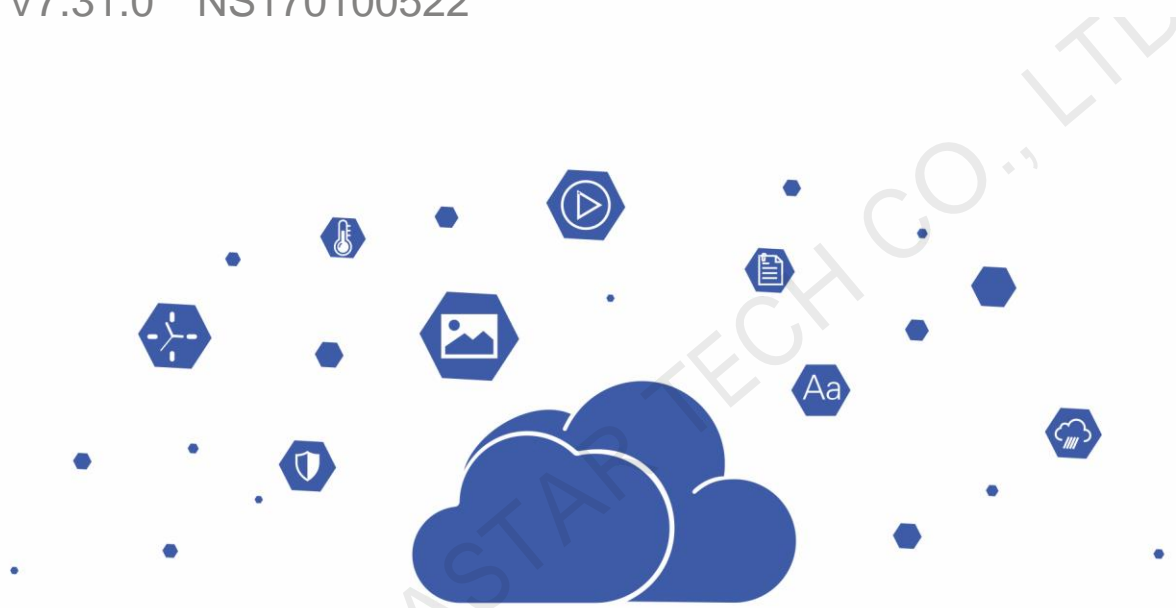


# VNNOX One-Stop Cloud Platform

V7.31.0 NS170100522



**VNNOX AD Quick Start Guide**

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# 1 About This Document

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The cloud publishing service of VNNOX one-stop cloud platform includes VNNOX Standard and VNNOX AD, allowing for remote content management and terminal control. **In the self-built system, VNNOX Standard is not supported.**

This document is intended to help users to quickly get started with VNNOX AD for remote solution publishing. Below is an introduction of some basic concepts.

## Remote Publishing

Remote publishing enables users to publish solutions associated with players to remote terminal players via Internet. The solutions will be downloaded and played by terminal players as scheduled.

## Remote Control

Remote control enables users to perform real-time or scheduled operations such as restarting players. Scheduled control can be implemented by sending remote control plans.

## Players

Players include synchronous players and asynchronous players, which can be associated with solutions and remote control plans.

Players in VNNOX Standard are created automatically when bound to the terminal player and can be transferred to VNNOX AD by authorization.

Players in VNNOX AD are created manually on the player list page and require licenses.

**In the self-built system, VNNOX Standard and functions related to licenses are not supported.**

## Terminal Players

Solutions can be downloaded and played by terminal players as scheduled.

VPlayer is an application which serves as a terminal player and can be used for devices installed with Windows.

Taurus series multimedia players are hardware products based on Android and can be used as the terminal players of the asynchronous system.

## Player Binding

Player binding is also called terminal binding.

Binding terminal players to players enables users to publish solutions and control displays remotely. Only one player can be bound to a terminal player.

- Synchronous players: Bound to VPlayer
- Asynchronous players: Bound to Taurus with ViPlex

ViPlex includes ViPlex Handy (Android and iOS) and ViPlex Express (Windows).

