous playback is turned on, playing the same content on different screens at the same time can be realized if the time of the players is in sync and they are playing the same content.

Operating Procedure

Configure Synchronous Playback

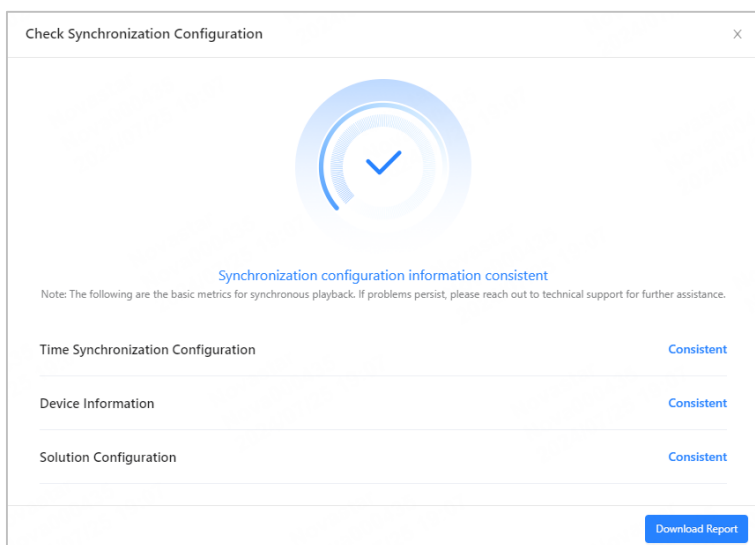
- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Synchronous Playback**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Select a time synchronization method as needed.
- Step 5 Turn on or off synchronous playback and click **Apply**.



The screenshot shows the 'Synchronous Playback' configuration window. It includes a 'Time Zone' dropdown menu set to '(UTC+08:00)Asia/Shanghai'. Below this is a 'Mode' section with three radio buttons: 'NTP' (selected), 'RF', and 'GPS'. A small text note explains: 'NTP synchronizes time in accordance with the selected server and time zone, RF synchronizes time based on a reference device, and GPS synchronizes time through GPS satellites.' There is a 'Server' dropdown menu with the placeholder text 'Select time zone'. At the bottom left is a 'Switch' toggle, which is currently turned on. At the bottom right are 'Apply' and 'Reset' buttons. A 'Check Synchronization Configuration' button is located in the top right corner of the window.

Check Synchronization Configuration

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Synchronous Playback**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Click **Check Synchronization Configuration** at the upper right. In the **Check Synchronization Configuration** window that appears, ensure that the configurations of time synchronization, device information and solution configuration are consistent. After completing the inspection, click **Download Report** at the lower right to view the inspection report.



The screenshot shows the 'Check Synchronization Configuration' window. At the top, there is a large blue circular icon with a checkmark inside. Below this icon, the text 'Synchronization configuration information consistent' is displayed in blue. A note follows: 'Note: The following are the basic metrics for synchronous playback. If problems persist, please reach out to technical support for further assistance.' Below the note is a table with three rows, each showing a configuration category and its status:

Time Synchronization Configuration	Consistent
Device Information	Consistent
Solution Configuration	Consistent

At the bottom right of the window is a 'Download Report' button.

Note:

Checking synchronization configuration only verifies basic metric information. If issues persist, please reach out to NovaStar's technical support team for further assistance.

5.10 Playback Management

Scenarios

Capture the screenshot of the content being played on the screen to check whether the playback is normal.

Operating Procedure

Step 1 From the menu bar, choose **Control**.

Step 2 Click **Playback Management**.

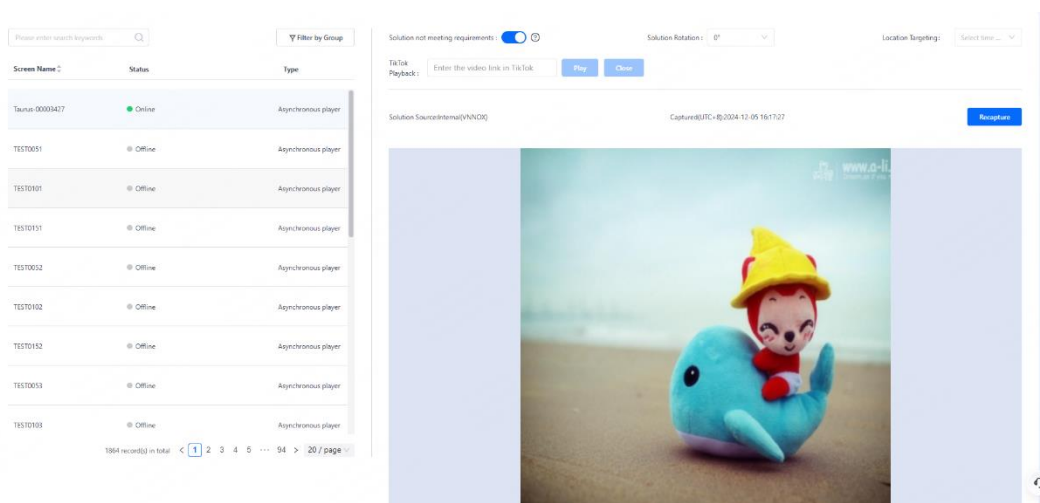
Step 3 On the left of the page, select the target online player.

