# 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. |

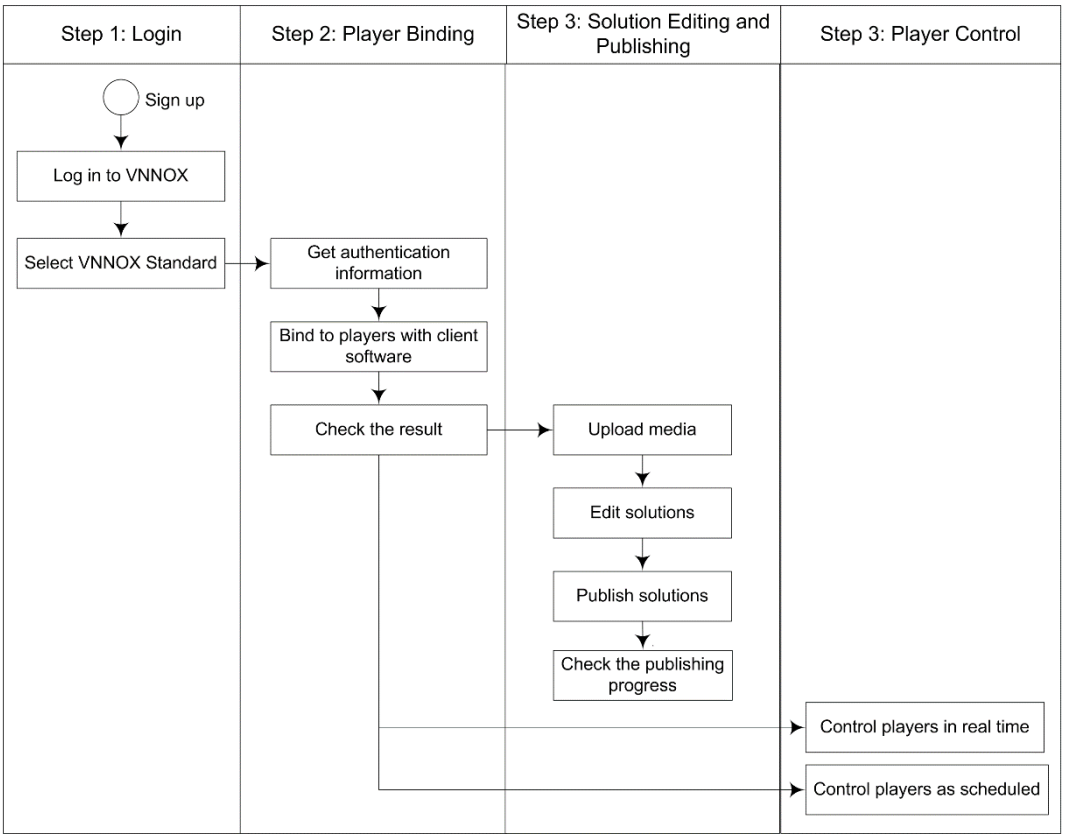
| Function | Sub-function | Description |
| --- | --- | --- |
| | Restart | Restart the player. The restart takes about 20 seconds and the player is offline during the restart. |
| | Screen status control | Make the screen display content normally or go black. |
| | On/Off | Schedule the player to power on/off. |
| | Monitoring | View player disk usage and data usage, and clean up media. |
| | Power control | Turn on or off the screen power.<br>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

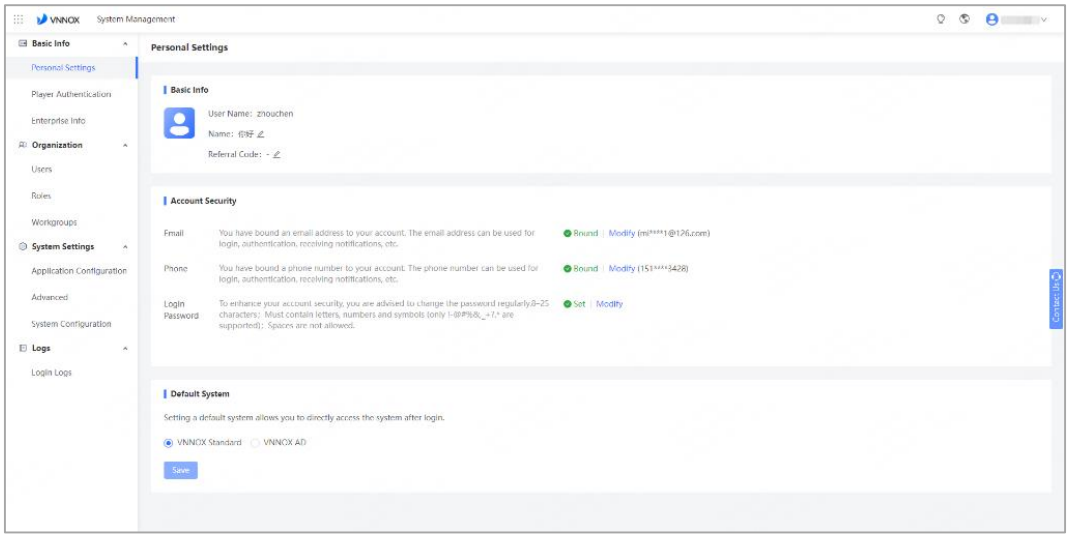
Step 1 Visit www.en.vnnox.com and click **Login** at the upper right of the page.

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

Step 3 Enter your account name and password.

Step 4 Drag the slider to complete the verification and then click **Log In** to access the home page.

Figure 2-2 Homepage




Step 5 At the top left, choose > **VNNOX Standard** 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.

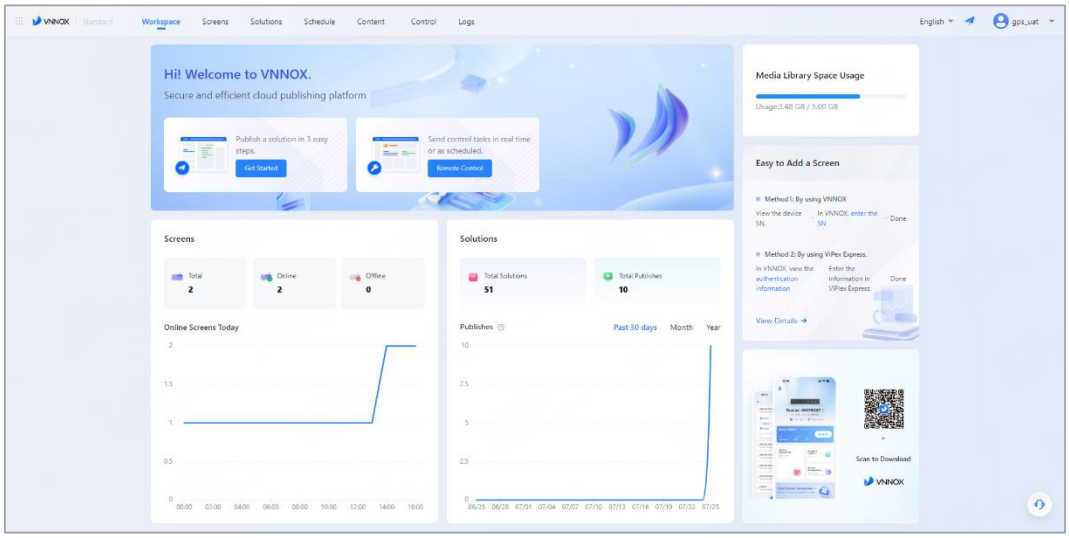
## 2.2 Workspace

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

- Easy to bind a screen: For details, see 2.3 Screen Binding.
- Get started: A solution can be published in three easy steps. For details, see 4 Solution Creation and Publishing.
- Remote Control: Send control tasks in real time or as scheduled. For details, see 5 Player Control.
- Screens: Display the total number of screens, the number of online screen, the number of offline screens, and the statistics of the number of online screens of the current day.
- Solutions: Display the total number of solutions and publishes, and the statistics of the number of publishes in year/month/day view.
- Media Library Space Usage: Display the used space and total space.

- Scan to Download: Scan the QR code to download ViPlex Handy, allowing for easier solution management, real-time playback control, screen interactive, screen management, cloud screen management and more with a mobile app.

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 Player 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 Player Authentication Information

#### Related Information

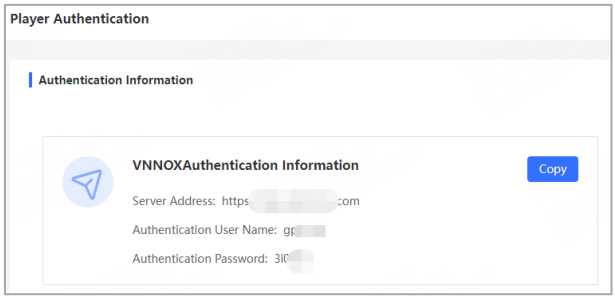
After successful registration, VNNOX automatically generates the default authentication information.

