

# VNNOX



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 and LCD display control systems and LCD multimedia players. 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, enterprises, exhibitions, hotels, shopping malls, etc.

VNNOX Standard comes with a WYSIWYG content editor 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 from anywhere anytime.

## Features

- Various devices supported

Supports a wide range of devices such as the Taurus series multimedia players, Taurus Ultra series LED playback control processors and VPlayer.
- Flexible online contents

Offers an online media library that can be used anytime, anywhere.
- Online WYSIWYG editor

Comes with an online WYSIWYG content editor
- A variety of media types

Supports various media types such as text, colorful text, video, weather, image, document, web page, RSS, and streaming media.
- All-new intelligent publishing

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, 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.

## Function List

| Function                         | Sub-function           | Description                                                                                                                                                     |
|----------------------------------|------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Solution creation and publishing | Upload media           | Media is the content for playback. By uploading the content to VNNOX, an online media library is created.                                                       |
|                                  | Create solution        | A solution contains one or more pages and a page contains one or more media items.                                                                              |
|                                  | Publish solution       | A solution can be published to multiple players. The publishing progress is displayed.                                                                          |
| Schedule editing and publishing  | Add schedules          | A schedule consists of one or more solutions. The solutions can be scheduled.                                                                                   |
|                                  | Publish schedules      | A solution/ schedule can be published to multiple players. The publishing progress is displayed.                                                                |
|                                  | Schedule solutions     | Set the repeat method, playback start time, playback end time and start date of the solutions in the schedule.                                                  |
|                                  | Location targeting     | Draw the target areas on the map. When the vehicle-mounted screens enters the target areas, the schedule associated with the location targeting task will play. |
| Player control                   | Brightness control     | Adjust screen brightness.                                                                                                                                       |
|                                  | Volume control         | Adjust screen volume.                                                                                                                                           |
|                                  | Video source switching | Switch between the internal video source and HDMI video source.                                                                                                 |
|                                  | Restart                | Restart the player. The restart takes about 20 seconds and the player is offline during the restart.                                                            |
|                                  | Screen status control  | Make the screen display content normally or go black.                                                                                                           |

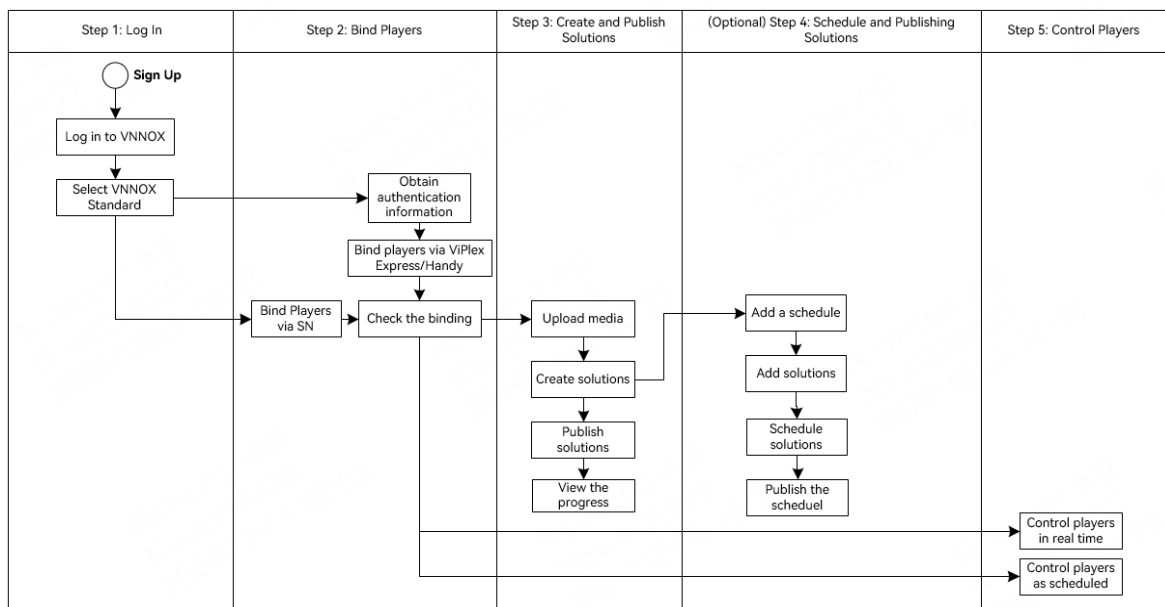
| Function | Sub-function          | Description                                                                                                                         |
|----------|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------|
|          | On/Off                | Schedule the player to power on/off.                                                                                                |
|          | Monitoring            | View player disk usage and data usage, and clean up media.                                                                          |
|          | Power control         | Turn on or off the screen power.<br>Allows for screen power control through board power and multifunction card power configuration. |
|          | Time synchronization  | Sync player time.                                                                                                                   |
|          | Synchronous playback  | Turn on/off synchronous playback.                                                                                                   |
|          | Playback management   | Take a screenshot of the current playing content to check whether the playback is normal.                                           |
|          | Network configuration | Configure network for the screen.                                                                                                   |
| Logs     | Operation logs        | View the screen operation logs.                                                                                                     |
|          | Alarm logs            | View the alarm logs relating to the screen.                                                                                         |
|          | 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

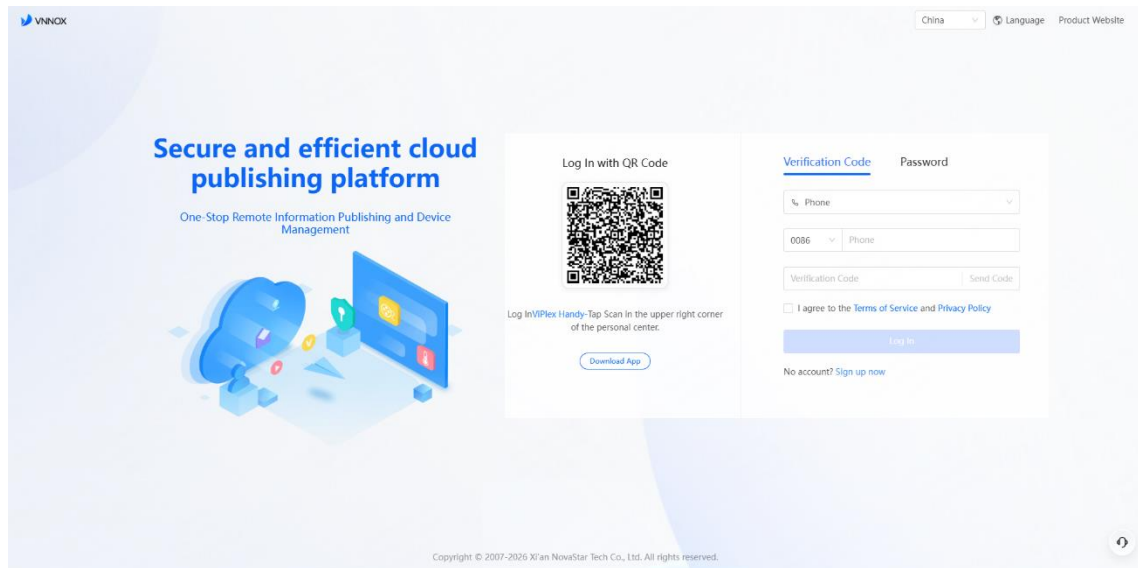
You have registered a VNNOX account.

#### Operating Procedure

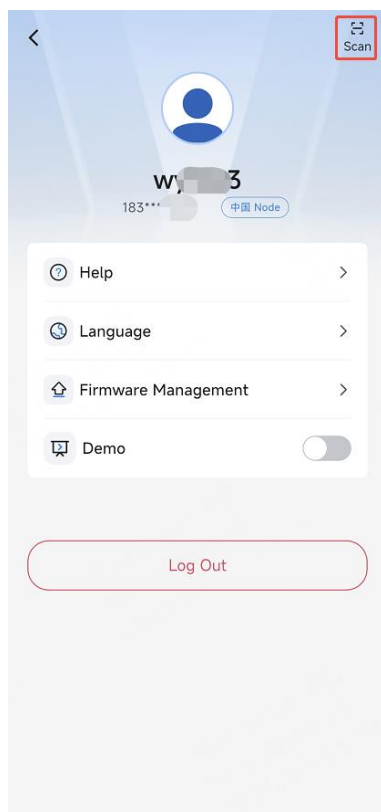
Step 1 Visit [www.en.vnnox.com](http://www.en.vnnox.com) and click **LOGIN** at the upper right of the page.

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

Step 3 Select a login method. You can select any of the following three login methods:



- QR code: Log in to ViPlex Handy and tap **Scan** in the personal center to log in to VNNOX via the account used for login in ViPlex Handy.



- Verification code: Enter a phone number or email address to get a verification code for login.
- Password: Enter your account name and password for login.

Step 4 Drag the slider for verification and click **Log In** to access the workspace.

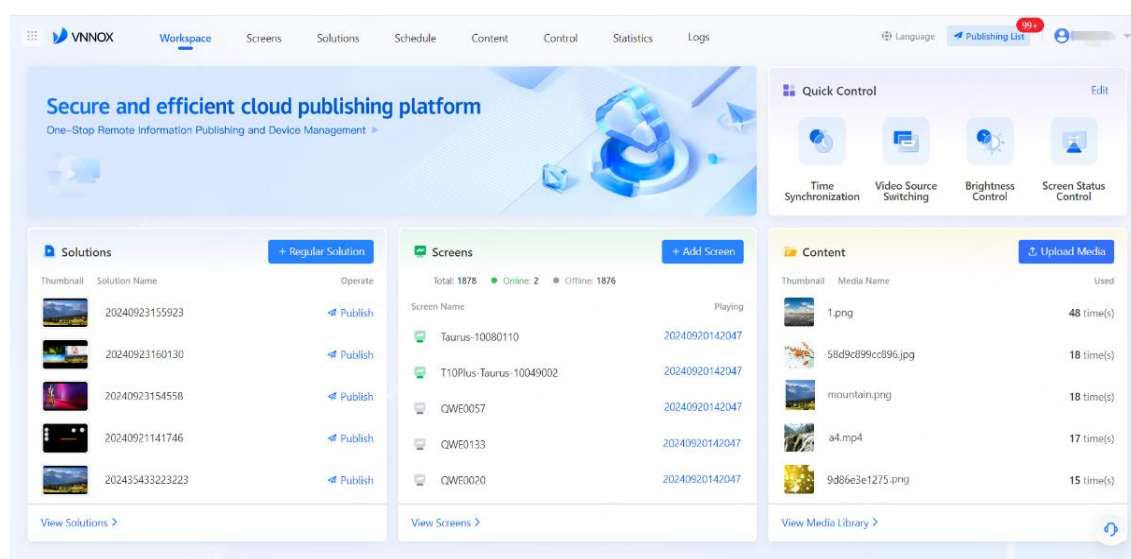
When you access VNNOX Standard for the first time, a prompt reminding you to select the default system is displayed. After the default system is selected, you will access the selected system by default after clicking **Log In** next time.

## 2.2 Workspace

You can quickly learn about the features of VNNOX Standard in the workspace.

- **Quick Control:** Displays four control options. These options can be edited as needed. If an option is removed, another control option can be added as required. For details, see [Player Control](#).
- **Solutions:** Displays recently created solutions. You can view the solution names and thumbnails, and also view, add and publish solutions via quick access. For details, see [Solution Creation and Publishing](#).
- **Screens:** Displays the total number of screens, the number of online screens, and the number of offline screens. You can view the screen names and also view and add screen via quick access. For details, see [Screen Binding](#).
- **Content:** Displays recently uploaded media. You can view the media names, thumbnails, and update time. Additionally, you can view the media library and upload media via quick access. For details, see [Uploading Media](#).

Figure 2-2 Workspace



## 2.3 Screen Binding

### Scenarios

After players and VNNOX are bound successfully, users can publish solutions and control players anytime, anywhere without the constraints of distance, location and cabling.

- Player binding requires the VNNOX authentication information. For the detailed procedure, see [Viewing Screen Authentication Information](#).
- For asynchronous players, go to [Binding to Asynchronous Players](#).

