

VNNOX

Cloud-Based Publishing Service



Quick Start Guide


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1 About This Document

The VNNOX offers a unified platform for users to edit and publish solutions. After players are bound to synchronous and asynchronous terminals, VNNOX can publish solutions remotely.

This document is to guide users to quickly get started with the VNNOX to edit and publish solutions.

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2 Operation Overview

Table 2-1 Operation overview

| No. | Operation | Description | Software Required |
|-----|---|---|---|
| 1 | Registering and Logging in VNNOX | After successful registration, the role of the user is a system administrator and the user has all the permissions. | VNNOX |
| 2 | Editing Solutions | Users add media to playlists and schedule the playlists. Then a solution is created. | |
| 3 | Creating Players | Players include synchronous players and asynchronous players. | |
| 4 | Setting Player Authentication Information | Authentication information is required when synchronous and asynchronous terminals bind players. | |
| 5 | Installing Terminal Players | Terminal players can bind the players on the VNNOX. | VNNOX Player (synchronous terminal) ViPlex (asynchronous terminal) |
| 6 | Binding Players | Solutions can be associated after players are bound. | VNNOX Player(synchronous terminal) ViPlex(asynchronous terminal) |
| 7 | Publishing Solutions | After solutions are associated by players, the VNNOX will publish the solutions manually or automatically. | VNNOX |

3 Registering and Logging in VNNOX

3.1 Registering VNNOX

Step 1 Visit <http://www.vnnox.com> and click **Register** at the top right of the page.

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

Step 3 Enter the information required for the registration.

Registering by email is the default way of registration. Click **By Phone** to switch to the page for registering by phone.

Step 4 Click Register.

System prompts that the registration is successful and the login page appears.

After successful registration, the default role of the user is system administrator and the user has all the permissions. The default workgroup of the user is system workgroup and the user can manage all the resources. The default role and workgroup cannot be changed. The VNNOX will assign five free licenses to the user. Each of the licenses is valid for one month.

3.2 Logging in VNNOX

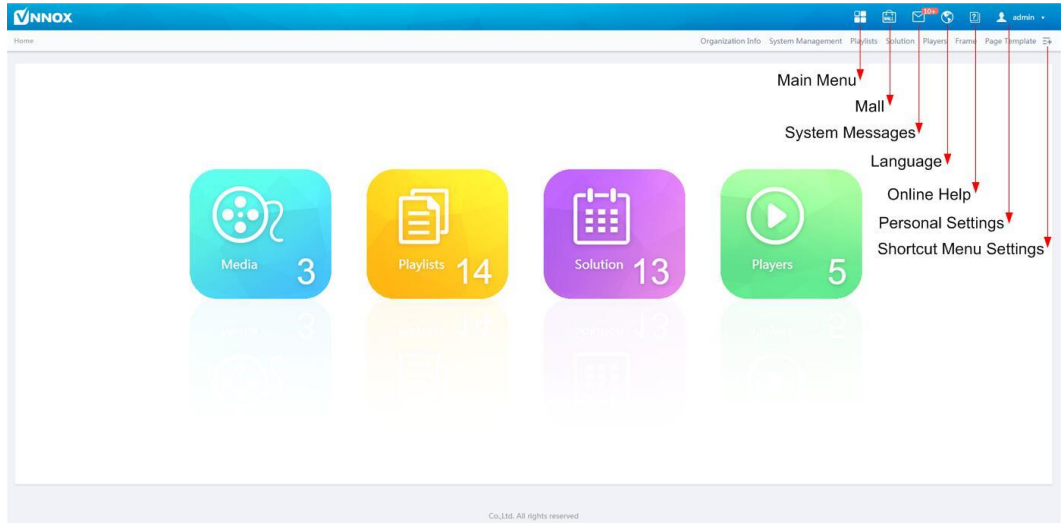
Step 1 Visit <http://www.vnnox.com> and click **Login** at the top right of the page.

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

Step 3 Enter the account name and password, then click **Login**.

After successful login, the **Home** page appears, as shown in [Figure 3-1](#).