### Operating Procedure

Step 1 After successful login, choose > **Player Authentication** at the upper right of the page.

Step 2 View and record the authentication information for VNNOX.

Figure 2-4 VNNOX authentication information




## 2.3.2 Binding to Synchronous Players

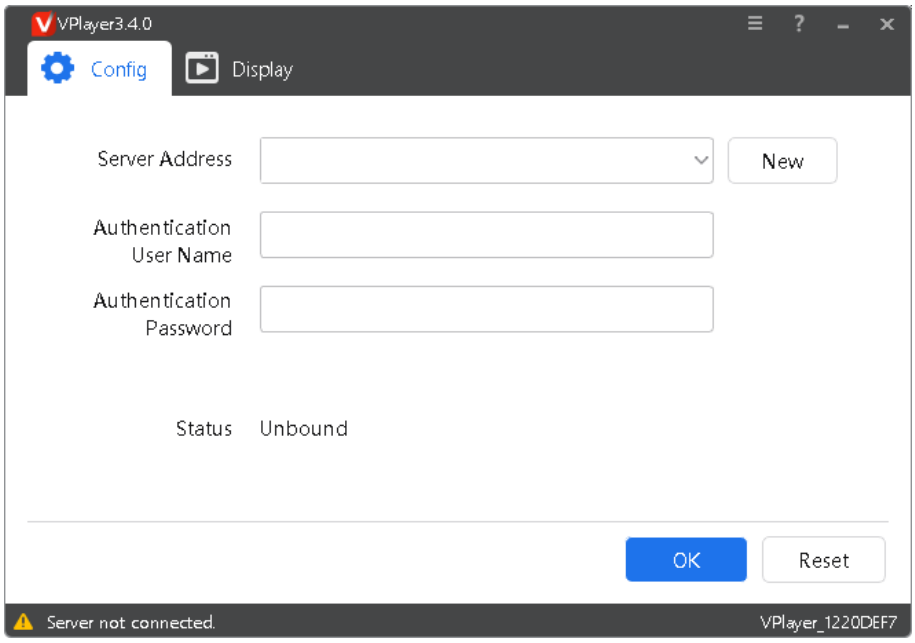
### Prerequisites

- 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

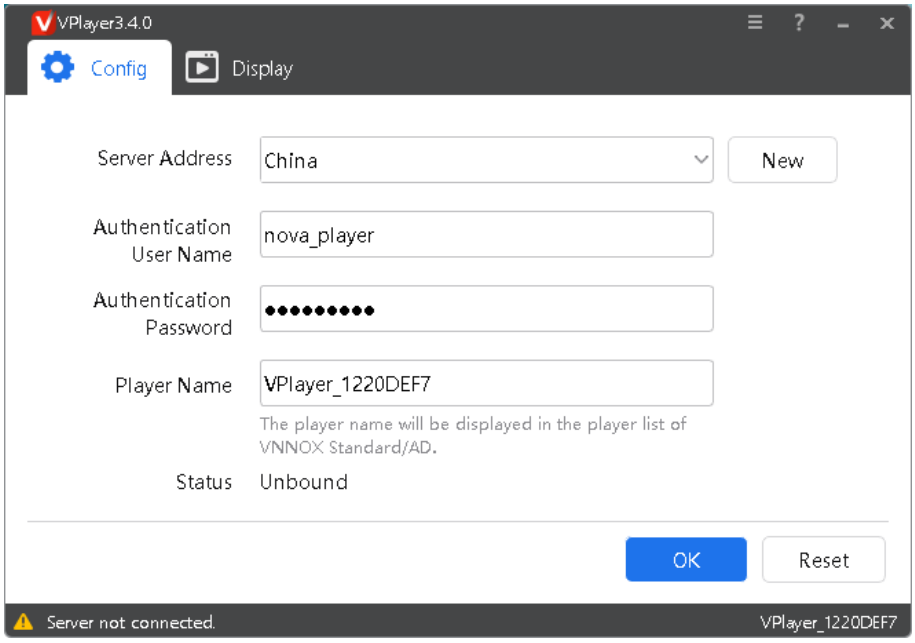



Step 2 On the **Config** tab page, select a server from the drop-down options, or click **New** to create a server.

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

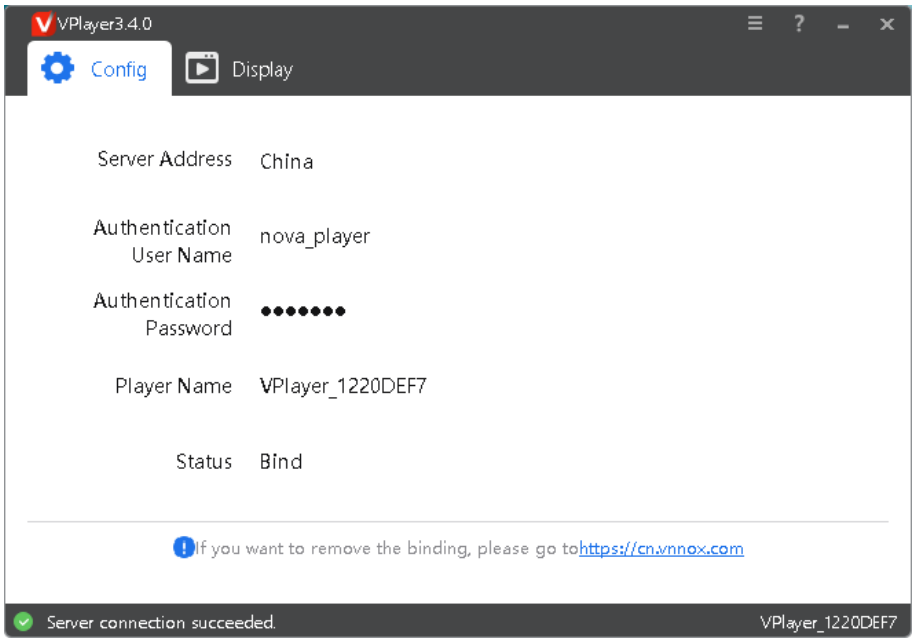



Step 4 Click **OK**.

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




## 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**.

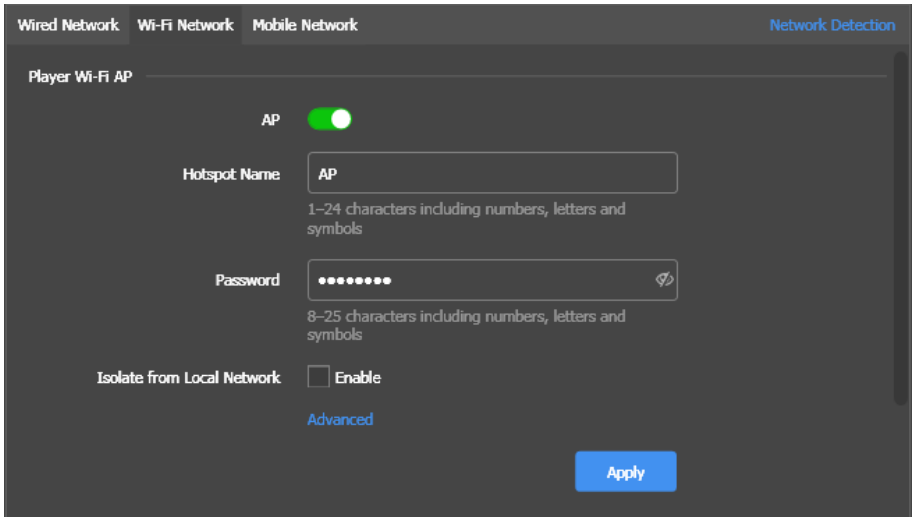
Step 3 Select the target device from the device list.

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




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**.