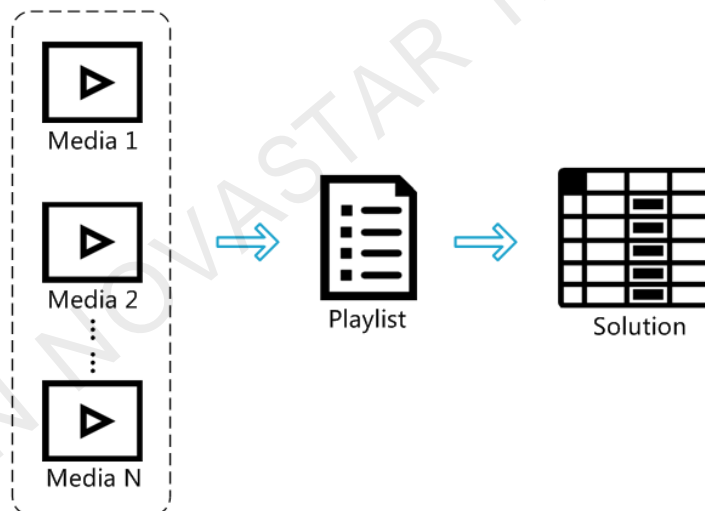
## Solutions

In VNNOX Standard, after users add media and edit the solution page, a solution is created. **In the self-built system, VNNOX Standard is not supported.**

In VNNOX AD, after users add media, add media and sub-playlists to a playlist and schedule the playlist, a solution is created.

The relationship between the media, playlist and solution is shown in [Figure 1-1](#).

Figure 1-1 Media management



# 2 Software Installation

## 2.1 Installing VPlayer

### Before You Begin

- Visit [www.en.vnnox.com/#downloadSyn](http://www.en.vnnox.com/#downloadSyn) to download the VPlayer installation program.
- Make sure the antivirus software is stopped.
- Make sure the .NET Framework V4.0 or above is installed.

### Installing Software

The installation of VPlayer is the same as other Windows applications.

## 2.2 Installing ViPlex

ViPlex includes ViPlex Handy and ViPlex Express.

### 2.2.1 Installing ViPlex Handy (Android and iOS)

#### Downloading Installation Package

Scan the QR code below to download the installation packages for Android and iOS.



### Installing Software

The installation of the ViPlex Handy is the same as other applications.

## 2.2.2 Installing ViPlex Express (Windows)

### Downloading Installation Package

[www.en.vnnox.com/#downloadT](http://www.en.vnnox.com/#downloadT)

### Installing Software

The installation of the ViPlex Express is the same as other Windows applications.

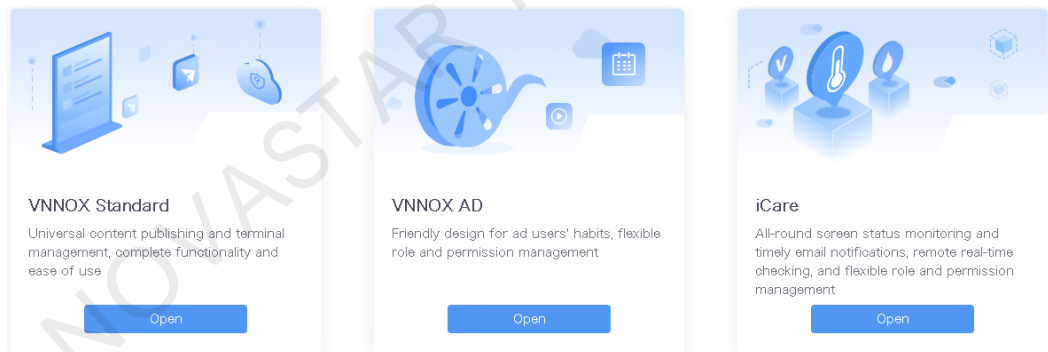
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# 3 System Login

In the self-built system, VNNOX standard is not supported and the login address must be entered according to the actual condition.

