5.1.1 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

Step 1: Login	Step 2: Player Binding	Step 3: Solution Editing and Publishing	Step 3: Player Control
◯ Sign up Log in to VNNOX Select VNNOX Standard	Get authentication information Bind to players with client software Check the result	Upload media Edit solutions Publish solutions Check the publishing progress	Control players in real time Control players as scheduled