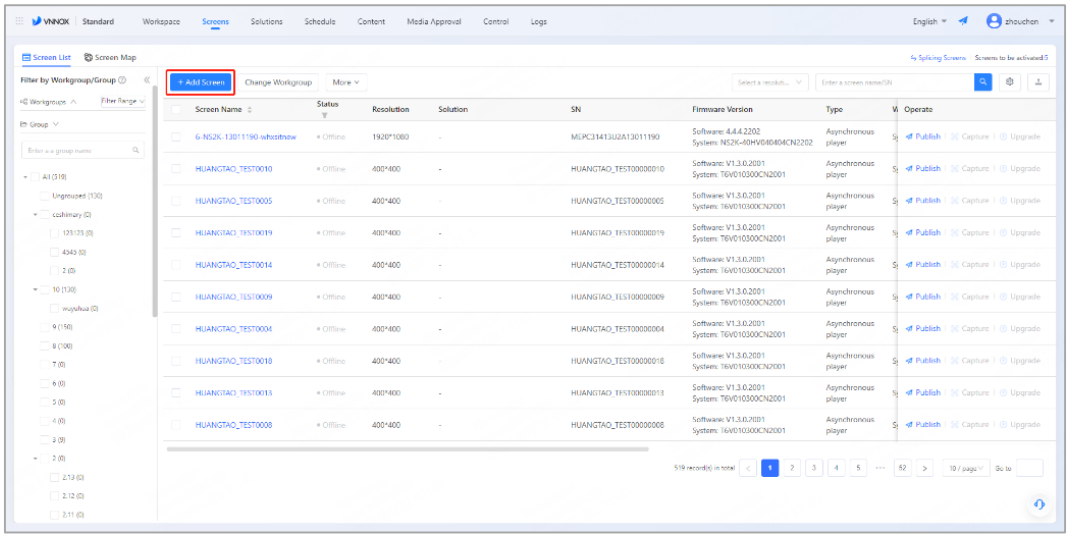
Step 2 Enter the obtained player SN and click **Next**.

Step 3 Complete the network configuration.

### By adding a screen

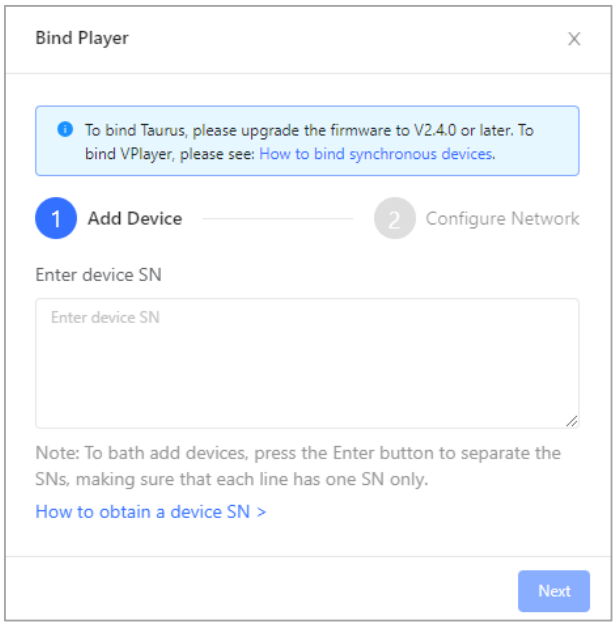
Step 4 On the **Screens** tab page, click **Add Screen**.

Figure 2-9 Adding a screen




Step 5 Enter the obtained player SN and click **Next**.

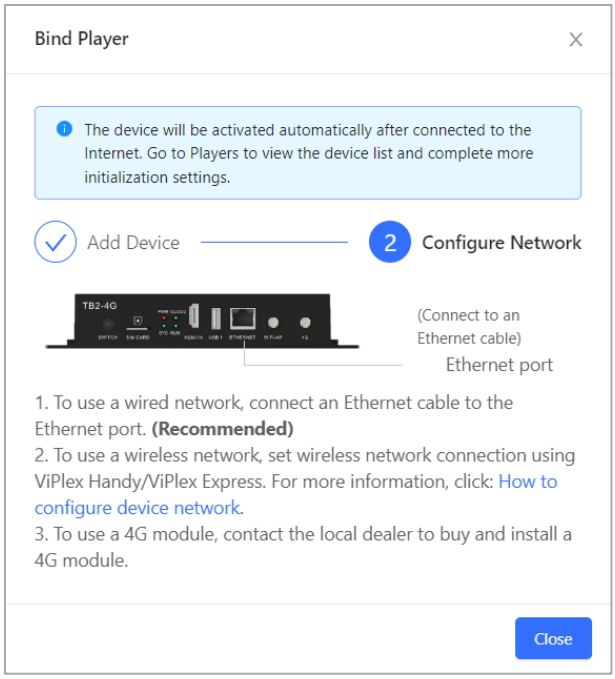
Figure 2-10 Entering the player SN




Step 6 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.

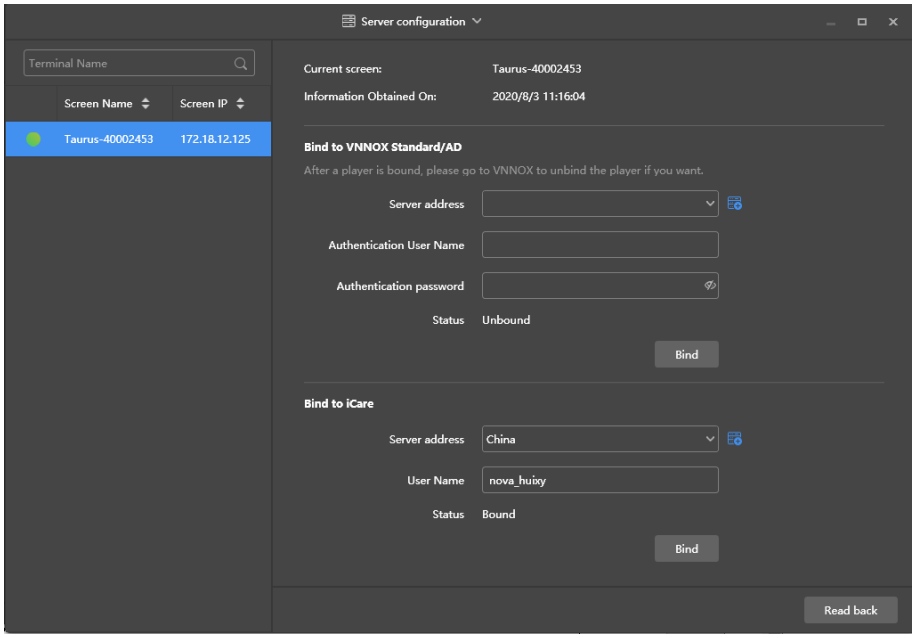
Step 5 Enter the password for the "admin" user and then click **OK**.

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 0Remote Control.

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

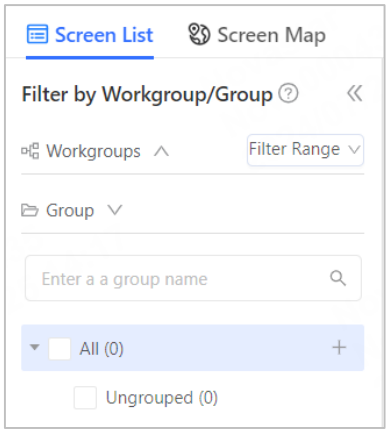
Users can assign screens into different groups for easier management.

### 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 Find and select the players to be added to the new group. Click **Change 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

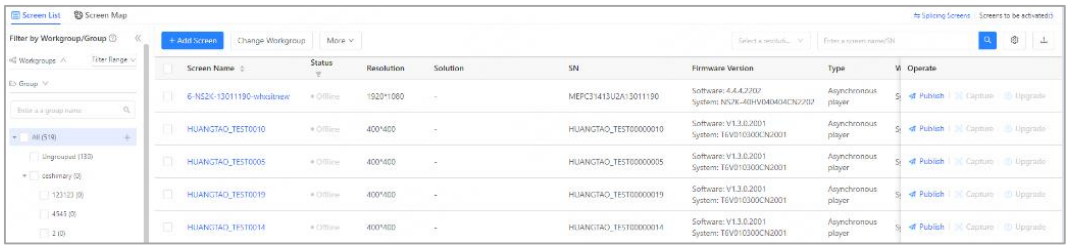
## Scenarios

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

## Operating Procedure

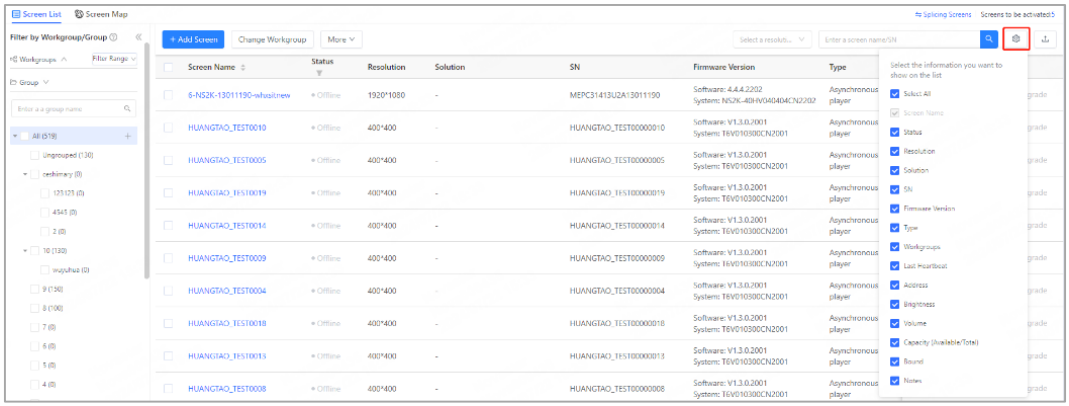
Step 1 From the menu bar, choose **Screens** > **Screen List**

Figure 3-3 Screen management



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

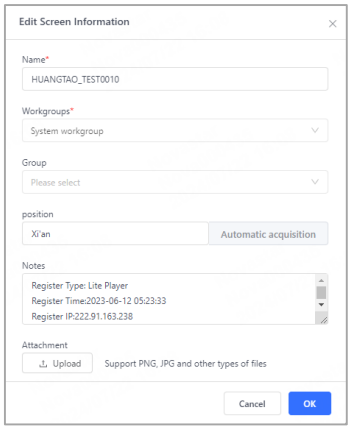
You can click at the top right to select information to display. In addition, you can click a screen name to view all the basic information of the screen and the solution currently being played on the screen.