- Step 1 Visit [www.en.vnnox.com](http://www.en.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, and then click **Log In**. The service login page is displayed.

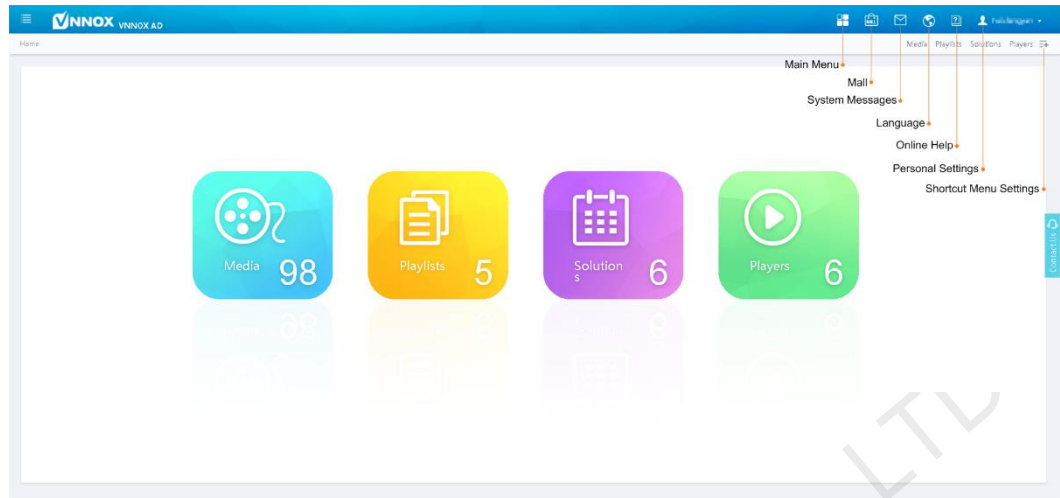
Figure 3-1 Service login page



- Step 4 Click any position of the image of VNNOX AD to enter its homepage.

When you enter VNNOX AD for the first time, the default system setting prompt is displayed. After you set VNNOX AD as the default system, the homepage of VNNOX AD will be displayed directly when you click **Log In**.

Figure 3-2 VNNOX AD



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# 4 Solution Publishing

## 4.1 Editing Solutions

### 4.1.1 Adding Media

Media types supported in 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	
Document	Word, Excel, PPT, PDF	
Webpage	N/A	
RSS	N/A	
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>	
Widget	Text, digital clock, analog clock, weather, calendar, window, colorful text	

#### 4.1.1.1 Adding Images, Videos, Audios and Documents

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


Step 2 Click **Add** and select **Upload File**.

Step 3 Click **Choose file**.


Step 4 Select the images, videos, audios 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 notifying that media files have been 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, audios 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 (Optional) Switch to the **Approval** tab to set the approval status of the current media. If its approval status is **Refused**, it cannot be added to playlists.
- Step 10 Click **Save&Close**.

#### 4.1.1.2 Adding Webpages

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

#### 4.1.1.3 Adding RSS

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

#### 4.1.1.4 Adding Pages

A page media contains one or more other types of media. When added to page, media's attributes will conform to page attributes.

- Step 1 Choose  > **Media Management** > **Media**.
- 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 editing page appears, as shown in [Figure 4-1](#). Description of the editing page is shown in [Table 4-2](#).