Figure 3-1 The Home page

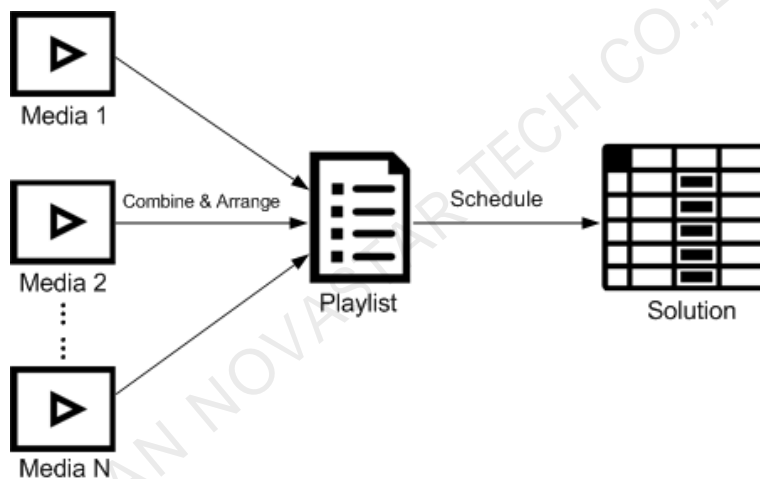


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4 Editing Solutions

Users add media to playlists and schedule the playlists. Then a solution is created. The relationship among media, playlist and solution is shown as [Figure 4-1](#).

Figure 4-1 Media management



4.1 Adding Media


4.1.1 Adding Images and Videos

The types of images, videos, and documents supported by VNNOX are shown as [Table 4-1](#).


Table 4-1 Types of images, videos, and documents

| Media Type | Synchronous Terminal | Asynchronous Terminal |
|------------|--------------------------|---|
| Image | PNG, JPG, BMP, GIF, JPEG | JPEG, BMP, GIF, PNG, WEBP |
| Video | MP4, RMVB, AVI | MPEG-1/2, MPEG-4,H.264/AVC, MVC, H.265/HEVC, Google VP8, H.263, VC-1, Motion JPEG |


| Media Type | Synchronous Terminal | Asynchronous Terminal |
|------------|-----------------------|-----------------------|
| Document | Word, Excel, PPT, PDF | |

- Step 1 Select **Media Management > Media** in the pop-up menu of  at the top right of the page.
- Step 2 Click **Add** and select **Upload File**.
- Step 3 Click **Choose file**.
- Step 4 Select the images, videos, and documents to be uploaded, then click **Open**.
- Step 5 (Optional) Specify the categories of the media. The media can be quickly found by the filter according to the categories.
- Step 6 Click **Ok**. After a message appears prompting the media files are uploaded successfully, the added media will be displayed in the media list.
- Step 7 Click the name of the media to enter the **Basic Info** tab of the media attribute page.
- Step 8 Set the validity of the images, videos, and documents. Expired media cannot be played. When the media type is document, you also need to set the duration and effect of each page of the document.
- Step 9 Click **Save&Close**.

4.1.2 Adding Webpages

- Step 1 Select **Media Management > Media** in the pop-up menu of  at the top right of the page.
- Step 2 Click **Add** and select **Webpage** from the drop-down options.
- Step 3 Name the webpage and enter the address of the webpage.
- Step 4 (Optional) Specify the categories of the media. The media can be quickly found by the filter according to the categories.
- Step 5 Click **Ok** and enter the **Basic Info** tab of the webpage attribute page.
- Step 6 Set the validity of the webpage. Expired media cannot be played.
- Step 7 Click **Save&Close**. After the operation is successful, the added webpage will be displayed in the media list.

4.1.3 Adding RSS

- Step 1 Select **Media Management > Media** in the pop-up menu of  at the top right of the page.
- Step 2 Click **Add** and select **RSS** from the drop-down options.
- Step 3 Name the RSS and enter the address of the RSS.
- Step 4 (Optional) Specify the categories of the media. The media can be quickly found by the filter according the categories of the media.
- Step 5 Click **Ok**. The **Basic Info** tab of the RSS attribute page appears.

- Step 6 Set the validity and refresh period of the RSS. Expired media cannot be played. The subscriptions will be refreshed automatically based on the refresh period.
- Step 7 Click **Save&Close**. After the operation is successful, the added RSS will be displayed in the media list.

4.1.4 Adding Pages

A page includes one or more media and widgets. Media in the page are restricted to the attributes of the page and the attributes of the media doesn't take effect.


- Step 1 Select **Media Management > Media** in the pop-up menu of  at the top right of the page.
- Step 2 Click **Add** and select **Page** in the drop-down options.
- Step 3 Enter a name for the page and set its categories, and click **Next**.
- Step 4 Select a page template and click **Ok**. Then the **Edit** page appears, as shown in [Figure 4-2](#). Description of the **Edit** page is shown in [Table 4-2](#).