Step 4 Enable/Disable location targeting as needed.

- Enable: The solutions specified for location targeting will be played first when the screen is within the target areas.
- Disable: Only common solutions will be played.

Step 5 (Optional) Turn on/off **Solution Not Meeting Requirements** and specify a rotation angle (0°/90°/180°/270°) for the solution.

Step 6 Click **Recapture** to capture a screenshot of the playing content.



 Notes:

Turning on **Solution Not Meeting Requirements** allows device to automatically detect media that exceed the specified limits, thereby preventing the necessity of returning the device due to user overuse.

5.11 Power On/Off

Scenarios

Schedule screens to power on/off.

Related Information

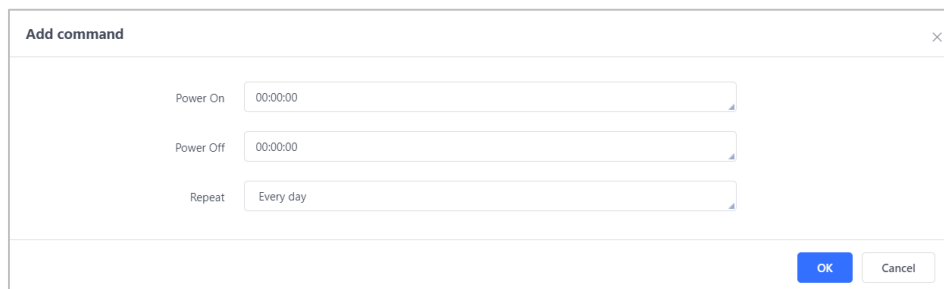
This feature is supported by the NS2K series products only.

Operating Procedure

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **On/Off**.
- Step 3 Select a player from the list and click  to create a control command.
- Step 4 Specify the power-on time and power-off time, select a repeat method and click **OK**.

The interval between the power-on time and power-off time cannot be less than 2 minutes. When the power-off is earlier than the power-on time, the player will be powered off on the next day.

Figure 5-15 Creating a scheduled control command



The screenshot shows a dialog box titled "Add command" with a close button (X) in the top right corner. Inside the dialog, there are three rows of input fields. The first row is labeled "Power On" and has a time input field showing "00:00:00". The second row is labeled "Power Off" and has a time input field showing "00:00:00". The third row is labeled "Repeat" and has a dropdown menu showing "Every day". At the bottom right of the dialog, there are two buttons: "OK" and "Cancel".

- Step 5 Select the required commands and click **Apply** to apply the command to the player. (If no command is selected, all the scheduled control commands will be applied.)

Figure 5-16 Scheduled power on/off

The screenshot shows a 'Scheduled Control' window. At the top, there are three icons: a blue plus sign, a document with a checkmark, and a trash can. Below these is a table with three columns: 'Power On', 'Power Off', and 'Repeat'. There are two rows of data in the table. The first row shows '14:00:00' for Power On, '18:00:00' for Power Off, and 'Every day' for Repeat. The second row shows '08:00:00' for Power On, '12:00:00' for Power Off, and 'Every day' for Repeat. At the bottom left, it says '2 commands in total'. At the bottom right, there is a blue 'Apply' button.

Power On	Power Off	Repeat
14:00:00	18:00:00	Every day
08:00:00	12:00:00	Every day

2 commands in total

Apply

5.12 Network Configuration

Scenarios

Configure the network for screens.

Operating Procedure

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Network Configuration**.
- Step 3 Select the target online screen on the left of the page.
- Step 4 Turn on/off AP and click **Apply**.

6 Other Features

6.1 Statistics

Operating Procedure

Step 1 From the menu bar, choose **Statistics**.

Step 2 View the detailed statistics of the screens and solutions.

- **Screens:** Displays the total number of screens, the number of online screens, the number of offline screens, and the statistics of the number of online screens of the current day.
- **Solutions:** Displays the total number of solutions and publishes, and the statistics of the number of publishes in year/month/day view.

6.2 Remote Control Logs

Scenarios

View the control command execution logs of screens.

Operating Procedure

Step 1 From the menu bar, choose **Logs > Remote Control Logs**.

Step 2 Click **Please select** to select one or more players.

Step 3 Select a remote control command type.

Step 4 (Optional) Click **Advanced Search** to set more search criteria.

Step 5 Click **Search**.

6.3 Play Logs

Scenarios

View the play logs related to screens.

Related Information

Play logs record the playback information including the overview and detailed log.

Operating Procedure

Step 1 From the menu bar, choose **Logs > Play Logs**.