Figure 4-1 Editing page

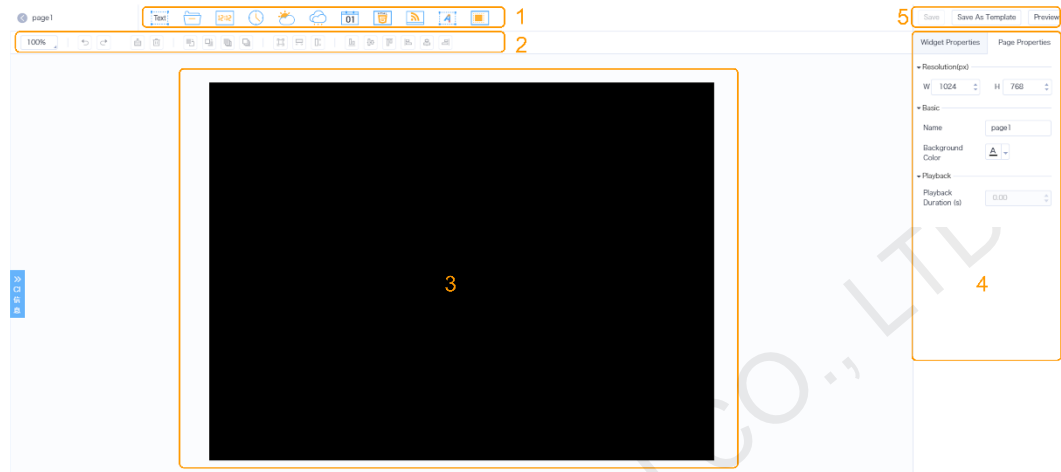

















Table 4-2 Description of the editing page

No.	Description
1	<p>Button for media adding. Click the button to add the corresponding type of media.</p> <ul style="list-style-type: none"> <li>•  : Text</li> <li>•  : File</li> <li>•  : Digital clock</li> <li>•  : Analog clock</li> <li>•  : Weather style 1</li> <li>•  : Weather style 2</li> <li>•  : Calendar</li> <li>•  : Web page</li> <li>•  : RSS</li> <li>•  : Window</li> <li>•  : Colorful text</li> </ul>
2	<p>Button for page editing. Batch edit is allowed.</p> <ul style="list-style-type: none"> <li>•  : Zoom</li> <li>•  : Undo</li> <li>•  : Redo</li> </ul>

No.	Description
	<ul style="list-style-type: none"> <li>●  : Clear</li> <li>●  : Delete</li> <li>●  : Bring forward</li> <li>●  : Send backward</li> <li>●  : Bring to front</li> <li>●  : Send to back</li> <li>●  : Auto fit</li> <li>●  : Fill horizontally</li> <li>●  : Fill vertically</li> <li>●  : Align bottom</li> <li>●  : Center vertically</li> <li>●  : Align top</li> <li>●  : Align left</li> <li>●  : Center horizontally</li> <li>●  : Align right</li> </ul>
3	Page editing area. Double click the blank to add text.
4	Property editing area
5	Save and preview buttons. Audio cannot be previewed.

Step 5 Add required media, edit properties and adjust layout.

Step 6 (Optional) Click **Preview** to view the playback effect.

Step 7 After the editing is done, click **Save**.

Step 8 (Optional) Click **Save As Template** to save the page as a template.

#### 4.1.1.5 Adding Streaming Media

Streaming media formats supported by VNNOX AD are shown in [Table 4-3](#).


Table 4-3 Streaming Media formats

Media Type	VPlayer	Taurus
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>	<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>

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

- 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.

## 4.1.2 Creating Playlists

- Step 1 Choose  > **Media Management** > **Playlists**.
- 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 **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 8 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 9 Click **Save&Close**.

### 4.1.3 Creating Solutions

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

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**. The **Solution Settings** tab of the frame template attribute page and the **week** timetable will appear. An example of a solution with only one frameset is shown in [Figure 4-2](#). Description of the page is shown in [Table 4-4](#). If the solution has more framesets, it is required to schedule each of the framesets respectively.