Figure 4-2 The Edit page

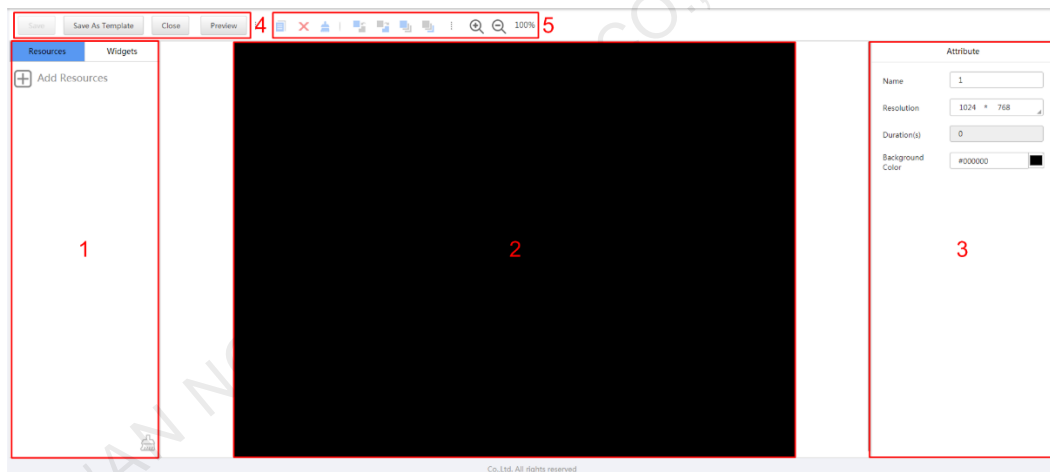












Table 4-2 Description of the Edit page

| No. | Function | Description |
|-----|-----------------------|---|
| 1 | Resources and widgets | <ul style="list-style-type: none"> Resources: Add media to the resource list. Click  to clear the resource list. Widgets: Show all the widgets provided by the system, including small containers, weather, analog clock, digital clock, calendar, syntext, temperature and humidity. Media and other widgets can be added into the small container. |
| 2 | Editing the page | Edit contents of the page, including media and widgets. |
| 3 | Editing attributes | Click and select the media and widgets in the page editing area to edit their relevant attributes. |
| 4 | Common buttons | Save, close and preview pages, and save pages as |

| No. | Function | Description |
|-----|--------------|---|
| | | templates. |
| 5 | Icon buttons | <p>From left to right, meanings of the icons are as follows:</p> <ul style="list-style-type: none"> • : Copy an object • : Delete an object • : Clear objects • : Bring forward • : Send backward • : Bring to front • : Send to back • : Zoom in • : Zoom out <p>All the operation objects of the above buttons are the media and widgets in the page editing area. Click and select an object before operating.</p> |


- Step 5 (Optional) Click **Add Resources** in the **Resources** tab on the left. Select one or more media in the pop-up dialog box and click **Ok**.
- Step 6 Drag the media or widgets in the left side of the page to the editing area.
- Step 7 Click and select one media or widget to edit the attributes and adjust the layout.
- Step 8 Click **Save** after the attributes and layout of all the contents in the page are edited.
- Step 9 (Optional) Click **Save As Template** to save the page as a template.
- Step 10 Click **Close**. After the operation is successful, the added page will be displayed in the media list.

4.1.5 Adding Streaming Media

The Streaming Media formats supported by the VNNOX are shown as [Table 4-3](#).


Table 4-3 Streaming Media formats

| Media Type | Synchronous Terminal | Asynchronous Terminal |
|-----------------|---|--------------------------|
| Streaming Media | <ul style="list-style-type: none"> • HLS, RTMP: Can be previewed online and played. • RTSP: Can be played but cannot be previewed online. | Currently not supported. |

- Step 1 Select **Media Management > Media** in the pop-up menu of  at the top right of the page.
- Step 2 Click **Add** and select **Streaming Media** from the drop-down options.
- Step 3 Name the Streaming Media and enter the address of the webpage.
- Step 4 (Optional) Specify the categories of the media. The media can be quickly found by the filter according to the categories.

- Step 5 Click **Ok** and enter the **Basic Info** tab of the Streaming Media attribute page.
- Step 6 Set the validity of the Streaming Media. Expired media cannot be played.
- Step 7 Click **Save&Close**. After the operation is successful, the added webpage will be displayed in the media list.