Step 2 Click **Please select** to select one or more screens.

- Search for the overview of logs has no limit on the number of screens.
 - When the number of screens is greater than 50, the search results will be sent to the user's email.
 - When the number of screens is equal to or less than 50, the search results will be displayed on the page.
- Up to 25 screens can be selected when you search for detailed logs.

Step 3 Set search criteria and click **Search**.

- Log type: Choose to search for the overview or detail of the play log.
- Date range: You can search for the logs in the past three months. The date range cannot be longer than 30 days.
- Keyword: Click **Advanced Search** to display this parameter. You can search for a play log by entering a media name.

6.4 Media Approval

Prerequisites

In system management, media approval is enabled.

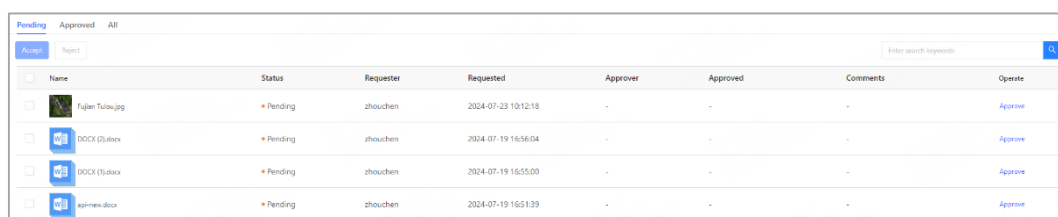
Scenarios

Approve media uploaded by users in the workgroups and sub-workgroups. Only approved media can be added to solutions and published.

Operating Procedure

Step 1 From the menu bar, choose **Media Approval**.

Figure 6-1 Media approval



The screenshot shows a web interface for media approval. At the top, there are tabs for 'Pending', 'Approved', and 'All'. Below the tabs are 'Accept' and 'Reject' buttons. A search bar with the placeholder 'Enter search keywords' and a magnifying glass icon is on the right. The main area contains a table with the following columns: Name, Status, Requester, Requested, Approver, Approved, Comments, and Operate. There are four rows of data, all with a status of 'Pending' and requester 'zhouchen'.

Name	Status	Requester	Requested	Approver	Approved	Comments	Operate
Fujian Tulou.jpg	Pending	zhouchen	2024-07-23 10:12:18	-	-	-	Approve
DOCK (3).docx	Pending	zhouchen	2024-07-19 16:56:04	-	-	-	Approve
DOCK (1).docx	Pending	zhouchen	2024-07-19 16:55:00	-	-	-	Approve
api-memo.docx	Pending	zhouchen	2024-07-19 16:51:39	-	-	-	Approve

Step 2 Select the media on the **Pending** tab page.

Step 3 Click **Accept** or **Reject**.

6.5 System Switching

Scenarios

Users can switch between system management, VNNOX Standard, and VNNOX AD.

Operating Procedure

Step 1 Move your mouse to  at the upper left.

Step 2 From the drop-down options, select an option.

6.6 Screen Upgrade

Scenarios

Upgrade the software and system of screens to the latest version remotely.

- Synchronous player: Version of VPlayer

- Screen: The information next to **Software** is the Android application software and FPGA program version, and the information next to **System** is the Android operating system version.

Operating Procedure

Step 1 From the menu bar, choose **Screens**.

Step 2 Select **Upgrade** in the **Operate** column.

Step 3 After the upgrade is successful, view the software and system versions in the **Firmware Version** column.

7 Media Types Supported by VNNOX

VNNOX supports video decoding for all common encoding formats, including H.264, H.265, MPEG-4/2, and WMV.

Media Type	Media Format
Video	mp4, avi, mkv, flv, mov, wmv, rmvb
Image	jpg, jpeg, bmp, png, gif, ico
Audio	mp3
Document	doc, docx, xls, xlsx, ppt, pptx, pdf



Notes:

Recommended video encoding format: For 4K videos and lower, H.264 (AVC) is recommended.

To achieve better playback performance, the recommended media specifications are as follows.

Recommended SDR video bitrates:

Video Type	Standard Frame Rate	Bitrate	Media Size
2160 (4K)	24fps, 25fps, 30fps	35Mbps~45Mbps	<3G
1440 (2K)	24fps, 25fps, 30fps	16Mbps	<3G
1080p	24fps, 25fps, 30fps	8Mbps	<3G

Recommended image size:

Image Type	Standard Resolution	Image Size
2160 (4K)	3840×2160	<100MB
1440 (2K)	2160×1440	<100MB
1080p	1920×1080	<100MB

8 Common Problems & Remedies

8.1 Unable to Activate Devices

Description

After users execute the **Bind to Cloud** operation, the device is not bound to VNNOX and in a pending activation state.

Causes

The device is not connected to the Internet.

Remedies

Check the Internet connection of the device. If there is no problem with the Internet connection, please contact the technical support engineers.

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