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.

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



# 3.4 Screen Map

## Scenarios

View the live location and track replay of a screen.

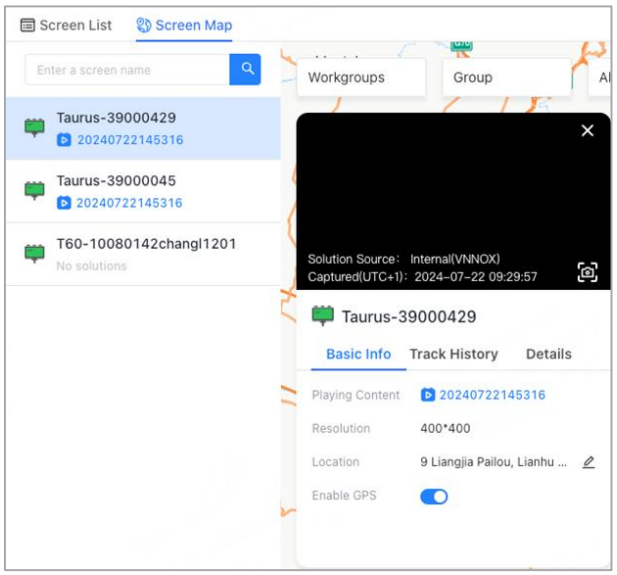
## Operating Procedure

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

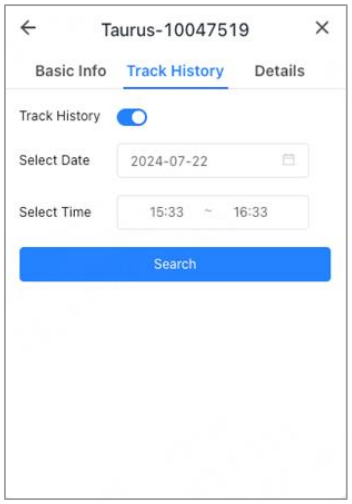
Step 2 View the live location of a screen.

- 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.

## 3.5 Splicing Screen Management

### Scenarios

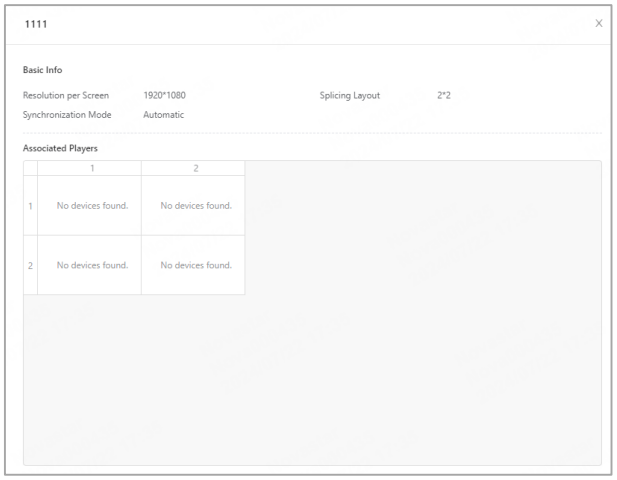
View the detailed information of splicing screens.

### 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 Screen
1920*1080
Splicing Layout
2*2
Synchronization Mode
Automatic
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 | Taurus |
| --- | --- | --- |
| Video | Video container formats:<br>MP4, AVI, RMVB, FLV, MKV, WMV, MOV | Video container formats:<br>MP4, AVI, FLV, WMV, MOV |
| Audio | Currently not supported | MP3<br>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 | Taurus |
| --- | --- | --- |

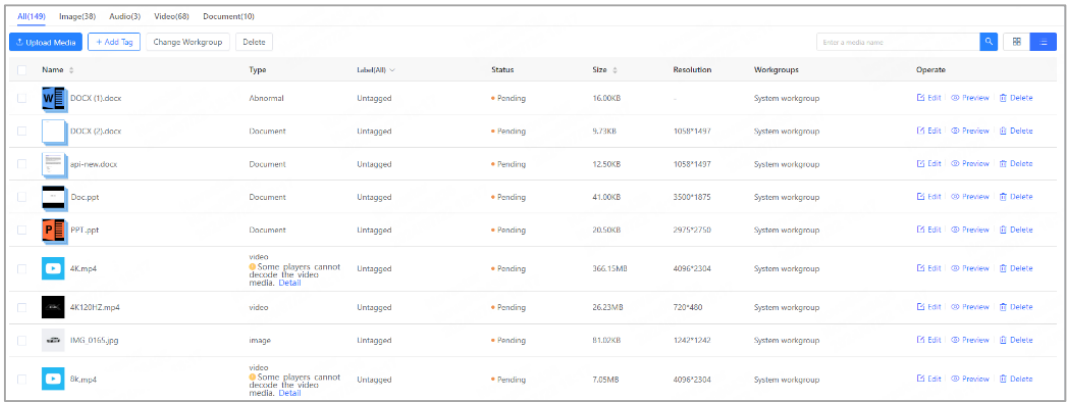
| | | |
|---|---|---|
| Video | Video container formats:<br>MP4, AVI, RMVB, FLV, MKV, WMV, MOV | Video container formats:<br>MP4, AVI, FLV, WMV, MOV |
| Image | JPG, PNG, ICO, BMP, GIF, JPEG | |
| Mixed media | Include all the media types supported by solutions. | |
| Web page | Supported | |
| RSS | 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 | |

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**.

Figure 4-1 Media library




Step 2 Click **Upload Media**, select videos, audios, images or documents from your local storage, and click **Open**.

- Add Tag: From the media list, select a media item, click **Add Tag**, select the tags you want to add, and then click **OK**.
- 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.

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 3 Request for media approval of the uploaded media. For details, see 6.3 Media Approval.

## 4.1.2 Creating Solutions

### Related Information

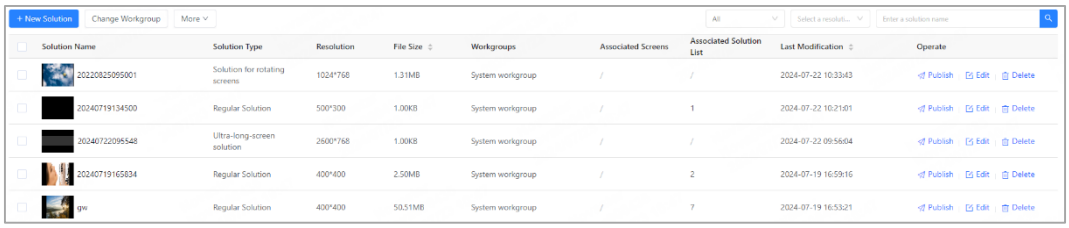
- A solution contains one or more pages. A page contains one or more media items.
- Pages play sequentially from top to bottom.

### 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, splicing screen solution, and rotating screen solution.

Figure 4-2 Creating a solution




**Note:**

The rotating screen solution is displayed only when the user account has permission.

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

The solution editor is displayed.