Figure 4-2 The Solution Settings tab

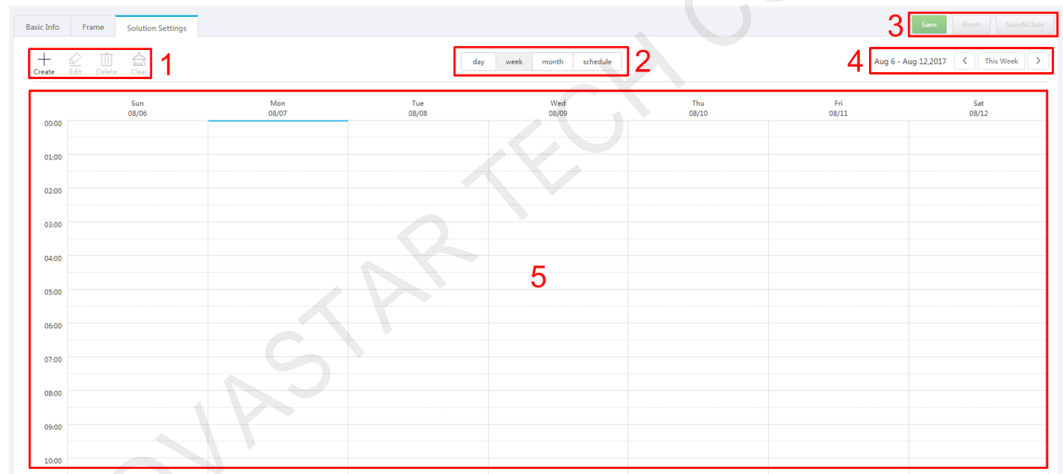




Table 4-4 Description of the Solution Settings tab

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

No.	Function	Description
3	Common buttons	<ul style="list-style-type: none"> <li>• Save: Save configuration.</li> <li>• Reset: Restore configuration.</li> <li>• Save&amp;Close: Save configuration and close the attribute page.</li> </ul>
4	Date switching buttons	<ul style="list-style-type: none"> <li>• : Switch to a previous date by day, week or month.</li> <li>• : Switch to a subsequent date by day, week or month.</li> <li>• Today: Switch the timetable to current day.</li> <li>• This Week: Switch the timetable to current week.</li> <li>• This Month: Switch the timetable to current month.</li> </ul>
5	Schedules	The default way to display timetable is by <b>week</b> .

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 each cell 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.

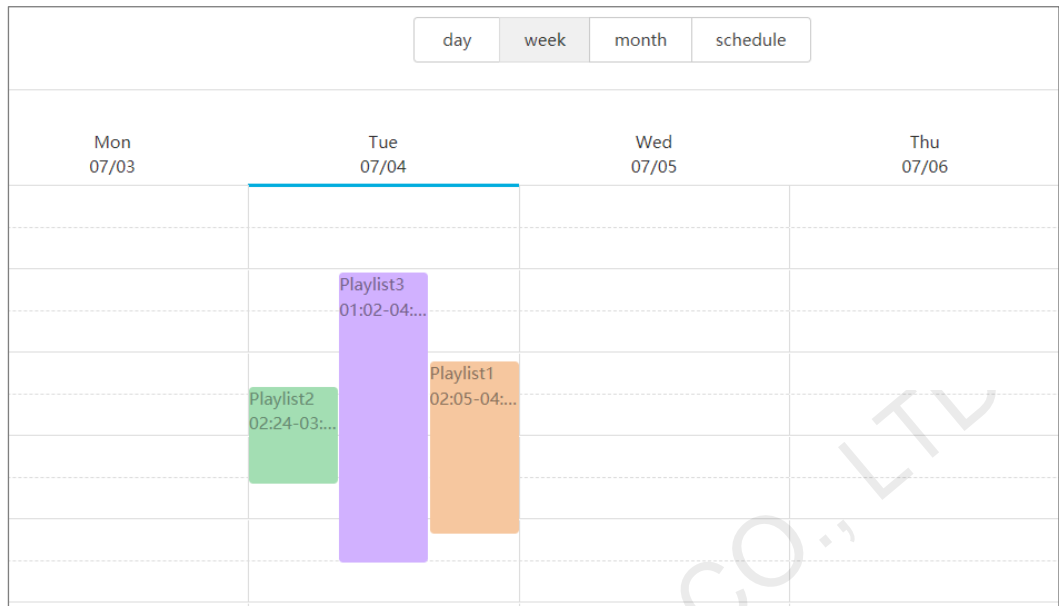
Step 8 Select the **Option** tab and set the schedule color displayed in the timetable.

