

# VNNOX One-Stop Cloud Platform

V7.50.1



VNNOX AD User Manual

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# 1 Introduction

## About VNNOX AD

VNNOX AD offers services of remote content management and control for LED display control systems. It allows users to remotely control the screen status in real time, preset screen control plans, customize the schedules of solutions, insert emergency notifications, specify non-scheduled content for solutions, etc. catering to the habits of advertisers.

VNNOX AD employs resource grouping management to enable permission assignment and data isolation. A media approval mechanism is used for controlling media distribution and enhance the security of media publishing.

## Features

- Easy access for multiple terminals

Supports multiple types of terminals such as the Taurus series multimedia players, the VPlayer synchronous players, etc.

- New smart publishing method

Solutions are published to players over the Internet. After downloaded by players, solutions will be played as scheduled.

- Personalized solution scheduling

Allows solutions to be played by default (the non-scheduled content will be played during the period without scheduled playback tasks), at a specified interval or as scheduled and supports emergency insertion.

- Remote screen status control

Screens can be controlled in real time or as scheduled over the Internet, such as player restart, screen status, volume, brightness, video source switching, etc.

- Detailed play logs

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

- A variety of templates and widgets

Offers a variety of page and frame templates and a WYSIWYG content editor, and allows for custom templates.

- Custom resource grouping management

Allows users to customize the workgroups of media, playlists, 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.

## Functions

Function	Sub-Function	Description
Solution Creating	Media	Media is the smallest unit of a solution.
	Playlist	A playlist is a collection of sequenced media items.
	Solution	A solution is a collection of scheduled playlists.
Solution publishing	Solution association	Associate solutions with players, specify non-scheduled content and set the solution distribution rule. <ul style="list-style-type: none"><li>● Non-scheduled content: The non-scheduled content is played during the period without scheduled playback tasks.</li><li>● Solution distribution rule: Choose to distribute solutions manually, automatically or as scheduled.</li></ul>
	Publishing progress	After a player is associated with a solution, users can view the solution publishing progress and the download status of each media

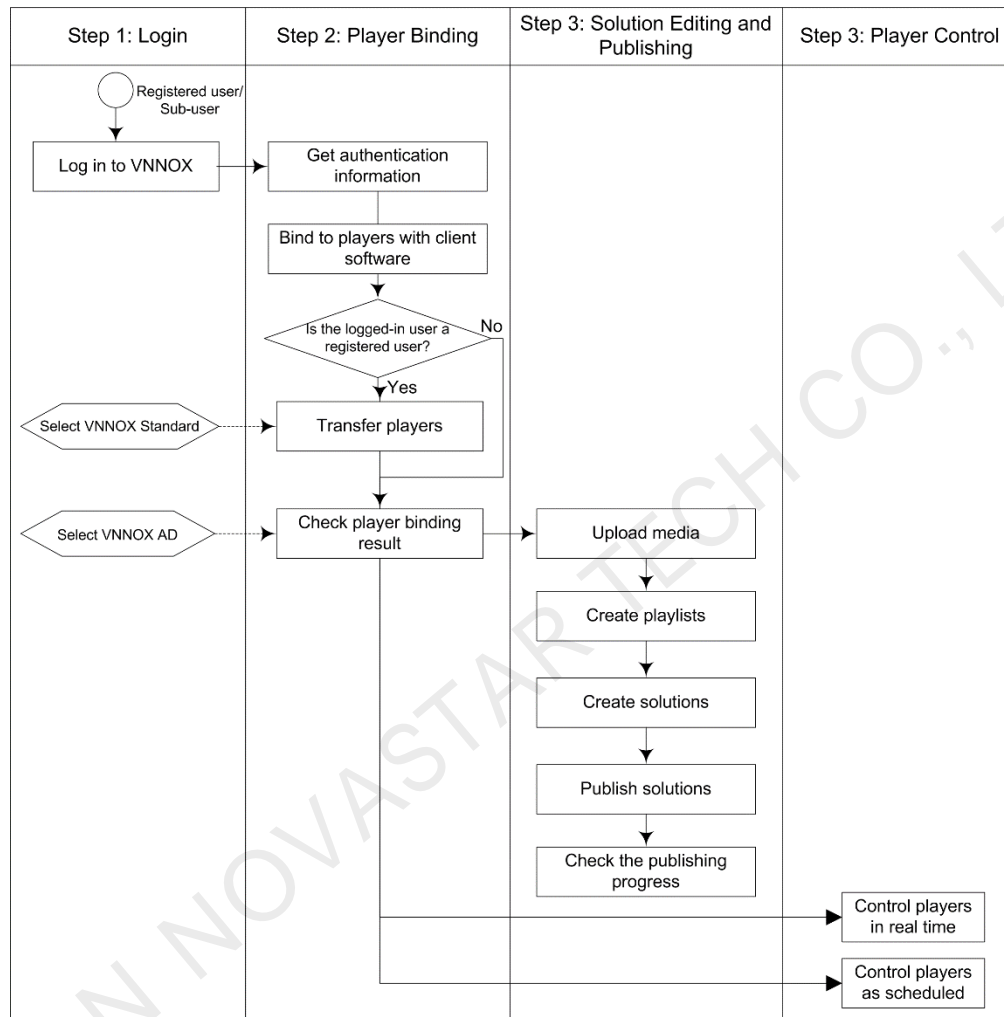
Function	Sub-Function	Description
		item in the solution.
	Play logs	View the playback records of players.
Player control	Real-time control	Remotely enable players to immediately execute the following commands. <ul style="list-style-type: none"> <li>● Restart players</li> <li>● Control screen status</li> <li>● Control screen power</li> <li>● Enable synchronous playback</li> <li>● Switch video source</li> <li>● Adjust volume</li> <li>● Adjust brightness</li> <li>● Obtain time zone</li> </ul>
	Scheduled control	Set remote control plans to remotely control players as scheduled. <ul style="list-style-type: none"> <li>● Restart players</li> <li>● Control screen status</li> <li>● Switch video source</li> <li>● Control power</li> <li>● Adjust volume</li> <li>● Adjust brightness</li> </ul>
	Screenshot	Capture screenshots of the playback window to check whether the playback status and the content being played are correct. If necessary, users can turn off the screen instantly.
	Player upgrade	Upgrade the player to the required version.
	Time synchronization	Time synchronization is to sync time for players. Users can choose NTP or RF time synchronization as required.
Player management	-	Create, delete, transfer, and modify players.
Template management	Page templates	Other types of media can be added to a page template. Users need to select a page template when adding a "Page" type of media.
	Frame templates	A frame refers to the layout of playback windows on a screen. The screen is divided into different areas. Each area plays the specified content according to the playback plan specified in the solution. Users need to select a frame template when creating a solution and only one frame template can be selected for a solution.
License management	-	Licenses give users permissions to use players. A player can be used normally after associated with a license.
Category	-	Sort media, playlists and solutions to make it easier for filtering and search.
Media approval	-	Enabling media item approval allows users to check and approve the uploaded media to make sure the media is secure. <ul style="list-style-type: none"> <li>● Approved media items can be distributed to players while the media items that are refused and need approval cannot be distributed to players.</li> <li>● Refused media items cannot be added to playlists.</li> </ul>
Session timeout	-	Set the amount of time for session timeout. VNNOX automatically logs out when the user does not perform any action during the specified period of time.

## 2 Getting Started

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

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

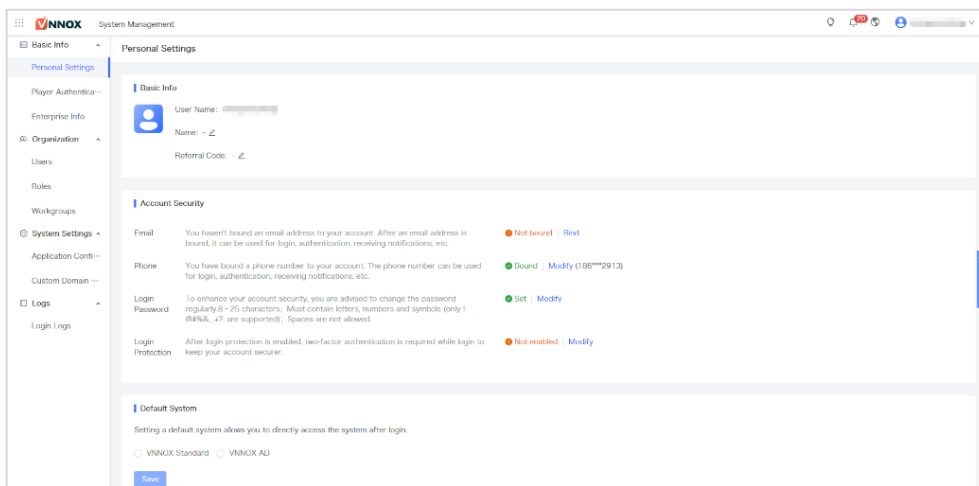
#### Prerequisites

You have registered a VNNOX account.

#### Operating Procedure

- Step 1 Visit [www.en.vnnox.com](http://www.en.vnnox.com) and click **Log In** at the upper right of the page that appears.
- Step 2 Select a server node and click **OK**.
- Step 3 Enter your account name and password, and then click **Log In** to access the homepage of the cloud platform.

Figure 2-2 Homepage of the cloud platform



Step 4 At the top left, choose  > **VNNOX AD** to access the homepage of VNNOX AD.

When you access VNNOX AD for the first time, a prompt appears, reminding you to set a default system. After the default system is set to VNNOX AD, you will access VNNOX AD directly after clicking **Log In** next time.

## 2.2 Player Binding

### Scenarios

After players and VNNOX Standard/AD are bound successfully, users can publish solutions and control players anytime, anywhere without the limitation of cabling.

Player binding requires the VNNOX Standard/AD authentication information. For the detailed procedure, see [2.2.1 Viewing Player Authentication Information](#).


- For synchronous players, go to [2.2.2 Binding to Synchronous Players](#).
- For asynchronous players, go to [2.2.3 Binding to Asynchronous Players](#).

### 2.2.1 Viewing Player Authentication Information

#### Related Information

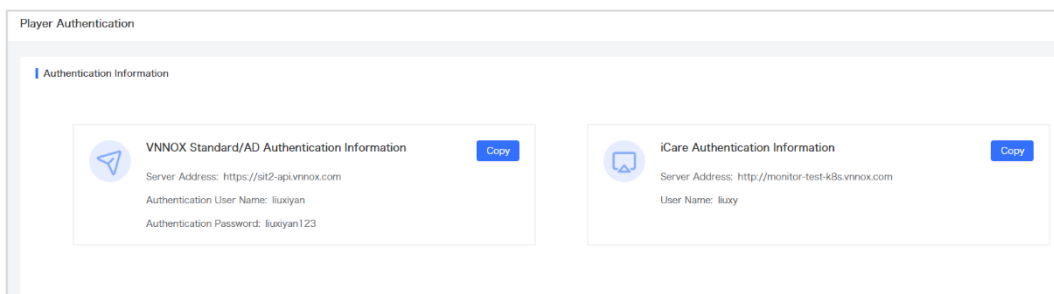
After successful registration, the default authentication information is generated automatically in VNNOX.

### Operating Procedure

Step 1 After you log in to VNNOX, choose  > **Player Authentication**.

Step 2 View and record the authentication information for VNNOX Standard/AD, as shown in [Figure 2-3](#).

Figure 2-3 VNNOX Standard/AD authentication information



## 2.2.2 Binding to Synchronous Players

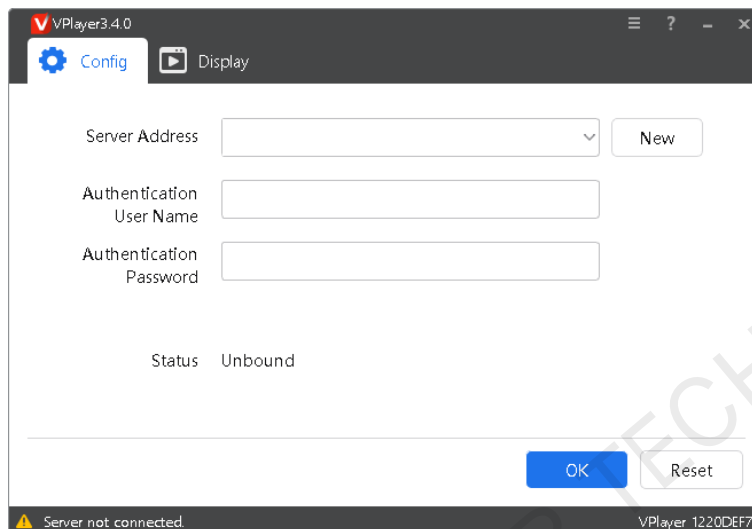
### Prerequisites

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

### Operating Procedure

Step 1 Open VPlayer, as shown in [Figure 2-4](#).

Figure 2-4 **Config** page



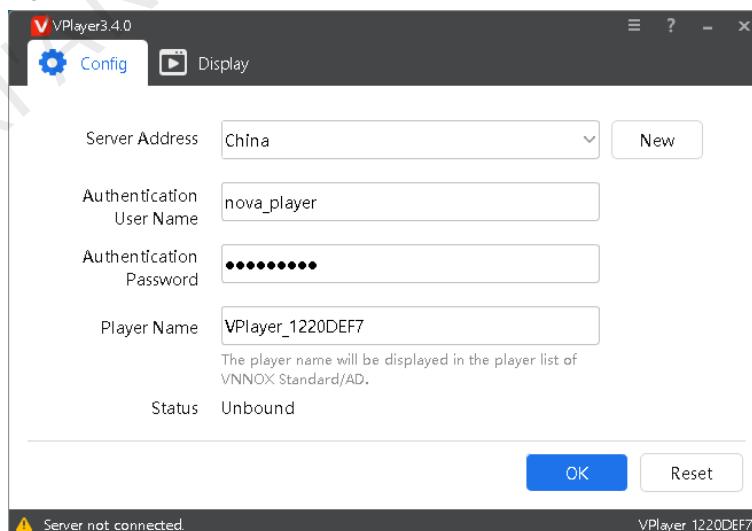
Step 2 On the **Config** tab page, select a server from the drop-down options, or click **New** to create a server.

When you create a server, make sure that the server address is the same as the address in VNNOX.

Step 3 Enter the authentication user name and password.

The authentication information must be the same as the **VNNOX Standard/AD Authentication Information** in VNNOX. For details, see [2.2.1 Viewing Player Authentication Information](#).

Figure 2-5 Authentication information

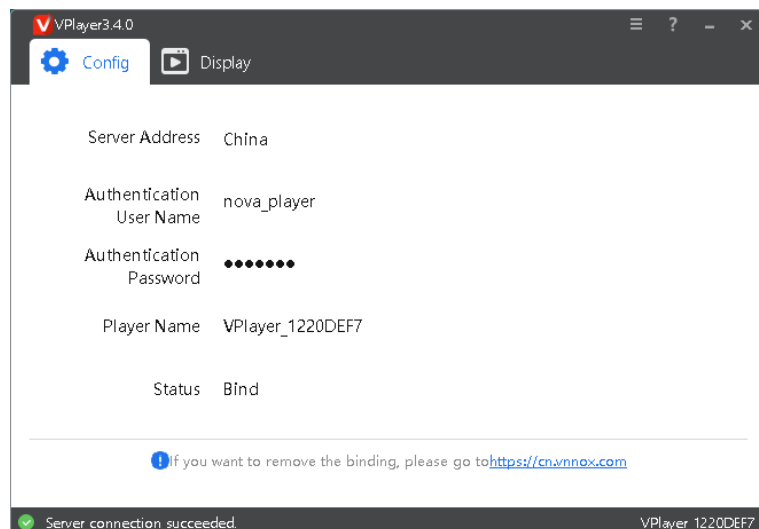


Step 4 Click **OK**.

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 2-6 is displayed.

Figure 2-6 Binding successful



## 2.2.3 Binding to Asynchronous Players

### 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*". The default password is "12345678".
- The password for the "admin" user to log in to the Taurus is obtained.  
The default password for the user "admin" is "123456".
- ViPlex Express or ViPlex Handy is installed.

