

# VNNOX One-Stop Cloud Platform

V7.50.1



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 display control systems. 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 agencies, companies, exhibitions, hotels, shopping malls, etc.

VNNOX Standard supports WYSIWYG content editing 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 without time and space limitations.

## Features

- Easy access for multiple terminals  
Supports multiple types of terminals such as the Taurus series multimedia players and the VPlayer synchronous players.
- Flexible online contents  
Offers an online media library that can be used anytime, anywhere.
- WYSIWYG solution editing  
The solution editing process is visible, that is, what you see is what you get.
- A variety of media  
Supports multiple media types such as text, colorful text, video, weather, image, document, web page, RSS, and streaming media.
- New smart publishing method  
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, 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	Subfunction	Description
Solution editing	Media	Media items are the contents to be played. Upload the playback contents to the platform and create an online media library.
	Solution	A solution contains one or more pages and a page contains one or more media items.
Solution publishing	-	A solution can be published to multiple players. The publishing progress can be viewed.
Player control	Brightness control	Adjust the screen brightness.
	Volume control	Adjust the screen volume.

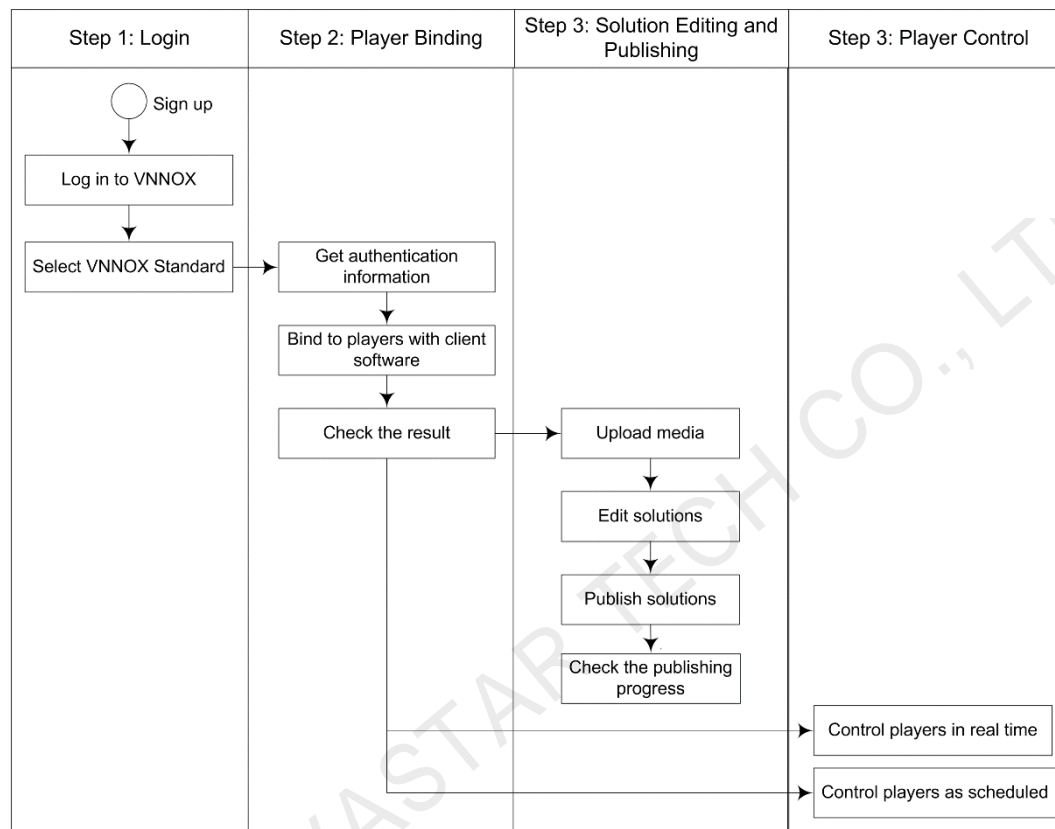
Function	Subfunction	Description
	Video source switching	Switch between the internal video source and HDMI video source.
	Player restart	Restart players. Restarting a player takes about 20 seconds and the player is offline during the restart.
	Screen status control	Make the screen display content normally or go black.
	Monitoring	View player disk usage and data usage, and clean up media.
	Power control	Turn on or off the screen power. Allows for screen power control through board power and multifunction card power configuration.
	Time synchronization	Sync time for players.
	Synchronous playback	Turn on or off synchronous playback.
	Playback management	Capture screenshots of the current playing content to check whether the playback is normal.
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

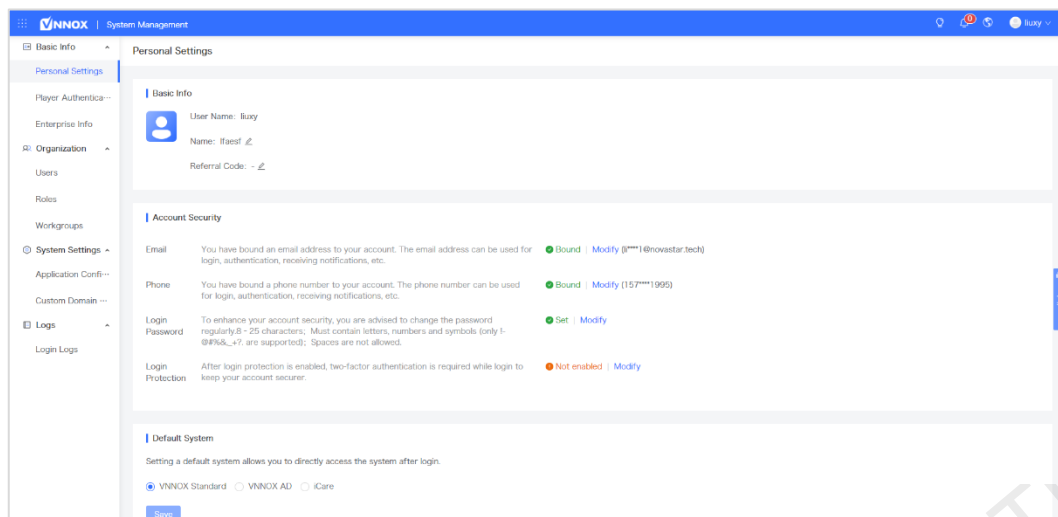
#### Prerequisites

You have registered a VNNOX account.