## 2.3.1 Viewing Screen Authentication Information

### Related Information

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

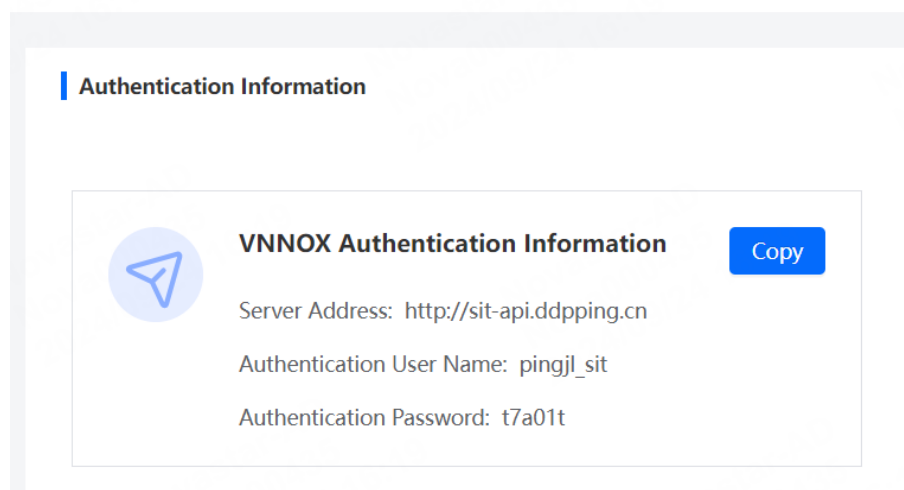
### Operating Procedure

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

Step 2 View and record the authentication information for VNNOX.

Figure 2-3 VNNOX authentication information

#### Screen Authentication



## 2.3.2 Binding to Asynchronous Players

### 2.3.2.1 Configuring Networks

#### Wired Network

Connect an Ethernet cable to the Ethernet port on the device.

#### Wi-Fi Network

##### ViPlex Handy

- Step 1 Connect your phone to the Wi-Fi AP of the device. (The default SSID is "AP+*Last 8 digits of SN*" and the default password is printed on the SSID label of the product.)
- Step 2 Open ViPlex Handy and tap **Add Device**.
- Step 3 On the **Device Management** page, search for and connect to the device. (The user name is "admin" and the default password is printed on the SSID label of the product.)
- Step 4 Return to the homepage and choose **Screen Management > Network Settings > Wireless Network** to turn on Wi-Fi and select or add a network.

##### ViPlex Express V4.0.0

- Step 1 Select the target screen under **My Screens**.
- Step 2 Choose **Monitor & Control > Network > AP**.
- Step 3 Do the following as required.
  - AP Hotspot: Turn on/off the Screen's Wi-Fi AP.
  - Hotspot Name: The hotspot name can be modified.
  - Hotspot Password: Change the screen's Wi-Fi AP password.

For example, the default SSID of the Taurus is "Model+Last 8 digits of SN", and the default password can be found on the SSID label on the device.
  - Show More > Isolate from Local Network: When this option is enabled, the screen's Wi-Fi AP can be isolated from the local network, preventing users from accessing the screen's local network via the Wi-Fi AP connection.
  - Show More > Channel: Select **Automatic** or a channel from the drop-down menu.

Figure 2-4 Screen Wi-Fi AP configuration

↶ Network

Wired Network
Wi-Fi
4G Network
**AP**

AP

**AP Hotspot**  
On

☒

Hotspot Name

Hotspot Password
☐

Isolate from Local Network
☐

Channel

Automatic ▾

[^ Show Less](#)

Step 4 After the configuration, click **Apply**.



When connecting to the screen AP, if both the AP and connection password are changed simultaneously, the AP will disconnect, and the screen will go offline, leading to a failure in changing the connection password.

#### ViPlex Express V3.0.5

Step 1 Open ViPlex Express and connect to a device (The user name is "admin" and the default password is printed on the SSID label of the product.)

Step 2 Choose **Control > Network configuration**.

Step 3 Select the target device from the device list.

Step 4 Go to the **Wi-Fi Network** tab page and do the following as needed.

- AP: Turn on/off the device Wi-Fi AP.
- Hotspot Name and Password: Change the SSID and password of the device Wi-Fi AP. (The default SSID of the Taurus series and EMP400B is "AP+Last 8 digits of SN" and the default password is printed on the SSID label of the product.)

- Isolate from Local Network: After enabled, the Wi-Fi AP of the device is isolated from the local network and users cannot access the local network by connecting to the Wi-Fi AP.
- Advanced > Channel: Switch the channel of the Wi-Fi AP.

The channel can be switched when the terminal software is V2.2.0 or later.

Figure 2-5 Player Wi-Fi AP configuration

Wired Network Wi-Fi Network Mobile Network Network Detection

☒ Wi-Fi AP Mode ☐ Wi-Fi STA Mode

AP ☒

Hotspot Name AP

Password

1. 8-24 characters including at least three types of the following: numbers, uppercase and lowercase letters, symbols  
2. Supported symbols: ~, !, @, #, \$, %, ^, &, \*, -, \_, +, =  
3. Chinese characters, emojis and spaces are not allowed.

Isolate from Local Network ☐ Enable

Advanced

Apply

Step 5 Click **Apply**.

## 2.3.2.2 Binding via Device SN

### Prerequisites

The device SN is obtained. You can obtain the device SN by doing any of the following:

- View the label on the device.
- Open ViPlex Express, connect to the device you want to bind, and then choose **Control > Screen information** to view the SN.
- Open ViPlex Handy, connect to the device you want to bind, and then choose **Screen Management > Device Information** to view the SN.

### Operating Procedure

**Via the workspace in VNNOX Standard**

Step 1 On the **Workspace** tab page, choose **Easy to Add a Screen > Method 1: By using VNNOX > In VNNOX**, enter the SN.

Step 2 Enter the obtained player SN and click **Next**.

Step 3 Complete the network configuration.

### By adding a screen

Step 1 On the **Screens** tab page, click **Add Screen**.

Figure 2-6 Adding a screen

| Screen Name      | Status  | Resolution | Solution          | Tag | Type            | Workgroups       | Last Heartbeat      | Bounce | Operate                 |
|------------------|---------|------------|-------------------|-----|-----------------|------------------|---------------------|--------|-------------------------|
| Taurus-00003427  | Online  | 400*400    | -                 | -   | Asynchronous... | Public workgroup | 2024-12-09 13:58:28 | 2024-1 | Publish Capture Upgrade |
| Taurus-70003862  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-06 09:29:27 | 2024-1 | Publish Capture Upgrade |
| Taurus-10032781  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-05 11:10:19 | 2024-1 | Publish Capture Upgrade |
| Taurus-30000881  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-03 21:14:14 | 2024-1 | Publish Capture Upgrade |
| TU40Pro_00006893 | Offline | 3840*2160  | -                 | -   | Asynchronous... | System workgroup | -                   | 2024-1 | Publish Capture Upgrade |
| QWE0058          | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-4 | Publish Capture Upgrade |
| QWE0020          | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-4 | Publish Capture Upgrade |
| QWE0057          | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-4 | Publish Capture Upgrade |
| QWE0096          | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-4 | Publish Capture Upgrade |
| QWE0019          | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-4 | Publish Capture Upgrade |
| QWE0055          | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-4 | Publish Capture Upgrade |

Step 2 Enter the obtained player SN and click **Next**.

Figure 2-7 Entering the player SN

Bind Player

To bind Taurus, please upgrade the firmware to V2.4.0 or later. To bind VPlayer, please see: [How to bind synchronous devices](#).

1 Add Device
2 Configure Network

Enter device SN

Enter device SN

Note: To add devices, press the Enter button to separate the SNs, making sure that each line has one SN only.

[How to obtain a device SN >](#)

Next



- The login password for the “admin” user is obtained.

The default password for the “admin” user is printed on the SSID label of the product.

## Operating Procedure (V4.0.0)

Step 1 Connect the PC to the Wi-Fi AP of the device.

Step 2 Open ViPlex Express.

Step 3 In the **My Screens** section, select the screen in  status, and enter the login password for the screen.

If **Auto Login** was selected during the last login, upon detecting the screen during the subsequent login, ViPlex Express will try to log in to the device with the default account or the account used for the last login.

The screen statuses are as follows

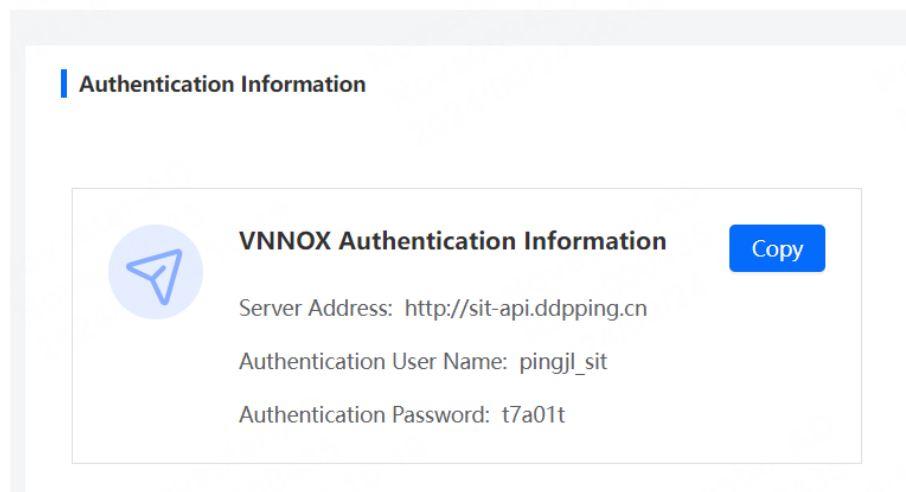
-  : Denotes that the screen is online and you can log in to it.
-  : Denotes that the screen is offline and you cannot log in to it.
-  : Denotes that you have successfully logged in to the screen.

Step 4 Choose **Monitoring > Cloud Server**.

Step 5 In the **Bind to Cloud Publishing Platform** section, select a server and enter the authentication user name, authentication password and screen name.

The authentication information must be the same as the information displayed under **VNNOX Authentication Information** in VNNOX.

Figure 2-9 Screen Authentication

**Screen Authentication**

Step 6 Click **Bind**.

**Operating Procedure (V3.0.4)**

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 **Control > Server configuration**.

Step 7 Select the target device from the device list.

Figure 2-10 Server configuration

The screenshot shows the 'Server configuration' window. On the left, a table lists terminal information:

| Terminal Name   | Screen Name     | Screen IP     |
|-----------------|-----------------|---------------|
| Taurus-40002453 | Taurus-40002453 | 172.18.12.125 |

The main area on the right is titled 'Bind to VNNOX Standard/AD'. It displays the following information:

- Current screen: Taurus-40002453
- Information Obtained On: 2020/8/3 11:16:04

Below this, there are input fields for 'Server address', 'Authentication User Name', and 'Authentication password'. The status is 'Unbound'. A 'Bind' button is present.

Further down, there is a section 'Bind to iCare' with a 'Server address' dropdown set to 'China', a 'User Name' field set to 'nova\_huixy', and a status of 'Bound'. A 'Bind' button is also present here.

A 'Read back' button is located at the bottom right of the configuration area.

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.

Figure 2-11 Screen Authentication

The screenshot shows a 'Screen Authentication' dialog box. It has a title bar 'Authentication Information'. Inside, there is a section titled 'VNNOX Authentication Information' with a 'Copy' button. The information displayed is:

- Server Address: http://sit-api.ddppping.cn
- Authentication User Name: pingjl\_sit
- Authentication Password: t7a01t

Step 9 Click **Bind**.

## 2.4 Screen Management

Manage the screens bound to VNNOX and view the detailed information of the screens. For details, see [Screen Management](#).

## 2.5 Remote Control

Create and publish solutions and schedules, see [Player Control](#).

## 2.6 Solution Creation and Publishing

Create and publish solutions and schedules, see [Solution Creation and Publishing](#).

## 3 Screen Management

### 3.1 Screen Groups

#### Scenarios

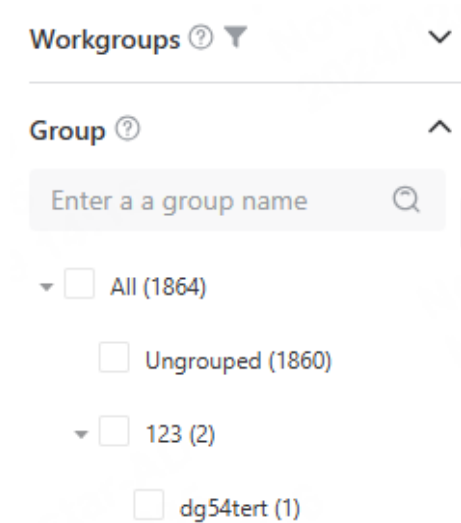
Users can assign screens into different groups for easier management.