### Operating Procedure




Screens can be bound to VNNOX Standard/AD by using ViPlex Express or ViPlex Handy. Here ViPlex Express is used as an example.

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

Step 2 Open ViPlex Express.

Step 3 Click **Refresh** to refresh the terminal 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 into the Taurus.

Step 4 Click **Connect** next to the terminal 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 **Terminal Control > Server configuration**.

Step 7 Select the target terminal from the terminal list.



You can select multiple target terminals with the **Ctrl+Shift** keyboard shortcut to batch bind players to VNNOX Standard/AD.

Figure 2-7 Server configuration

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

The authentication information must be the same as the **VNNOX Standard/AD Authentication Information** in VNNOX. For details, see [2.2.1 Viewing Player Authentication Information](#).


Step 9 Click **Bind**.

## 2.2.4 Transferring Players

### Scenarios

After registered users log in to VNNOX, players are bound to VNNOX Standard by default. Users need to transfer the players to VNNOX AD.


### Operating Procedure

- Step 1 At the upper left, choose  > **VNNOX Standard**.
- Step 2 Choose **Players**.
- Step 3 Select one or more players and click **Transfer to VNNOX AD**.
- Step 4 Click **OK**.


## 2.3 Solution Creating and Publishing

Customize solution content, schedule solutions, and publish solutions anywhere, anytime.

### 2.3.1 Uploading Media

- Step 1 Choose  > **Media Management** > **Media**.
- Step 2 Click **Add** and select a media type from the drop-down options.  
Add different types of media as required.

## 2.3.2 Creating Playlists

- Step 1 Choose  > **Media Management** > **Playlists**.
- Step 2 Click **New**.
- Step 3 Enter a name for the playlist and click **OK** to access the **Media Item** tab page.
- Step 4 Click **Add media** or **Add sub-playlist**.  
Select media items or sub-playlists from the pop-up box.
- Step 5 Click **Save**.

## 2.3.3 Creating Solutions


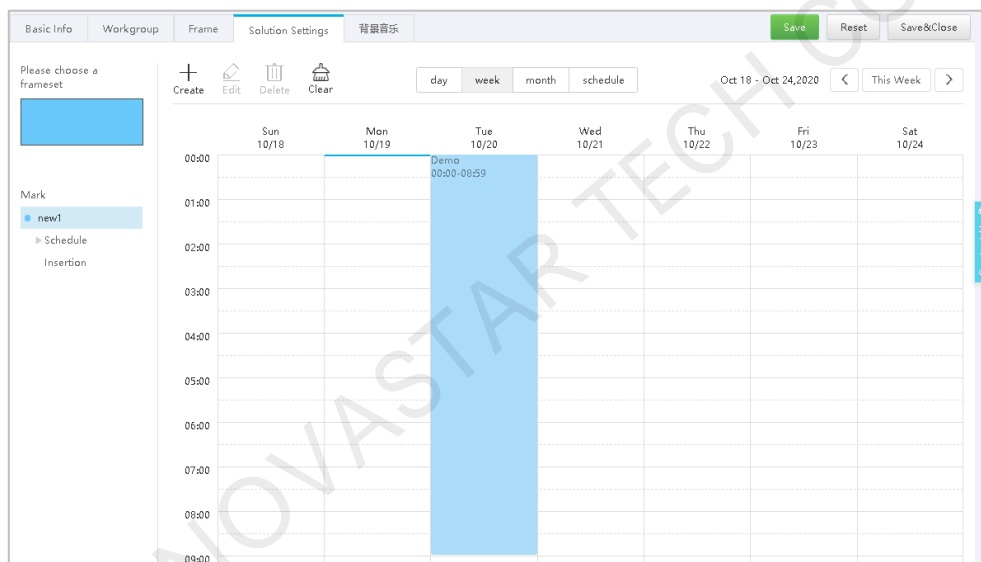
- Step 1 Choose  > **Media Management** > **Solutions**.
- Step 2 Click **New**. Enter a name and specify a category(ies) for the solution, and then click **Next**.
- Step 3 Select a frame template and click **OK** to access the **Solution Settings** tab page.

Figure 2-8 Solution settings




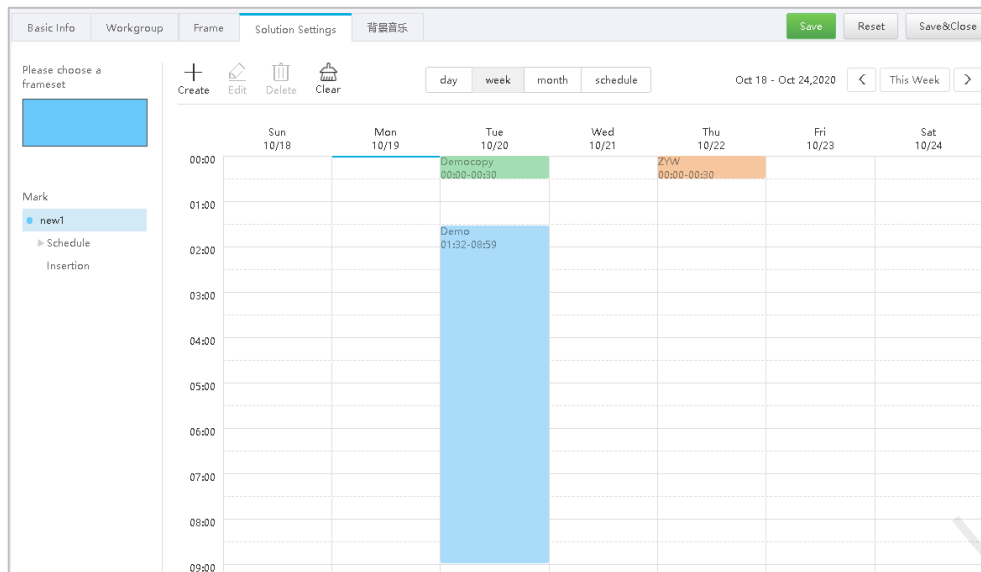
- Step 4 Do any of the following to create a schedule.
  - Click **Create**.
  - Click a cell in the timetable and click .
- Step 5 Select a playlist from the **Playlist** tab page of the **Create** dialog box.
- Step 6 Select the **Play plan** tab to set a playback timeslot and recurrence interval.
- Step 7 Select the **Option** tab to set the display color of the schedule.
- Step 8 After the configuration, click **OK**. The schedule will be graphically displayed in the timetable.

Figure 2-9 Solution schedules



### 2.3.4 Publishing Solutions


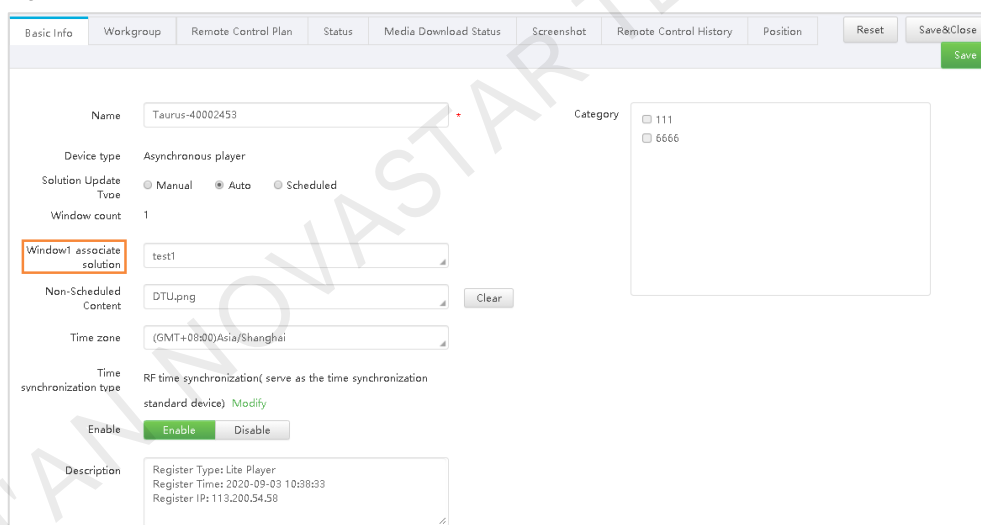
- Step 1 Choose  > **Player Management** > **Players**. A player list is displayed.
- Step 2 Click a player name to access its basic information page.

Figure 2-10 Basic information



- Step 3 Select a solution from the drop-down options next to **Window1 associate solution**.
- Step 4 Do any of the following according to the solution update type.
  - Manual: Click **Save & Close** to return to the player list page. Select the target player and click **Update solution**.
  - Auto or scheduled: Click **Save & Close**.

## 2.4 Player Control

Remotely control screen status in real time or as scheduled, adjust volume and brightness, switch video source, control screen power, etc.

## 2.4.1 Controlling Players in Real Time


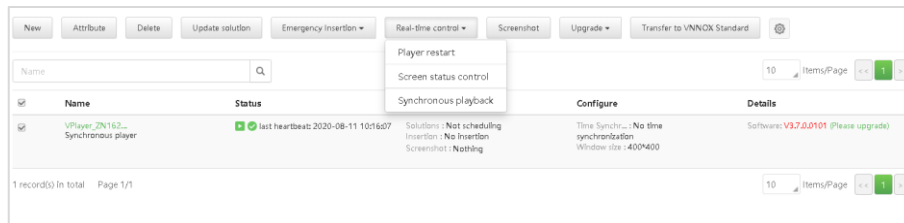
- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 Select the target player and click **Real-time control**. Select an action from the drop-down options.
- The real-time control options of different players vary.

Figure 2-11 Real-time control



## 2.4.2 Controlling Players as Scheduled


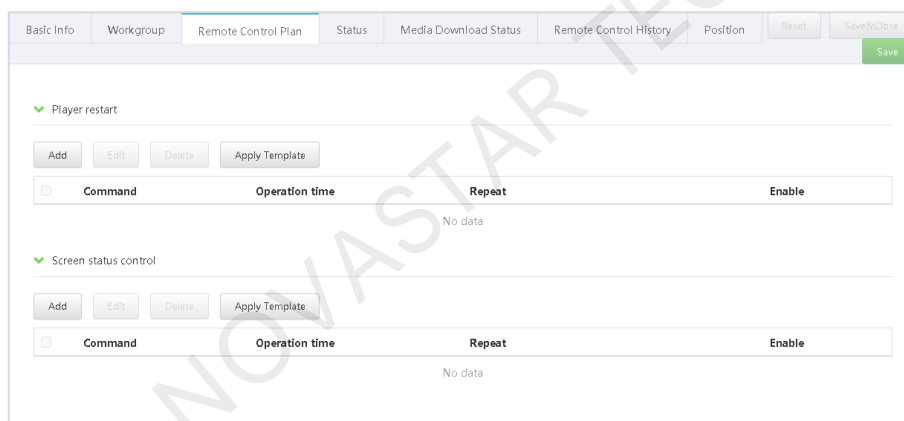
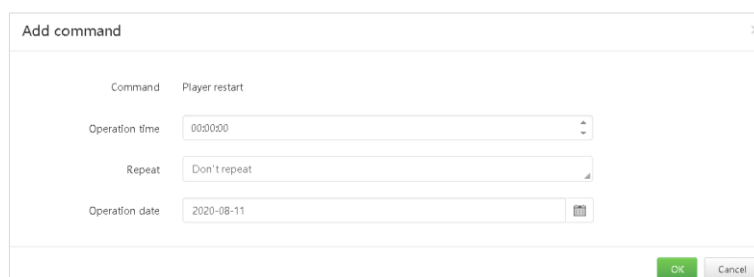
- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 Click the name of the target player and select the **Remote Control Plan** tab.
- The remote control plan types of different players vary.

Figure 2-12 Remote control plan



- Step 3 Choose a plan type, such as **Player restart** shown in Figure 2-12.
- Step 4 Click **Add** to set the execution plan and click **OK**.

Figure 2-13 Adding a command










### 3 Homepage

VNNOX AD uses a visualized method to help users quickly learn about the key procedures of solution creating and publishing: media, playlists, solutions, and players, as shown in [Figure 3-1](#).

Figure 3-1 VNNOX AD homepage



Table 3-1 VNNOX AD homepage

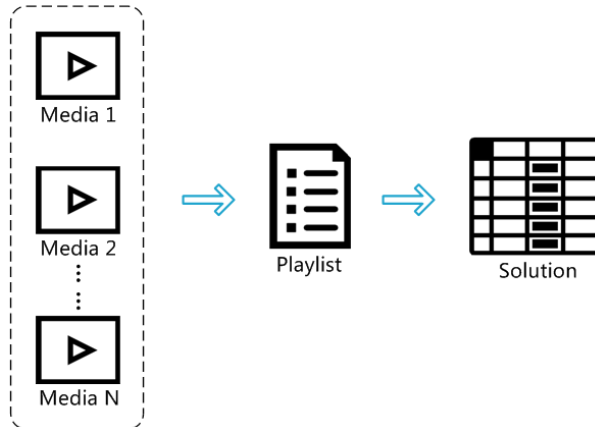
No.	Description	Details
1	System switching button	Click  to switch between the cloud platform, VNNOX Standard, VNNOX AD and iCare.
2	System menu bar	<ul style="list-style-type: none"> <li>● Main menu At the upper right, click  to display the main menu and sub-menus.</li> <li>● License mall At the upper right, click  to buy player licenses.</li> <li>● Update logs At the upper right, click  to view the system update logs.</li> <li>● Language At the upper right, click  to change the display language.</li> <li>● User settings At the upper right, click  to set the account information, view player authentication information, and manage users, roles, workgroups, licenses, etc. For detailed operations, see Cloud Platform Settings in the online help.</li> </ul>
3	Shortcut menu settings	At the upper right, click  . In the dialog box that appears, select menu items to set them as quick access to the system functions. <a href="#">Figure 3-1</a> shows the quick access media, playlists, solutions, and players.

## 4 Solution Creating

In VNNOX AD, a solution can be created by uploading media, adding the media to playlists, and then scheduling the playlists.

The relationship between media, playlists and solutions is shown in [Figure 4-1](#).

Figure 4-1 Procedure to create a solution



### 4.1 Media

Media is the smallest unit of a solution. Uploading media is to upload the playback contents to the platform.

The types of media supported by VNNOX AD are shown in [Table 4-1](#).

Table 4-1 Media types

Media Type	VPlayer	Taurus
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: Audio files can be used as the background audio of text and images only.
Image	JPG, PNG, ICO, BMP, GIF, JPEG	
Documents	Word, Excel, PPT, PDF	
Webpage	N/A	
RSS	N/A	
Page	Text, Image, digital clock, analog clock, environment monitoring, weather, calendar, webpage, RSS, window, colorful text	
Cut-to-Display Media	Text, Image	
Streaming media	<ul style="list-style-type: none"> <li>● HLS, RTMP: Can be previewed online and played.</li> <li>● RTSP: Can be played but cannot be previewed online.</li> </ul>	

When a video cannot meet the decoding specifications of some asynchronous players, a corresponding prompt is displayed on the media list. Users can view the details to address the problem.

#### 4.1.1 Uploading Media

Step 1 Choose  > **Media Management** > **Media**.

Step 2 Click **Add** and select a media type from the drop-down options.

- Upload File: Click **Choose file** to select videos, audio files, images, or documents from your local file system and then click **OK**.
- Webpage: Enter a name and URL for the webpage and then click **OK**. The attribute editing page of the webpage is displayed.
- RSS: Enter a name and URL for the RSS feed and then click **OK**. The attribute editing page of the RSS feed is displayed.
- Page: Enter a name for the page and click **Next**. Select a page template and click **OK**. The attribute editing page of the page media is displayed. For the detailed operating procedure, see [4.1.2 Creating Page Media](#).
- Cut-to-Display Media: Enter a name for the cut-to-display media, specify the resolution, direction and the number of parts of the cut-to-display media, then click **OK**. The attribute editing page of the cut-to-display media is displayed. For the detailed operating procedure, see [4.1.3 Creating Cut-to-Display Media](#).
- Streaming Media: Enter a name and URL for the streaming media and then click **OK**. The attribute editing page of the streaming media is displayed.