#### Operating Procedure

- Step 1 Visit [www.en.vnnox.com](http://www.en.vnnox.com) and click **Login** 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 Standard** to access the homepage of VNNOX Standard.

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

## 2.2 Player Binding

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

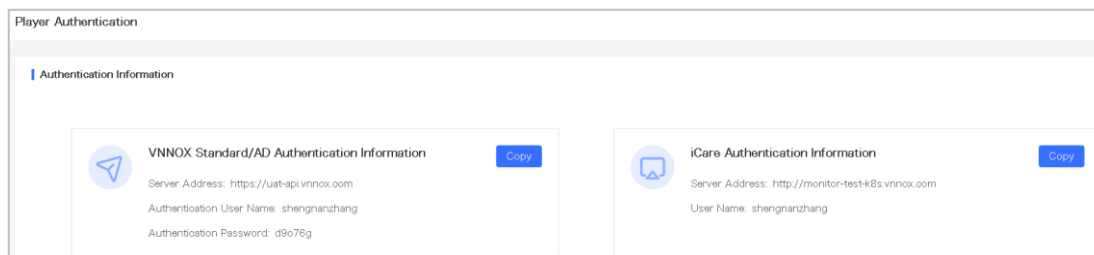
After successful registration, VNNOX automatically generates the default authentication information.

#### Operating Procedure

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

Step 2 View and record the authentication information for VNNOX Standard/AD.

Figure 2-3 VNNOX Standard/AD authentication information



## 2.2.2 Binding to Synchronous Players

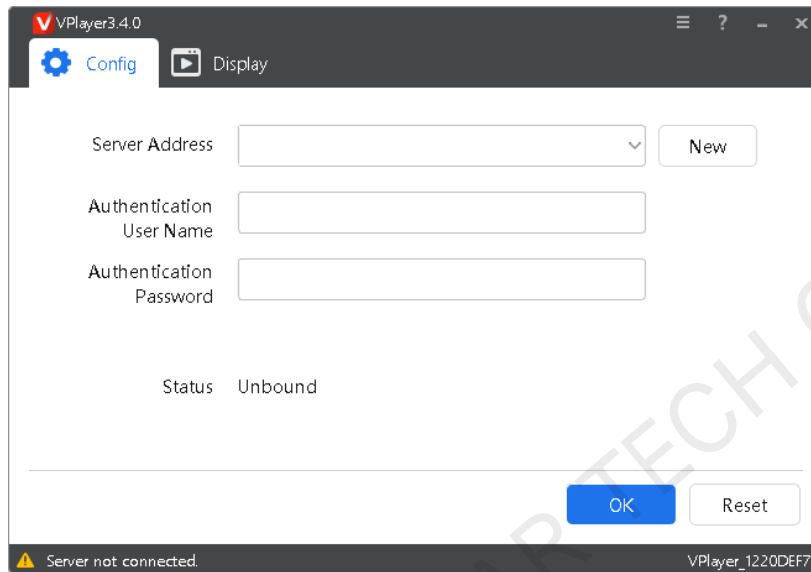
### Prerequisites

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

### Operating Procedure

Step 1 Open VPlayer.

Figure 2-4 The **Config** page

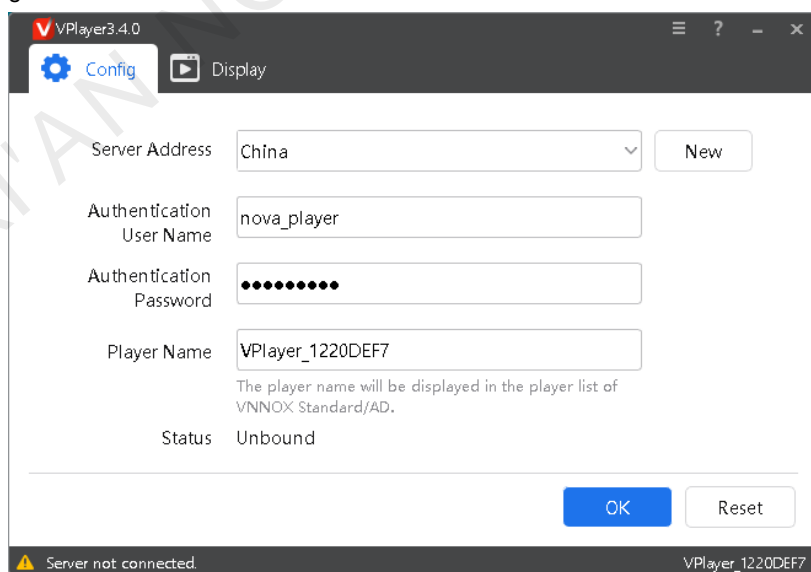


Step 2 On the **Config** tab page, select a server from the drop-down options, or click **New** to create a server.

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 2-5 Authentication information

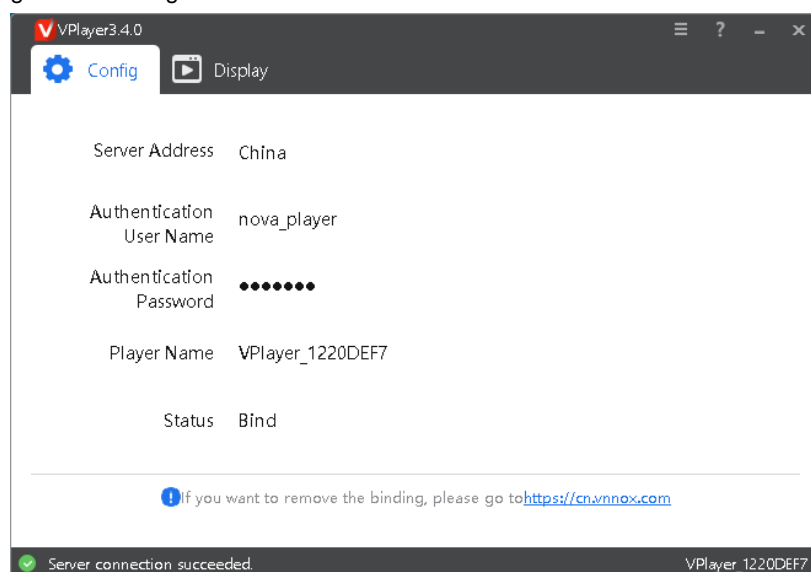


Step 4 Click **OK**.

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

### Related Information

The Taurus series multiple media players can be bound to VNNOX with the client software 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*". The default password is "12345678".
- The password for the "admin" user is obtained.  
The default password for the user "admin" is "123456".