Figure 4-3 Solution editor

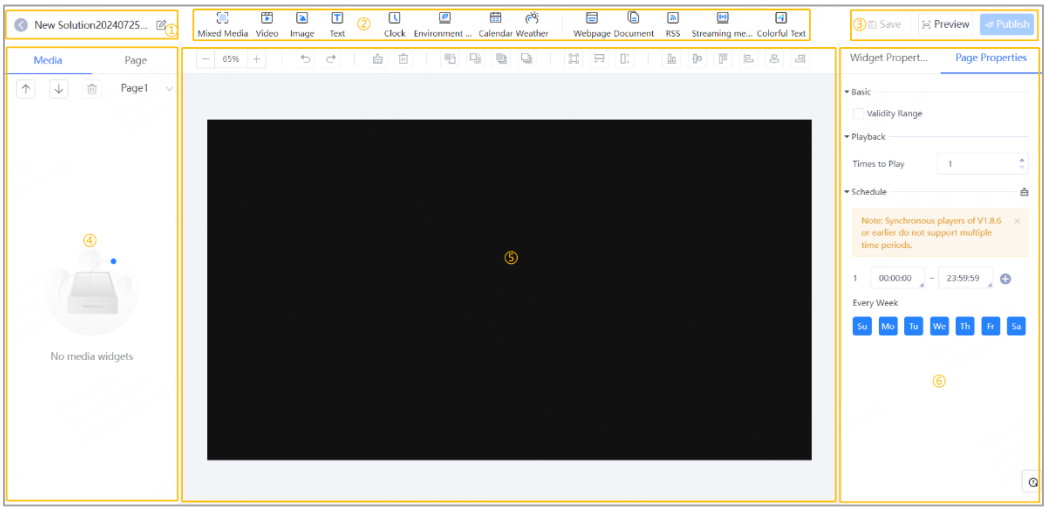



Table 4-3 Solution editor description

| 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 | Save, preview and publish a solution | Save, preview and publish a solution. |
| 4 | Edit media and pages | Edit media and pages.<br>• Media: Adjust media order and delete media.<br>– Click the up/down buttons or drag media to change the layer order.<br>– 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.<br>• Page: Add, copy and delete pages, and adjust the page order.<br>Pages play sequentially from top to bottom. |
| 5 | Edit page media | Zoom pages in or out, delete media and change media layer order |

| No. | Function | Description |
| --- | --- | --- |
| | | and layout. Batch operations are supported. A text widget can be added by double-clicking the blank area.<br>Users can copy media (including its properties) from other pages and paste the media to the current page.<br>• You can undo at most 5 steps.<br>• You can redo at most 5 steps. |
| 6 | Edit properties | Edit the properties of widgets and the page.<br>• Widget properties: Widgets are the media items added to a page. The properties of different widgets vary. Select a widget before editing its properties.<br>• Page properties: Specify the validity range, play count, and schedule for a page.<br>– Validity Range: If this option is selected, Start Date and End Date will be displayed. Expired pages will be skipped during solution playback.<br>– Times to Play: Specifies the number of times to play the page continuously.<br>– 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**.

The publishing result is displayed.

**Notes:**

- Before publishing a splicing screen solution, make sure a splicing screen is created and the screen is bound to cloud in ViPlex Handy.

- 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.

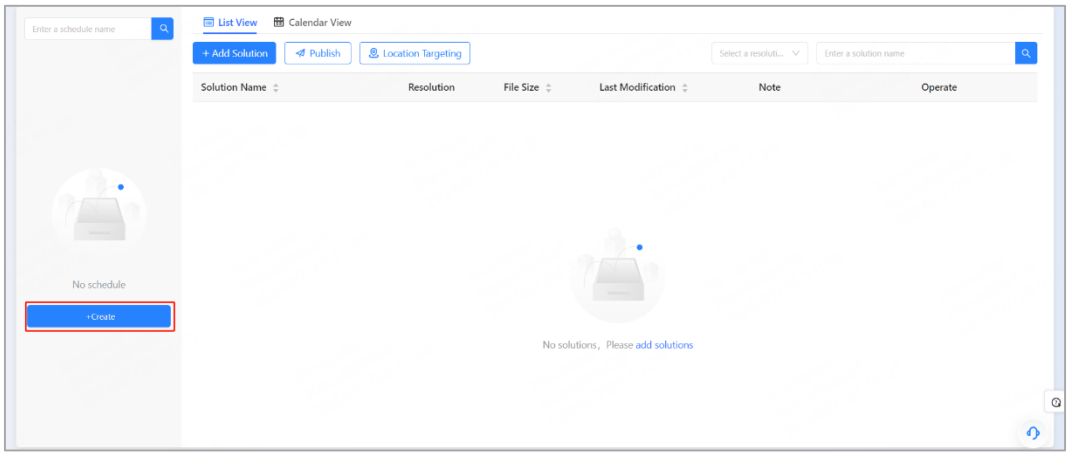
## 4.2 Schedules

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.

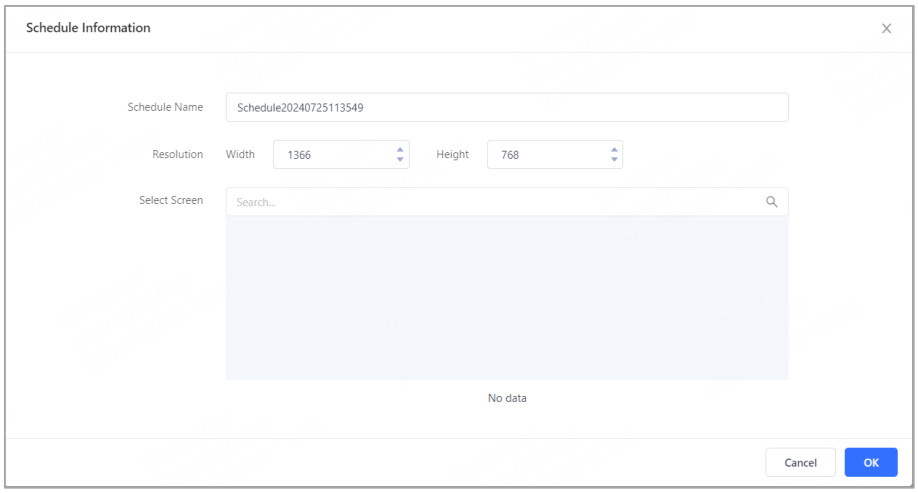
Figure 4-4 Creating a schedule




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

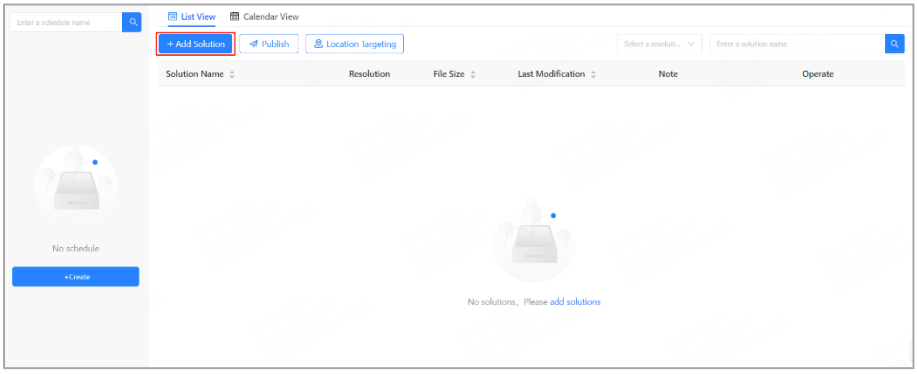
Step 3 On the schedule information window, specify a name and resolution for the schedule, select screens (optional), and click **OK**.

Figure 4-5 Schedule information



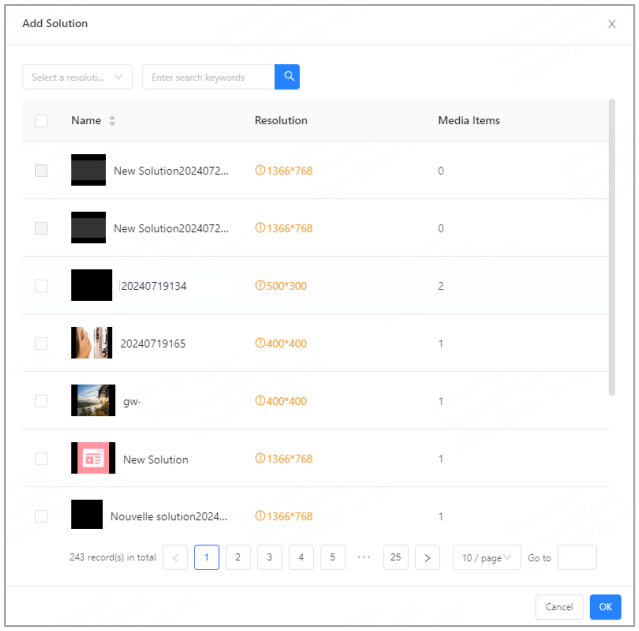

Step 4 On the **Schedule** page, click **Add Solution**.

Figure 4-6 Adding solutions




Step 5 Select one or more solutions.

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 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.