## 4.1.2 Creating Page Media

### Scenarios

Page media is selected when users upload media. Page media can contain one or more other types of media items.

### Operating Procedure



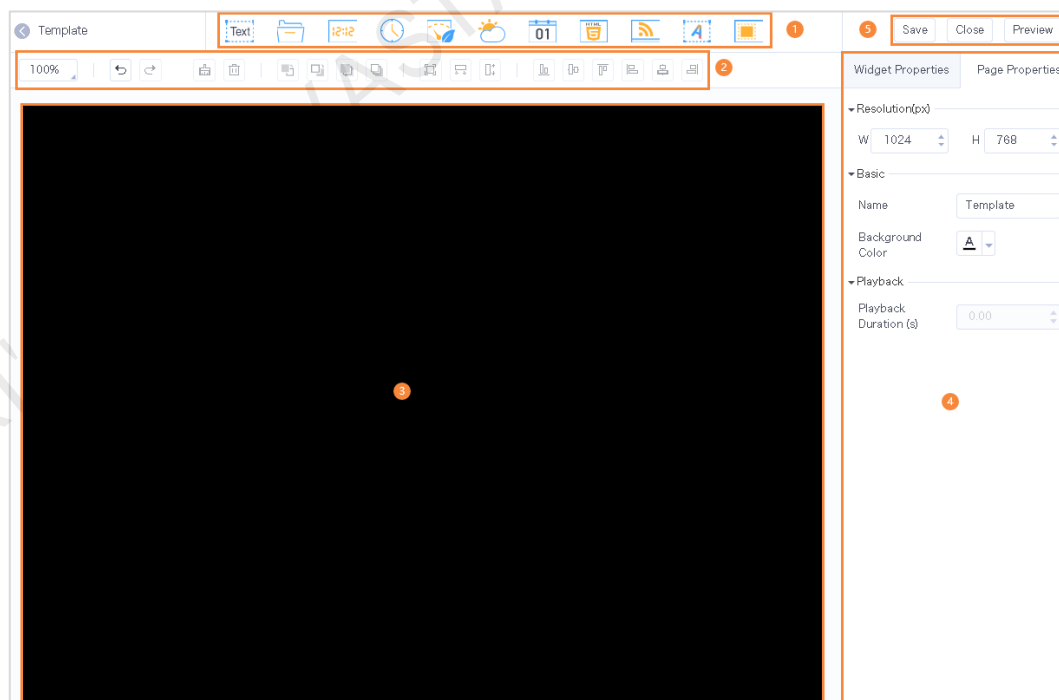
- Step 1 Choose  > **Media Management** > **Media**.
- Step 2 In the media list, do any of the following to access the page media editing page, as shown in [Figure 4-2](#).
- Select a media item of **Page** type and click **Page Edit**.
  - Click  next to the name of a page media item.



Figure 4-2 Editing page



The editing page is illustrated in [Table 4-2](#).

Table 4-2 Editing page

No.	Description	Details
-----	-------------	---------

No.	Description	Details
1	Buttons for adding media.	Click a button to add the corresponding type of media.
2	Buttons for editing media.	Zoom pages in and out, delete media, and adjust media layer order and layout. Batch operations are allowed.  : Undo. You can undo at most 5 steps.  : Redo. You can redo at most 5 steps.
3	Page editing area. Double-click on the whitespace to add text.	
4	<ul style="list-style-type: none"> <li>● Page Properties: Include the resolution, page name, background color, and playback duration.</li> <li>● Widget Properties: The properties of different types of media vary. The media items on a page are limited by the page properties and their original properties do not take effect.</li> </ul>	
5	Buttons to save a page, save a page as a template, and preview a page. Audio files cannot be previewed.	

Step 3 Add required media, edit properties, and adjust the layout.

Step 4 (Optional) Click **Preview** to view the playback effect.

Step 5 After the editing is done, click **Save**.

Step 6 (Optional) Click **Save As Template** to save the current page as a template.

### 4.1.3 Creating Cut-to-Display Media

#### Scenarios

When the pixel width (height) of the resolution of a screen is greater than the pixel width height of the maximum loading capacity of a multimedia player, but the screen resolution does not exceed the maximum loading capacity of the multimedia player, cut-to-display media can be used to enable solution playback on ultra-long screens.

#### Constraints

When you create cut-to-display media, the resolution must be consistent with the configured screen width and height.

- When the cut-to-display media is played on an asynchronous terminal, the configured screen width and height cannot exceed the maximum width and height of the loading capacity of the Taurus series multimedia player.
- When the cut-to-display media is played on a synchronous terminal, the configured screen width and height cannot exceed the width and height of the computer screen resolution.

#### Examples

The resolution of a screen is 9000×128 or 128×9000 and the maximum loading capacity of a TB8 multimedia player is 2,300,000 pixels with a maximum width of 4096 pixels and a maximum height of 1920 pixels. The screen configuration is shown in [Figure 4-3](#) and [Figure 4-4](#).

- Ultra-wide screen (9000×128)
  - Number of parts:  $9000/4096 = 2.20$   
(Here an integer is required, so the number of parts is 3.)
  - Screen width to be configured:  $9000/3 = 3000$
  - Screen height to be configured:  $128 \times 3 = 384$
- Ultra-tall screen (128×9000)
  - Number of parts:  $9000/1920 = 4.69$   
(Here an integer is required, so the number of parts is 5.)
  - Screen width to be configured:  $128 \times 5 = 640$
  - Screen height to be configured:  $9000/5 = 1800$



Figure 4-3 Ultra-wide screen configuration

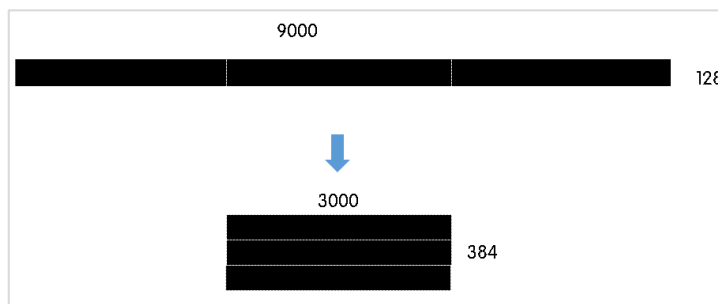
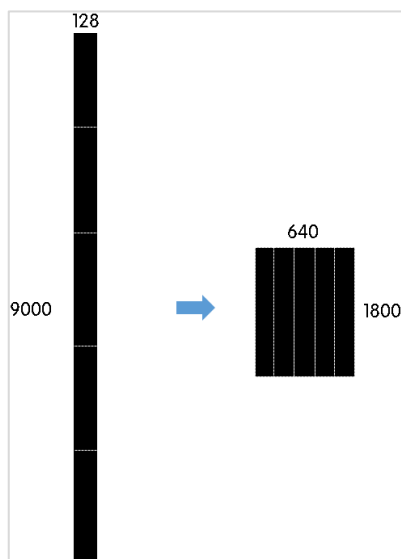


Figure 4-4 Ultra-tall screen configuration



## Operating Procedure

Step 1 Choose  > **Media Management** > **Media**.

Step 2 Click **Add** and select **Cut-to-Display Media** from the drop-down options.

Step 3 In the **Cut-to-Display Media** window, specify a name, resolution and the number of parts, then click **OK**.

- The resolution of the solution must be consistent with the configured screen resolution.  
For the detailed calculation method, see the preceding Examples.
- Set the **Direction** as required. For an ultra-wide screen, select **Horizontal**, while for an ultra-tall screen, select **Vertical**.
- The number of parts is calculated according to the actual screen width and height and the configured screen width and height.

For the detailed calculation method, see the preceding Examples.

Figure 4-5 Cut-to-display media

- Step 4 On the editing page of cut-to-display media, as shown in Figure 4-6, add the required media items, edit their properties, and adjust the layout.

The editing area of cut-to-display media is displayed based on the actual screen size.


Figure 4-6 Editing page

- Step 5 After the editing, click **Save**.

#### 4.1.4 Modifying Media Attributes

##### Related Information

If the media item you are modifying is added to a playlist and the playlist is added to a solution which is already associated with a player, there will be the following three situations according to the distribution type of the player after the modifications are saved:

- Manual distribution: Do the following to distribute the new solution manually.  
Choose  > **Player Management** > **Players**. Select the target player and click **Update solution**.
- Auto distribution: VNNOX automatically distributes the new solution.
- Scheduled distribution: VNNOX distributes the new solution at the specified solution update time. If the update time has passed, the new solution will not be distributed.

## Operating Procedure


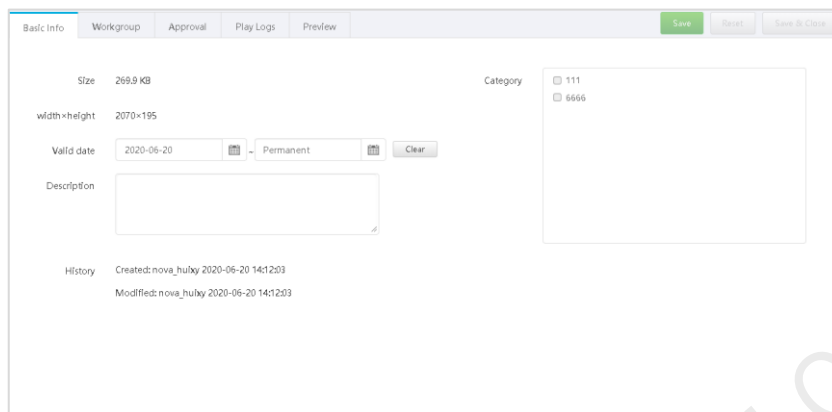
- Step 1 Choose  > **Media Management** > **Media**.
- Step 2 In the media list, do any of the following to access the media attribute page, as shown in [Figure 4-7](#).
- Select a media item and click **Attribute**, or click the media name.
  - Select multiple media items and click **Bulk edit**.

Figure 4-7 Media attributes



Media attributes are illustrated in [Table 4-3](#). Only some tabs and attributes are displayed during batch edit.

Table 4-3 Media attributes

Tab Name	Purpose	Description
Basic Info	Set the basic information of the media, such as the description, validity range, and categories.	<ul style="list-style-type: none"> <li>• Expired media cannot be played.</li> <li>• When the media type is document, set the duration and effect of each page of the document.</li> <li>• Subscriptions will be refreshed automatically according to the <b>RSS refresh period</b>.</li> </ul>
Workgroup	Specify the workgroup the media belongs to and select the workgroups to which you share the media in a non-public workgroup.	The system administrator can view all the media. Sub-users can view the media only in the public workgroup, their workgroups and sub-workgroups, as well as the media shared to their workgroups.
Approval	Approve, request for approval, or refuse media.	<ul style="list-style-type: none"> <li>• In <b>Organization Management</b> &gt; <b>System Management</b>, set the parameter <b>Enable media items approval</b> to <b>Yes</b> to show this tab.</li> <li>• Approved media items can be distributed. Media items that are refused and need approval cannot be distributed. After media attributes are modified, the status of the media item turns into <b>Needs approval</b>.</li> </ul>
Play Logs	Choose to show or hide the play logs.	After the play logs are hidden, the play logs of this media are not displayed in <b>Player Management</b> > <b>Play Logs</b> .
Preview	Preview the playback effect of images, videos, streaming media, or documents.	This tab is displayed when the media type is image, video, streaming media, or document.

- Step 3 After attribute editing is done, click **Save** or **Save & Close**.

## 4.2 Playlists

A playlist is a collection of sequenced media items.

## 4.2.1 Creating Playlists

### Related Information

A playlist can be used for a sub-playlist. For example, after playlist B is added to playlist A, playlist B is the sub-playlist of playlist A. A playlist used for a sub-playlist cannot contain:

- Media of page type.
- Sub-playlists.

### Operating Procedure


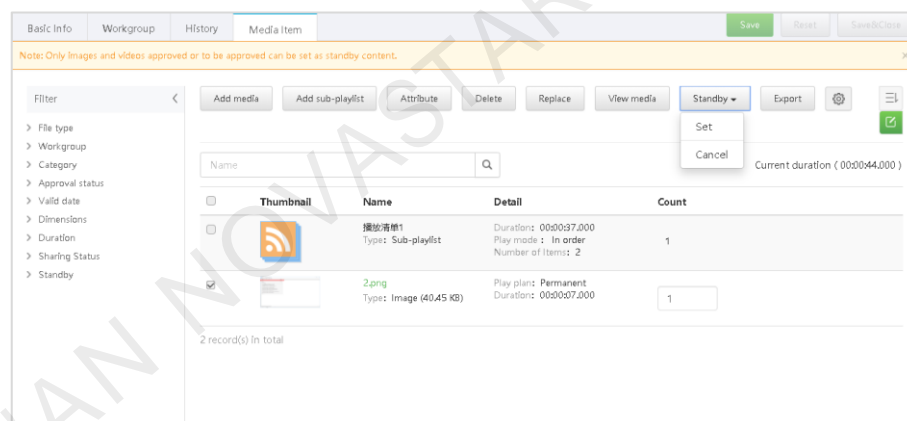
- Step 1 Choose  > **Media Management** > **Playlists**.
- Step 2 Do any of the following to create a playlist.
- Click **New**.  
Enter a name for the playlist and click **OK**. On the **Media Item** tab page that appears, do [Step 3](#) to [Step 8](#).
  - Select a playlist and click **Copy**.  
Enter a name for the copy and click **OK**.
  - Click **Import** and select a file.  
The file must be filled out according to the template.
- Step 3 Click **Add media** or **Add sub-playlist**. Select media items or sub-playlists from the pop-up box and then click **OK**.
- Step 4 (Optional) Select the target media and choose **Standby** > **Set**. The system will set the play count of the selected standby content according to the remaining time.

Figure 4-8 Standby setting



- Only images and videos can be set as standby content.
- The standby content can be set only when the customized playlist duration is longer than the total duration of all the media items in the playlist.

Figure 4-9 Custom playlist duration

The screenshot shows the 'Basic Info' tab of a playlist configuration window. The 'Playlist duration' section is highlighted with an orange border. It contains two buttons: 'Custom' (selected) and 'Default'. Below these buttons, the 'Maximum duration' is set to 00:10:27.010 and the 'Current duration' is set to 00:01:27.010. Other fields visible include Name (Demo), Description, Default image duration time (00:00:07.000), Default web/RSS duration time (00:00:30.000), Default Streaming media duration time (00:10:00.000), Default entrance effect (None), and Default effect duration (00:00:00.000).

Step 5 (Optional) Select the target media and click **Attribute** to set the playback plan of the media or the playback mode of the playlist or the sub-playlist.

Figure 4-10 Media attributes


The screenshot shows the 'Attribute' dialog box with the 'Play plan' tab selected. The 'Valid range' is set to 'No'. The 'Time plan' section has an 'Add more' button and a note: 'Set the valid time of a day, the valid day of a week, and able to add more. Notes: Synchronous players of versions earlier than 1.8.6 support one schedule only.' Below this, there is a 'Time' field with a range from 00:00 to 24:00 and a 'Week' grid with buttons for Sun, Mon, Tue, Wed, Thu, Fri, and Sat.

Figure 4-11 Sub-playlist attributes

The screenshot shows the 'Attribute' dialog box with the 'Basic Info' tab selected. The 'Play mode' is set to 'In order' (highlighted in green). Below it, a tip reads: 'Tip: If custom duration or non-adjacent sort is used, all the media items can be played in order only.'

The media items in a sub-playlist can be played separately or in order. For example, a playlist contains media A, B and C plus a sub-playlist X that contains media E, F and G.

- Play separately: During each round of playback, one of the media items in the sub-playlist is played according to the order of the media items. First round of playlist playback: A>B>C>E; Second round of playlist playback: A>B>C>F; Third round of playlist playback: A>B>C>G.
- Play in order: Every round of playlist playback: A>B>C>E>F>G.


- Step 6 (Optional) Set the play count of each media item. The play count of the sub-playlist defaults to 1 and cannot be changed.
- Step 7 (Optional) Click  to set the sorting method of media items.
- Step 8 Click **Save & Close**.