### 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**.

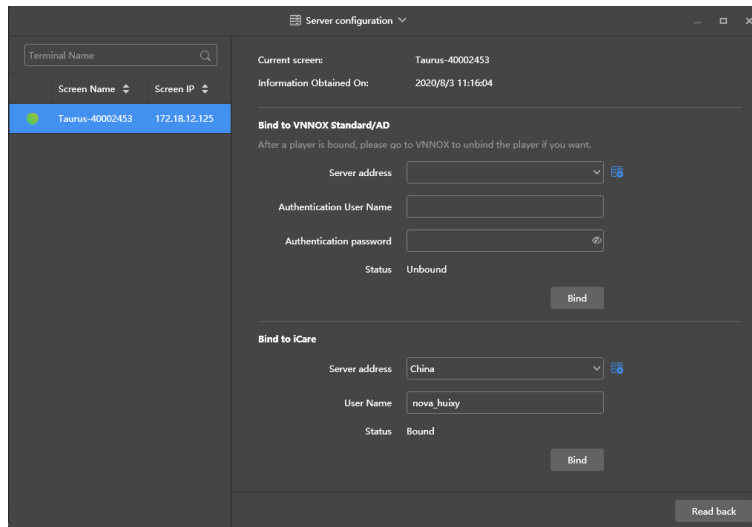
After successful login, ViPlex Express saves the account information automatically.

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



Step 7 Select the target terminal from the terminal list.

Figure 2-7 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**.

## 2.2.4 Viewing Players

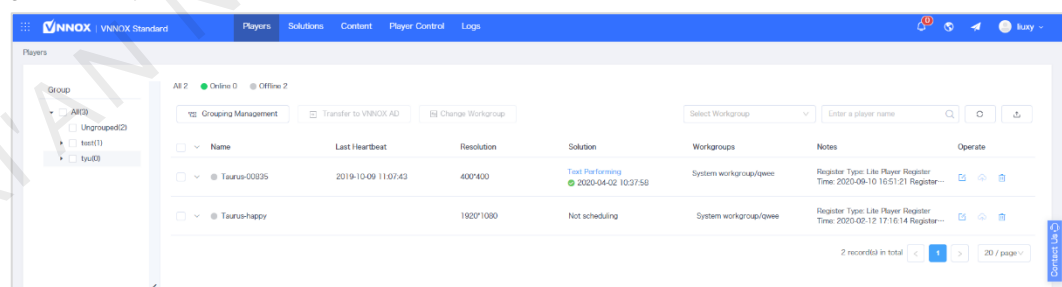
### Scenarios

Check the player binding result.

### Operating Procedure

Step 1 Choose **Players**.

Figure 2-8 Players



Step 2 View the target player.

After a player is bound successfully, the player information will be displayed in the player list.

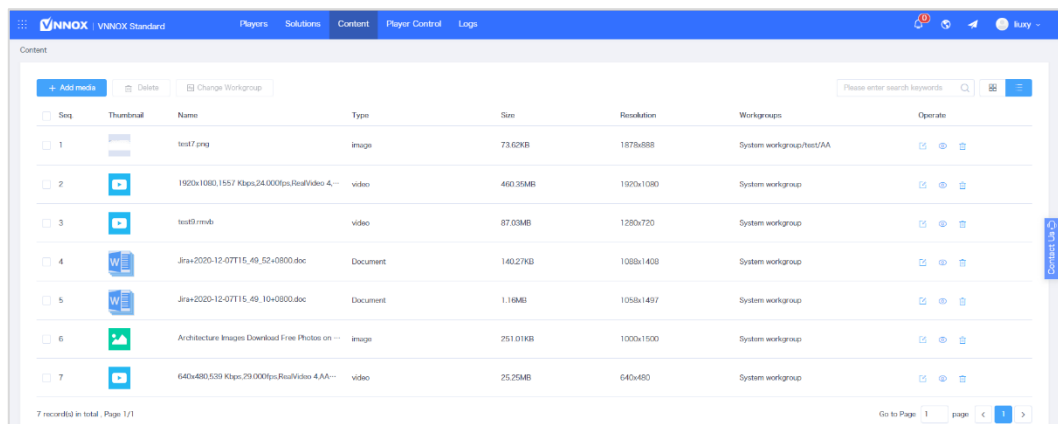
## 2.3 Solution Editing and Publishing

Customize solutions as you wish and publishing solutions anytime, anywhere.

### 2.3.1 Uploading Media

Step 1 Choose **Content**.

Figure 2-9 Media library



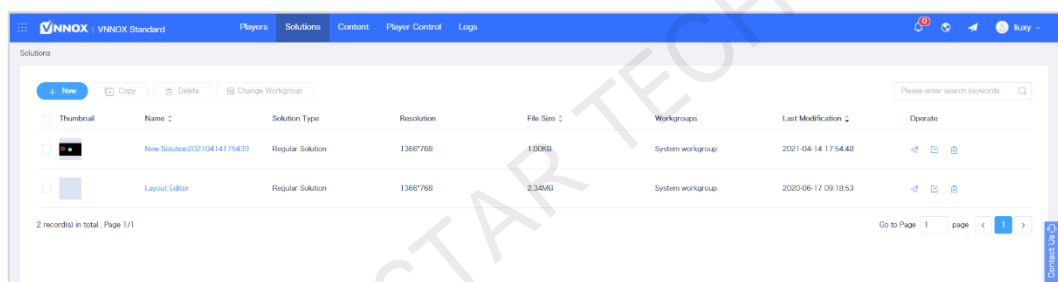
Step 2 Click **Add media**.

Step 3 Select and open media items.

## 2.3.2 Editing Solutions

Step 1 Choose **Solutions**.

Figure 2-10 Solutions



Step 2 Click **New**.

Step 3 Specify a name and resolution for the solution and then click **OK**. The solution editing page will be displayed, as shown in Figure 2-11. The description of the editing page is detailed in Table 2-1.