#### Operating Procedure

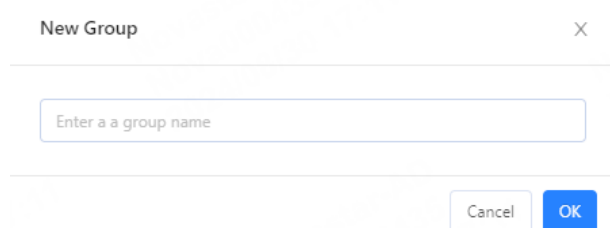
Step 1 From the menu bar, choose **Screens**.

Step 2 Move the mouse to the **Group** section on the left and click  to create a group.

Figure 3-1 Creating a group



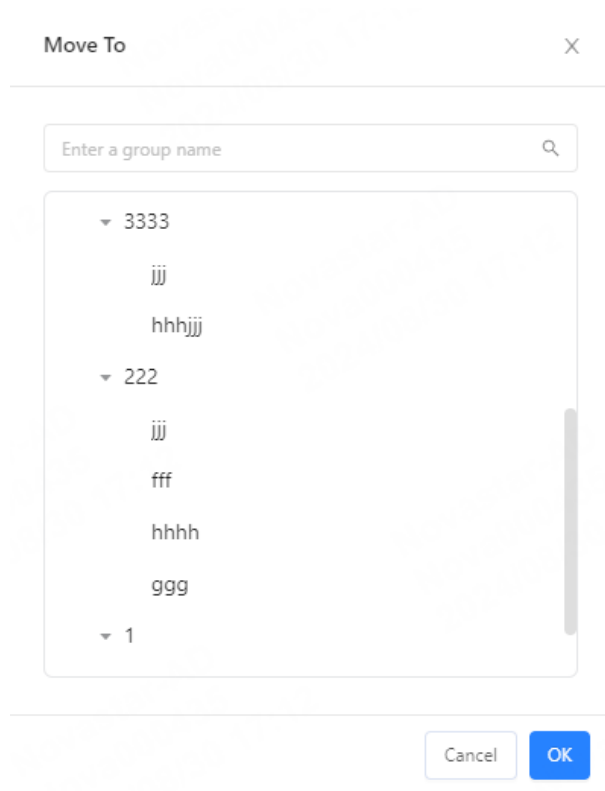
Step 3 Enter a name for the new group and click **OK**.



Step 4 (Optional) Move groups: Choose  > **Move Group** and select a group, or drag a group to move the group.

Step 5 Find and select the players to be added to the new group. Click **Move Group**, choose the new group from the dropdown list, and then click **OK**.

Figure 3-2 Selecting a group



## 3.2 Screen Transfer

### Scenarios

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

### Operating Procedure

Step 1 From the menu bar, choose **Screens**.

Step 2 Select one or more screens and choose **More > Transfer to VNNOX AD**.

Step 3 Click **OK**.

## 3.3 Screen List

### Scenarios

View the information of the screens bound to VNNOX Standard and manage the screens.

### Operating Procedure

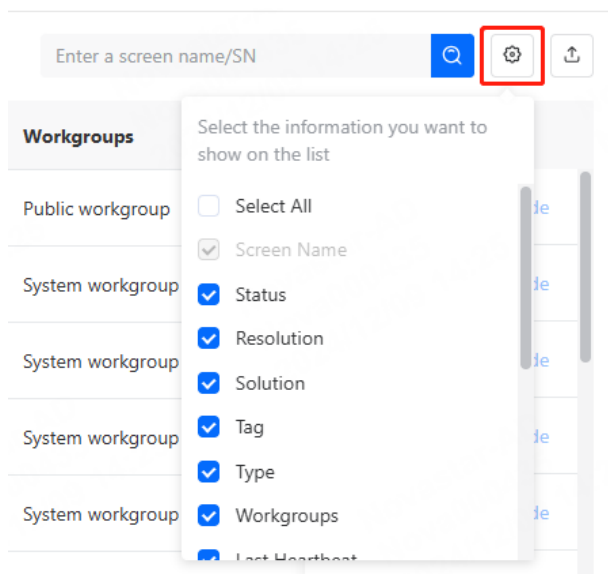
Step 1 From the menu bar, choose **Screens > Screen List**.

Figure 3-3 Screen management

| Screen Name      | Status  | Resolution | Solution          | Tag | Type            | Workgroups       | Last Heartbeat      | Bounce | Operate                 |
|------------------|---------|------------|-------------------|-----|-----------------|------------------|---------------------|--------|-------------------------|
| Taurus-00003427  | Online  | 400*400    | -                 | -   | Asynchronous... | Public workgroup | 2024-12-09 13:58:28 | 2024-1 | Publish Capture Upgrade |
| Taurus-70003862  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-06 09:29:27 | 2024-1 | Publish Capture Upgrade |
| Taurus-10032781  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-05 11:10:19 | 2024-1 | Publish Capture Upgrade |
| Taurus-30000881  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-03 21:14:14 | 2024-1 | Publish Capture Upgrade |
| TU40Pro_00006893 | Offline | 3840*2160  | -                 | -   | Asynchronous... | System workgroup | -                   | 2024-1 | Publish Capture Upgrade |
| QWE0058          | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1 | Publish Capture Upgrade |
| QWE0020          | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1 | Publish Capture Upgrade |
| QWE0057          | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1 | Publish Capture Upgrade |
| QWE0096          | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1 | Publish Capture Upgrade |
| QWE0019          | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1 | Publish Capture Upgrade |
| QWE0055          | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1 | Publish Capture Upgrade |

Step 2 After successful binding, view the information of the target screen in the screen list.

At the top right of the page, you can click  to select information to display and click  to export all the information of the target screens. In addition, you can click a screen name to view all the basic information of the screen and the solution currently being played on the screen.



Step 3 In the screen list, do the following as needed.

- Publish: Publish solutions and schedules to the screen
- Capture: Capture a screenshot of the playing content on the screen.
- Upgrade: Remotely upgrade the software and system of the screen to the latest version. The upgrade progress is displayed. If upgrade fails, the causes will be displayed.

| + Add Screen                               |         | Change Workgroup | More     | Select a resoluti...  | Enter a screen name/SN                           |                     |    |                                                                         |
|--------------------------------------------|---------|------------------|----------|-----------------------|--------------------------------------------------|---------------------|----|-------------------------------------------------------------------------|
| Screen Name                                | Status  | Resolution       | Solution | SN                    | Firmware Version                                 | Type                | W  | Operate                                                                 |
| <input type="checkbox"/> HUANGTAO_TEST0003 | Offline | 400*400          | -        | HUANGTAO_TEST00000003 | Software: V1.3.0.2001<br>System: T6V010300CN2001 | Asynchronous player | St | <a href="#">Publish</a> <a href="#">Capture</a> <a href="#">Upgrade</a> |

Step 4 (Optional) Click **Edit** on the right of the basic info page to edit the screen information.

**Edit Screen Information** ×

Name\*  
Taurus-00003427

Workgroups\*  
Public workgroup

Group  
123

Tag  
20 ×

position  
Xi'an Automatic acquisition

Notes  
Register Type: Lite Player  
Register Time:2024-12-02 16:20:39  
Register IP:113.200.54.60

Attachment  
Upload Support PNG, JPG and other types of files

Cancel OK

## 3.4 Associate Screens with Tags

### Scenarios

Create screen tags and associate screens with tags which can be used for quick filter and intelligent tag matching.

### Operating Procedure

- Step 1 From the menu bar, choose **Screens > Screen List**.
- Step 2 Select one or more screens and click **Associate Tag**.

Screen List | Screen Map

+ Add Screen | **Associate Tag** | Change Workgroup | More

Enter a screen name/SN

| Screen Name      | Status  | Resolution | Solution          | Tag | Type            | Workgroups       | Last Heartbeat      | Bounce  | Operate                 |
|------------------|---------|------------|-------------------|-----|-----------------|------------------|---------------------|---------|-------------------------|
| Taurus-00003427  | Online  | 400*400    | -                 | -   | Asynchronous... | Public workgroup | 2024-12-09 13:58:08 | 2024-1- | Publith Capture Upgrade |
| Taurus-70003862  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-06 09:29:27 | 2024-1- | Publith Capture Upgrade |
| Taurus-10032781  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-05 11:10:19 | 2024-1- | Publith Capture Upgrade |
| Taurus-30000881  | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-12-03 21:14:14 | 2024-1- | Publith Capture Upgrade |
| TU40Pro_00008893 | Offline | 3840*2160  | -                 | -   | Asynchronous... | System workgroup | -                   | 2024-1- | Publith Capture Upgrade |
| QWVE0058         | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1- | Publith Capture Upgrade |
| QWVE0020         | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1- | Publith Capture Upgrade |
| QWVE0057         | Offline | 400*400    | 001 Publishing... | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1- | Publith Capture Upgrade |
| QWVE0096         | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1- | Publith Capture Upgrade |
| QWVE0019         | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1- | Publith Capture Upgrade |
| QWVE0055         | Offline | 400*400    | -                 | -   | Asynchronous... | System workgroup | 2024-09-09 10:31:55 | 2024-1- | Publith Capture Upgrade |

1864 record(s) in total

Step 3 From the **Tag** window that appears, add, associate, delete, and edit tags.

- Add tags: Click **+ Add Tag**. In the popup window, enter a desired tag name and click **OK** to add a tag. To add multiple tags, you can press **Enter** on your keyboard to create new lines.

Add Tag

Tag Name

Enter a media name

Cancel OK

- Associate tags: From the **Tag** window that appears, select tags and click **OK** to associate the screens with the selected tags.

Tag

The tag feature allows users to add new tags, associate tags, and enable intelligent tag matching. For a detailed operation tutorial, see [User Manual](#).

Associate Tags + Add Tag 3 item(s) selected

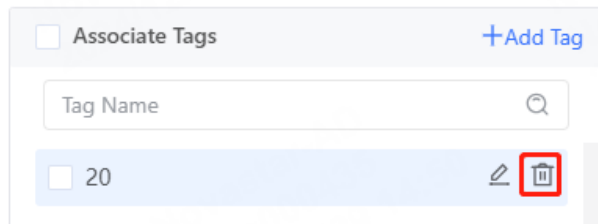
Tag Name

20 19 18 17 16 15 14

20 17 14

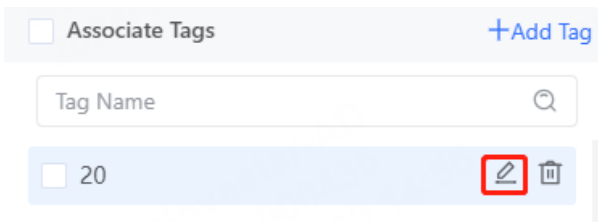
Cancel OK

- Delete tags: From the **Tag** window, hover your mouse over a tag and click  and then click **OK** from the displayed dialog box to delete it.



If the current tag is associated with screens/media, deleting the tag will simultaneously remove the association.

- Edit tags: From the **Tag** window, hover your mouse over a tag and click  to edit it.



## 3.5 Screen Map

### Scenarios

View the live location and track replay of a screen.

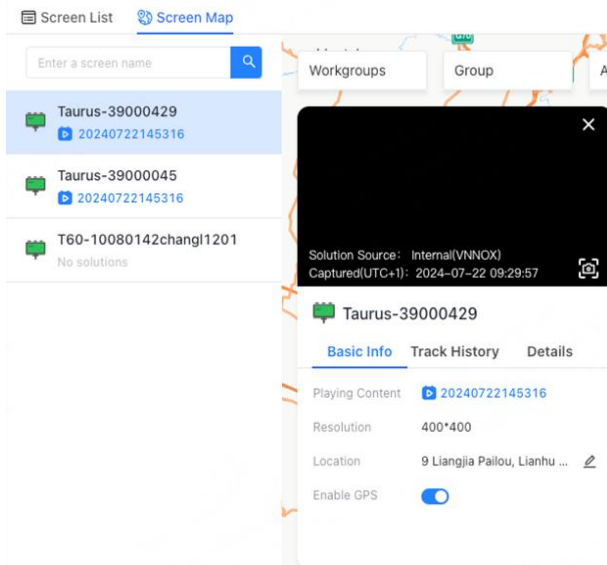
### Operating Procedure

Step 1 From the menu bar, choose **Screens > Screen Map**.