## 4.2.3 Scheduling Solutions

### Operating Procedure

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

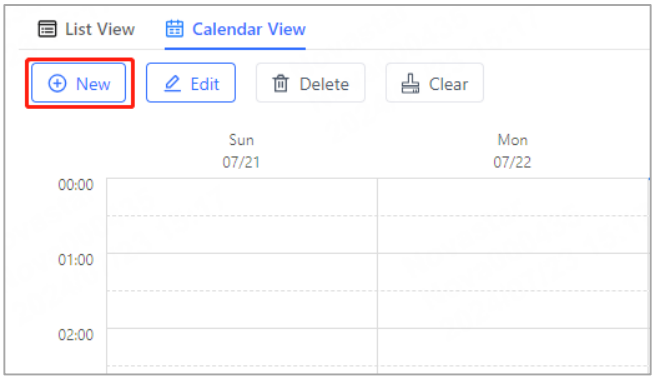
Step 2 Select a schedule on the left of the page.

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

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

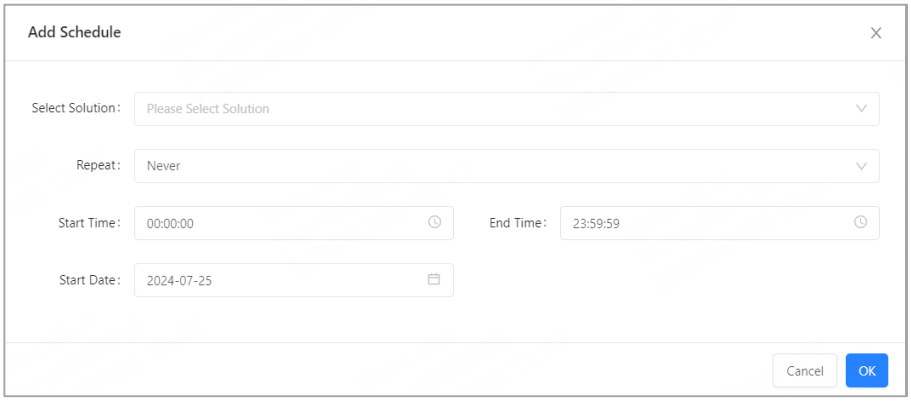
- Click **New**.

- 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 s 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.




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 **Edit**.
- 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 Location Targeting

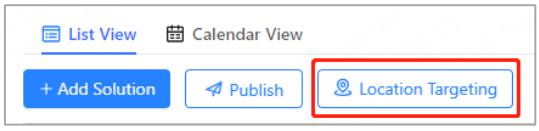
Draw the target areas on the map. When the vehicle-mounted screens enters the target areas, the schedule associated with the location targeting task will play.

### 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.

# 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**.

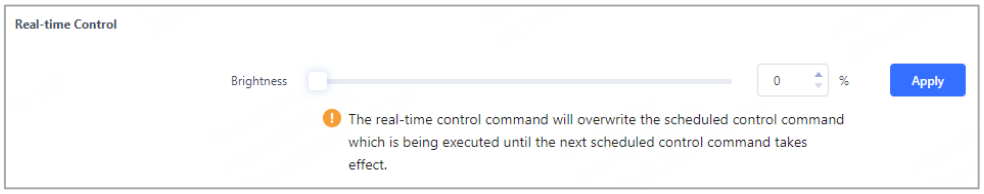
Step 2 Click **Brightness Control**.

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

Step 4 Do the following as needed.

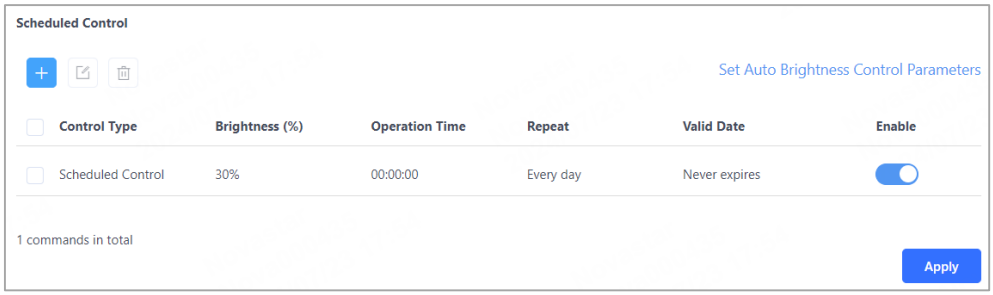
- Real-time control: Adjust the screen brightness by dragging the slider or entering a number and then click **Apply**.

Figure 5-1 Real-time brightness control

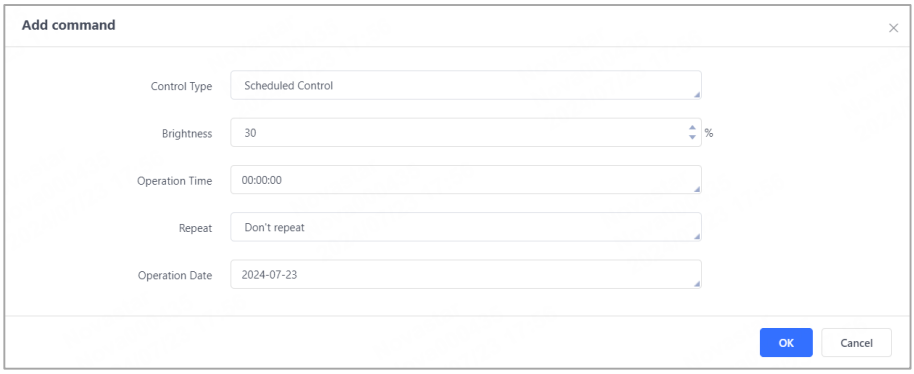



- Scheduled control: In the **Scheduled Control** area, click .
- Set the command parameters, click **OK**, and then click **Apply**.

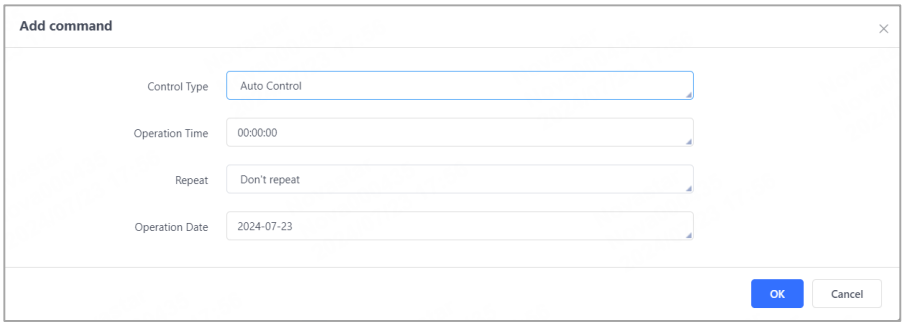
Figure 5-2 Scheduled brightness control



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

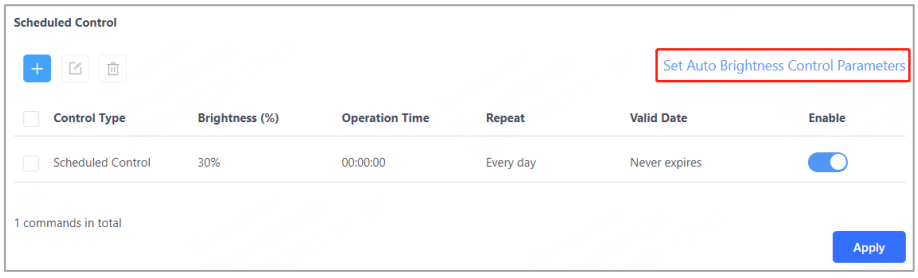



- Auto Control: The screen brightness within the specified time range changes automatically according to the brightness mapping table.



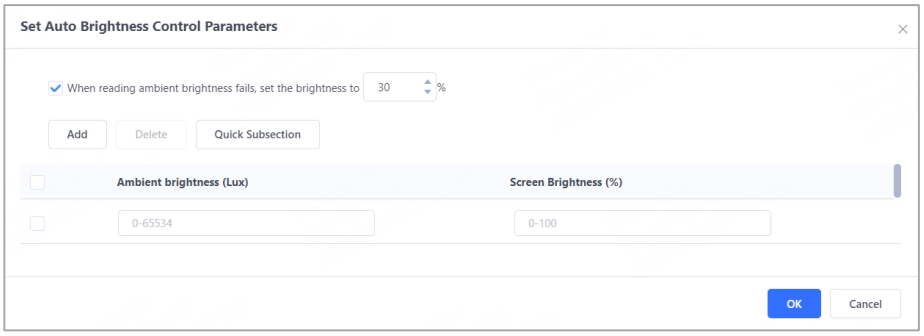

To add an automatic control command for brightness control, set the automatic brightness control parameters, namely, the relationship between the ambient brightness and screen brightness.

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




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.




# 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**.

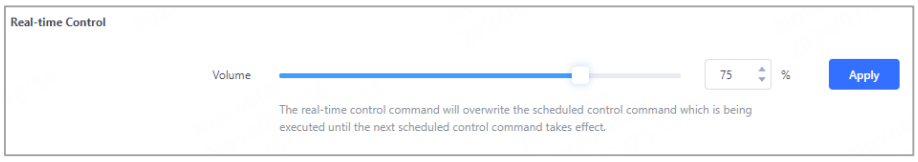
Step 2 Click **Volume Control**.