## 4.2.2 Modifying Playlist Attributes

### Related Information

If the playlist you are modifying is added to a solution which is already associated with a player, there will be the following three situations according to the distribution type of the player after the modifications are saved:

- Manual distribution: Do the following to distribute the new solution manually.

Choose  > **Player Management** > **Players**. In the player list, select the target player and click **Update solution**.

- Auto distribution: VNNOX automatically distributes the new solution.
- Scheduled distribution: VNNOX distributes the new solution at the specified solution update time. If the update time has passed, the new solution will not be distributed.

### Operating Procedure


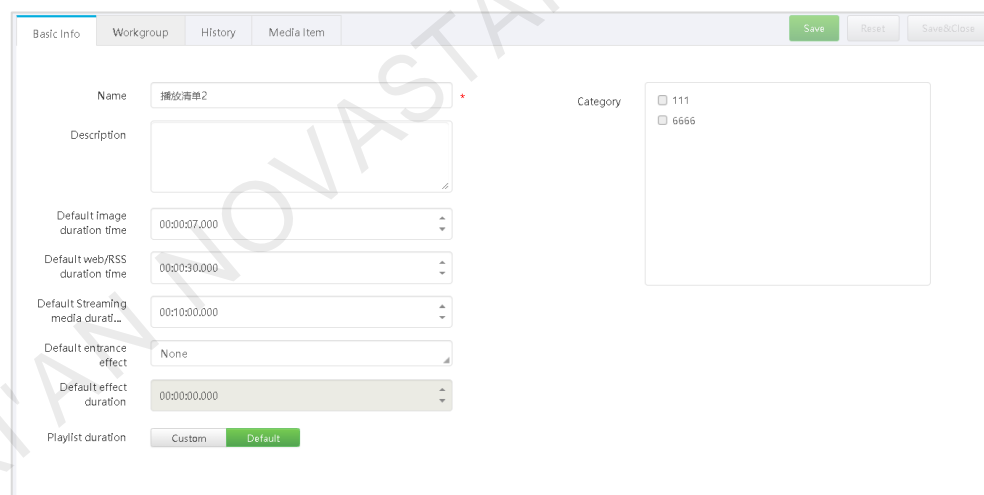
- Step 1 Choose  > **Media Management** > **Playlists**.
- Step 2 On the page that appears, do any of the following to access the playlist editing page, as shown in [Figure 4-12](#).
- Select a playlist and click **Edit**, or click the playlist name.
  - Select multiple playlists and click **Bulk edit**.

Figure 4-12 Playlist attributes



The playlist attributes are illustrated in [Table 4-4](#). Only some tabs and attributes are displayed during bulk edit.

Table 4-4 Playlist attributes

Tab Name	Purpose	Description
Basic Info	Set the basic information of a playlist, such as name, description, duration, and categories.	<ul style="list-style-type: none"> <li>If <b>Playlist duration</b> is set to <b>Custom</b>, the playlist will be played according to the duration specified by the user. <ul style="list-style-type: none"> <li>If the customized playlist duration is longer than the total duration of all the media items in the playlist, a standby content can be specified and the system will automatically set the play count of the specified content according to the remaining time.</li> <li>If the customized playlist duration is longer than the</li> </ul> </li> </ul>

Tab Name	Purpose	Description
		<p>total duration of all the media items in the playlist and no standby content is specified, a black screen will be displayed during the remaining time.</p> <ul style="list-style-type: none"> <li>– If the playlist has sub-playlists, all the media items in the sub-playlists will be played in each round of playback.</li> </ul> <p>● When <b>Playlist duration</b> is set to <b>Default</b>, the playlist duration is the total duration of all the media items in the playlist.</p> <ul style="list-style-type: none"> <li>– If the playlist has sub-playlists, the media items in the sub-playlists can be played either separately or in order.</li> </ul>
Workgroup	Specify the workgroup the playlist belongs to and select the workgroups to which you share the playlist in a non-public workgroup.	The system administrator can view all the playlists. Sub-users can view the playlists only in the public workgroup, their workgroups and sub-workgroups, as well as the playlists shared to their workgroups.
History	Show the creation and change history of the playlist.	-
Media Item	Edit media items and sort pages.	<ul style="list-style-type: none"> <li>● After the media item approval function is enabled, the refused media items cannot be added to playlists.</li> <li>● After the playlist B is used for a sub-playlist of the playlist A, the playlist B cannot be added with sub-playlists.</li> <li>● If the playlist duration in <b>Basic Info</b> is custom and the customized playlist duration is longer than the total duration of all the media items in the playlist, a standby content can be specified.</li> </ul>

Step 3 After the attribute editing is done, click **Save** or **Save & Close**.

## 4.3 Solutions

A solution is a collection of scheduled playlists.

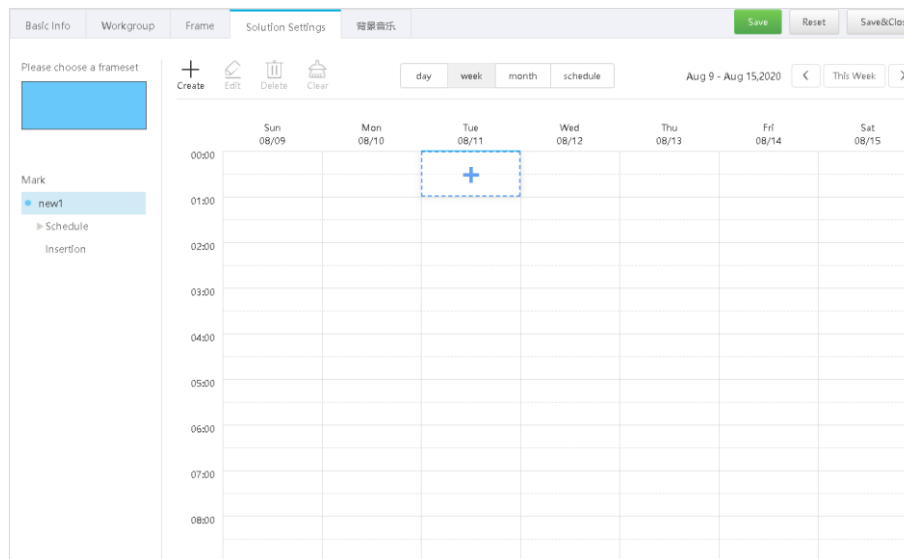
### 4.3.1 Creating Solutions

Step 1 Choose  > **Media Management** > **Solutions**.

Step 2 Click **New**. Specify a name and category(ies) for the solution, and then click **Next**. Select a frame template and click **OK**.

The **Solution Settings** tab page is displayed. The timetable is displayed in the **week** view by default.

Figure 4-13 Solution settings

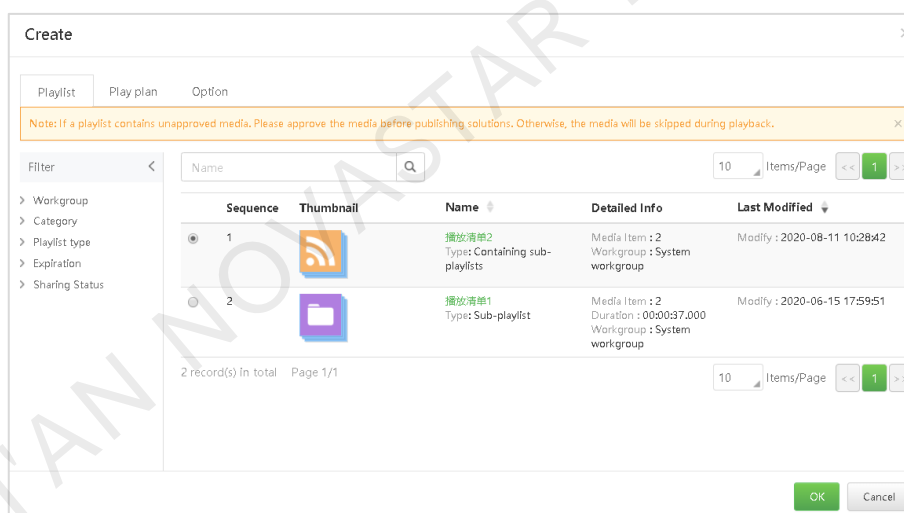


Step 3 Do any of the following to create a schedule.

- Click **New**.
- Click a cell in the timetable and click **+**. Each cell in the timetable in the **day** or **week** view represents one hour. Each cell in the timetable in the **month** view represents one day.

Step 4 Select a playlist from the **Playlist** tab page of the **Create** dialog box.

Figure 4-14 Selecting a playlist



Step 5 Select the **Play plan** tab to set a playback timeslot and recurrence interval.

- When the **Repeat** parameter is set to **Don't repeat**, the solution will be played according to the plan if the current day and the next seven days are specified. It will not be played if other days are specified.
- When the **Repeat** parameter is set to **Every day**, **Every week**, **Every month**, or **Every year**, the solution will be played according to the specified interval.



Figure 4-15 Setting a playback plan

Step 6 Select the **Option** tab to set the display color of the schedule.

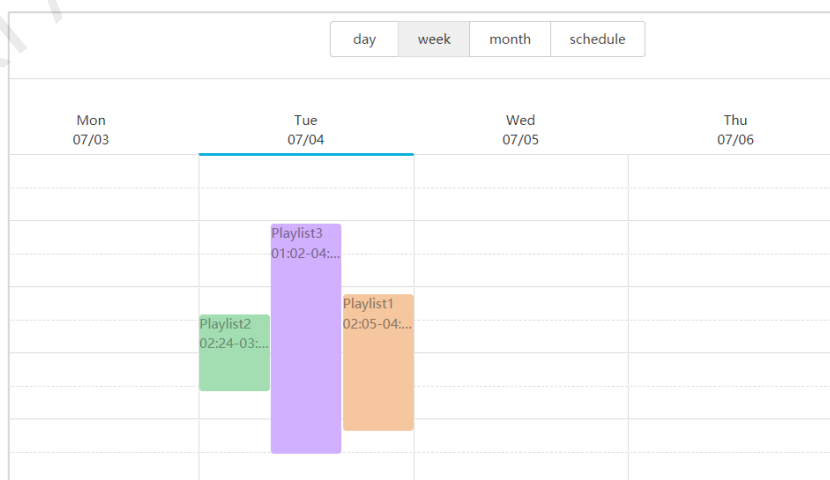
Figure 4-16 Setting a schedule color

Step 7 After the configuration is done, click **OK**. The schedule is graphically displayed in the timetable.

Figure 4-17 is an example of three schedules in the timetable in the **week** view. The system supports the following actions on the schedules:

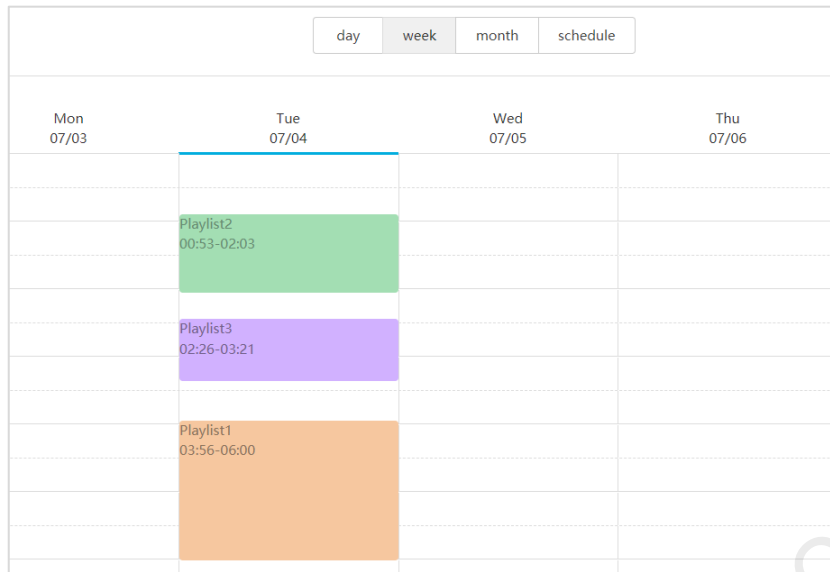
- Drag the top or bottom edge of a schedule to change the timeslots.
- Drag a schedule to anywhere of the column under the date of the schedule to change the timeslot.
- Drag a schedule to change its playback priority within the overlapping timeslot. The corresponding priorities of the schedules from left to right are from the highest to the lowest. Within the overlapping timeslots, the schedule only with the highest priority will be played. For example, the playback order of the three playlists shown in Figure 4-17 is as follows: Playlist 3 > Playlist 2 > Playlist 3. After the playback of Playlist 2 is complete, Playlist 3 will be played from the beginning. Playlist 1 will not be played.
- Double-click a schedule to open the **Edit** dialog box.

Figure 4-17 There are overlapping timeslots



If you drag the three schedules in [Figure 4-17](#) to make the timeslots not overlap, the schedules will be displayed as shown in [Figure 4-18](#).

Figure 4-18 There are no overlapping timeslots



### 4.3.2 Setting Solution Insertion

#### Related Information

The playback of a solution pauses when an insertion begins playing. When the playback of the insertion ends, the solution continues playing from where it paused.

#### Operating Procedure


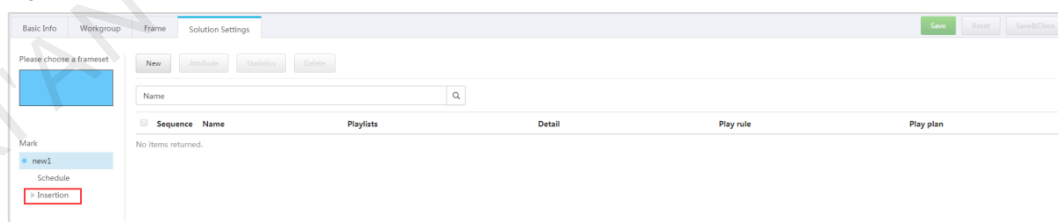
- Step 1 Choose  > **Media Management** > **Solutions**.
- Step 2 Select a solution and click **Attribute**. The **Solution Settings** tab page is displayed by default and the timetable of schedules is displayed in the **week** view.
- Step 3 On the left, click **Insertion**. Here we use a solution only with one frameset as an example, as shown in [Figure 4-19](#).

Figure 4-19 Insertion




- Step 4 Click **New** and do any of the following:
  - **Create:** Create an insertion.
    1. Enter a name for the insertion and click **Next**.
    2. Select a playlist and click **Next**.
    3. Set the playback plan of the insertion and click **Done**.
  - **Choose existing:** Copy an existing insertion.
    1. Choose an existing insertion and click **Next**.
    2. Enter a name for the insertion and click **Done**.
- Step 5 Click **Save** or **Save & Close**.

### 4.3.3 Modifying Solution Attributes

#### Related Information

If the solution you are modifying is already associated with a player, there will be the following three situations according to the distribution type of the player after the modifications are saved:

- Manual distribution: Do the following to distribute the new solution manually.

Choose  > **Player Management** > **Players**. In the player list, select the target player and click **Update solution**.

- Auto distribution: VNNOX automatically distributes the new solution.
- Scheduled distribution: VNNOX distributes the new solution at the specified solution update time. If the update time has passed, the new solution will not be distributed.

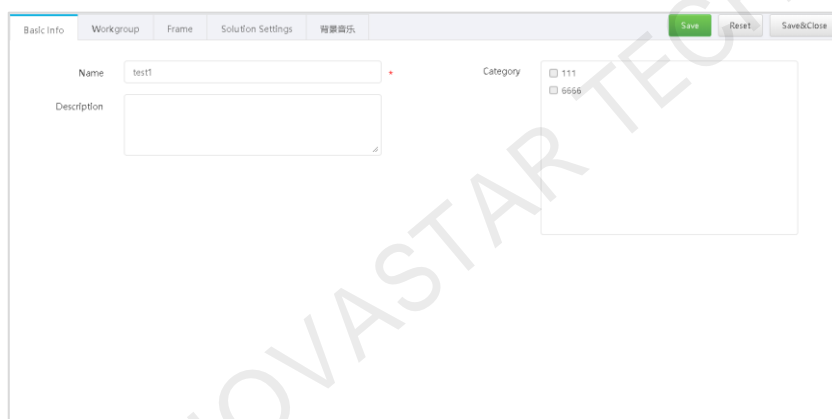
#### Operating Procedure

Step 1 Choose  > **Media Management** > **Solutions**.