Step 2 View the live location of a screen.

- Enter a screen name in the search box at the top of the list to view the location of the screen.
- Filter out the screens by workgroup, group, online status and resolution to view their locations.

Step 3 On the left of the page, click an online screen name in the list to view the basic information and detailed information of the screen on the **Basic Info** tab page and **Details** tab page, respectively, and view the track history on the **Track Replay** tab page.



On the **Track History** tab page, turn on **Track History**, select a date and time, and click **Search**.



#### Note

- **Enable GPS** and **Track History** are only available for products with a 4G module. If a product is not installed with a 4G module, **Enable GPS** will not be displayed and the location will be the address reported during binding.
- Turning on **Track History** turns on **Enable GPS** on the **Basic Info** tab page automatically. Turning off **Enable GPS** also turns off **Track History** at the same time.
- The Track History feature allows users to view the tracks of the past 7 days.

## 3.6 Media Server List

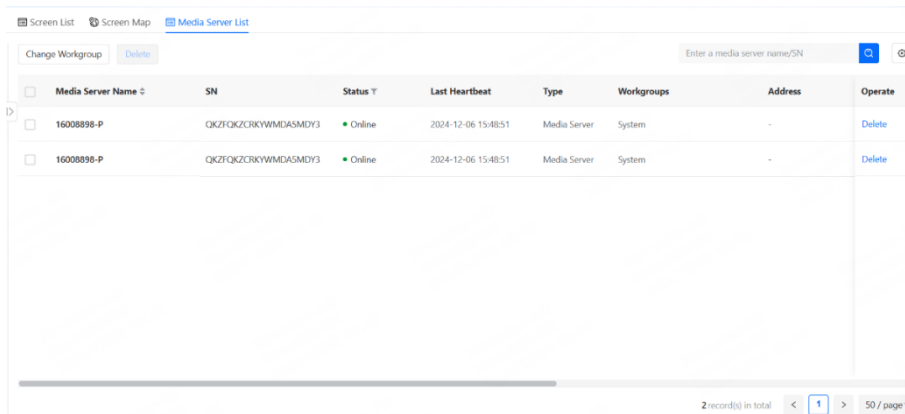
### Scenarios

Media servers can be bound to VNNOX on the registration page of the multimedia playback software.

### Operating Procedure

Step 1 From the menu bar, choose **Screens > Media Server List**.

Step 2 After a media server is bound successfully, view the information of the media server on the list.



| Media Server Name | SN                   | Status | Last Heartbeat      | Type         | Workgroups | Address | Operate |
|-------------------|----------------------|--------|---------------------|--------------|------------|---------|---------|
| 16008896-P        | QKZFQKZCRKYWMDASMDY3 | Online | 2024-12-06 15:48:51 | Media Server | System     | -       | Delete  |
| 16008896-P        | QKZFQKZCRKYWMDASMDY3 | Online | 2024-12-06 15:48:51 | Media Server | System     | -       | Delete  |

Step 3 At the top right, click  to select the information to be displayed on the list. You can also click a media server name to view all the basic information of the media server.

Step 4 (Optional) To modify the media server information, click **Edit** on the right.

**Edit Media Server Name** [X]

Name \*  
16008898-P

Workgroups \*  
System

position  
Enter a media name Automatic acquisition

Notes  
Enter a player name

Cancel OK

Step 5 (Optional): To remove a device, click **Delete** under the **Operate** column. Once deleted, the device will no longer be bound to the registered account.

## 3.7 Splicing Screen Management

### Scenarios

View the detailed information of splicing screens.

### Operating Procedure

- Step 1 From the menu bar, choose **Screens > Splicing Screens**.
- Step 2 In the search box, enter a splicing screen name to view the detailed information of the splicing screen.
- Step 3 Click a splicing screen name to view the basic information and associated players of the splicing screen.

1111

X

## Basic Info

|                       |           |                 |     |
|-----------------------|-----------|-----------------|-----|
| Resolution per Screen | 1920*1080 | Splicing Layout | 2*2 |
| Synchronization Mode  | Automatic |                 |     |

## Associated Players

|   | 1                 | 2                 |  |
|---|-------------------|-------------------|--|
| 1 | No devices found. | No devices found. |  |
| 2 | No devices found. | No devices found. |  |

## 4 Solution Creation and Publishing

### 4.1 Solutions

#### 4.1.1 Uploading Media

##### Scenarios

Upload the media content to VNNOX to create an online media library that can be accessed anytime, anywhere.

##### Related Information

The media types supported in VNNOX Standard are shown in [Table 4-1](#) and [Table 4-2](#). The total media storage capacity is 5 GB.

Table 4-1 Media types supported by media library

| Media Type | VPlayer                                                        | Asynchronous Players                                                                 |
|------------|----------------------------------------------------------------|--------------------------------------------------------------------------------------|
| Video      | Video container formats:<br>MP4, AVI, RMVB, FLV, MKV, WMV, MOV | Video container formats:<br>MP4, AVI, FLV, WMV, MOV                                  |
| Audio      | Currently not supported                                        | MP3<br><br>Note: MP3 files can only be used as background audio for text and images. |
| Image      | JPG, PNG, ICO, BMP, GIF, JPEG                                  |                                                                                      |
| Document   | Word, Excel, PPT, PDF                                          |                                                                                      |

Table 4-2 Media types supported by solutions

| Media Type  | VPlayer                                                        | Asynchronous Players                                |
|-------------|----------------------------------------------------------------|-----------------------------------------------------|
| Video       | Video container formats:<br>MP4, AVI, RMVB, FLV, MKV, WMV, MOV | Video container formats:<br>MP4, AVI, FLV, WMV, MOV |
| Image       | JPG, PNG, ICO, BMP, GIF, JPEG                                  |                                                     |
| Mixed media | Include all the media types supported by solutions.            |                                                     |

| Media Type      | VPlayer                                                                       | Asynchronous Players |
|-----------------|-------------------------------------------------------------------------------|----------------------|
| Web page        | Supported                                                                     |                      |
| RSS             | Supported                                                                     |                      |
| Streaming media | HLS, RTMP and RTSP can be played but cannot be previewed online.              |                      |
| Widget          | Text, clock, environment monitoring, weather, calendar, window, colorful text |                      |
| HDMI IN         | This type of media is available for the TU40 Pro only.                        |                      |

When a video does not meet the decoding requirements of certain asynchronous players, a corresponding prompt will be displayed in the media list, allowing users to view the details for further action.

## Operating Procedure

Step 1 From the menu bar, choose **Content**.

Step 2 Select **Tile View** or **List View** according to your preference.

Figure 4-1 Media library-tile view

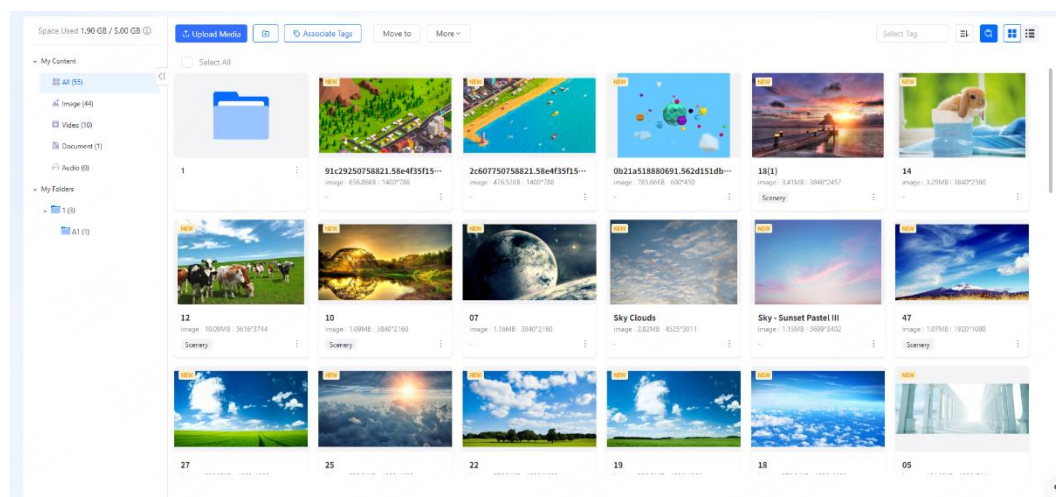
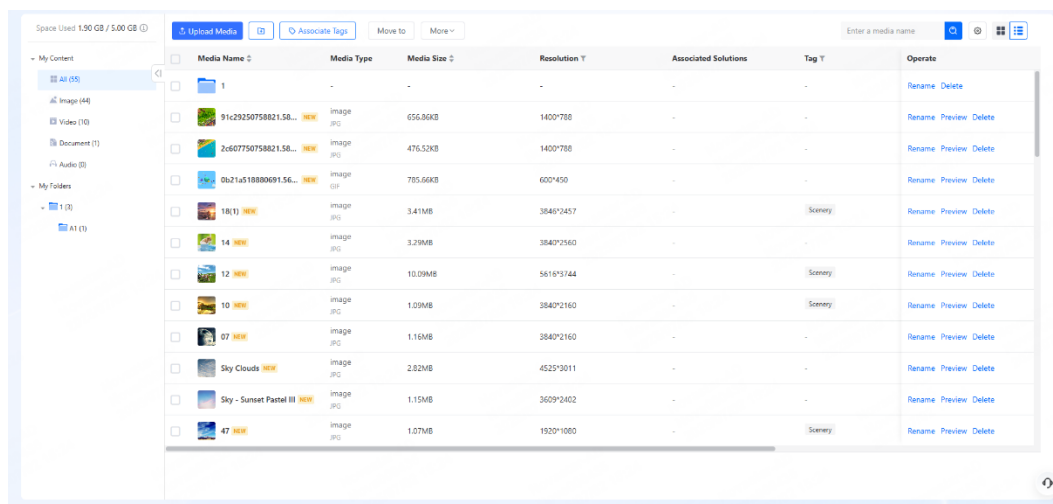


Figure 4-2 Media library-list view



**Step 3** Click **Upload Media**, select videos, audios, images or documents from your local storage, and click **Open**.

- **Associate Tag:** From the media list, select media, click **Associate Tag**, select tags, and then click **OK** to associate the media with the tags. For details, see [Associate Screens with Tags](#).
- **Change Workgroup:** From the media list, select a media item, click **Change Workgroup**, select a workgroup, and then click **OK**.

#### Note

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

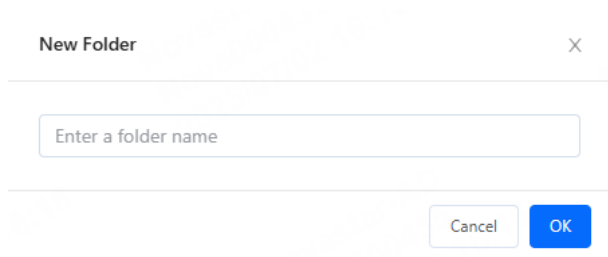
- The system administrator can preview, edit, and delete media within all workgroups.
- Sub-users can preview, edit, and delete media in their respective workgroups and sub-workgroups, but can only view media in public resource groups.
- If a media item contained by a solution is deleted from the media library, the solution cannot be published. Modify the solution and then update and republish it.

Media with a resolution less than 48×48 pixels cannot be uploaded, and media with a resolution greater than 4096×2304 pixels requires transcoding when uploaded.

**Step 4** Request for media approval of the uploaded media. For details, see [Media Approval](#).

**Step 5** (Optional) To manage media by using folders, do the following.

1. Click  to create a folder, enter a name for the folder in the pop-up box, and click **OK**.

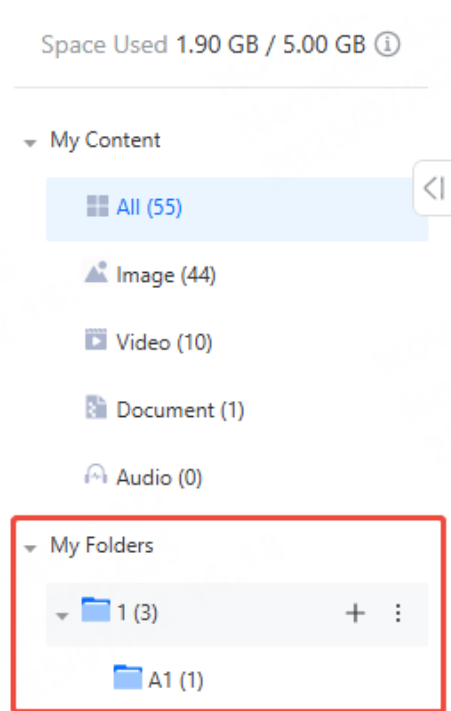
A dialog box titled "New Folder" with a close button (X) in the top right corner. It contains a text input field with the placeholder text "Enter a folder name". At the bottom right, there are two buttons: "Cancel" and "OK".