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 4-3](#), three schedules in the **week** timetable are taken as an example. VNNOX supports following operations on the schedules:

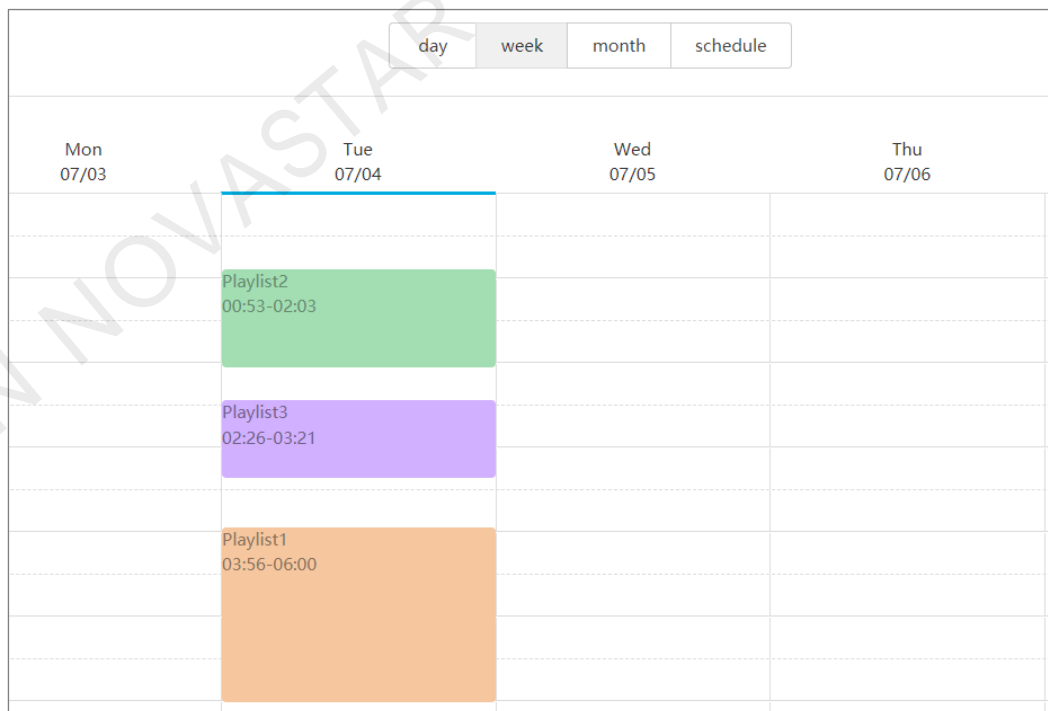
- Drag the top and bottom edges of a schedule to modify its timeslot.
- Drag a schedule to any position of the date when the schedule will be played to modify the timeslot.
- Drag the schedules to modify the playback priority order during the overlapped timeslot, for example, the priority order of the three playlists in [Figure 4-3](#) 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 4-3 With overlapped timeslot



Drag the three schedules in [Figure 4-3](#) until they don't have overlapped timeslots. Then the schedules is displayed as the [Figure 4-4](#).

Figure 4-4 Without overlapped timeslot





## 4.2 Creating Players

### Related Information

Players include following two types:

- Synchronous players: Bound to VPlayer
- Asynchronous players: Bound to Taurus with ViPlex

### Operating Steps

In the self-built system, functions related to licenses are not supported.

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

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**. The **Basic Info** tab of player attribute page will appear.

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.

## 4.3 Checking Player Authentication Information

### Related Information

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

To prevent terminal players from illegally accessing VNNOX, you are advised to change the default authentication information.

### Operating Steps

Step 1 Choose  > **Organization Management** > **System Management**.

Step 2 Select the **Player Authentication** tab.

Step 3 Record the **Server address**, **Authentication user name** and **Authentication password**.