Step 2 In the solution list, do any of the following to access the solution attribute page, as shown in [Figure 4-20](#).




- Select a playlist and click **Attribute**, or click the playlist name.
- Select multiple playlist and click **Bulk edit**.

Figure 4-20 Solution attributes



The solution attributes are illustrated in [Table 4-5](#). Only some tabs and attributes are displayed during bulk edit.

Table 4-5 Solution attributes

Tab Name	Purpose	Description
Basic Info	Specify the name and description of the solution.	-
Workgroup	Specify the workgroup the solution belongs to and select the workgroups to which you will share the solution in a non-public workgroup.	The system administrator can view all the solutions. Sub-users can view the solutions only in the public workgroup, their workgroups and sub-workgroups, as well as the solutions shared to their workgroups.
Frame	Set the screen size and layout.	<p>If there are two or more framesets, the following three buttons will be displayed in the <b>Operate</b> column.</p> <ul style="list-style-type: none"> <li>•  : Assign the frameset a higher priority.</li> <li>•  : Assign the frameset a lower priority.</li> <li>•  : Delete the frameset.</li> </ul> <p>A frameset with a higher priority will cover the</p>

Tab Name	Purpose	Description
		framesets with lower priorities.
Solution Settings	Set solution schedule and insertion.	For detailed operations, see <a href="#">4.3.1 Creating Solutions</a> and <a href="#">4.3.2 Setting Solution Insertion</a> .

Step 3 After the attribute editing is done, click **Save** or **Save & Close**.

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## 5 Solution Publishing

After a player is associated with a solution, the solution can be distributed manually, automatically or as scheduled. After downloading the solution, the player will play the solution according to the playback plan.

### 5.1 Associating Solutions with Players

#### Scenarios

Associate solutions with players, specify non-scheduled content, and set the solution distribution rule.

#### Prerequisites

Players are bound to VNNOX.

#### Operating Procedure


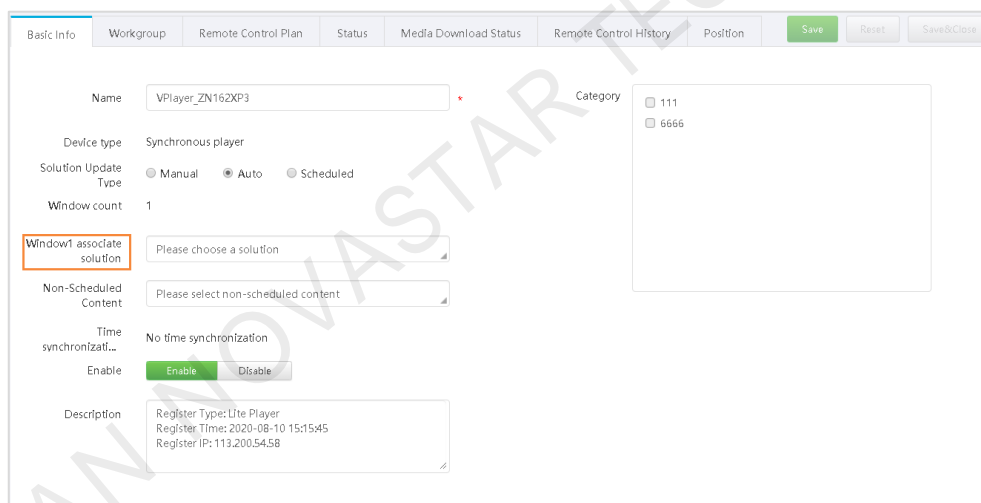
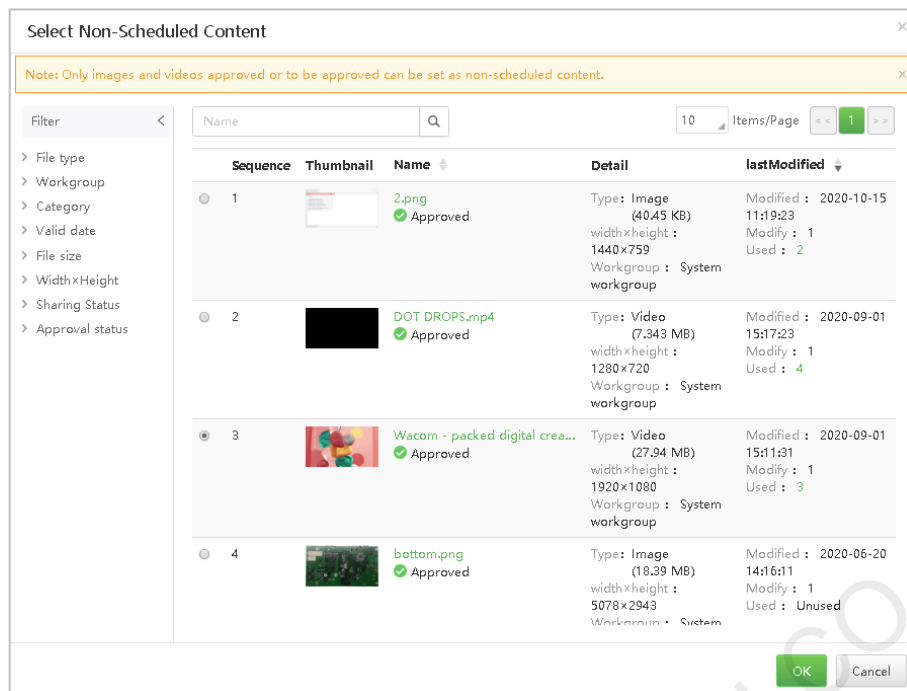
- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 In the player list, do any of the following to access the player attribute page, as shown in [Figure 5-1](#).
- Single player: Select a player and click **Attribute**, or click the player name.
  - Multiple players: Select multiple players and click **Bulk edit**.

Figure 5-1 Player attributes



- Step 3 Select a solution from the drop-down options next to **Window1 associate solution**.
- Step 4 (Optional) Select an image or video from the pop-up box of **Non-Scheduled Content**. The selected content will be played during the timeslots without schedules.

Figure 5-2 Selecting non-schedule content



Step 5 Select a solution distribution type.

- Manual: After a solution is associated with the player or the solution is modified, you have to go back to the player list, select the player and click **Update solution** to distribute the solution, as shown in [Figure 5-3](#) and [Figure 5-4](#).

Figure 5-3 Manual distribution

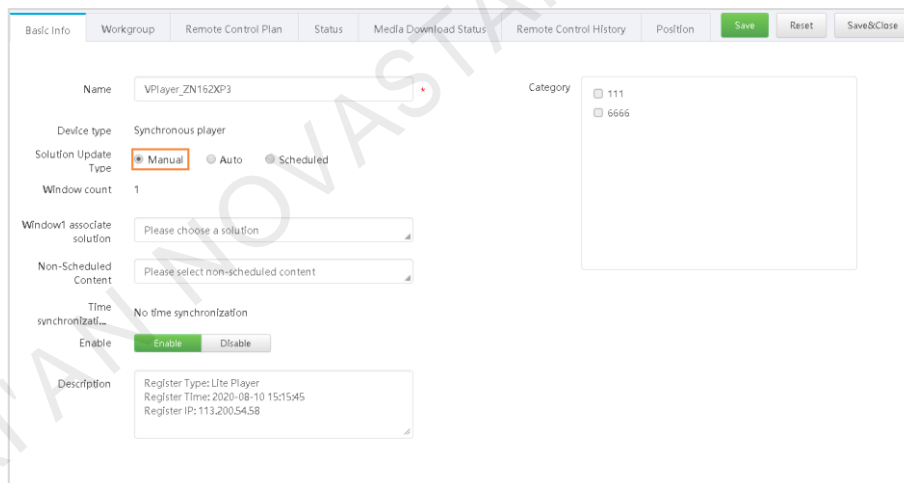
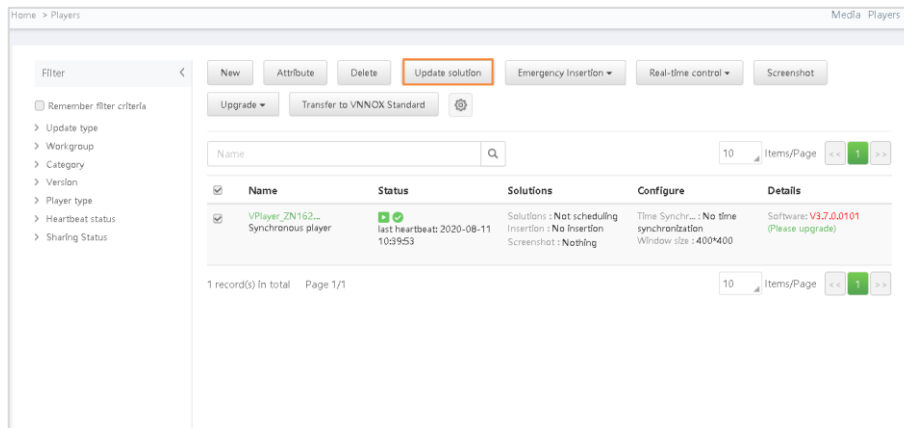
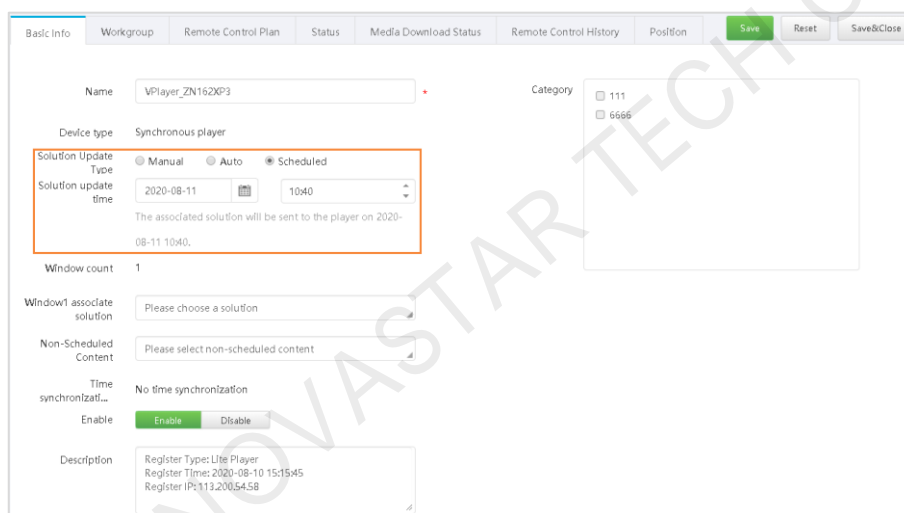


Figure 5-4 Updating solution



- **Auto:** After a solution is associated with the player or the solution is modified, VNNOX automatically distributes the solution.
- **Scheduled:** Selecting this option requires you to specify **Solution update time**. After a solution is associated with the player, VNNOX distributes the solution at the specified solution update time.

Figure 5-5 Scheduled distribution



Step 6 Click **Save & Close**.

## 5.2 Viewing Publishing Progress

### Scenarios

After a solution is associated with a player, users can view the solution publishing progress and the download status of each media item in the solution.

### Operating Procedure

Step 1 Choose  > **Player Management** > **Players**.

Step 2 In the **Solution** column of the player list, view the solution name and solution update status.

- The solution has been published successfully and the player is downloading the solution, as shown in [Figure 5-6](#).

Figure 5-6 Solution publishing status

Filter					
<input type="checkbox"/> Remember filter criteria <input type="checkbox"/> Update type <input type="checkbox"/> Workgroup <input type="checkbox"/> Category <input type="checkbox"/> Version <input type="checkbox"/> Player type <input type="checkbox"/> Heartbeat status <input type="checkbox"/> Sharing Status					
Name	Status	Solutions	Configure	Details	
Taurus-4002453 Asynchronous player	<div> <div>last heartbeat 2020-10-21 10:04:01</div> <div>Monitoring status : Normal</div> </div>	<div>Solutions : Demo</div> <div>Downloaded: 7</div> <div>Insertion : No insertion</div> <div>Screenshot : View screenshot</div>	<div>Screen Brightness : 30%</div> <div>Time Synchroniz... : No time synchronization</div> <div>Time zone : (GMT+08:00)Asia/Shanghai</div> <div>Window size : 64*32</div>	<div>Software: V2.3.0.0601 (Please upgrade)</div> <div>System: TV020300CN0601 (Please upgrade)</div>	
async Asynchronous player	<div> <div>Not bound to terminal</div> </div>	<div>Solutions : Not scheduling</div> <div>Insertion : No insertion</div>	Not bound to terminal		

- The solution has been published successfully and the player has downloaded the solution, as shown in Figure 5-7.

Figure 5-7 Solution publishing status

Filter					
<input type="checkbox"/> Remember filter criteria <input type="checkbox"/> Update type <input type="checkbox"/> Workgroup <input type="checkbox"/> Category <input type="checkbox"/> Version <input type="checkbox"/> Player type <input type="checkbox"/> Heartbeat status <input type="checkbox"/> Sharing Status					
Name	Status	Solutions	Configure	Details	
Taurus-400024... Asynchronous player	<div> <div>last heartbeat 2020-10-21 09:23:16</div> <div>Monitoring status : Normal</div> </div>	<div>Solutions : test1</div> <div>2020-10-21 09:23:32</div> <div>Insertion : No insertion</div> <div>Screenshot : View screenshot</div>	<div>Screen Brightness : 30%</div> <div>Time Synchroniz... : RF</div> <div>Time zone : (GMT+08:00)Asia/Shanghai</div> <div>Window size : 64*32</div>	<div>Software: V2.3.0.0601 (Please upgrade)</div> <div>System: TV020300CN0601 (Please upgrade)</div>	
async Asynchronous player	<div> <div>Not bound to terminal</div> </div>	<div>Solutions : Not scheduling</div> <div>Insertion : No insertion</div>	Not bound to terminal		

Step 3 Select the target player and click **Attribute**, or click the player name.

Step 4 Click the **Media Download Status** tab to view the download status of the media in the solution.

Figure 5-8 Media download status

Basic Info					
Workgroup					
Remote Control Plan					
Status					
Media Download Status					
Remote Control History					
Position					
Save					
Reset					
Save & Close					
No.	Thumbnail	Name	Download Status		
1		IBM公司网站的中文新闻RSS http://https://www.ibm.com/news/cn/zh/index.rss	Type: RSS		
2		2.png	Type: Image (40.45 KB) Size: 1440*759 Used: 1 Progress:  No download		

## 5.3 Viewing Play Logs

### Scenarios

Users view the playback records of players.

### Related Information

- Play logs record the playback information including overviews and detailed logs.
- If the play log of a media item is hidden, its play log cannot be found.



## Operating Procedure

The system administrator can view all the play logs of all the players. Sub-users can view the play logs of the players only in the public workgroup, their workgroups and sub-workgroups, as well as the play logs shared to their workgroups.

Step 1 Choose  > **Player Management** > **Play Logs**.

Step 2 Set search criteria and click **Search**.

- **Date Range:** This is a required parameter used for specifying a date range. The range cannot be longer than 30 days.
- **Players:** This is a required parameter used for specifying one or more players to be searched.
- **Keyword:** This is an optional parameter used for specifying a search keyword and range.

Step 3 (Optional) Click **Export** to save play logs to the local computer.

## 6 Player Control

### 6.1 Controlling Players Remotely in Real Time

#### Related Information

If the execution times of a real-time control plan and remote control plan overlap, the real-time control plan will be executed first.

#### Operating Procedure


- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 Select the target player, click **Real-time control**, and select an action from the drop-down options.