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

Step 4 Do the following as needed.

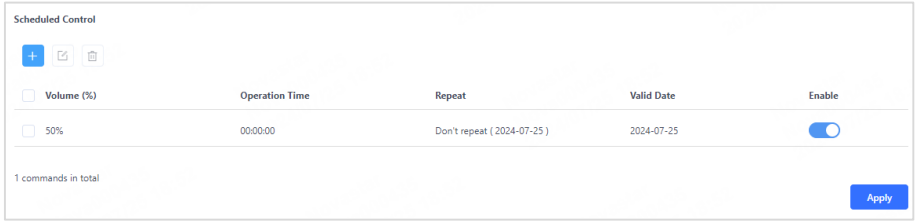
- Real-time control: Adjust the screen volume by dragging the slider or entering a number and then click **Apply**.

Figure 5-3 Real-time volume control




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

Figure 5-4 Scheduled volume control



# 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**.

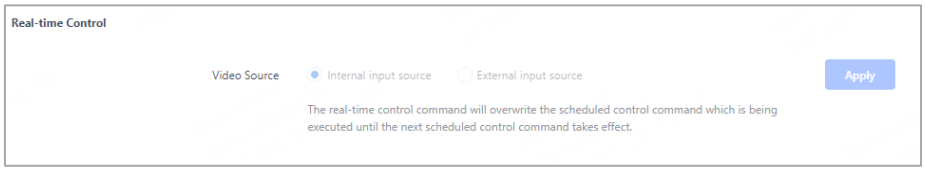
Step 2 Click **Video Source Switching**.

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

Step 4 Do any of the following as needed.

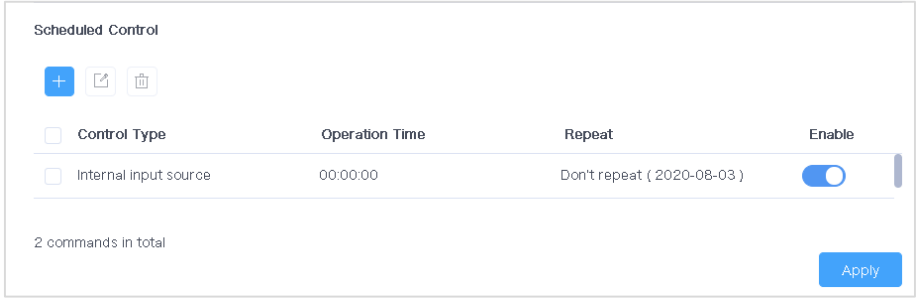
- Real-time control: Select **Internal input source** or **External input source** and then click **Apply**.

Figure 5-5 Real-time video source switching




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

Figure 5-6 Scheduled video source switching



# 5.4 Restart

## Scenarios

Restart players immediately or schedule restart.

## Operating Procedure

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

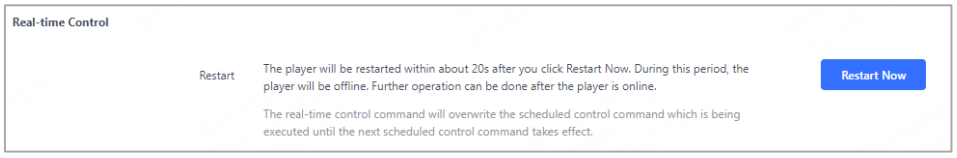
Step 2 Click **Restart**.

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**.

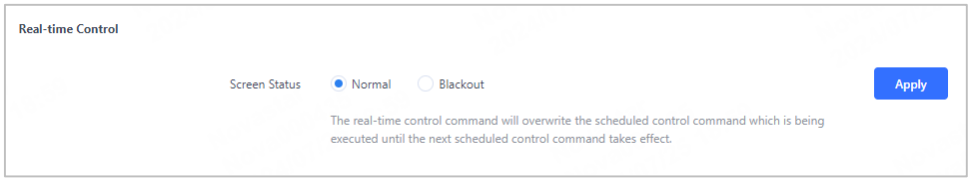
Step 2 Click **Screen Status Control**.

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

Step 4 Do any of the following as needed.

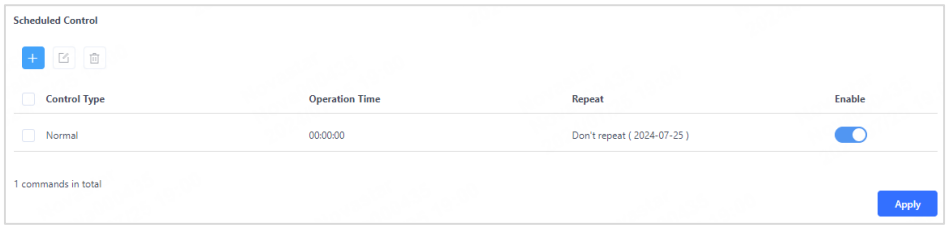
- Real-time control: Select **Normal** or **Blackout** and click **Apply**.

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

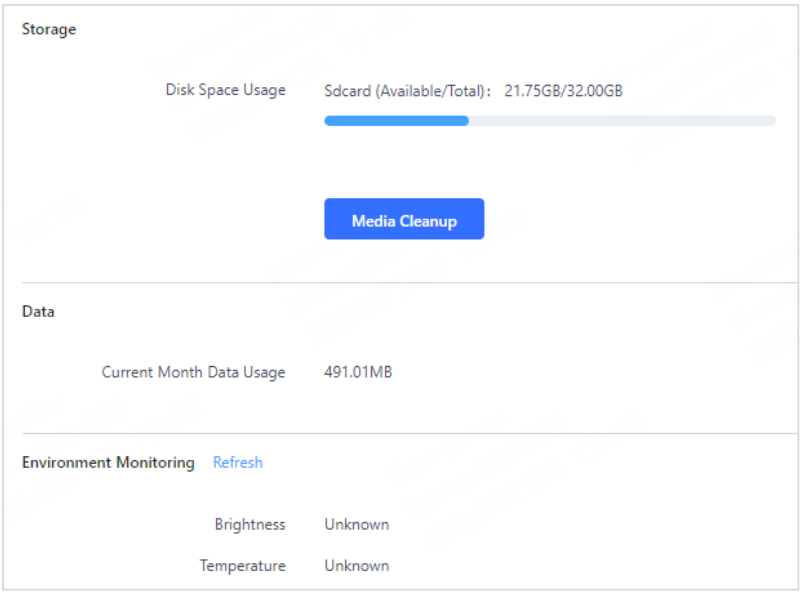
Step 1 From the menu bar, choose **Control**.

Step 2 Click **Monitor**.

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

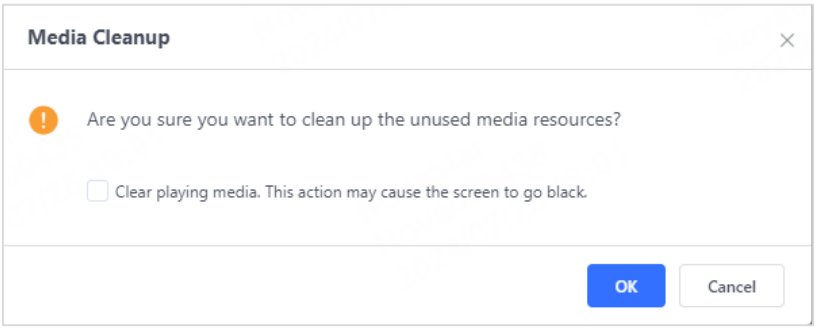
Step 4 View the player disk usage, current data usage of the month, and environment monitoring items.

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**.

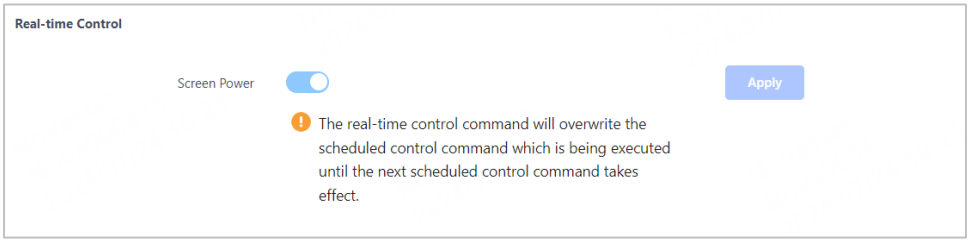
Step 2 Click **Power Control**.

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

Step 4 Do any of the following as needed.