4.2 Creating Playlists

- Step 1 Select **Media Management > Playlists** in the pop-up menu of  at the top right of the page.
- Step 2 Click **New**.
- Step 3 Name the playlist.
- Step 4 (Optional) Specify the categories of the playlist. The playlist can be quickly found by the filter according to its categories.
- Step 5 Click **Ok**. The **Media Item** tab of the playlist attribute page appears.
- Step 6 Select the **Basic Info** tab to set the following parameters.
- Default image duration time: Set the default play duration of images. The value of this parameter is the play duration while adding images in the **Media Item** tab.
 - Default web/RSS duration time: Set the default play duration of webpages and RSS. The value of this parameter is the play duration while adding webpages and RSS in the **Media Item** tab.
 - Default Streaming media duration time: Set the default play duration of streaming media. The value of this parameter is the play duration while adding streaming media in the **Media Item** tab.
 - Entrance effect: Set the default entrance effects of static images.
 - Entrance effect duration: Set the default entrance effect duration of static images. If the duration of a static image is 30 seconds and the duration of entrance effect is set to 10 seconds, the static image will played for 20 seconds after the entrance.
- Step 7 Select the **Workgroup** tab to perform the following operations.
- System administrator: Set the workgroup that a playlist belongs to.
 - Other users: View the workgroup that a playlist belongs to.
- Step 8 Select the **Media Item** tab to add media or sub-playlists.
- Click **Add media** to select one or more media, and then click **Ok**.
 - Click **Add sub-playlist** to select one or more sub-playlists, and then click **Ok**.
- Step 9 Select one media and click **Attribute**, or select more media and click **Bulk edit**. Set the duration and play plan, and then click **Ok**. If no media is in the playlist, skip this step.
- Item duration time: Set the duration time of images, webpages, RSS and streaming media. For videos, pages, and documents, this parameter cannot be modified.
 - Valid range: When this parameter is set to **Yes**, you can set the validity of the media item. The valid range is valid in current playlist only.

- Time solution: Specify the play plan of the media item. The time solution is valid in current playlist only.

Step 10 Click **Save&Close**.

4.3 Creating Solutions




- Step 1 Select **Media Management > Solution** in the pop-up menu of  at the top right of the page.
- Step 2 Click **New**.
- Step 3 Enter a name for the solution and set its categories, and click **Next**.
- Step 4 Select a frame template and click **Ok**. Then the **Solution Settings** tab of the frame template attribute page and the **week** timetable appear. Assume that the solution only have one frameset, as shown in [Figure 4-3](#). Description of the page is shown in [Table 4-4](#). If the solution has more framesets, it will be required to schedule each of the framesets respectively.

Figure 4-3 The Solution Settings tab



Table 4-4 Description of the Solution Settings tab

| No. | Function | Description |
|-----|------------------|---|
| 1 | Schedule buttons | <ul style="list-style-type: none"> • Create: Click this button, and the Create dialog box appears. • Edit: Select a schedule in the timetable and click this button. Then the Edit dialog box appears. • Delete: Select a schedule in the time table and click this button to delete the schedule. • Clear: Click this button to clear schedules. |
| 2 | Date buttons | <ul style="list-style-type: none"> • Day: Show the timetable in day view. • Week: Show the timetable in week view. • Month: Show the timetable in month view. |

| No. | Function | Description |
|-----|------------------------|---|
| | | <ul style="list-style-type: none"> • Schedule: List all schedules and the media contained in each schedule. |
| 3 | Common buttons | <ul style="list-style-type: none"> • Save: Save configuration. • Reset: Restore configuration. • Save&Close: Save configuration and close the attribute page. |
| 4 | Date switching buttons | <ul style="list-style-type: none"> • : Switch to a previous date by day, week or month. • : Switch to a subsequent date by day, week or month. • Today: Switch the timetable to current day. • This Week: Switch the timetable to current week. • This Month: Switch the timetable to current month. |
| 5 | Schedules | The default way to show timetable is by week . |

Step 5 Click **day**, **week** or **month** to enter relevant timetables. Perform any of the following operations to create the solution.

- Click **Create**.
- Click a cell in the timetable and click **+**. Each cell of the timetable in **day** and **week** views stands for one hour, while in month view stands for one day.

Step 6 Select a playlist in the **Playlist** tab of the **Create** dialog.

Step 7 Select the **Play plan** tab and set play duration and date or play duration and period.

- When the **Repeat** is set to **Not repeating**, the solution can be played normally according to the plan if the date is set to the current day or after 7 days. The solution will not be played if the date is set to other days.
- If the **Repeat** is set to **Every day**, **Weekly**, **Per month** or **Per year**, the solution will be played repeatedly according to the period you set.