Table 6-1 Real-time control

Real-Time Control	Function	Taurus	VPlayer
Player restart	Restart the player immediately.	√	√
Screen status control	Manually make the screen go black or back to normal. Here the black screen means the brightness of the screen is decreased to 0% and the power is not turned off.	√	√
Screen power control	Turn on or off the screen power.	√	
Synchronous playback	Turn on or off the synchronous playback function. 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 solution.	√	√
Video source switching	Set the input source to the external source or internal source. ● External input source: The content input from the HDMI connector of the player ● Internal video source: The content stored in the player	√	
Volume control	Adjust the volume.	√	
Brightness control	Adjust the screen brightness.	√	
Getting time zone	Get the time zone of the player.	√	

- Step 3 Click the player name and select the **Remote Control History** tab, as shown in [Figure 6-1](#).

Figure 6-1 Remote control history

Basic Info

Workgroup

Remote Control Plan

Status

Media Download Status

Screenshot

Remote Control History

Position

Save

Reset

Save & Close

Filter

Control Type

☐ Brightness control

☒ Player restart

☐ Screen status control

☐ Video source switching

☐ Volume control

☐ Power control

☐ Miscellaneous

Execution content

Operation time

Execution result

Command source

Player restart

2020-09-22 02:01:42

successful

Cloud platform

Player restart

2020-09-21 02:02:01

successful

Cloud platform

Player restart

2020-09-18 02:01:36

successful

Cloud platform

Player restart

2020-09-17 02:01:37

successful

Cloud platform

Player restart

2020-09-16 02:01:49

successful

Cloud platform

5 record(s) in total

page 1/1

10

Items/Page

1

2

3

- Step 4 Select a control type and view the command execution results.

### 6.2 Controlling Players Remotely as Scheduled

#### Scenarios

Set remote control plans to remotely control players as scheduled.

## Related Information

After a remote control plan is associated or updated, VNNOX automatically distributes it to the corresponding players.

## Operating Procedure


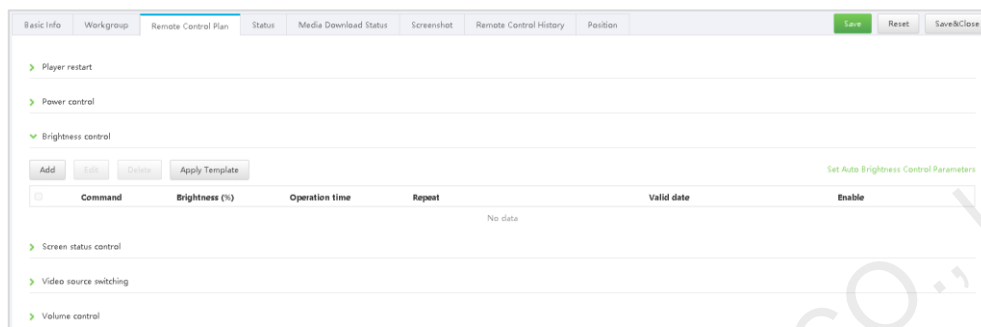
- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 Click the name of the target player and select the **Remote Control Plan** tab.

Figure 6-2 Remote control plan



The remote control plan types of different players vary, as shown in [Table 6-2](#).

Table 6-2 Remote control

Remote Control	Function	Taurus	VPlayer
Player restart	Set rules for restarting players.	√	√
Power control	Set rules for turning on or off the power.	√	
Brightness control	Set rules for smart brightness adjustment.	√	
Screen status control	Set rules for making the screen go black or back to normal. Here the black screen means the brightness of the screen is decreased to 0% and the power is not turned off.	√	√
Video source switching	Set rules for switching the input source to the external source or internal source. <ul style="list-style-type: none"> <li>External input source: The content input from the HDMI connector of the player</li> <li>Internal video source: The content stored in the device</li> </ul>	√	
Volume control	Set rules for volume adjustment.	√	

- Step 3 Choose a specific plan type, such as **Player restart** shown in [Figure 6-2](#).
- Step 4 Do any of the following to set the execution plan.
- Click **Add** to set the execution plan and click **OK**.

Figure 6-3 Adding a command



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.

Figure 6-4 Setting automatic brightness control parameters

- Click **Apply Template**, select a template, and click **OK**, as shown in Figure 6-5.  
For the procedure to create a remote scheduled control template, see [8.3 Remote Control Plan Templates](#). Applying a template will overwrite the original settings.

Figure 6-5 Brightness control template

Step 5 Choose the **Remote Control History** tab, as shown in Figure 6-6.

Figure 6-6 Remote control history

Execution content	Operation time	Execution result	Command source
Player restart	2020-09-22 02:01:42	successful	Cloud platform
Player restart	2020-09-21 02:02:01	successful	Cloud platform
Player restart	2020-09-18 02:01:36	successful	Cloud platform
Player restart	2020-09-17 02:01:37	successful	Cloud platform
Player restart	2020-09-16 02:01:49	successful	Cloud platform

Step 6 Select a control type and view the command execution results.

Step 7 Click **Save** or **Save & Close**.

## 6.3 Capturing Screenshots

### Scenarios

Users can capture screenshots of the playback window to check whether the playback status and the content being played are correct. If necessary, users can turn off the screen instantly.

## Prerequisites

This function requires the following versions of players. If the player version does not meet the requirements, see 6.4 Upgrading Player to upgrade the player.

- Synchronous player: VPlayer V2.0.0 and later
- Asynchronous player: Taurus V1.2.4 and later

## Related Information

- After a player is unbound, the system will clear the related screenshots.
- The screenshots only of the internal video source can be captured.

## Operating Procedure


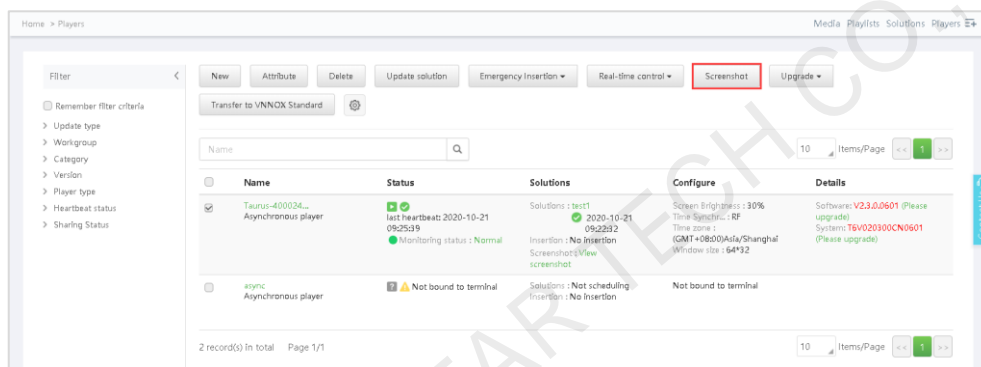
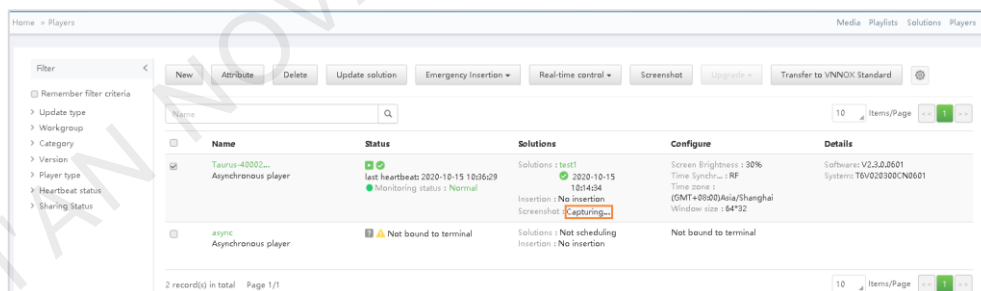
- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 Select one or more players and click **Screenshot**.

Figure 6-7 Screenshots



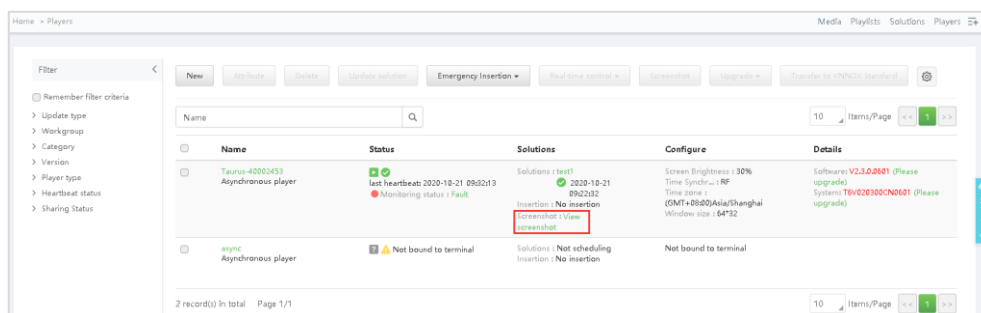
- Step 3 Click **OK**. **Capturing...** is displayed in the **Solution** column of the player list, as shown in Figure 6-8.

Figure 6-8 Capturing a screenshot



When **View screenshot** is displayed, the screenshot is captured successfully, as shown in Figure 6-9.

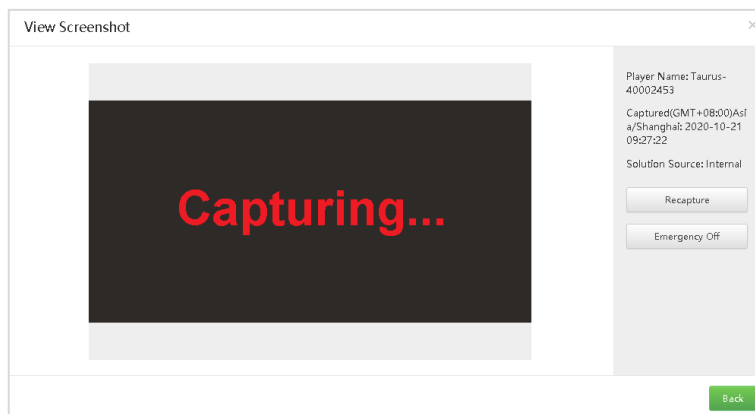
Figure 6-9 Viewing the screenshot



Step 4 Do any of the following to view the screenshot and the related information.

For the internal video source, the latest screenshot is displayed. For the external video source, the default picture is displayed.

- Click **View screenshot**.



- Click the player name to access the attribute page and select the **Screenshot** tab.

Step 5 (Optional) Click **Recapture** to capture a screenshot again.

Step 6 (Optional) Click **Emergency Off** to turn off the screen immediately.

## 6.4 Upgrading Players

### Scenarios

The user can upgrade the software to the desired version.

### Operating Procedure

Step 1 Choose  > **Player Management** > **Players**.


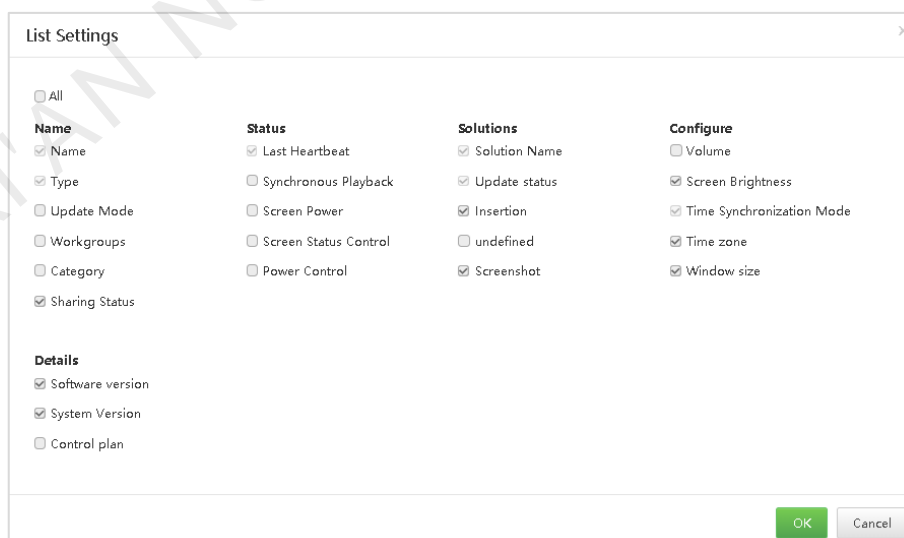
Step 2 Click  to set the information to be displayed on the player list. Select **Software version** and **System version** and click **OK**, as shown in [Figure 6-10](#).

Figure 6-10 List view settings



After the settings are done, the software version information of players is displayed in the player list, as shown in [Figure 6-11](#).

Figure 6-11 Player software details

New

Attribute

Delete

Update solution

Emergency Insertion

Real-time control

Screenshot

Upgrade

Transfer to VNNOX Standard

Name

10

Items/Page

<<

1

>>

<input type="checkbox"/>	Name	Status	Solutions	Configure	Details
<input checked="" type="checkbox"/>	Taurus-40002453 Asynchronous player	<div> <div>last heartbeat: 2020-10-21 09:36:10</div> <div>Monitoring status : Fault</div> </div>	<div>Solutions: test1</div> <div>2020-10-21 09:22:32</div> <div>Insertion: No insertion</div> <div>Screenshot: View screenshot</div>	<div>Screen Brightness : 30%</div> <div>Time Synchron.: RF</div> <div>Time zone : (GMT+08:00)Asia/Shanghai</div> <div>Window size : 64*32</div>	<div>Software: V2.3.0.0601 (Please upgrade)</div> <div>System: TV020300CN0601 (Please upgrade)</div>
<input type="checkbox"/>	async Asynchronous player	<div> <div>Not bound to terminal</div> </div>	<div>Solutions : Not scheduling</div> <div>Insertion : No insertion</div>	Not bound to terminal	

2 record(s) in total

Page 1/1

10

Items/Page

<<

1

>>

Step 3 Do any of the following as required to upgrade the software.

- To upgrade one player, select the player, click **Upgrade** and select the target version, or click the **Please upgrade** link.
- To upgrade multiple players, select the players, click **Upgrade**, and select the target version.

## 6.5 Configuring Time Synchronization

### Scenarios

Time synchronization is to sync time for players.

### Related Information

Users can choose NTP or RF time synchronization as required.

- NTP time synchronization: Sync the time of players with the NTP server. No additional hardware is required, but the accuracy of time synchronization depends on the Internet speed and using the 4G network incurs mobile data usage.
- RF time synchronization: Set the master device and slave devices. The time of slave devices is synced with the master (reference) device via an RF signal. The time of the master device can be synced with the NTP server as required. Users need to buy RF devices. RF time synchronization is suitable for the applications with a high requirement for time synchronization (such as synchronous playback) and does not use mobile data. But the signal reception depends on the environment and has distance limitations.

### 6.5.1 Creating Time Synchronization Tasks

Step 1 Choose  > **Player Management** > **Time Synchronization**.

Step 2 (Optional) Select the **NTP server configuration** tab and click **Add** to configure the NTP server information.

Figure 6-12 NTP server configuration

Time Synchronization

NTP server configuration

Filter

<

Remember filter criteria

> Workgroup

> Sharing Status

Add

Attribute

Delete

<input type="checkbox"/>	Sequence	Name	Address	Workgroups	Last Modified
<input type="checkbox"/>	1	ABC	https://www.mnox.com/	Workgroups : System workgroup	2020-10-15 10:51:16
	2	China	ntp1.aliyun.com	Public server	2020-08-13 14:23:33
	3	America	us.ntp.org.cn	Public server	2020-08-13 14:23:33

3 record(s) in total

Page 1/1

10

Items/Page

<<

1

Figure 6-13 Creating a sever

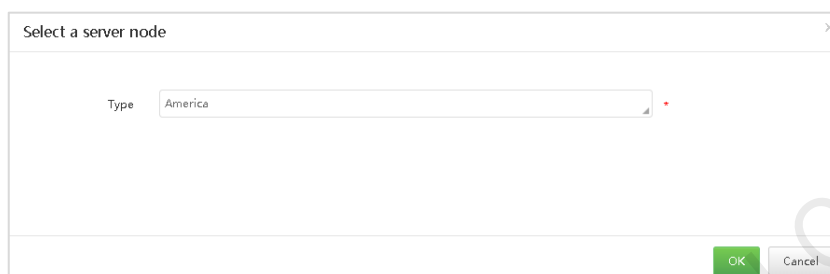


The 'New Server' dialog box contains two input fields: 'Name' with the value 'ABC' and 'Address' with the value 'https://www.vnnox.com/'. Both fields have a red asterisk indicating they are required. At the bottom right, there are 'OK' and 'Cancel' buttons.