Figure 2-11 Solution editing page

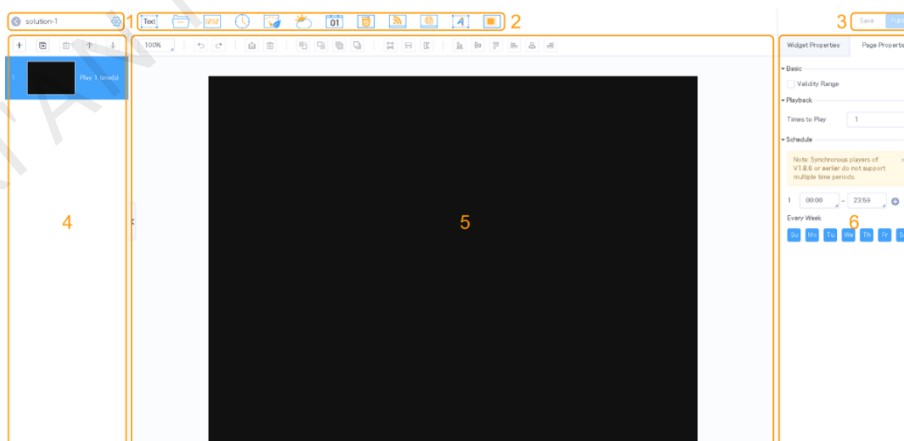


Table 2-1 Solution editing page description

No.	Function	Description
1	Setting basic information	View or change the solution name and set the resolution.


No.	Function	Description
2	Adding media	Add media.
3	Saving and publishing solutions	Save and publish solutions.
4	Editing solution pages	Add, copy and delete pages, and change the order of pages.
5	Editing page media	In the page editing area, double-click on the whitespace to add text.
6	Editing properties	Edit the properties of widgets and pages. Widgets are the media added to pages. Select a widget before editing its properties.

Step 4 After the solution editing is done, click **Save**.

Step 5 After the solution editing is done, click **Publish** and select players to publish the solution.

### 2.3.3 Publishing Solutions

Step 1 Choose **Solutions**.

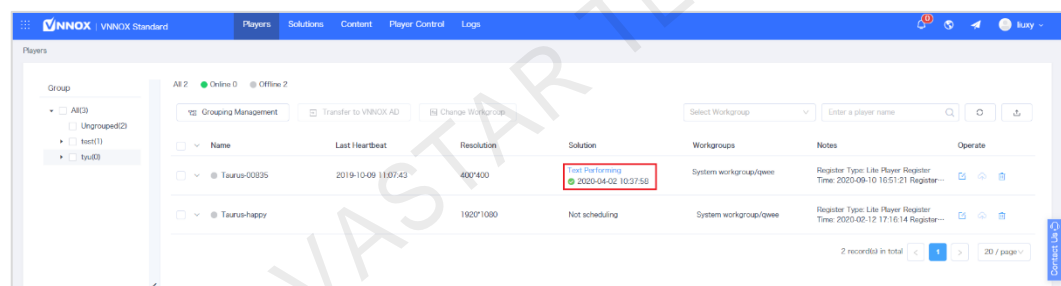
Step 2 Click  next to the target solution.

Step 3 Select one or more players and click **OK**.


Step 4 Do any of the following to view the publishing progress and result.

- Choose **Players** and view the publishing progress and result in the **Solution** column.

Figure 2-12 Publishing progress and result



- At the upper right, click  to view the publishing progress and result.

The number on  denotes the number of players to which solutions are being published, for example,

## 2.4 Player Control

Allows users to remotely control screen status, adjust the volume and brightness, switch the video source, control screen power, etc. in real time or as scheduled.

Step 1 Choose **Player Control**.

Step 2 Click a function icon to access the corresponding function page.

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

Step 4 Edit the real-time and scheduled control plans, and then click **Apply**.

## 3 Solution Editing

### 3.1 Uploading Media

#### Scenarios

Upload the playback contents to the platform to create a media library, allowing users to use the media anytime, anywhere.

#### Related Information

Media types supported by VNNOX Standard are shown in Table 3-1. The total media storage space is 5 GB.

Table 3-1 Media types

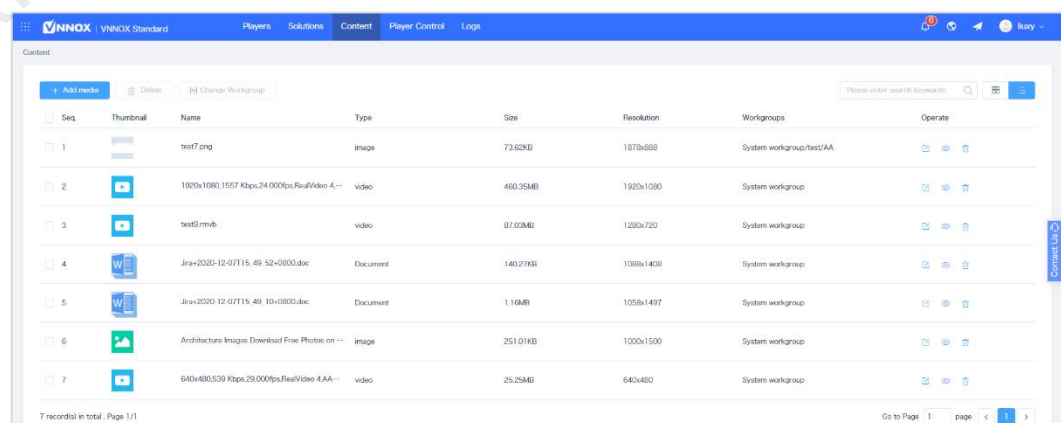
Media Type	VPlayer	Taurus
Video	Video container formats: MP4, AVI, RMVB, FLV, MKV, WMV, MOV	Video container formats: MP4, AVI, FLV, WMV, MOV
Audio	Currently not supported	MP3 Note: Audio files can be used as the background audio of text and images only
Image	JPG, PNG, ICO, BMP, GIF, JPEG	
Document	Word, Excel, PPT, PDF	
Webpage	N/A	
RSS	N/A	
Streaming Media	HLS, RTMP: Can be previewed online and played. RTSP: Can be played but cannot be previewed online.	
Widget	Text, digital clock, analog clock, environment monitoring, weather, calendar, window, colorful text	

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

#### Operating Procedure

Step 1 Choose **Content** from the menu bar.

Figure 3-1 Media library



Step 2 Click **Add media**. Choose videos, audio files, images, or documents from the local computer and click **Open**.

### Note:

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

- A system administrator can view, modify and delete the media in all the workgroups.
- A sub-user can view, modify and delete the media in the sub-user's workgroup and its sub-workgroups, but can only view the media in the public workgroup.