New Folder

Enter a folder name

Cancel OK

2. In the **My Folders** area on the left side of the page, the new folder is displayed. Click  to create a sub-folder. The folder structure supports up to four levels. Click  to rename or delete the folder.

A sidebar titled "My Folders" showing a folder hierarchy. The top section is "My Content" with a dropdown arrow, containing "All (55)", "Image (44)", "Video (10)", "Document (1)", and "Audio (0)". The "My Folders" section is highlighted with a red box and contains a dropdown arrow, a folder icon, "1 (3)", a plus icon, and a three dots icon. Below it is a folder icon, "A1 (1)".

Space Used 1.90 GB / 5.00 GB ⓘ

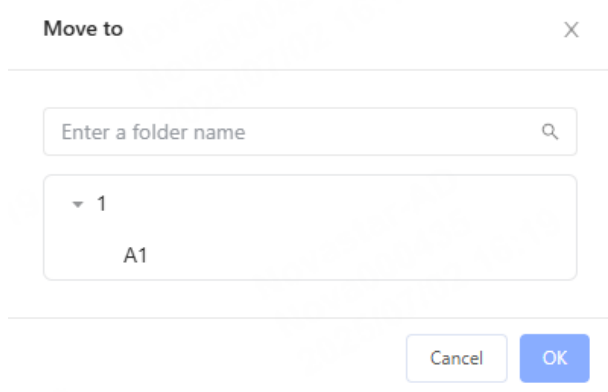
My Content

- All (55)
- Image (44)
- Video (10)
- Document (1)
- Audio (0)

My Folders

- 1 (3) + ⋮
- A1 (1)

3. Select the desired media from the media list and click **Move to**. In the pop-up box, choose the folder to move the selected media to and click **OK**.

A dialog box titled "Move to" with a close button (X) in the top right corner. It contains a text input field with the placeholder text "Enter a folder name" and a search icon. Below it is a dropdown menu showing "1" and "A1". At the bottom right, there are two buttons: "Cancel" and "OK".

Move to

Enter a folder name

1

A1

Cancel OK

## 4.1.2 Creating Solutions

### Related Information

- A solution contains one or more pages. A page contains one or more media items.
- Pages play sequentially from top to bottom.

### Operating Procedure

Step 1 On the **Solutions**, click **New Solution** and select a solution type.

Solution types include regular solution, ultra-long-screen solution, and splicing screen solution.

Figure 4-3 Creating a solution

| Solution Name | Solution Type        | Associated Screens | Workgroups       | File Size | Resolution | Number of Associated Media | Associated Schedule | Updated       | Operate             |
|---------------|----------------------|--------------------|------------------|-----------|------------|----------------------------|---------------------|---------------|---------------------|
| 001           | Regular Solution     | 37                 | System workgroup | 26.72MB   | 1920*1080  | 8                          | -                   | 2024-12-09 14 | Publish Edit Delete |
| 202412061528  | Regular Solution     | -                  | System workgroup | 1.00KB    | 1366*768   | -                          | -                   | 2024-12-06 15 | Publish Edit Delete |
| 202412061529  | Regular Solution     | -                  | System workgroup | 850.82KB  | 1366*768   | 4                          | -                   | 2024-12-06 15 | Publish Edit Delete |
| 202412061503  | Regular Solution     | -                  | System workgroup | 235.64KB  | 1366*768   | 1                          | -                   | 2024-12-06 15 | Publish Edit Delete |
| 202412061504  | Regular Solution     | -                  | System workgroup | 2.65MB    | 1366*768   | 1                          | -                   | 2024-12-06 14 | Publish Edit Delete |
| CCC           | Regular Solution     | -                  | System workgroup | 9.18KB    | 1920*1080  | 1                          | -                   | 2024-12-06 14 | Publish Edit Delete |
| 202412041102  | Regular Solution     | -                  | System workgroup | 314.00MB  | 1366*768   | 11                         | -                   | 2024-12-06 14 | Publish Edit Delete |
| 202412061012  | Ultra-long-screen... | -                  | System workgroup | 1.00KB    | 2048*768   | -                          | -                   | 2024-12-06 10 | Publish Edit Delete |
| 202412051608  | Regular Solution     | -                  | System workgroup | 2.06MB    | 1366*768   | 2                          | -                   | 2024-12-05 19 | Publish Edit Delete |
| 9999          | Ultra-long-screen... | -                  | System workgroup | 92.93MB   | 3840*2160  | 1                          | 2                   | 2024-12-05 19 | Publish Edit Delete |
| 202412051459  | Regular Solution     | -                  | System workgroup | 188.87KB  | 1366*768   | 1                          | -                   | 2024-12-05 16 | Publish Edit Delete |
| 202412041843  | Regular Solution     | -                  | System workgroup | 1.00KB    | 4096*4096  | -                          | -                   | 2024-12-04 14 | Publish Edit Delete |

For the creation and publishing of ultra-long-screen solutions, there are firmware version limitations. The specific supported device models and versions are shown in the table below.

| Series      | Device Models                          | First Supported Version |
|-------------|----------------------------------------|-------------------------|
| TB series   | TB10 Plus, TB20 Plus                   | V4.7.6                  |
|             | TB30, TB40, TB50, TB60                 | V4.6.0                  |
| TN65 series | TN65                                   | V4.7.6                  |
| TCC series  | TCC160                                 | V4.7.4                  |
| TU series   | TU15 Pro, TU20 Pro, TU4K Pro, TU40 Pro | V1.5.0                  |

 Note

Other device models do not currently support ultra-long-screen solutions. For more details, please contact the technical support of NovaStar.

- Step 2** Specify a solution name and resolution, select associated solutions (optional), turn on intelligent tag matching (optional), and click **OK**. (Splicing screen solutions also require row and column settings.)

Solution Information

X

Solution Name

New Solution20240830175431

Resolution

Width

1366

Height

768

Select Screen

Search...

Taurus-10080111

1920\*600

HUANGTAO\_TEST0010

400\*400

HUANGTAO\_TEST0005

400\*400

HUANGTAO\_TEST0019

400\*400

HUANGTAO\_TEST0014

400\*400

HUANGTAO\_TEST0009

400\*400

Intelligent Tag Matching

☒

Turning on this feature allows the solution to be automatically published to the screens with the same tags as the solution. Please note that the solution cannot be added to schedules.

Cancel

OK

 Note

- Only regular screen solutions support intelligent tag matching.
- Turning on intelligent tag matching allows a solution to be automatically published to the screens with the same tags as the solution. Please note that the solution cannot be added to schedules.
- When publishing a solution, users need to manually search screens by name. For the screens with the same name, further distinguish them by SN.

- Step 3** Edit the solution on the solution editor.

After a solution is added, it can be immediately previewed in real time to ensure the content accuracy and playback effect.

Figure 4-4 Solution editor

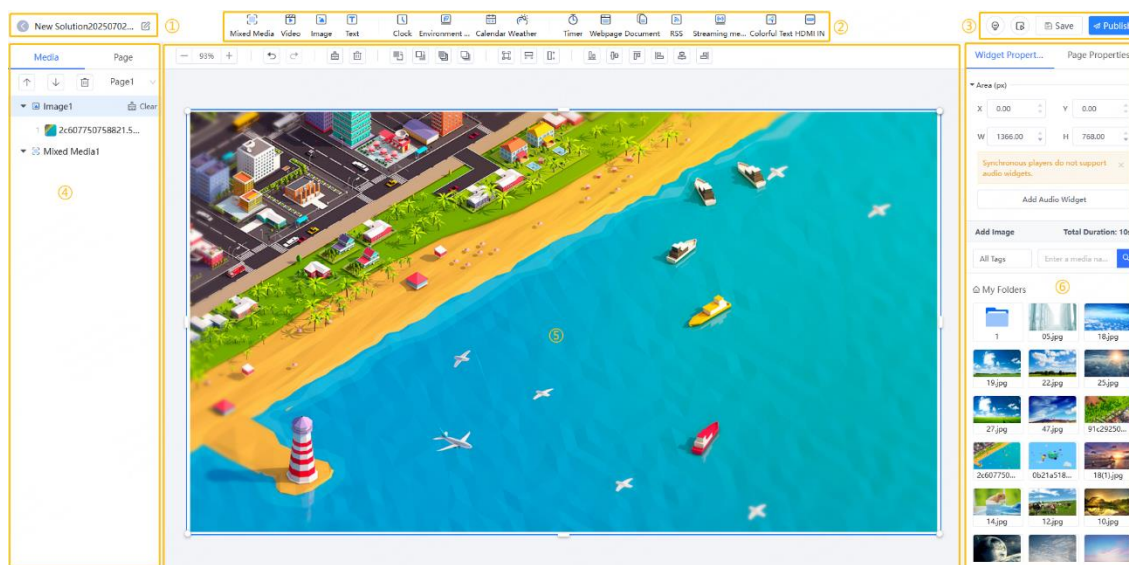


Table 4-3 Solution editor description

| No. | Function                                                       | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-----|----------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | Set basic information                                          | View the solution type and name, edit the solution name and resolution, and select screens to be associated.                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 2   | Add media                                                      | Click a media icon to add the corresponding type of media to the page media editing area.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 3   | View beginner's guide, and preview, save and publish solutions | View beginner's guide, and preview, save and publish solutions.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 4   | Edit media and pages                                           | <p>Edit media and pages.</p> <ul style="list-style-type: none"> <li>Media: Adjust media order and delete media. <ul style="list-style-type: none"> <li>Click the up/down buttons or drag media to change the layer order.</li> <li>Media includes media types such as images, videos, mixed media, and documents, which can be adjusted in playback order by clicking the up/down buttons or manually dragging the media.</li> </ul> </li> <li>Page: Add, copy and delete pages, and adjust the page order.</li> </ul> <p>Pages play sequentially from top to bottom.</p> |
| 5   | Edit 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 blank area.                                                                                                                                                                                                                                                                                                                                                                                                 |

| No. | Function        | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-----|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|     |                 | Users can copy media (including its properties) from other pages and paste the media to the current page.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 6   | Edit properties | <p>Edit the properties of widgets and the page.</p> <ul style="list-style-type: none"> <li>• <b>Widget properties:</b> Widgets are the media items added to a page. The properties of different widgets vary. Select a widget before editing its properties.</li> <li>• <b>Page properties:</b> Specify the validity range, play count, and schedule for a page. <ul style="list-style-type: none"> <li>– <b>Validity Range:</b> If this option is selected, Start Date and End Date will be displayed. Expired pages will be skipped during solution playback.</li> <li>– <b>Times to Play:</b> Specifies the number of times to play the page continuously.</li> <li>– <b>Schedule:</b> Specifies the time and interval to play a page. If there are overlapping timeslots with other pages, the pages will play according to the page order from top to bottom.</li> </ul> </li> </ul> |

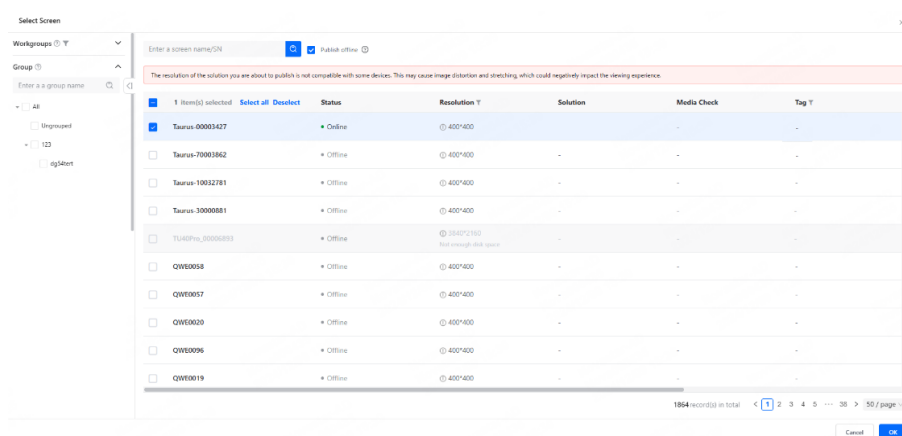
## 4.1.3 Publishing Solutions

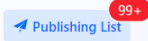
### Operating Procedure

Step 1 From the menu bar, choose **Solutions**.