Step 3 Select the **Time Synchronization** tab and click **New**.

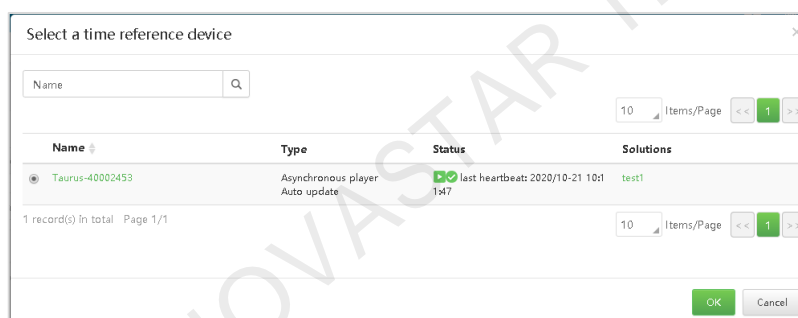
Step 4 Enter a name and select a method for the time synchronization task, then click **Next**.

- NTP: Select an NTP server and click **OK**. The **Players** tab page is displayed.



The 'Select a server node' dialog box features a 'Type' dropdown menu currently set to 'America'. It includes 'OK' and 'Cancel' buttons at the bottom right.

- RF: Select a reference device for time synchronization and click **OK**. The **Players** tab page is displayed.  
RF time synchronization is only available for asynchronous players.



The 'Select a time reference device' dialog box includes a search bar with the placeholder 'Name' and a magnifying glass icon. Below is a table with columns: Name, Type, Status, and Solutions. The table contains one entry: 'Taurus-40002453', 'Asynchronous player', 'Auto update', and 'test1'. The status shows a green checkmark and 'last heartbeat: 2020/10-21 10:11:47'. At the bottom, it indicates '1 record(s) in total Page 1/1' and has 'OK' and 'Cancel' buttons.

Step 5 Click **Add** to add the players included in the time synchronization task.

For an RF time synchronization task, the reference device you specified is not in the player selection list.

Step 6 Click **Save & Close**.

## 6.5.2 Modifying Time Synchronization Attributes

Step 1 Choose  > **Player Management** > **Time Synchronization**.

Step 2 On the **Time Synchronization** tab page, select a time synchronization task and click **Attribute**, or click the time synchronization task name.

The attributes of the time synchronization task are illustrated in [Table 6-3](#).

Table 6-3 Time synchronization task attributes

Tab Name	Purpose	Description
Basic Info	Specify the name and description of the time synchronization task.	-
Workgroup	Specify the workgroup the time synchronization task belongs to.	The system administrator can view all the time synchronization tasks. Sub-



Tab Name	Purpose	Description
		users can view the time synchronization tasks only in the public workgroup, their workgroups and sub-workgroups, as well as the time synchronization tasks shared to their workgroups.
Configure	<ul style="list-style-type: none"> <li>● NTP time synchronization: Select an NTP server.</li> <li>● RF time synchronization: Select a reference device for time synchronization. If the time of the reference device is synced with an NTP server, Set <b>NTP</b> to <b>Yes</b> and select an NTP server.</li> </ul>	-
Players	Add or remove the players included in the time synchronization task.	For the detailed operating procedure, see <a href="#">6.5.1 Creating Time Synchronization Tasks</a> .

Step 3 After attribute editing is done, click **Save** or **Save & Close**.

Step 4 On the **NTP server configuration** tab page, select an NTP server and click **Attribute**, or click the NTP server name.

The attributes of public servers (China, America) cannot be modified. The attributes of the added NTP server are illustrated in [Table 6-4](#).

Table 6-4 NTP server attributes

Tab Name	Purpose	Description
Basic Info	Set the name and address of the NTP server.	-
Workgroup	Specify the workgroup the NTP server belongs to.	The system administrator can view all the NTP servers. Sub-users can view the NTP servers only in the public workgroup, their workgroups and sub-workgroups, as well as the NTP servers shared to their workgroups.

Step 5 After the attribute editing is done, click **Save** or **Save & Close**.

## 7 Player Management

### 7.1 Creating Players


#### Scenarios

When ViPlex Express earlier than V1.8.0 or VPlayer earlier than V3.2.0 is used for binding a player to VNNOX Standard/AD, a player must be created in VNNOX AD.

#### Related Information

When ViPlex Express V1.8.0 and later or VPlayer V3.2.0 and later is used for binding a player to VNNOX Standard/AD, there is no need to create a player and the player is generated automatically in VNNOX AD.

#### Operating Procedure

- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 Click **New**.
- Step 3 Select synchronous player or asynchronous player and click **Next**.
  - Synchronous player: Bound to VPlayer
  - Asynchronous player: Bound to the Taurus with ViPlex
- Step 4 Enter a player name, associate a license with the player, select a solution update type, specify categories for the player, and then click **OK**.

Available licenses are displayed in the drop-down options next to **Associated license**. Licenses that are associated with other players or expired licenses are not displayed. If there are no available licenses, the player cannot be created. To view licenses, see [9.1 Viewing Licenses](#).

Solution update type:

- **Manual**: After a solution is associated with the player or the solution is modified, you have to click **Update solution** on the player list page to distribute the solution manually.
- **Auto**: After a solution is associated with the player or the solution is modified, VNNOX automatically distributes the solution.


### 7.2 Transferring Players

#### Scenarios

Players are bound to VNNOX Standard by default. Users can transfer the players to VNNOX AD and also can transfer them back to VNNOX Standard.

#### Operating Procedure

Here we only introduce how to transfer players from VNNOX AD to VNNOX Standard.

- Step 1 Choose  > **Player Management** > **Players**.
- Step 2 Select one or more players and click **Transfer to VNNOX Standard**.
- Step 3 Click **OK**.

### 7.3 Unbinding Players

#### Related Information

Deleting players will automatically remove the bindings from VNNOX AD.

## Operating Procedure

Step 1 Choose  > **Player Management** > **Players**.

Step 2 Select one or more players and click **Delete**.

Step 3 Click **OK** in the displayed dialog box.

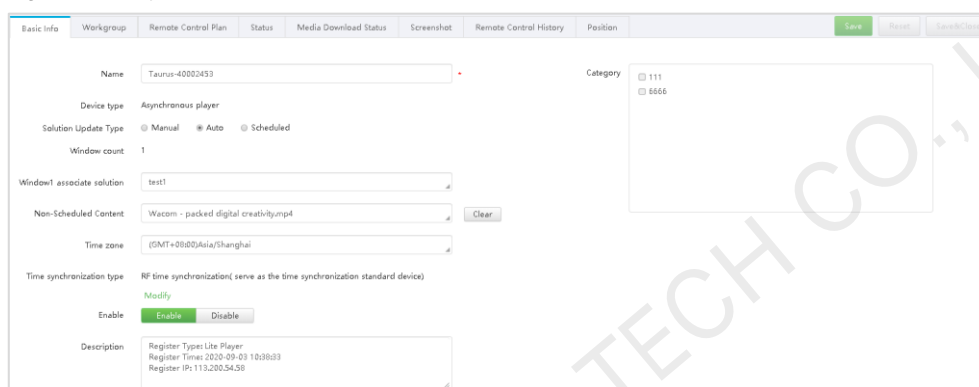
## 7.4 Modifying Player Attributes

Step 1 Choose  > **Player Management** > **Players**.

Step 2 Select a player and click **Attribute**, or select multiple players and click **Bulk edit**.

The player attribute page is displayed.


Figure 7-1 Player attributes



The player attributes are illustrated in [Table 7-1](#). Only some tabs and attributes are displayed during bulk edit.

Table 7-1 Player attributes

Tab Name	Purpose	Description
Basic Info	Set the player name and update type, enable the player, associate with solutions, specify the non-scheduled content and time zone.	For detailed operations, see <a href="#">5.1 Associating Solutions with Players</a> .
Workgroup	Specify the workgroup the player belongs to and select the workgroups to which you will share the player in a non-public workgroup.	The system administrator can view all the players of all the players. Sub-users can view the players only in the public workgroup, their workgroups and sub-workgroups, as well as the players shared to their workgroups.
Remote control plan	Set remote control plans to remotely control screens as scheduled. When the function buttons in power control are grayed, it indicates that the system has not obtained the power configuration information of the player.	<ul style="list-style-type: none"> <li>After a remote control plan is associated or updated, VNNOX automatically distributes it to the corresponding players.</li> <li>Applying a template will overwrite the existing configuration data. Modifying a plan here and in <b>Player Management</b> &gt; <b>Remote Control Plan</b> will not affect each other.</li> </ul>
Status	View player status, associate with licenses, clean up media, set data threshold, and read environment monitoring data.	<p>For VPlayer, clicking <b>Clean-up</b> will delete the media items that are not related to the solution currently being played. For the Taurus, clicking <b>Clean-up</b> will delete all the media items. If a media item is being played, a black screen will be displayed.</p> <p>After the data threshold is enabled, the threshold minus the data used by the terminal player is the remaining data of the</p>

Tab Name	Purpose	Description
		terminal player. If the data required for updating the solution is greater than the remaining data of the terminal player, a prompt will appear.
Media download status	Display the download status of each media item in the solution.	-
Screenshot	Display the screenshot, recapture a screenshot, and turn off the screen in an emergency.	In the player list, this tab is displayed only after you click <b>Screenshot</b> . For detailed operations, see <a href="#">6.3 Capturing Screenshots</a> .
Remote control history	View the execution history of remote real-time and scheduled control commands, including the commands from VNNOX, and the brightness adjustment, volume adjustment, and power control commands from ViPlex.	-
Position	Specify the geographic position of the player, including address, longitude, and latitude. Baidu Maps and Google Maps are available.	<ul style="list-style-type: none"> <li>● Manual: Click a position on the map or drag .</li> <li>● Automatic: Click <b>Auto Position</b>.</li> </ul>

Step 3 After the attribute editing is done, click **Save** or **Save & Close**.

## 8 Template Management

### 8.1 Page Templates

Page templates are templates for page media and can be added with other types of media.

Users need to select a page template when adding media of **Page** type.

#### 8.1.1 Creating Page Templates


- Step 1 Choose  > **Player Management** > **Page Template**.
- Step 2 Click **New**. Enter a name for the page template and click **OK**.
- The template editing page is displayed.

Figure 8-1 Template editing page

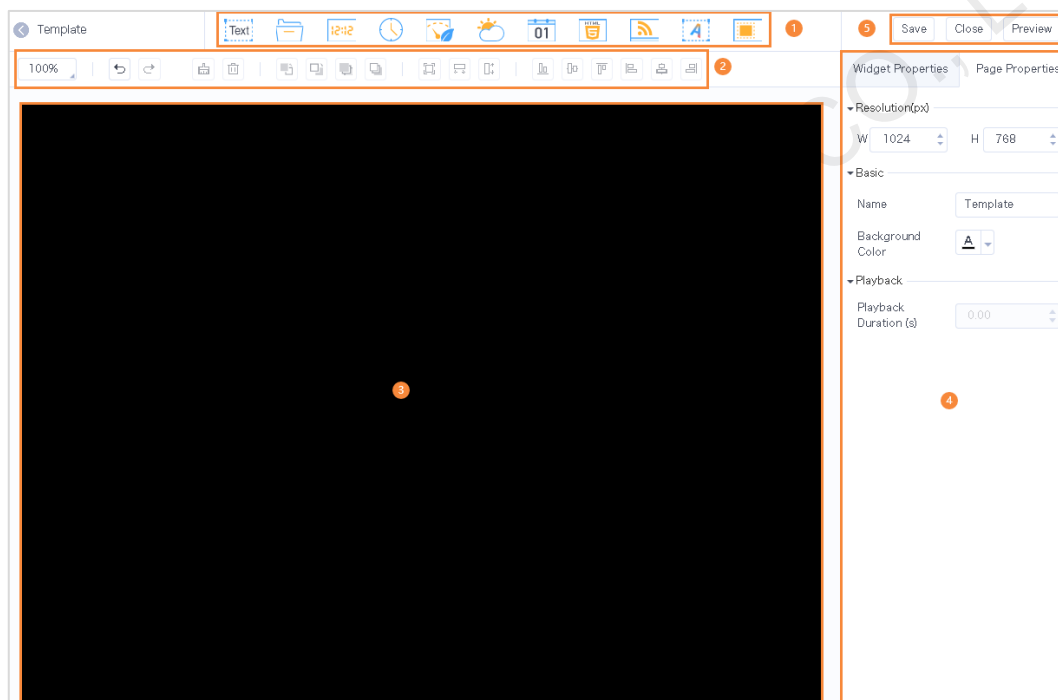


Table 8-1 Template editing page description

No.	Description
1	Buttons for adding media. Click a button to add the corresponding type of media.
2	Buttons for editing the page. Batch edit is allowed.
3	Page editing area. Double-click on the whitespace to add text.
4	<ul style="list-style-type: none"> <li>● Page Properties: Include the resolution, page name, background color, and playback duration.</li> <li>● Widget Properties: The properties of different types of media vary. The media items on a page are limited by the page properties and their original properties do not take effect.</li> </ul>
5	Save, close and preview buttons. Audio files cannot be previewed.

- Step 3 Add required media, edit properties, and adjust the layout.
- Step 4 (Optional) Click **Preview** to view the playback effect.
- Step 5 After the editing is done, click **Save**.

Step 6 Click **Close**.

## 8.1.2 Modifying Page Template Attributes

### Scenarios

Specify the workgroup the page template belongs to and set the workgroups to which you will share the page template in a non-public workgroup.

### Related Information

The system administrator can view all the page templates. Sub-users can view the page templates only in the public workgroup, their workgroups and sub-workgroups, as well as the page templates shared to their workgroups.

### Operating Procedure


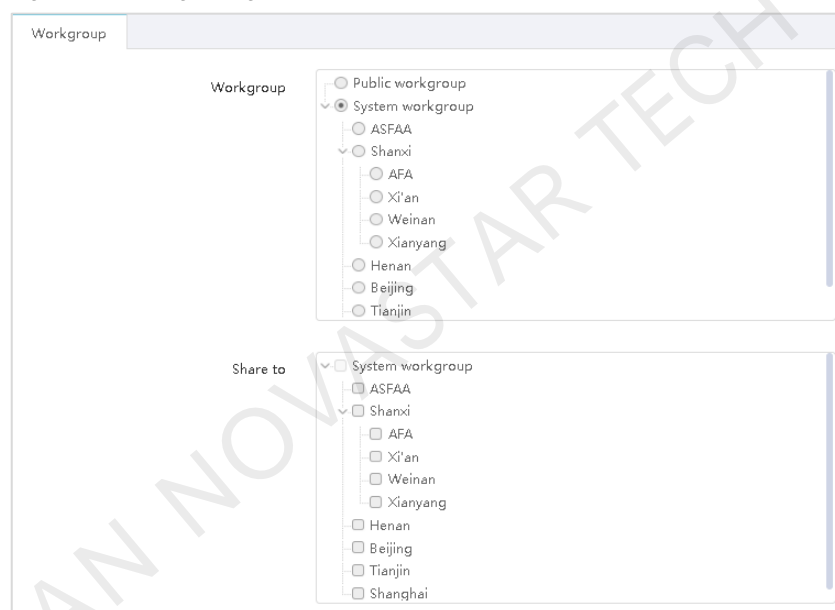
- Step 1 Choose  > **Player Management** > **Page Template**.
- Step 2 Select a template and click **Attribute**, or select multiple page templates and click **Bulk edit**.
- Step 3 Specify the workgroup the page template belongs to, select the workgroups to which you will share the page template and then click **Save** or **Save & Close**.