## 3.2 Solution Editing

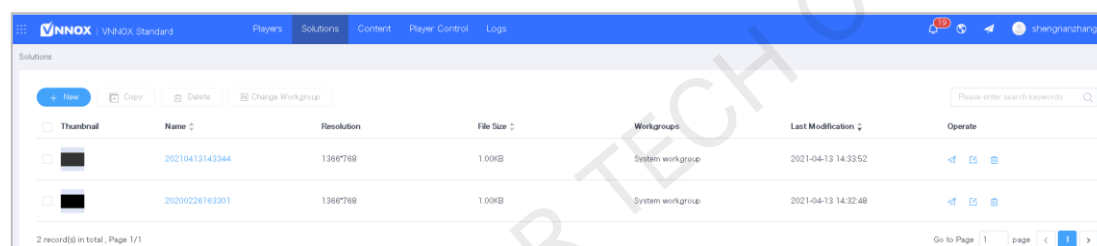
### Related Information

- A solution can contain one or more pages and a page can contain one or more media items.
- Pages are played in order from top to bottom.

### Operating Procedure

Step 1 Choose **Solutions** from the menu bar.

Figure 3-2 Solutions



Step 2 Click **New**.

Step 3 Specify a name and resolution for the solution and click **OK**.

The solution editing page is displayed.

Figure 3-3 Solution editing page

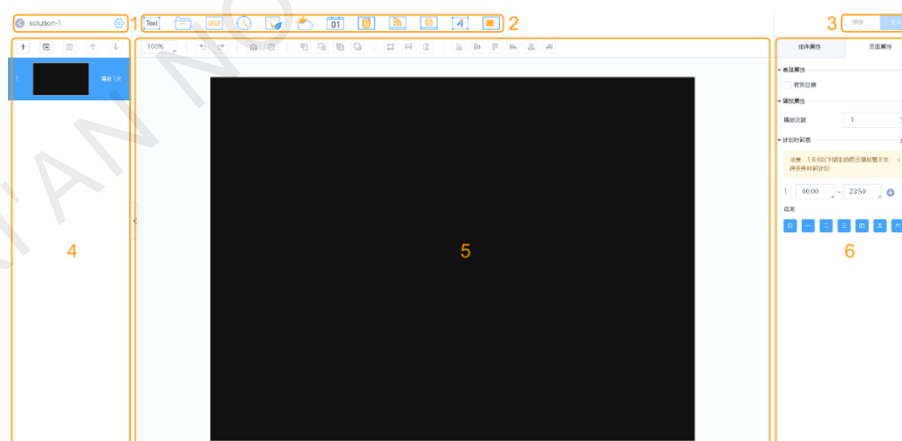



Table 3-2 Description of the solution editing page

No.	Function	Description
1	Setting basic information	View or change the solution name and set the resolution.
2	Adding media	Add media to the page media editing area. Click  to select the resources from <b>Content</b> .

No.	Function	Description
3	Saving and publishing solutions	Save and publish solutions.
4	Editing solution pages	Add, copy, and delete pages, and change the order of pages. Pages are played in order from top to bottom.
5	Editing page media	Zoom pages in or out, delete media and change media layer order and layout. Batch operations are supported. A text widget can be added by double-clicking the whitespace. Users can copy media (including properties) from other pages and paste the media to the current page. You can undo at most 5 steps. You can redo at most 5 steps.
6	Editing properties	Edit the properties of widgets and pages. Widget properties: Widgets are the media items added to a page. The properties of different widgets vary. Select a widget before editing its properties. Page properties: Specify the validity range, play count, and schedule for a page. <ul style="list-style-type: none"> <li>Validity Range: If this option is selected, <b>Start Date</b> and <b>End Date</b> will be displayed. Expired pages will be skipped during solution playback.</li> <li>Times to Play: Specifies the number of times to play the page continuously.</li> <li>Schedule: Specifies the time and interval to play a page. If there are overlapping timeslots with other pages, the pages will be played according to the page order from top to bottom.</li> </ul>

Step 4 After the solution editing is done, click **Save**.

#### Note:

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

- A system administrator can view, modify and delete the solutions in all the workgroups.
- A sub-user can view, modify and delete the solutions in the sub-user's workgroup and its sub-workgroups, but can only view the solutions in the public workgroup.

Step 5 After the solution editing is done, click **Publish** and select players to publish the solution.

## 4 Solution Publishing

### Related Information

After a solution is edited, click **Publish** to publish it. For details, see [3.2 Solution Editing](#).

In other situations, you can do the following to publish a solution.

### Operating Procedure


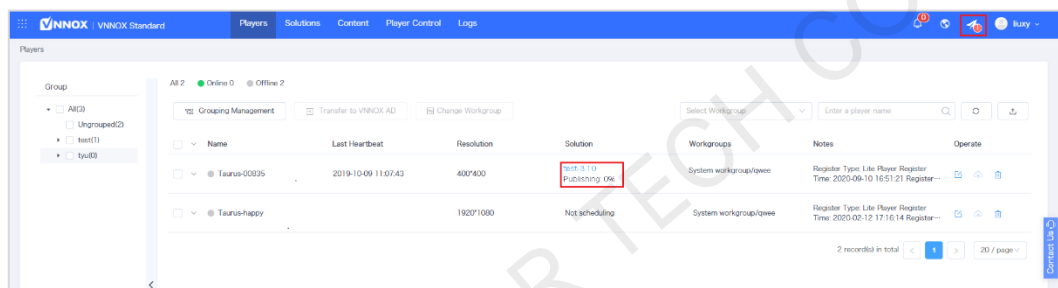


- Step 1 Choose **Solutions** from the menu bar.
- Step 2 Click  next to the target solution.
- Step 3 Select one or more players and click **OK**.
- Step 4 Do any of the following to view the publishing progress and result.

Figure 4-1 Publishing progress



- Choose **Players** and view the publishing progress and result in the **Solution** column.
- At the upper right of the page, click  to view the publishing progress and result.

The number on  denotes the number of players to which solutions are being published, for example,



## 5 Player Control

### Applications

Users can remotely control players in real time or as scheduled.

### Related Information

- If the execution times of the real-time and scheduled control plans overlap, the real-time control will be executed first.
- Transferring players to VNNOX AD also transfers their scheduled control data.