Step 2 Click the **Publish** of the target solution.

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



Step 4 (Optional) In the upper right of the page, click  and view the publishing progress in window that appears.

Progress Pending ②

Detect Network Export Network Detection Report

| <input type="checkbox"/> | Screen Name ▾ | Status  | Name | Date Published      | Progress            | Operate |
|--------------------------|---------------|---------|------|---------------------|---------------------|---------|
| <input type="checkbox"/> | TEST0051      | Offline | TEST | 2024-09-11 20:21:40 | Publishing...<br>0% |         |
| <input type="checkbox"/> | TEST0101      | Offline | TEST | 2024-09-11 20:21:40 | Publishing...<br>0% |         |
| <input type="checkbox"/> | TEST0151      | Offline | TEST | 2024-09-11 20:21:40 | Publishing...<br>0% |         |
| <input type="checkbox"/> | TEST0052      | Offline | TEST | 2024-09-11 20:21:40 | Publishing...<br>0% |         |
| <input type="checkbox"/> | TEST0102      | Offline | TEST | 2024-09-11 20:21:40 | Publishing...<br>0% |         |

1863 record(s) in total < 1 2 3 4 5 ... 187 > 10 / page Go to

### Note

- Before publishing a splicing screen solution, make sure a splicing screen is created and the screen is bound to cloud in ViPlex Handy or ViPlex Express (V3.0.0 or later).
- When the solution resolution does not match the selected player resolution, it may cause the image to stretch and deform, affecting the playback effect.
- When the media is not supported by a player, you can view the detailed information and make improvements according to the suggestions.
- When publishing a regular screen solution, you can select multiple screens according to the tags of the solution.
- After a solution is published to an offline player. The solution will be published automatically after the player goes online.

## 4.2 Schedules

A schedule consists of one or more solutions.

### 4.2.1 Creating Schedules

Step 1 On the **Schedule**, click **Create** at the bottom left.

Figure 4-5 Creating a schedule

The screenshot shows the VNNOX interface for creating a schedule. On the left, there is a list of schedules with columns for ID, Name, and Resolution. The selected schedule is '20241120163137' with resolution '1366\*768'. On the right, the 'Solution Name' is '9999'. Below that, there is a table of screens with columns for ID, Name, and Resolution. The selected screen is '20241127145236' with resolution '1366\*768'. The interface also includes buttons for 'Add Solution', 'Publish', and 'Location Targeting'.

Step 2 Select a schedule type (regular-screen schedule or ultra-long-screen schedule)

Step 3 On the schedule information window, specify a name and resolution for the schedule, select screens (optional), and click **OK**.

Figure 4-6 Schedule information

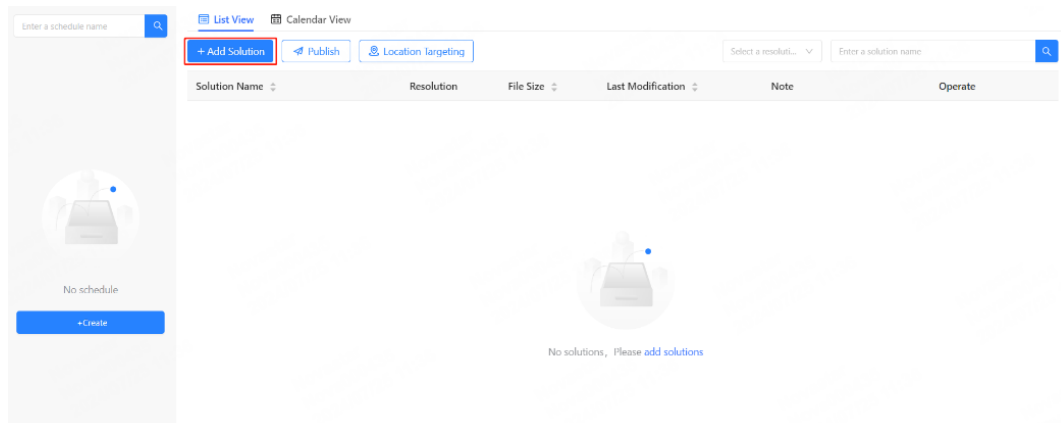
The screenshot shows the 'Schedule Information' dialog box. It contains the following fields and values:

- Schedule Name:** Schedule20240725113549
- Resolution:** Width: 1366, Height: 768
- Select Screen:** Search... (No data)

At the bottom right, there are 'Cancel' and 'OK' buttons.

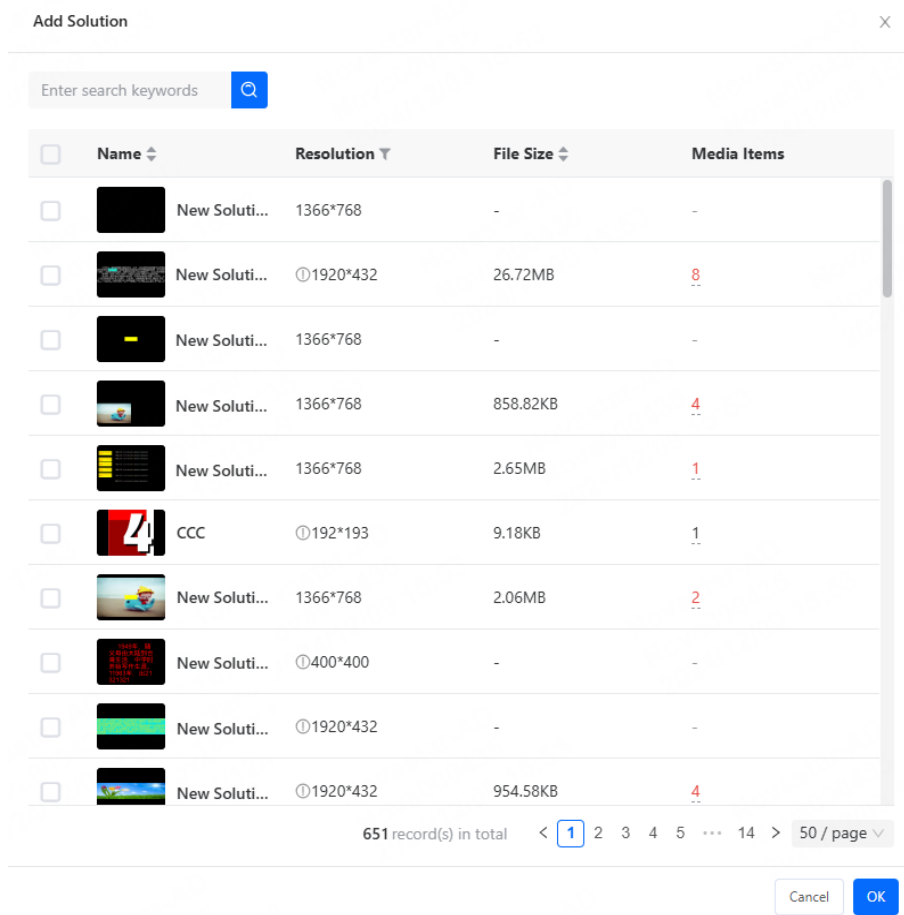
Step 4 On the **Schedule** page, click **Add Solution**.

Figure 4-7 Adding solutions



Step 5 Select one or more solutions and click **OK**.

Figure 4-8 Selecting solutions



#### Note

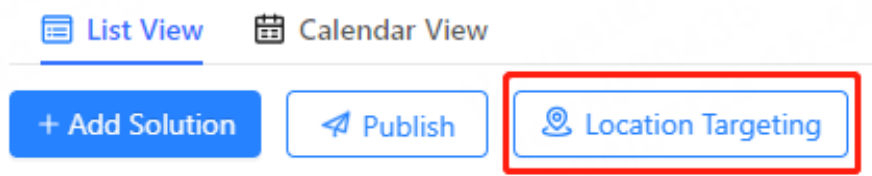
- Users can edit schedule information and delete schedules.
- Users can edit and remove the solutions in a schedule.

## 4.2.2 Location Targeting

Draw the target areas on the map. When the vehicle-mounted screens enters the target areas, the schedule associated with the location targeting task will play.

### Operating Procedure

- Step 1 From the menu bar, choose **Schedule**.
- Step 2 Select the desired schedule on the left of the page.
- Step 3 On the **List View** tab, click **Location Targeting**.



- Step 4 Do any of the following to specify a target area. (You can enter a location name in the search box to search for the location.)
- Click **Polygon** to select points sequentially on the map to draw a polygon area, and double-click to end the point selection.
  - Click **Circle**, select the center point on the map, and drag the mouse outward to adjust the diameter.
- Step 5 In the **Basic Properties** area, set area properties.
- Change the target area name.
  - When the area is a circle, set its radius.
  - Set the color of the target area on the map.
- Step 6 Associate solutions in the schedule with areas.
1. Click an area on the target area list or the map.
  2. Select solutions in the **Associated Solutions** section.
  3. Click **OK**.

#### Note

The associated solutions must contain content.

- Step 7 Do the following as needed:

- In the area list, click the delete icon to delete an area.
- In the area list, drag an area to adjust the sequence in the list. When there are overlapping areas on the map, the vehicle-mounted screen within the overlapping area will play programs according to the order in the area list, and the content of the solutions in the overlapping area will repeat continuously.

## 4.2.3 Scheduling Solutions

### Operating Procedure

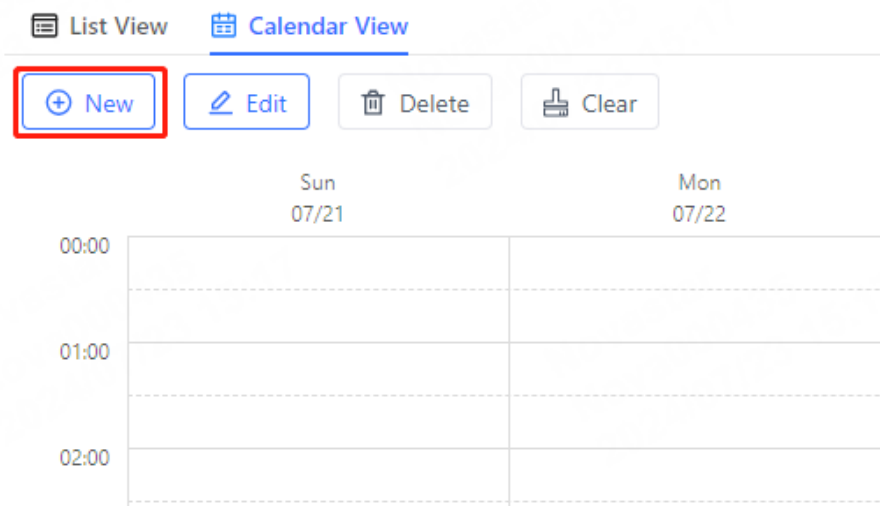
Step 1 From the menu bar, choose **Schedule**.

Step 2 Select a schedule on the left of the page.

Step 3 Select the **Calendar View** tab.

Step 4 Do any of the following to create a schedule.

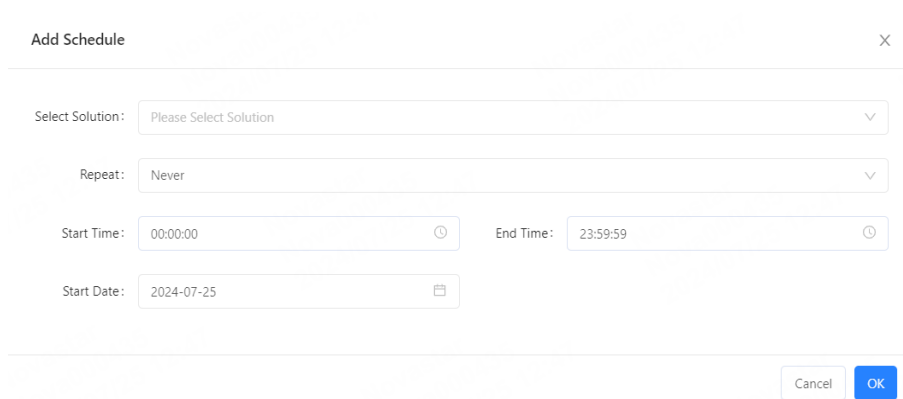
- Click **New**.
- Click a cell in the timetable and click **+**. (In **Day** or **Week** view, each cell in the timetable represents one hour. In **Month** view, each cell in the timetable represents one day.)