Figure 8-2 Setting workgroups




## 8.2 Frame Templates

A frame refers to the layout of playback windows on a screen. The screen is divided into different areas. Each area plays the specified content according to the playback plan of the solution.

Users need to select a frame template when creating a solution and only one frame template can be selected for a solution.

### 8.2.1 Creating Frame Templates

- Step 1 Choose  > **Player Management** > **Frame**.
- Step 2 Click **New**.
- Step 3 Enter a name for the frame template and click **OK**.

The **Basic Info** page is displayed.

Figure 8-3 Basic Info

The screenshot shows the 'Basic Info' tab of a configuration window. At the top, there are tabs for 'Basic Info' and 'Workgroup', and buttons for 'Save', 'Reset', and 'Save & Close'. The 'Basic Info' section contains the following fields:

- Name:** Frame1
- Screen dimensions:** 1024 x 768
- Width:** 1024
- Height:** 768
- Frameset:** Add more

Below these fields is a table with the following columns: Thumbnail, Name, Left, Top, Width, Height, and Operate. The table contains one row for a frameset named 'new1' with a width of 1024 and height of 768. Below the table is a large blue square representing the frame template.

Step 4 Set the screen size and add framesets.

A frameset named “main” is generated by default. The order of the framesets in the list from top to bottom is corresponding to the layer order of the framesets on the playback window. You can drag a frameset to change its position and size.

## 8.2.2 Modifying Frame Template Attributes

Step 1 Choose  > **Player Management** > **Frame**.

Step 2 Select a frame template and click **Attribute**, or click the frame template name.

The frame template attributes are illustrated in [Table 8-2](#).

Table 8-2 Modifying Frame Template Attributes

Tab Name	Purpose	Description
Basic Info	Set screen size and add framesets.	For the detailed operating procedure, see <a href="#">8.2.1 Creating Frame Templates</a> .
Workgroup	Specify the workgroup the frame template belongs to and select the workgroups to which you will share the frame template in a non-public workgroup.	The system administrator can view all the frame templates. Sub-users can view the frame templates only in the public workgroup, their workgroups and sub-workgroups, as well as the frame templates shared to their workgroups.

Step 3 After the attribute editing is done, click **Save** or **Save & Close**.

## 8.3 Remote Control Plan Templates

Remote control plans allow for scheduled control of screens. When users associate with remote control plans in player attributes, the control plan templates preset here can be used directly.

### 8.3.1 Creating Remote Control Plans

Step 1 Choose  > **Player Management** > **Remote Control Plan**.

Step 2 Click **New**. Enter a name and select a type for the control plan, then click **OK**.

The **Command plan** tab page is displayed.

Plan types include player restart, screen status control, video source switching, power control, volume control, and brightness control.

Figure 8-4 Creating a remote control plan



The 'Create plan' dialog box contains the following fields:

- Name:** Brightness Adjustment 1
- Description:** (empty text area)
- Plan type:** Brightness control

Buttons: OK, Cancel

Step 3 Click **Add**, select a command, and set the execution plan, then click **OK**.

The command here is based on the plan type you selected when you create the plan.

Figure 8-5 Adding a command



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

- Command:** Scheduled control
- Operation time:** 00:00:00
- Brightness:** 30 %
- Repeat:** Don't repeat
- Operation date:** 2020-10-15

Buttons: OK, Cancel

Step 4 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. At the upper right of the **Command plan** tab page, click **Set Auto Brightness Control Parameters**, as shown in Figure 8-6.

Figure 8-6 Setting automatic brightness control parameters



The 'Command plan' tab page shows a table with the following data:

Command	Operation time	Brightness (%)	Repeat	Valid date
<input type="checkbox"/> Auto control	00:00:00	--	Don't repeat ( 2020-10-15 )	2020-10-15

Buttons: Add, Edit, Delete, Save, Reset, Save & Close

Link: Set Auto Brightness Control Parameters

2. In the dialog box that appears, divide the ambient brightness range into several sections and specify a screen brightness for each section.



Figure 8-7 Setting brightness mapping table

Set Auto Brightness Control Parameters

☒ When reading ambient brightness fails, set the brightness to 30 %

Add Delete Quick Subsection

Ambient brightness (Lux)	Screen Brightness (%)
0	1
200	20
400	40
600	60
800	80
1000	100

OK Cancel

3. Click **OK**.

### 8.3.2 Modifying Remote Control Plan Attributes

#### Related Information

If a remote control plan is applied to a player, modifying the plan here and in the player attributes do not affect each other.

#### Operating Procedure


- Step 1 Choose  > **Player Management** > **Remote Control Plan**.
- Step 2 Select a remote control plan and click **Attribute**, or click the remote control plan name.
- The attributes of the remote control plan are illustrated in [Table 8-3](#).

Table 8-3 Remote control plan attributes

Tab Name	Purpose	Description
Basic Info	Specify the name and description of the remote control plan.	
Workgroups	Specify the workgroup the remote control plan belongs to and select the workgroups to which you will share the remote control plan in a non-public workgroup.	The system administrator can view all the remote control plans. Sub-users can view the remote control plans only in the public workgroup, their workgroups and sub-workgroups, as well as the remote control plans shared to their workgroups.
Command plan	Set the commands included in the remote control plan.	For the detailed operating procedure, see <a href="#">8.3.1 Creating Remote Control Plans</a> .


- Step 3 After the attribute editing is done, click **Save** or **Save & Close**.

## 9 License Management

Licenses give users permissions to use players. A player can be used normally after associated with a license.

- After a player and VNNOX AD are bound, the user will get a 30-day free trial by default and no license is required. If a license is about to expire, the user can renew the license or buy a new one.
- During the COVID-19 epidemic, the service is free and no license is required.

### 9.1 Viewing Licenses

- Step 1 Choose  > **My Licenses**.
- Step 2 Viewing licenses.
- Step 3 (Optional) Click a player name in the **Service Condition** column to go to the attribute page of the player associated with the license.

### 9.2 Buying Licenses



- Step 1 Do any of the following to access the **Mall** page.
- At the upper right of the page, click .
  - Choose  > **My Licenses** and click **Buy Now**.
- Step 2 Click anywhere in the area shown in [Figure 9-1](#) to access the page of buying licenses.

Figure 9-1 Buying a license



- Step 3 Select license information and click **Buy Now**.
- Step 4 Enter the contact information and read the service agreement.
- Step 5 Make sure that all the information is correct and then click **Submit Order**.
- After the order is submitted successfully, we will contact you for the payment within 2 working days.
- Step 6 Do any of the following as required.
- Click **Return to mall** to return to the mall.
  - Click **View orders** to go to the **Order History** page.

### 9.3 Renewing Licenses

- Step 1 Choose  > **My Licenses**.
- Step 2 Do any of the following to access the license renewal page.
- Select one or more licenses and click **Renew**.

- Click a license number.

Step 3 Set the required information and click **Submit Order**.

After the order is submitted successfully, we will contact you for the payment within 2 working days.

Step 4 Do any of the following as required.

- Click **Return to license list** to return to the **My Licenses** page.
- Click **View orders** to go to the **Order History** page.

## 9.4 Allocating Licenses

The current user can allocate licenses to the sub-users.

Step 1 Choose  > **My Licenses**.

In the **User** column, you can see the user that a license belongs to.

Step 2 Select one or more unused licenses and click **Allocate License**.

Step 3 In the dialog box that appears, select a sub-user and click **OK**.

## 9.5 Viewing Order History

The system administrator and the sub-users of the system administrator can view all the order history.

Step 1 Choose  > **Order History**.

Step 2 Do any of the following to view the order details.

- Select an order and click **Detail**.
- Click an order number.

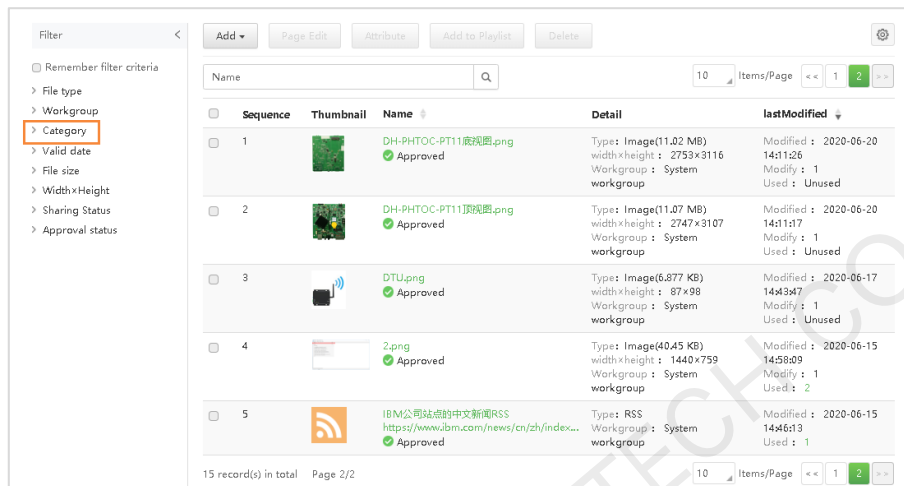
# 10 Other Functions

## 10.1 Categories

### Applications

Sort media, playlists, solutions, and players to make it easier for filtering and search. A filter can filter out the specific items according to the specified categories, as shown in [Figure 10-1](#).

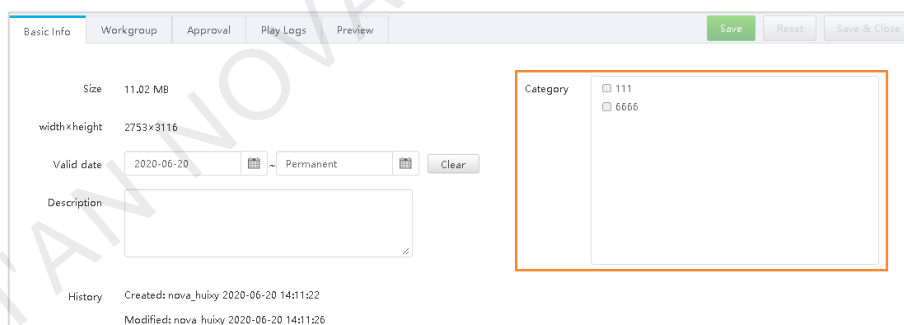
Figure 10-1 Category filter



### Related Information

Categories are the sorting items of media, playlists, solutions, and players. A media item, playlist, etc. can be assigned with multiple categories, as shown in [Figure 10-2](#).

Figure 10-2 Setting media categories



### Creating Categories

- Step 1 Choose > **Media Management** > **Category**.
- Step 2 Click **New**.
- Step 3 Enter a name for the category and click **OK**.

## 10.2 Media Approval Function

### Applications

Control media distribution to enhance the security of media publishing.

Enabling media item approval allows users to check and approve the uploaded media to make sure the media is secure.

## Operating Procedure


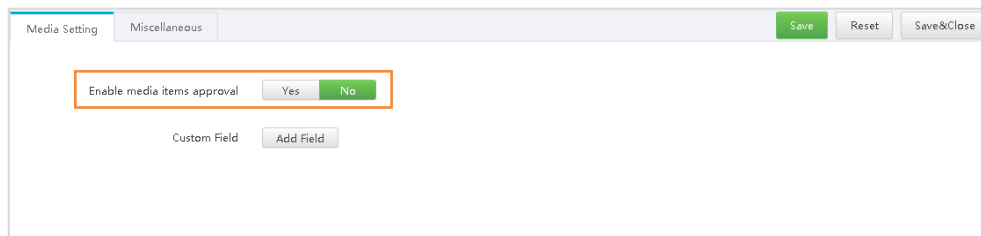
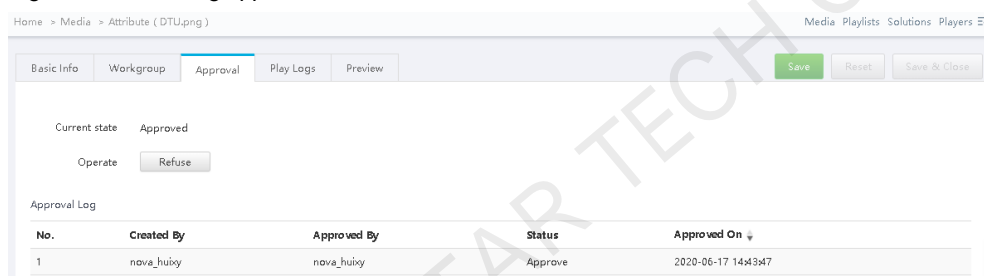
- Step 1 Choose  > **Organization Management** > **System Management**.
- Step 2 Select **Yes** or **No** next to **Enable media items approval**, as shown in [Figure 10-3](#).

Figure 10-3 Media approval settings



- **Yes:** The **Approved** tab is displayed on the media attribute page. Users can approve media, request for approval, and refuse media, as shown in [Figure 10-4](#).
  - Approved media items can be distributed to players while the media items that are refused and need approval cannot be distributed to players.
  - Refused media items cannot be added to playlists.

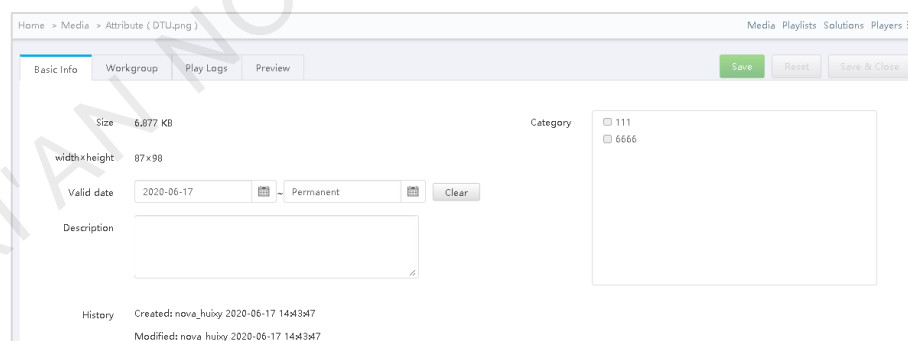
Figure 10-4 Enabling approval



No.	Created By	Approved By	Status	Approved On
1	nova_huixy	nova_huixy	Approve	2020-06-17 14:43:47

- **No:** The **Approved** tab is not displayed on the media attribute page. Media can be distributed directly without the need for approval, as shown in [Figure 10-5](#).

Figure 10-5 Disabling approval



- Step 3 Click **Save** or **Save & Close**.

## 10.3 Customizing Fields

### Applications

- After a custom field is added, the customized field will be displayed on the **Basic Info** tab page of the media attributes.

Figure 10-6 Adding custom fields

Media Setting Miscellaneous

Enable media items approval ☒ Yes ☐ No

Custom Field

Owner

ID

Figure 10-7 Media attributes

Home > Media > Attribute (DTU.png)

Media Playlists Solutions Players

Basic Info Workgroup Approval Play Logs Preview

Size 6.877 KB

width x height 87 x 98

Valid date 2020-06-17  Permanent

Owner Lee

ID M2020

Description

Category ☐ 111 ☐ 6666

History Created: nova\_huixy 2020-06-17 14:43:47  
Modified: nova\_huixy 2020-06-17 14:43:47

- When searching for play logs by keywords, users can use the customize fields to specify the search scope.

## Operating Procedure


- Step 1 Choose  > **Organization Management** > **System Management**.
- Step 2 Click **Add Field** and enter a field name.  
Up to three custom fields are allowed.

Figure 10-8 Adding custom fields

Home > System Management

Media Setting Miscellaneous

Enable media items approval ☒ Yes ☐ No

Custom Field

Owner

ID


- Step 3 Click **Save** or **Save & Close**.

## 10.4 Session timeout

### Applications

VNNOX automatically logs out when a session times out, improving the security of system operations. VNNOX automatically logs out when the user does not perform any action in VNNOX during the specified period of time.

## Operating Procedure

- Step 1 Choose  > **Organization Management** > **System Management**.
- Step 2 Select the **Miscellaneous** tab.
- Step 3 Set the amount of time for session timeout and click **Save** or **Save & Close**.

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