### 5.1 Brightness Control

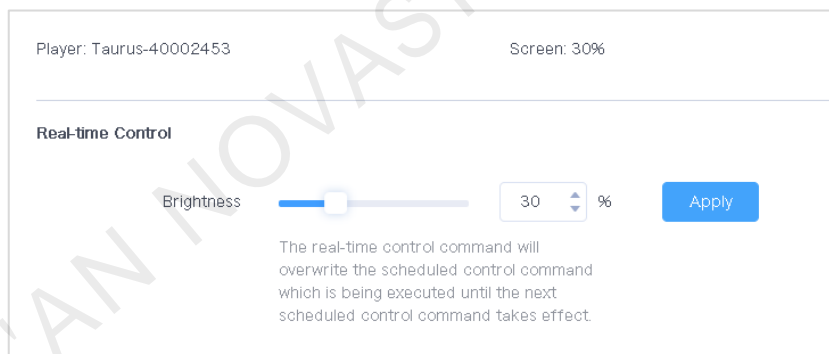
#### Scenarios

Manually adjust the brightness or specify rules for smart brightness adjustment.

#### Operating Procedure

- Step 1 Choose **Player Control** from the menu bar.
- Step 2 Click **Brightness Control**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Do any of the following as required.
  - 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: Under **Scheduled Control**, click  to set the command parameters and click **OK**. 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.

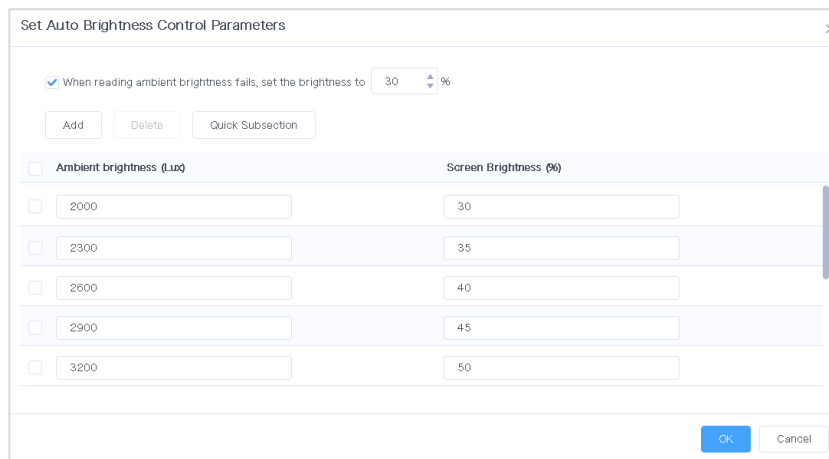
To add an automatic control command for brightness control, set the automatic brightness control parameters, namely, the relationship between the ambient brightness and screen brightness.

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

Control Type	Brightness (%)	Operation Time	Repeat	Valid Date	Enable
Auto Control	--	00:00:00	Don't repeat ( 20 20-08-03 )	2020-08-03	<input checked="" type="checkbox"/>

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

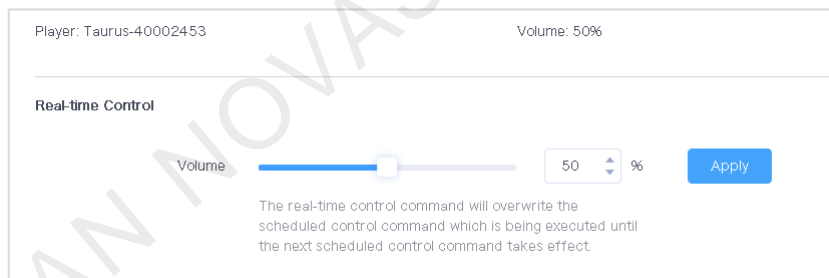
### Scenarios

Manually set the volume or specify rules for automatic volume control.

### Operating Procedure

- Step 1 Choose **Player Control** from the menu bar.
- Step 2 Click **Volume Control**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Do any of the following as required.
  - 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




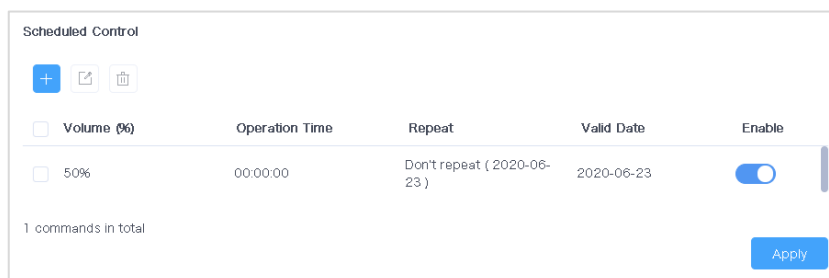
- Scheduled Control: Under **Scheduled Control**, click , set command parameters and click **OK**. Then click **Apply**.

Figure 5-4 Scheduled volume control



## 5.3 Video Source Switching

### Scenarios

Manually switch the video source or specify rules to switch the video source as scheduled.

### 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 Choose **Player Control** from the menu bar of the page.
- 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 required.
  - Real-time control: Select **Internal input source** or **External input source** and then click **Apply**.

Figure 5-5 Real-time video source switching

The screenshot shows the 'Real-time Control' section of the interface. At the top, it displays 'Player: Taurus-40002453' and 'Video Source: Unknown'. Below this, the 'Real-time Control' section has a 'Video Source' label and two radio button options: 'Internal input source' (which is selected) and 'External input source'. To the right of these options is a blue 'Apply' button. Below the radio buttons, a note states: 'The real-time control command will overwrite the scheduled control command which is being executed until the next scheduled control command takes effect.'


- Scheduled Control: Under **Scheduled Control**, click , set command parameters, and click **OK**. Then click **Apply**.

Figure 5-6 Scheduled video source switching

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

## 5.4 Player Restart

### Scenarios

Restart players immediately or specify scheduled restart rules.

### Operating Procedure

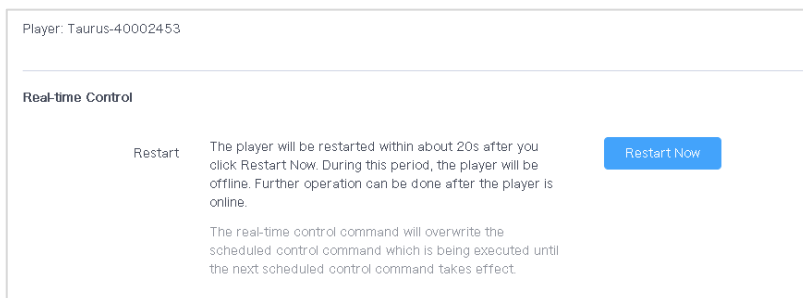
- Step 1 Choose **Player Control** from the menu bar.
- Step 2 Click **Player Restart**.