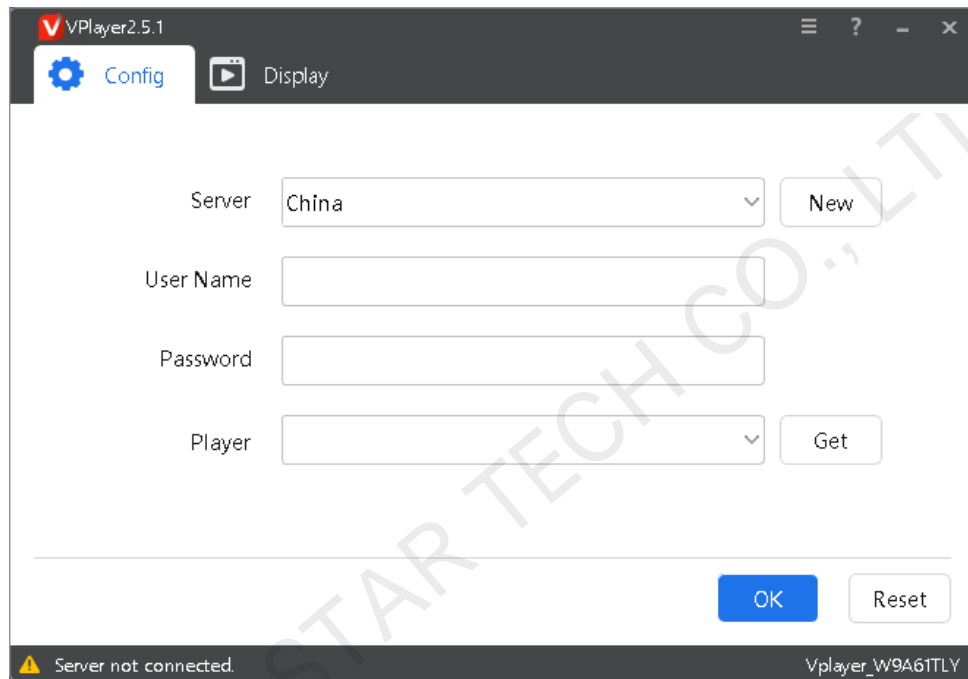
## 4.4 Binding Players

Only one player can be bound to a terminal player.

### 4.4.1 Binding Players with VPlayer

Step 1 Open VPlayer, as shown in [Figure 4-5](#).

Figure 4-5 The Config tab




Step 2 In the **Config** tab page, click **New**.

Step 3 Enter the server name and address and then click **OK**. The **Server Address** must be consistent with the address in VNNOX.

Step 4 Enter the authentication user name and password which must be consistent with those in VNNOX.

Step 5 Click **Get** and then click **OK** to close the prompt box.

Step 6 Select a player and then click **OK**.

After the player is bound successfully,  **The server connection is successful** is displayed at the bottom left of the page.

### 4.4.2 Binding Players with ViPlex

#### 4.4.2.1 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

Step 1 Connect the WiFi AP of the Taurus products.


Step 2 Start ViPlex Handy.

ViPlex Handy automatically detects the Taurus and refreshes the screen list. Users can also swipe down to manually refresh the screen list.

- : Denotes that the Taurus is online and you can log in to it. Go to [Step 3](#).
- : Denotes that Taurus is offline and you cannot log into it.

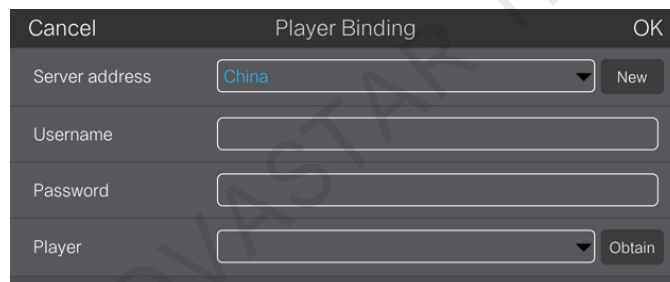
Step 3 Tap **Connect** next the screen name.