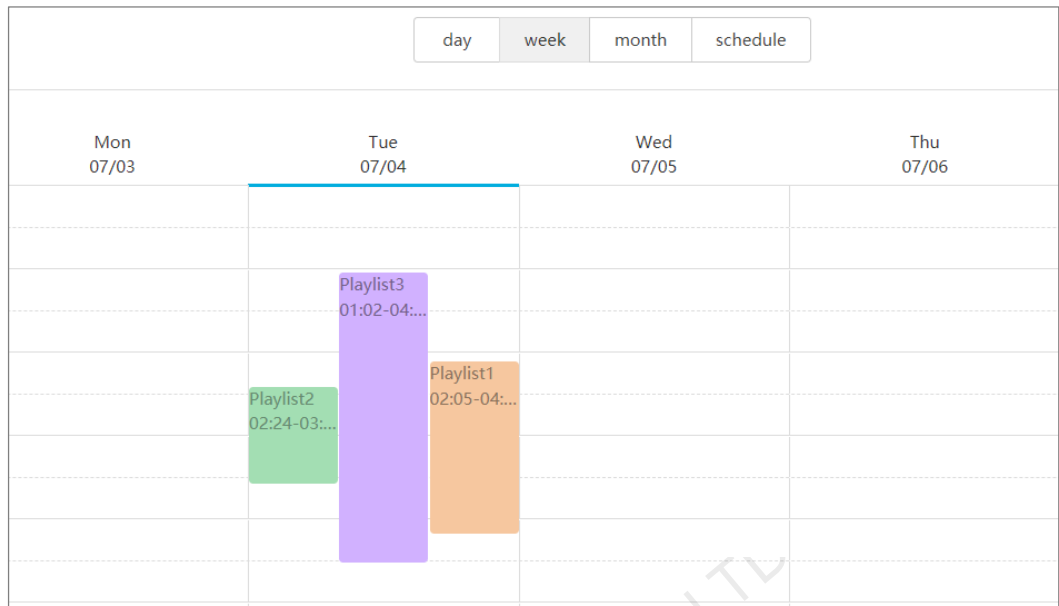
Step 8 Select the **Option** tab and set the schedule color displayed in the timetable.

Step 9 After the configuration is completed, click **Ok**. The schedule is graphically displayed in the timetable.

For the timetable in **day** and **week** views, the schedules will be displayed side by side in the timetable if the schedules have overlapped timeslot. In [Figure 4-4](#), three schedules in the **week** timetable are taken as an example. The VNNOX supports following operations on the schedules:

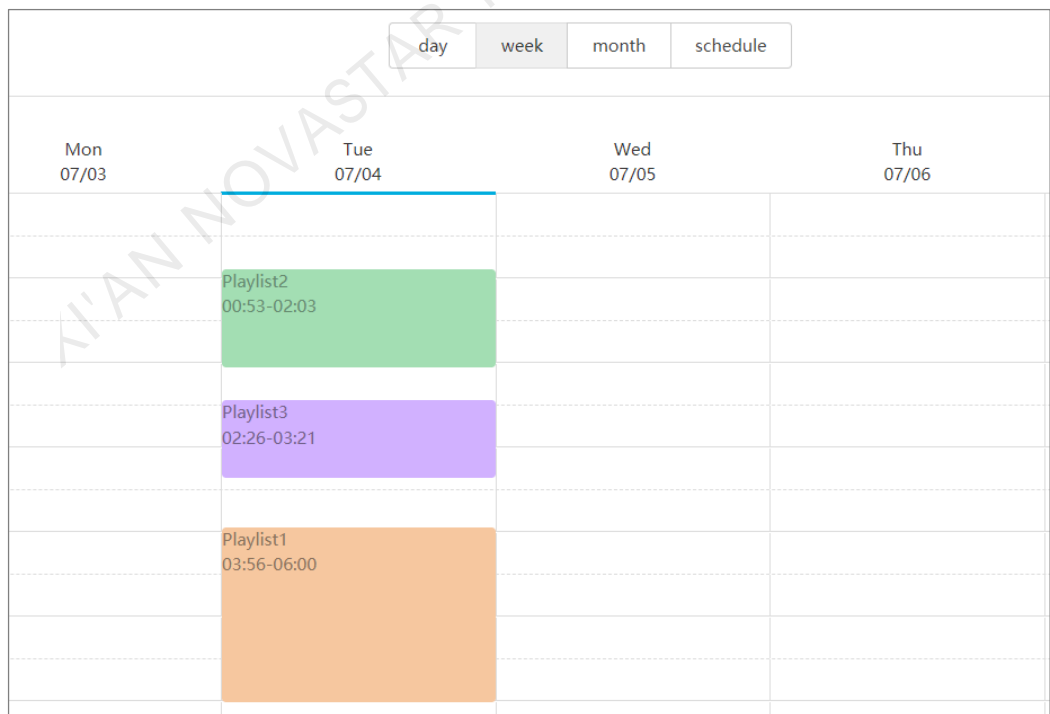
- Drag the top and bottom edges of a schedule to modify its timeslot.
- Drag a schedule to any position of the date when the schedule will be played to modify the timeslot.
- Drag the schedules to modify the playback priority order during the overlapped timeslot, for example, the priority order of the three playlists in [Figure 4-4](#) is: Playlist3 > Playlist2 > Playlist3. After the playback of Playlist2 is over, Playlist3 will be played from the beginning. Playlist1 will not be played.
- Double click a schedule and the **Edit** dialog box appears.