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

Step 4 Do any of the following as required.

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

Figure 5-7 Restarting the player immediately




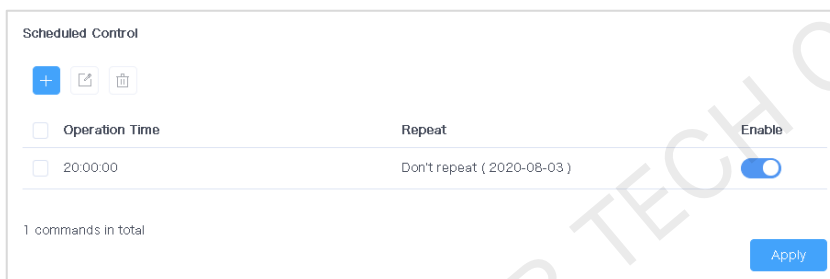
- Scheduled control: Under **Scheduled Control**, click , set the command parameters, and click **OK**. Then click **Apply**.

Figure 5-8 Scheduled restart rules



## 5.5 Screen Status Control

### Scenarios

Manually set the current playback status of the screen or specify scheduled control rules.

### 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 Choose **Player Control** from the menu bar.

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 required.

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

Figure 5-9 Real-time screen status control

Player: Taurus-40002453
Screen Status: Blackout

### Real-time Control

Screen Status
☒ Normal
☐ Blackout

Apply

The real-time control command will overwrite the scheduled control command which is being executed until the next scheduled control command takes effect.





- Scheduled control:** Under **Scheduled Control**, click , set the command parameters, and click **OK**. Then click **Apply**.

Figure 5-10 Scheduled screen status control

Scheduled Control

Control Type	Operation Time	Repeat	Enable
<input type="checkbox"/> Normal	16:00:00	Don't repeat ( 2020-08-03 )	<input checked="" type="checkbox"/>

1 commands in total

Apply

## 5.6 Monitoring

### Scenarios

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

### Operating Procedure

- Choose **Player Control** from the menu bar.
- Click **Monitor**.
- On the left of the page, select the target online player.
- View the player disk usage, current data usage of the month, and environment monitoring items.

Figure 5-11 Monitoring items

Storage

Disk Space Usage

sdcard: 0.36GB/3.96GB

Media Cleanup

Data

Current Month Data

25604.72MB

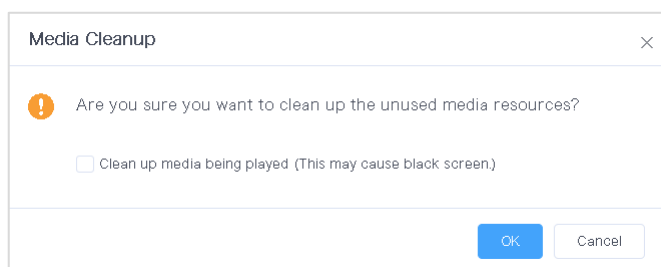
Usage

Environment Monitoring [Refresh](#)

Failed to obtain data.

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 specify rules for scheduled power control.

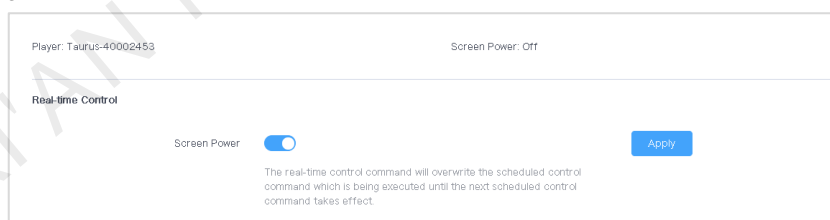
### Related Information

- 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

- Choose **Player Control** from the menu bar.
- Click **Power Control**.
- On the left of the page, select the target online player.
- Do any of the following as required.
  - Real-time control: Turn on **Screen Power** and click **Apply**.

Figure 5-13 Real-time screen power control




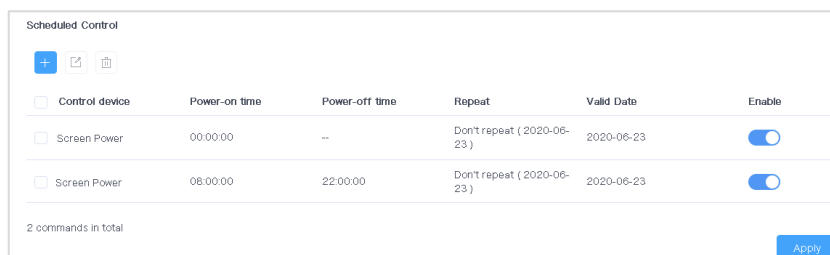
- Scheduled control: Under **Scheduled Control**, click , set the command parameters and click **OK**. Then click **Apply**.

Figure 5-14 Scheduled screen power control




## 5.8 Time Synchronization

### Scenarios

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

### Related Information

Table 5-1 Time synchronization methods

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


### Operating Procedure

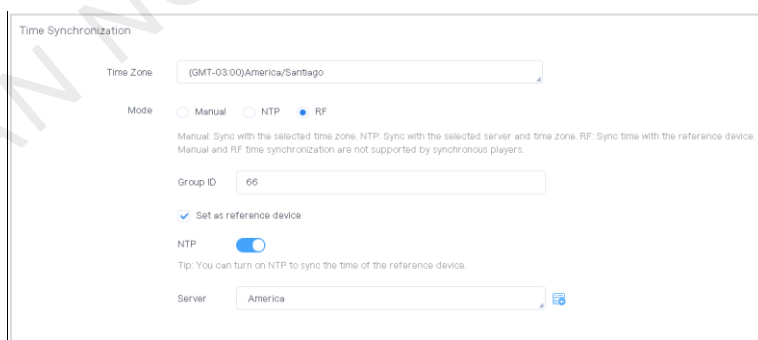
Step 1 Choose **Player Control** from the menu bar.

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 required.

- 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.



Time Synchronization

Time Zone: (GMT-03:00)America/Santiago

Mode: ☐ Manual ☐ NTP ☒ RF


Manual: Sync with the selected time zone. NTP: Sync with the selected server and time zone. RF: Sync time with the reference device. Manual and RF time synchronization are not supported by synchronous players.