Step 4 Enter the password for the "admin" user and then tap **Login**.

After successful login,  is displayed. ViPlex Handy saves the account information automatically.

Step 5 Tap a screen name to enter the **Screen management** page.

Step 6 Select **Remote Management > Player Binding**.



Step 7 Select a server. Enter the authentication user name and password of the player. The authentication information must be consistent with the authentication information in VNNOX.

Step 8 Tap **Obtain** and select an asynchronous player from the drop-down options.

Step 9 Tap **OK**.

### 4.4.2.2 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

Step 1 Connect the WiFi AP of the Taurus products.

Step 2 Start 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 last login.

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

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

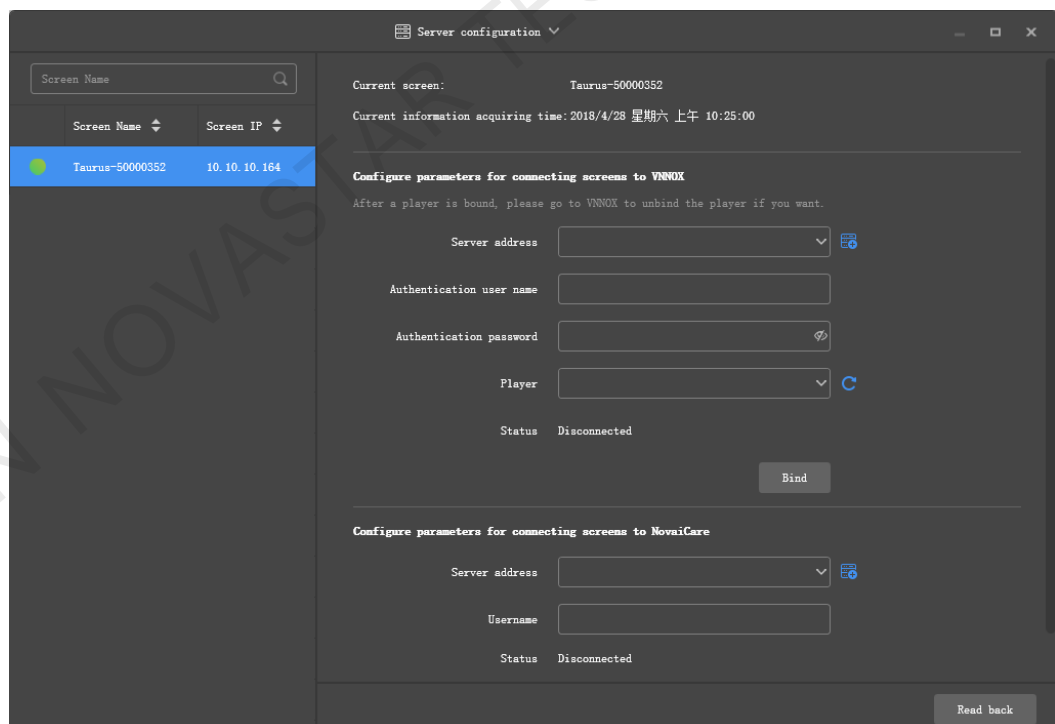
Step 5 Enter the password for the "admin" user and then click **OK**.

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


Step 6 Select **Screen Control**.

Step 7 Click **Server configuration**.

Step 8 Select the target terminal in the terminal list.



Step 9 Select a server. Enter the authentication user name and password of the player. The authentication information must be consistent with the authentication information in VNNOX.

Step 10 Click  on the right of **Player** and select an asynchronous player from the drop-down options.

Step 11 Click **Bind**.

## 4.5 Publishing Solutions

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

Step 2 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 3 Select a solution from the drop-down options of the **associate solution** parameter.

Step 4 Perform the corresponding operation below according to the solution distribution type.

- Manual: Click **Save&Close** to return to the player list page. Select the target player and click **Update solution**.
- Auto: Click **Save&Close**.

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