Figure 4-4 With overlapped timeslot



Drag the three schedules in [Figure 4-4](#) until they don't have overlapped timeslot. Then the schedules is displayed as the [Figure 4-5](#).

Figure 4-5 Without overlapped timeslot



5 Creating Players


Related Information

Players are tools for information transmission between the VNNOX and synchronous and asynchronous terminals.

Players include following two types:

- Synchronous player: Used for synchronous terminals and bound on VNNOX Player.
- Asynchronous player: Used for synchronous terminals and bound on ViPlex.

Operating Steps

- Step 1 Select **Players Management** > **Players** in the pop-up menu of  at the top right of the page.
- Step 2 Click **New**.
- Step 3 Choose synchronous player or asynchronous player and click **Next**.
- Step 4 Enter a name for the player, associate a license, set the solution distribution type and the categories of the player, and click **Ok**. Then the **Basic Info** tab of player attribute page appears.

The available licenses are displayed in the drop-down options of **Associated license**. The associated and expired licenses are not displayed. After successful association, the license number and validity will be displayed in the **Player License** of the player list.

The meanings of distribution types are shown as follows:

- Manual: After a solution is bound to players or modified, users need to click **Update solution** in the player list page to distribute the solution manually.
- Auto: After a solution is bound to players or modified, VNNOX will distribute the solution automatically without any operation.

6 Setting Player Authentication Information


Related Information

After successful registration, The VNNOX generates the following default authentication information.

- Certified user name: **Username_player**
- Certified password: **123456**

Authentication information is required when synchronous and asynchronous terminals bind players. To prevent terminals accessing VNNOX illegally, we suggest modifying the default authentication information.

Operating Steps

- Step 1 Select **Organization Management > System Management** at the pop-up menu of  at the top right of the page.
- Step 2 Select the **Player Authentication** tab.
- Step 3 Set certified user name and password, then click **Save**.
- Step 4 Record the **Server address**, **Certified user name** and **Certified password** which will be required while binding the player.

7 Installing Terminal Players

Terminal players can bind the players on the VNNOX, including VNNOX Player and ViPlex.

The ViPlex includes ViPlex Handy and ViPlex Express.

7.1 Installing VNNOX Player (Synchronous Terminal)

Before You Begin

- Visit www.vnnox.com, and click **Windows Player Downloads** to download the installation program “VNNOX Player.exe” of the VNNOX Player.
- Make sure the antivirus software is stopped.
- Make sure the .NET Framework V4.0 or above is installed.

Operating Steps

- Step 1 Double click the installation program “VNNOX Player.exe”.
- Step 2 Select a language and click **OK**.
- Step 3 Click **Next** in the installation wizard.
- Step 4 Select an installation path and click **Next**.
- Step 5 Select a start menu folder and click **Next**.
- Step 6 Select the additional tasks and click **Next**.
- Step 7 Click **Install**.
- Step 8 After the installation, **Launch VNNOX Player** is optional. Click **Finish** to complete the installation.

7.2 Installing ViPlex (Asynchronous Terminal)

7.2.1 Installing ViPlex Handy (Android and iOS)

Before You Begin

Scan the QR code below to download the ViPlex Handy installation package.



Operating Steps

Installation of the ViPlex Handy is the same as other applications.

7.2.2 Installing ViPlex Express (Windows)

Before You Begin

Visit www.novastar.tech to download the installation program "ViPlex Express V1.0.0 Setup.exe".

Operating Steps

- Step 1 Double click the installation program "ViPlex Express V1.0.0 Setup.exe".
- Step 2 Click **Next** in the setup wizard.
- Step 3 Select the installation path and click **Next**.
- Step 4 Select the start menu folder and click **Next**.
- Step 5 Select additional task and click **Next**.
- Step 6 Click **Install**.
- Step 7 After the installation, **Run ViPlex Express** is optional. Click **Finish** to complete the installation.

