

## 5.1.1.2 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 [5.1.1.2.1 Viewing Player Authentication Information](#).

- For synchronous players, go to [5.1.1.2.2 Binding to Synchronous Players](#).
- For asynchronous players, go to [5.1.1.2.3 Binding to Asynchronous Players](#).