Step 5 On the **Add Schedule** window that appears, select a solution in the schedule, specify a repeat method, playback start time, playback end time, and start date.

- When **Never** is selected next to **Repeat**, if the specified date is today or the subsequent seven days, the solution will play according to schedule; if the specified date is beyond this range, the solution will not play.

- When **Every day**, **Every week**, **Every month**, or **Every year** is selected next to **Repeat**, the solution will play according to the selected repeat interval.



**Step 6** After the settings are done, click **OK**.

The time frames are graphically displayed in the timetable.

**Step 7** Do the following as needed:

- Drag the top or bottom edge of a time frame to make changes.
- Drag a time frame to any other position within the specified date to make changes.
- Adjust a time frame by dragging it to change its playback priority during overlapping time periods. The positions of time frames run from left to right, corresponding to a high to low priority. During overlapping periods, only the time frame with the highest priority will be played.
- Double click a time frame to open the **Edit Schedule** window.
- Edit schedule: Click a time frame and click **Edit**.
- Delete schedule: Click a time frame and click **Delete**.
- Clear schedule: Click **Clear**.



#### Note

- When the solution resolution does not match the selected player resolution, it may cause the image to stretch and deform, affecting the playback effect.
- After a solution is published to an offline player. The solution will be published automatically after the player goes online.

## 4.2.4 Publishing Schedules

### Operating Procedure

- Step 1 From the menu bar, choose **Schedule**.
- Step 2 Click the target schedule.
- Step 3 Click **Publish** in list view.
- Step 4 Select one or more players and click **OK**.

The publishing result is displayed.



#### Note

- When the solution resolution does not match the selected player resolution, it may cause the image to stretch and deform, affecting the playback effect.
  - When the media is not supported by a player, you can view the detailed information and make improvements according to the suggestions.
  - After a solution is published to an offline player. The solution will be published automatically after the player goes online.
-

## 5 Player Control

### 5.1 Brightness Control

#### Scenarios

Adjust brightness manually or set rules for smart brightness adjustment.

#### Operating Procedure

Step 1 From the menu bar, choose **Control**.

Step 2 Click **Brightness Control**.

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

Step 4 Do the following as needed.

- 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

Real-time Control

Brightness  0 % 

 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: In the **Scheduled Control** area, click 
- Set the command parameters, click **OK**, and then click **Apply**.

Figure 5-2 Scheduled brightness control

Scheduled Control

   [Set Auto Brightness Control Parameters](#)

| <input type="checkbox"/> Control Type      | Brightness (%) | Operation Time | Repeat    | Valid Date    | Enable                                                                                |
|--------------------------------------------|----------------|----------------|-----------|---------------|---------------------------------------------------------------------------------------|
| <input type="checkbox"/> Scheduled Control | 30%            | 00:00:00       | Every day | Never expires |  |

1 commands in total



- Scheduled Control: The screen brightness within the specified time range is the brightness you set.

Add command ×

|                |                   |
|----------------|-------------------|
| Control Type   | Scheduled Control |
| Brightness     | 30 %              |
| Operation Time | 00:00:00          |
| Repeat         | Don't repeat      |
| Operation Date | 2024-07-23        |

OK Cancel

- Auto Control: The screen brightness within the specified time range changes automatically according to the brightness mapping table.

Add command ×

|                |              |
|----------------|--------------|
| Control Type   | Auto Control |
| Operation Time | 00:00:00     |
| Repeat         | Don't repeat |
| Operation Date | 2024-07-23   |

OK Cancel

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.

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

Scheduled Control

+ ✎ 🗑 Set Auto Brightness Control Parameters

| <input type="checkbox"/> Control Type      | Brightness (%) | Operation Time | Repeat    | Valid Date    | Enable                              |
|--------------------------------------------|----------------|----------------|-----------|---------------|-------------------------------------|
| <input type="checkbox"/> Scheduled Control | 30%            | 00:00:00       | Every day | Never expires | <input checked="" type="checkbox"/> |

1 commands in total

Apply

- 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.

Set Auto Brightness Control Parameters

☒ When reading ambient brightness fails, set the brightness to 30 %

Add Delete Quick Subsection

| <input type="checkbox"/> | Ambient brightness (Lux) | Screen Brightness (%) |
|--------------------------|--------------------------|-----------------------|
| <input type="checkbox"/> | 0-65534                  | 0-100                 |

OK Cancel

## 5.2 Volume Control

### Scenarios

Adjust volume manually or set rules for automatic volume adjustment.

### Operating Procedure

Step 1 From the menu bar, choose **Control**.

Step 2 Click **Volume Control**.

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

Step 4 Do the following as needed.

- 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

Real-time Control

Volume  75 % **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: In the **Scheduled Control** area, click , set command parameters, click **OK** and then click **Apply**.

Figure 5-4 Scheduled volume control

Scheduled Control

| <input type="checkbox"/> Volume (%) | Operation Time | Repeat                      | Valid Date | Enable                              |
|-------------------------------------|----------------|-----------------------------|------------|-------------------------------------|
| <input type="checkbox"/> 50%        | 00:00:00       | Don't repeat ( 2024-07-25 ) | 2024-07-25 | <input checked="" type="checkbox"/> |

1 commands in total



## 5.3 Video Source Switching

### Scenarios

Switch between video sources manually or schedule video source switching.

### 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 From the menu bar, choose **Control**.
- 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 needed. (The parameters on this page may vary across different types of devices, and this chapter uses the Taurus as an example.)
- Real-time control: Select **Internal input source** or **External input source** and then click **Apply**.

Figure 5-5 Real-time video source switching

Real-time Control

Video Source ☒ Internal input source ☐ External input source 

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: In the **Scheduled Control** area, click , set command parameters, click **OK** and then click **Apply**.

Figure 5-6 Scheduled video source switching

Scheduled Control





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

2 commands in total

Apply

## 5.4 Restart

### Operating Procedure

Restart players immediately or schedule restart.

### Operating Procedure

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Restart**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Do any of the following as needed.
  - Real-time control: Click **Restart Now**.

Figure 5-7 Restarting the player immediately

Real-time Control

Restart

The player will be restarted within about 20s after you click Restart Now. During this period, the player will be offline. Further operation can be done after the player is online.

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

Restart Now

- Scheduled control: In the **Scheduled Control** area, click , set the command parameters, click **OK**, and then click **Apply**.

Figure 5-8 Scheduled restart rules

Scheduled Control

+ [icon] [icon]

| Operation Time                    | Repeat                      | Enable                              |
|-----------------------------------|-----------------------------|-------------------------------------|
| <input type="checkbox"/> 00:00:00 | Don't repeat ( 2024-07-25 ) | <input checked="" type="checkbox"/> |

1 commands in total

Apply

## 5.5 Screen Status Control

### Scenarios

Set the screen status manually or control the display status as scheduled.

### 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 From the menu bar, choose **Control**.
- 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 needed.
  - Real-time control: Select **Normal** or **Blackout** and click **Apply**.

Figure 5-9 Real-time screen status control

Real-time Control

Screen Status ☒ Normal ☐ Blackout

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

Apply

- Scheduled control: In the **Scheduled Control** area, click , set the command parameters, click **OK**, and then click **Apply**.

Figure 5-10 Scheduled screen status control

Scheduled Control

+ [icon] [icon]

| <input type="checkbox"/> Control Type | Operation Time | Repeat                      | Enable                              |
|---------------------------------------|----------------|-----------------------------|-------------------------------------|
| <input type="checkbox"/> Normal       | 00:00:00       | Don't repeat ( 2024-07-25 ) | <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

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Monitor**.
- Step 3 On the left of the page, select the target online player.
- Step 4 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 (Available/Total): 21.75GB/32.00GB

Media Cleanup

Data

Current Month Data Usage 491.01MB

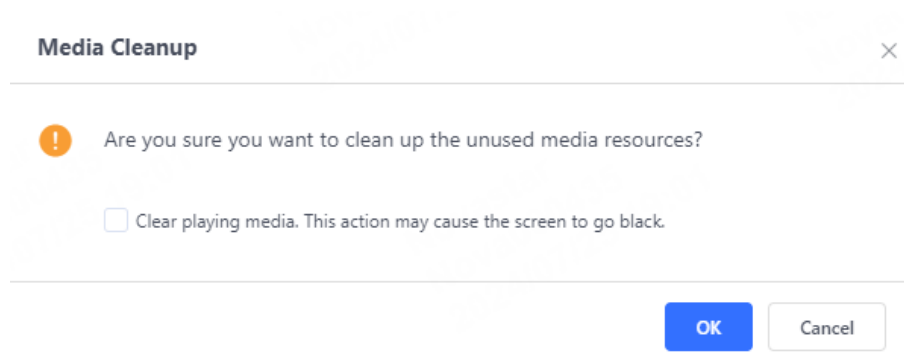
Environment Monitoring [Refresh](#)

Brightness Unknown

Temperature Unknown

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 schedule 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

Step 1 From the menu bar, choose **Control**.

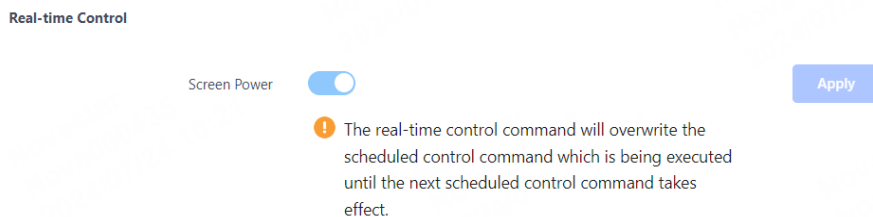
Step 2 Click **Power Control**.

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

Step 4 Do any of the following as needed.

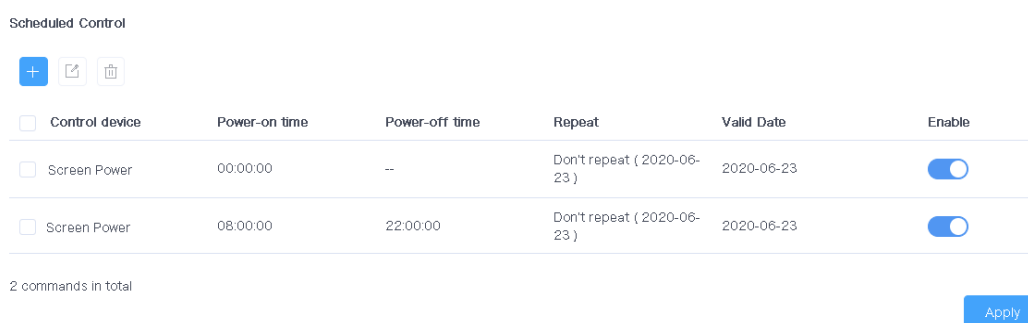
- Real-time control: Turn on **Screen Power** and click **Apply**.

Figure 5-13 Real-time screen power control



- Scheduled control: In the **Scheduled Control** area, click , set the command parameters, click **OK**, and 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                  | <ul style="list-style-type: none"> <li>VPlayer</li> <li>Taurus</li> </ul> | NTP server         | Click  to customize a server.                                                                                      |
| RF (Radio Frequency) | Taurus                                                                    | Reference device   | <p>Users need to buy and install RF devices.</p> <p>The time of slave devices is kept in sync with the master (reference) device via RF signal.</p> <p>The time of the master device can be synced</p> |

| Method | Applicable To | Time Reference     | Description                                                   |
|--------|---------------|--------------------|---------------------------------------------------------------|
|        |               |                    | with the NTP server as needed.                                |
| GPS    | Taurus        | Selected time zone | After you select a time zone, the new time will be displayed. |

## Operating Procedure

Step 1 From the menu bar, choose **Control**.

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 needed.

- 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

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

☒ Set as reference device

NTP ☒

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

Server  

- 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

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

☐ Set as reference device

- GPS: Select a time zone and click **Apply**.

## 5.9 Synchronous Playback

### Scenarios

Turn on or off the synchronous playback.

### 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

#### Configure Synchronous Playback

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Synchronous Playback**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Select a time synchronization method as needed.
- Step 5 Turn on or off synchronous playback and click **Apply**.

Synchronous Playback Check Synchronization Configuration

Time Zone (UTC+08:00)Asia/Shanghai

Mode ☒ NTP ☐ RF ☐ GPS

NTP synchronizes time in accordance with the selected server and time zone, RF synchronizes time based on a reference device, and GPS synchronizes time through GPS satellites.