8 Binding Players

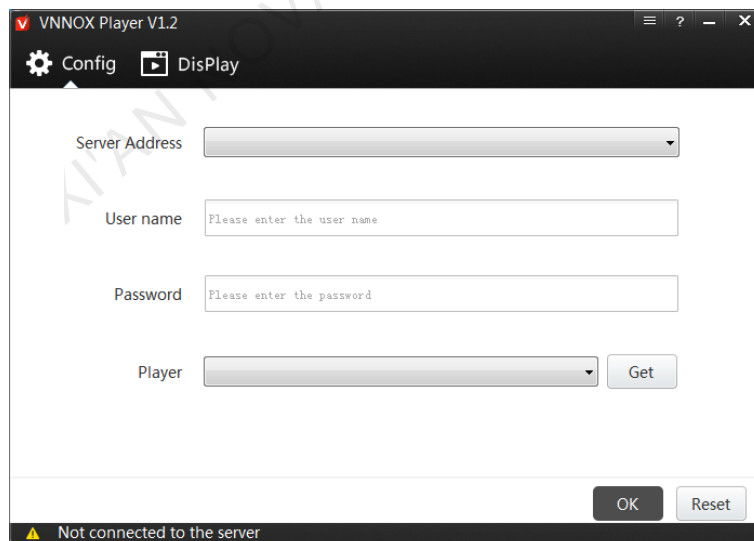
After being bound, players could associate solutions. One terminal player can bind one player on the VNNOX only.

- Synchronous terminal: Bind synchronous players on the VNNOX via VNNOX Player.
- Asynchronous terminal: Bind the asynchronous players on the VNNOX via ViPlex.

8.1 Binding Synchronous Players (Synchronous Terminals)

Step 1 Start the VNNOX Player, as shown in [Figure 8-1](#).


Figure 8-1 The Config tab



Step 2 Click the drop-down arrow on the right of **Server Address** in the **Config** tab and select **New**.

Step 3 Enter the server name and address in the **New** dialog box and then click **OK**. The **Server Address** must be the same as the server address in VNNOX.

- Step 4 Enter certified user name and password which must be the same as the user name and password in the VNNOX.
- Step 5 Click **Get** on the right of **Player** to get the player list.
- Step 6 Click the drop-down arrow on the right of **Player** to select a player and then click **OK**.
- Step 7 Click **OK** in the pop-up prompt box which reminds that the player is bound successfully.

 The server connection is successful is shown in the bottom left corner of the page.

8.2 Binding Asynchronous Players (Asynchronous Terminals)

Taurus is an asynchronous terminal and can bind player via the ViPlex. The Vipler includes ViPlex Handy, ViPlex Express both of which are capable of binding players.

8.2.1 Binding via ViPlex Handy (Android and iOS)

Before You Begin




- Get the SSID and password of WiFi AP of the Taurus. The default SSID is “**AP+the last 8 digits**”. The default password is “**12345678**”.
- Get the password of the user “**admin**”. The default password of the user “**admin**” is “**123456**”.
- Connect the Taurus to Internet.

Operating Steps

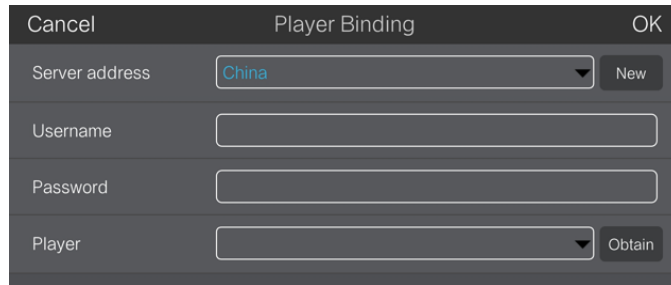
The ViPlex Handy can connect any number of the Taurus products.

- Step 1 Connect the WiFi AP of the Taurus products.
- Step 2 Start ViPlex Handy.

System can automatically detect the Taurus series products and refresh **Screen list**. Users can also slide down **Screen list** to manually refresh the list.

- : denotes that Taurus is online and you can log into it.
- : denotes that Taurus is offline and you cannot log into it.
- : denotes that Taurus login is successful.

- Step 3 Click **Connect** behind the screen name.
- Step 4 Enter username and password, and click **Login**.
- Step 5 Click a screen name to enter the **Screen management** page.
- Step 6 Select **Remote Management > Player Binding**.



- Step 7 Select the VNNOX server and enter the certified user name and password of the player. The information must be the same as the information on the VNNOX.
- Step 8 Click **Obtain** and select an asynchronous player from the drop-down options.
- Step 9 Click **OK** after the settings are completed. A message appears prompting the operation is successful.

8.2.2 Binding via ViPlex Express (Windows)

Before You Begin

- Get the SSID and password of WiFi AP of the Taurus. The default SSID is “**AP+the last 8 digits**”. The default password is “**12345678**”.
- Get the password of the user “**admin**”. The default password of the user “**admin**” is “**123456**”.
- Connect the Taurus to Internet.