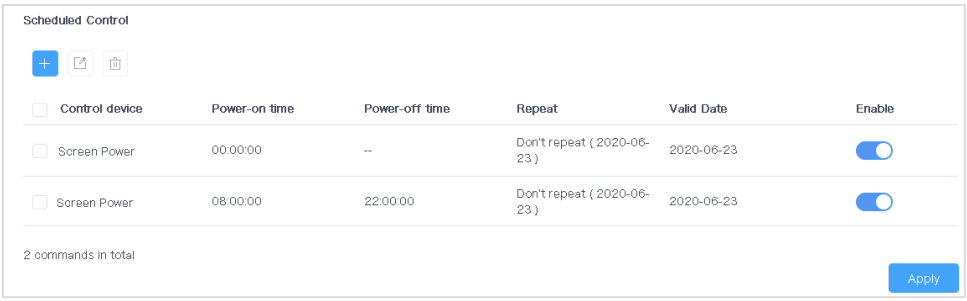
- Real-time control: Turn on **Screen Power** and click **Apply**.

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<br>Taurus | NTP server | Click to customize a server. |
| RF<br>(Radio Frequency) | Taurus | Reference device | Users need to buy and install RF devices.<br>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**.

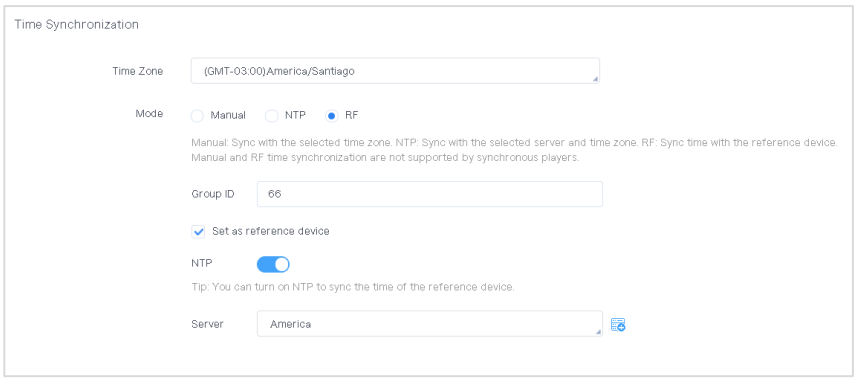
Step 2 Click **Time Synchronization**.

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

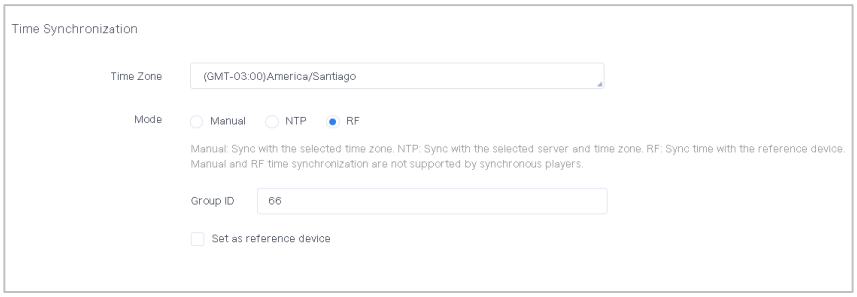
Step 4 Do any of the following as needed.

- 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.




- 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.




- 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

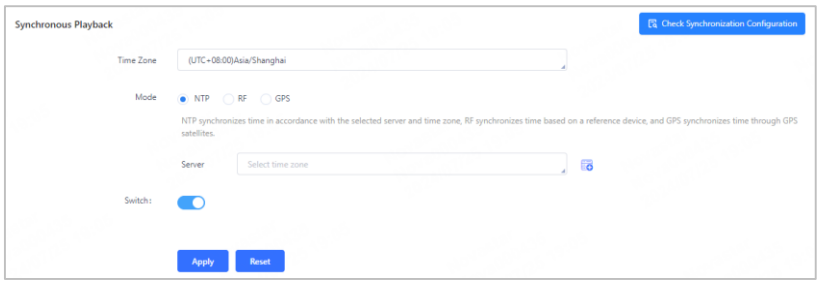
Step 1 From the menu bar, choose **Control**.

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**.



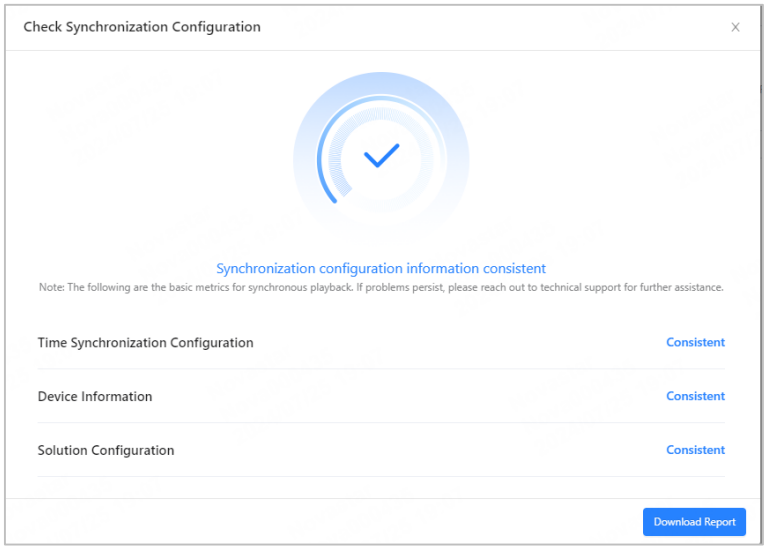

**Check Synchronization Configuration**

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.




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

Step 5 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**.

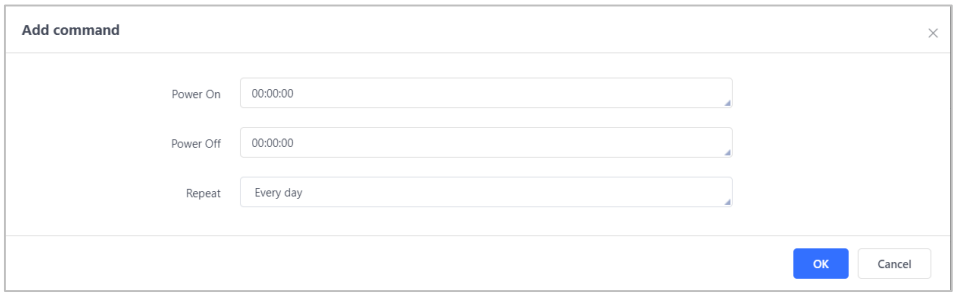
Step 2 Click **On/Off**.

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**.

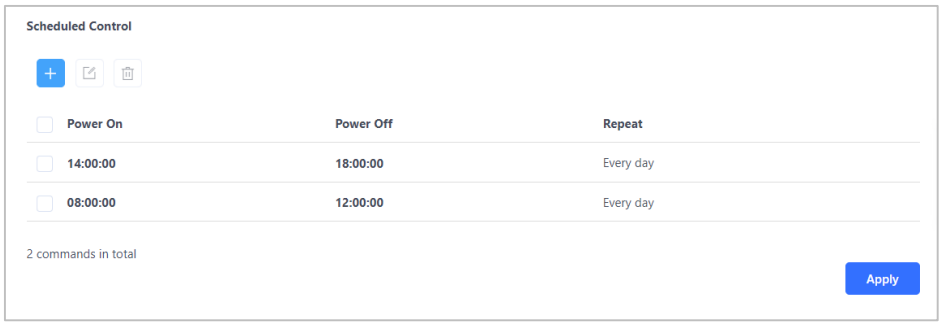
The interval between the power-on time and power-off time cannot be less than 2 minutes. When the power-off is earlier than the power-on time, the player will be powered off on the next day.

Figure 5-15 Creating a scheduled control command




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




# 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 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**.

## 6.2 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.

# 6.3 Media Approval

## Prerequisites

In system management, media approval is enabled.

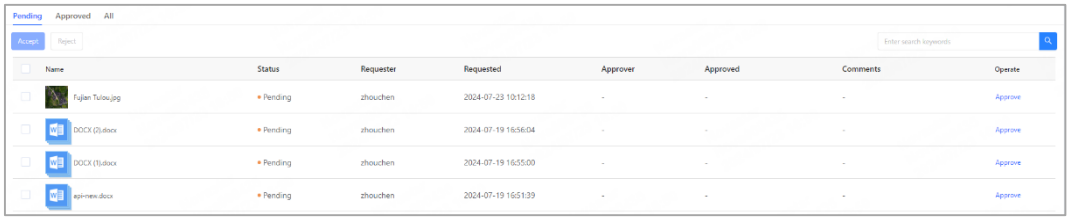
## Scenarios

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




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

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

## 6.4 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.

## 6.5 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 Common Problems & Remedies

## 7.1 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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