Group ID: 66

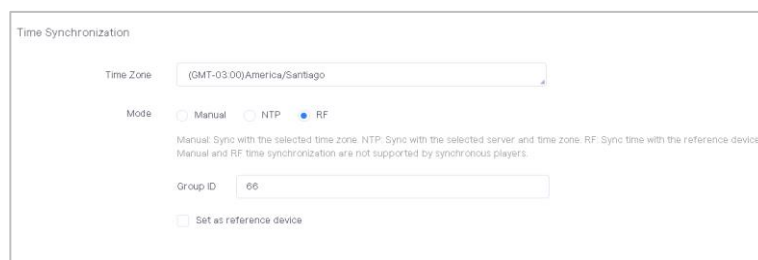
☒ Set as reference device

NTP: ☐

Tip: You can turn on NTP to sync the time of the reference device.

Server: America 

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



Time Synchronization

Time Zone: (GMT-03:00)America/Santiago

Mode: ☐ Manual ☐ NTP ☒ RF

Manual: Sync with the selected time zone. NTP: Sync with the selected server and time zone. RF: Sync time with the reference device. Manual and RF time synchronization are not supported by synchronous players.

Group ID: 66

☐ Set as reference device

## 5.9 Synchronous Playback

### Scenarios

Turn on or off the synchronous playback function.

### 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

- Step 1 Choose **Player Control** from the menu bar.
- Step 2 Click **Synchronous Playback**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Turn on or off synchronous playback and click **Apply**.

## 5.10 Playback Management

### Scenarios

Capture the screenshot of the content being played by the player to check whether the playback status is normal.

### Operating Procedure

- Step 1 Choose **Player Control** from the menu bar.
- Step 2 Click **Playback Management**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Click **Recapture** to capture a screenshot of the content currently being played.

Figure 5-15 Screenshot





## 5.11 Player Upgrade

### Scenarios


Remotely upgrade the player software and system to the latest versions.

- Synchronous player: Version of VPlayer
- Asynchronous player: **Software** refers to the versions of the Android application software and the FPGA program. **System** refers to the version of the Android operating system.

### Operating Procedure

Step 1 Choose **Players** from the menu bar.

Step 2 Click  in the **Operate** column of the player list.

If the software is up to date or being upgraded,  will be displayed.

Step 3 Click **OK**.

Step 4 View the upgrade progress in the **Details** column of the player list.

After the upgrade is done, you can view the software version information.

## 6 Other Functions

### 6.1 Remote Control Logs

#### Scenarios

Users can view the control command execution logs of players.

#### 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

Users can view the play logs of players.

#### Related Information

Play logs record the playback information including overviews and detailed logs.

#### Operating Procedure

- Step 1 From the menu bar, choose **Logs > Play Logs**.
- Step 2 Click **Please select** to select one or more players.
  - To view the overviews of play logs, up to 50 players can be selected.
  - To view the details of play logs, up to 25 players can be selected.
- 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 Player Transfer

#### Scenarios

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

#### Operating Procedure

- Step 1 Choose **Players** from the menu bar.
- Step 2 Select one or more players and click **Transfer to VNNOX AD**.
- Step 3 Click **OK**.

## 6.4 Player Workgroup Modification

### Scenarios

After a player is bound, its workgroup is the same as the user's workgroup by default. The user can change the workgroup of a player to the user's workgroup or its sub-workgroups.

### Operating Procedure

- Step 1 From the menu bar, choose **Players**.
- Step 2 Select one or more players and click **Change Workgroup**.
- Step 3 Select a new workgroup for the player(s).
- Step 4 Click **OK**.

## 6.5 Player Grouping

### Scenarios

Users can group players, allowing for unified management.

### Operating Procedure


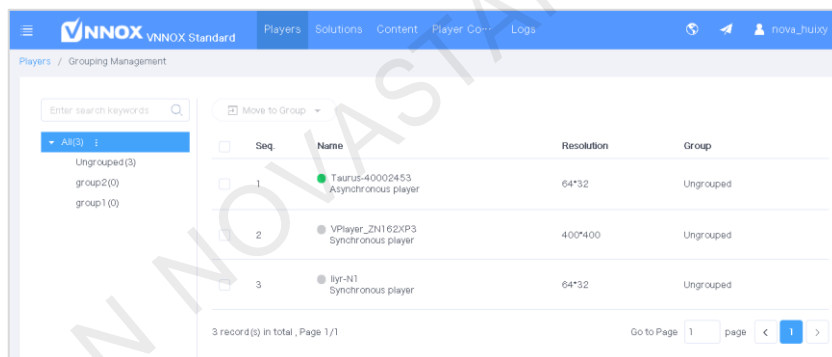
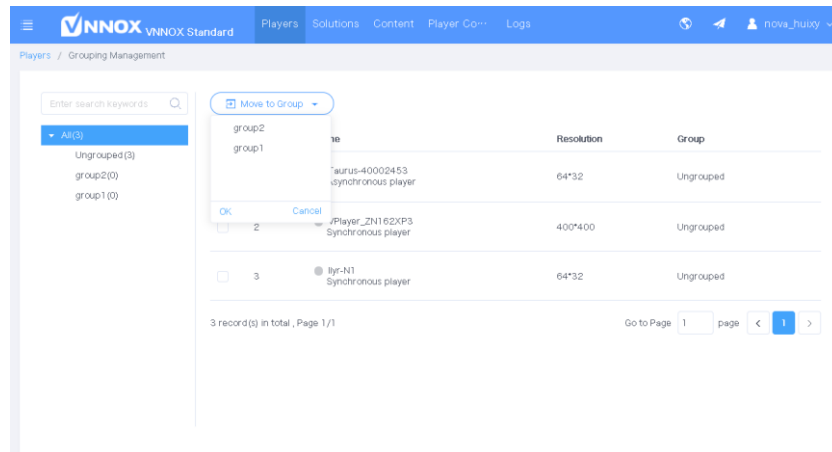
- Step 1 Choose **Players** from the menu bar.
- Step 2 Click **Grouping Management**.
- Step 3 Move your mouse to a group name, click  and select **New Group**.

Figure 6-1 Grouping management



- Step 4 Enter a name for the new group.
- Step 5 Find and select the players to be added to the new group.
- Step 6 Click **Move to Group**, select the new group from the drop-down box, and click **OK**.

Figure 6-2 Selecting a group




## 6.6 System Switching

### Scenarios

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

### Operating Procedure

- Step 1 Move your mouse to  at the top left.
- Step 2 From the drop-down options, select an option to switch.

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