Operating Steps

ViPlex Express can connect any number of the Taurus products.

Step 1 Connect the WiFi AP of the Taurus products.



Step 2 Start ViPlex Express.

Step 3 Click **Refresh**.

-  : Denotes the Taurus is online and you can log into it.
-  : Denotes the Taurus is offline and you cannot log into it.
-  : Denotes logging into the Taurus is successful.

After the Taurus is found by ViPlex Express, the ViPlex express will try to log into to the Taurus with the default account or the account used for last login.

Step 4 Logging in Taurus is successful or not.

- Yes.  appears and then perform [Step 7](#).
- No.  appears and then perform [Step 5](#).

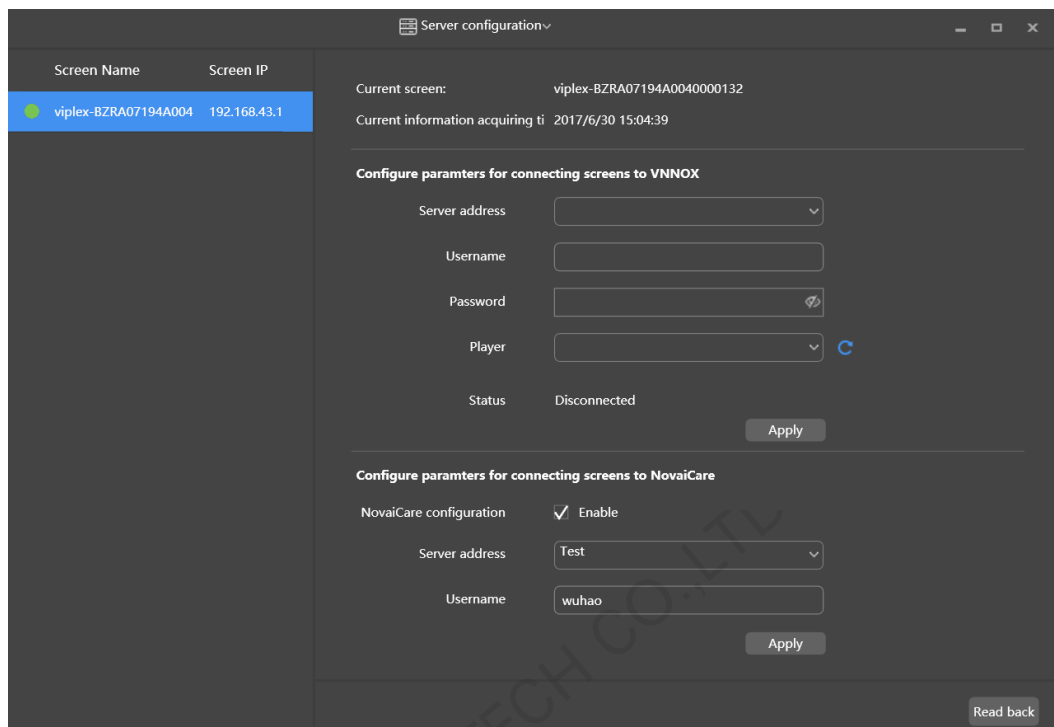
Step 5 Click **Connect** on the right of the screen information.

Step 6 Enter user name and password, and click **OK**.


Step 7 Select **Screen Control**.

Step 8 Click **Server configuration**.

Step 9 Select the target terminal in the terminal list.



Step 10 Select the VNNOX server and enter the certified user name and password of the player. The information must be the same as the information on the VNNOX.

Step 11 Click  on the right of **Player** and select an asynchronous player from the drop-down options.

Step 12 Click **Apply**, and a message appears prompting the player is bound successfully.


Step 13 Click **Read back**. The **Status** is shown as **Connected**.

9 Publishing Solutions

Related Information

After solutions are bound to the player, the solutions will be distributed by VNNOX automatically or manually. After the solutions are downloaded by terminal players, the solutions will be played according to the play plan.

Operating Steps

- Step 1 Visit <http://www.vnnox.com> and click **Login** at the top right of the page.
- Step 2 Select the server node and click **Ok**.
- Step 3 Enter your account name and password, then click **Login**.
- Step 4 Select **Players Management > Players** in the pop-up menu of  at the top right of the page.
- Step 5 Enter player attribute page.
 - For a single player: Select a player and click **Attribute**, or click the player name.
 - For multiple players: Select the players and click **Bulk edit**.
- Step 6 Select a solution from the drop-down options of the **associate solution** parameter.
- Step 7 The distribution type is **Manual** or not.
 - Yes, click **Save&Close** to return to the player list page. Select the target player and click **Update solution**.
 - No, click **Save&Close**.