Server Select time zone

Switch: ☒

Apply Reset

### Check Synchronization Configuration

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Synchronous Playback**.
- Step 3 On the left of the page, select the target online player.
- Step 4 Click **Check Synchronization Configuration** at the upper right. In the **Check Synchronization Configuration** window that appears, ensure that the configurations of time synchronization, device information and solution configuration are consistent. After completing the inspection, click **Download Report** at the lower right to view the inspection report.

Check Synchronization Configuration ×



Synchronization configuration information consistent

Note: The following are the basic metrics for synchronous playback. If problems persist, please reach out to technical support for further assistance.

|                                    |            |
|------------------------------------|------------|
| Time Synchronization Configuration | Consistent |
| Device Information                 | Consistent |
| Solution Configuration             | Consistent |

Download Report

#### Note

Checking synchronization configuration only verifies basic metric information. If issues persist, please reach out to NovaStar's technical support team for further assistance.

## 5.10 Playback Management

### Scenarios

Capture the screenshot of the content being played on the screen to check whether the playback is normal.

### Operating Procedure

Step 1 From the menu bar, choose **Control**.

Step 2 Click **Playback Management**.

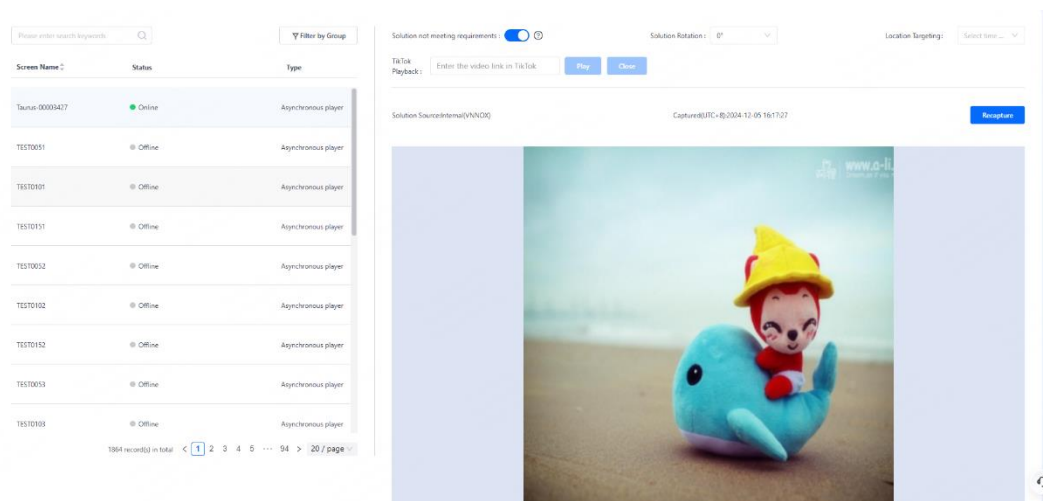
Step 3 On the left of the page, select the target online player.

Step 4 Enable/Disable location targeting as needed.

- Enable: The solutions specified for location targeting will be played first when the screen is within the target areas.
- Disable: Only common solutions will be played.

Step 5 (Optional) Turn on/off **Solution Not Meeting Requirements** and specify a rotation angle ( $0^{\circ}/90^{\circ}/180^{\circ}/270^{\circ}$ ) for the solution.

Step 6 Click **Recapture** to capture a screenshot of the playing content.



#### Note

Turning on **Solution Not Meeting Requirements** allows device to automatically detect media that exceed the specified limits, thereby preventing the necessity of returning the device due to user overuse.

## 5.11 Power On/Off

### Scenarios

Schedule screens to power on/off.

### Related Information

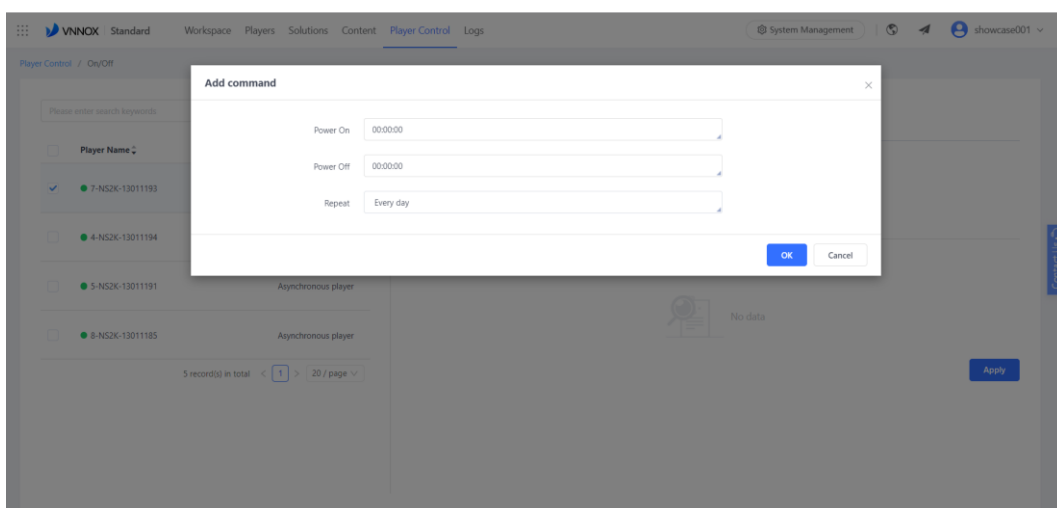
This feature is supported by the NS2K series products only.

### Operating Procedure

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **On/Off**.
- Step 3 Select a player from the list and click  to create a control command.
- Step 4 Specify the power-on time and power-off time, select a repeat method and click **OK**.

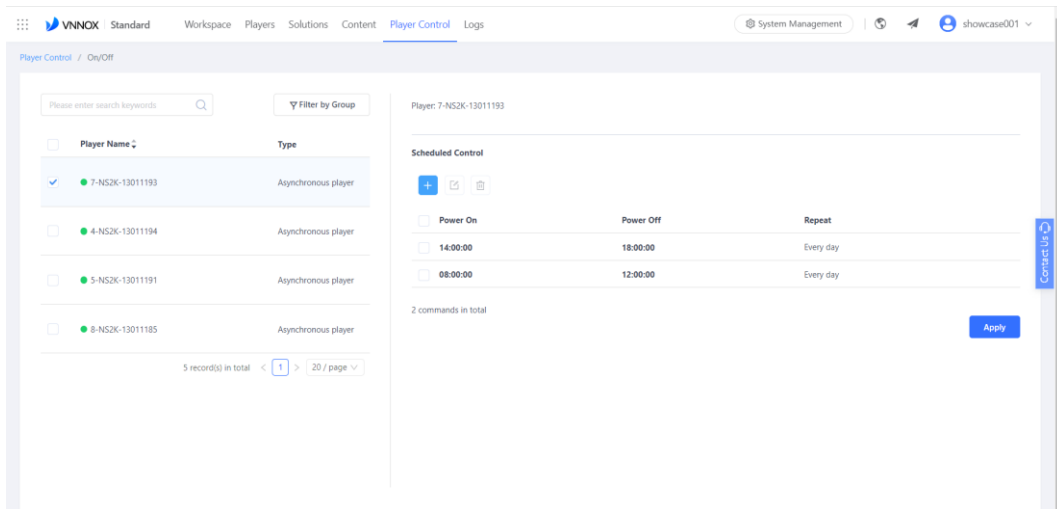
The interval between the power-on time and power-off time cannot be less than 2 minutes.  
When the power-off is earlier than the power-on time, the player will be powered off on the next day.

Figure 5-15 Creating a scheduled control command



- Step 5 Select the required commands and click **Apply** to apply the command to the player. (If no command is selected, all the scheduled control commands will be applied.)

Figure 5-16 Scheduled power on/off



## 5.12 Network Configuration

### Scenarios

Configure the network for screens.

### Operating Procedure

- Step 1 From the menu bar, choose **Control**.
- Step 2 Click **Network Configuration**.
- Step 3 Select the target online screen on the left of the page.
- Step 4 Turn on/off AP and click **AP** and click **Apply**.

## 6 Other Features

### 6.1 Statistics

#### Operating Procedure

Step 1 From the menu bar, choose **Statistics**.

Step 2 View the detailed statistics of the screens and solutions.

- Screens: Displays the total number of screens, the number of online screens, the number of offline screens, and the statistics of the number of online screens of the current day.
- Solutions: Displays the total number of solutions and publishes, and the statistics of the number of publishes in year/month/day view.

### 6.2 Logs

#### 6.2.1 Operation Logs

##### Scenarios

View the operation logs of screens.

#### Operating Procedure

Step 1 From the menu bar, choose **Logs > Operation Log**.

Step 2 Click **Please select** to select one or more screens and click **OK**.

Select Screen

Workgroups ⓘ ▼  
Group ⓘ ▲  
 Enter a group name 🔍 <|  
All  
☒ Ungrouped  
☐ ~!@#\$%^&\*+.,(){}<>\_~  
☐ 3345  
+ ☐ 2222  
☐ 1234

Enter a screen name/SN 🔍

| <input type="checkbox"/> | Screen Name ⬇️                                                                       | Status    | Resolution ↑ | Firmware Version                                                     | SN                                       |
|--------------------------|--------------------------------------------------------------------------------------|-----------|--------------|----------------------------------------------------------------------|------------------------------------------|
| <input type="checkbox"/> | T40Plus_00000471                                                                     | * Offline | 400*400      | Software: 5.1.0.0401<br>System: T40PlusV050100CN0401                 | 25C16A000000471                          |
| <input type="checkbox"/> | T40Plus_00000522                                                                     | * Offline | 400*400      | Software: 5.1.0.0401<br>System: T40PlusV050100CN0403                 | 25C16A0000000522                         |
| <input type="checkbox"/> | T60_50002056                                                                         | * Offline | 400*400      | Software: 5.1.0.0301<br>System: T40PlusV050100CN0301                 | 25C16A0000000495                         |
| <input type="checkbox"/> | TU4KPro_00001734                                                                     | * Offline | 3840*2160    | Software: 5.0.0.5.1.0.0203<br>System: TU4KProV1060101CN1001_CT       | 2570BA0000001734                         |
| <input type="checkbox"/> | TB40Plus_00006672                                                                    | * Offline | 400*400      | Software: 5.1.0.0110<br>System: TB40PlusV050100CN0105                | 25416A0000006672                         |
| <input type="checkbox"/> | TN65_00003296                                                                        | * Offline | 400*400      | Software: 5.0.0.1201.CTM1.1.1<br>System: TN65V050000CN1202           | 24822A0000003296                         |
| <input type="checkbox"/> | TU4DPro_000 03124em.abc-!@#%&*+.,=1234۰۱۲۳۴۵۶۷۸۹۰۱۲۳۴۵۶۷۸۹۰۱۲۳۴۵۶۷۸۹۰۱۲۳۴۵۶۷۸۹۰ "ラビ" | * Offline | 3840*2160    | Software: 5.0.0.1.6.0.2101<br>System: TU4DProV0108600CN2101          | 24A24A0000001124                         |
| <input type="checkbox"/> | fx5                                                                                  | * Offline | 7680*4320    | Software: 4.2.0.0501<br>System: -                                    | E823_BFA6_BF53_0001_001B_4468_4860_ED... |
| <input type="checkbox"/> | VPlayer_6A_DE45.1                                                                    | * Offline | 7680*4320    | Software: 4.2.0.0501<br>System: -                                    | 0000_0000_0000_0000_0026_8768_6FA6_DE... |
| <input type="checkbox"/> | VPlayer_C0_2480.                                                                     | * Offline | 400*400      | Software: 4.2.0.0501<br>System: -                                    | 0025_3BD3_21C0_2480.                     |
| <input type="checkbox"/> | TU4DPro_00000767                                                                     | * Offline | 3840*2160    | Software: 5.0.0.1.5.5.5.kichuangshi.<br>System: TU4DProV010505CN0701 | 2520BA0000000767                         |

19 record(s) in total < 1 > 50 / page ✓

CancelOK

**Step 3** Specify the execution type. Select the remote control command type including screen management, screen interactive, etc.

**Step 4** Specify the execution time range which cannot be longer than 30 days.

**Step 5** (Optional) Click **Advanced Search** to set more search criteria.

- **Command Source:** You can select **VNNOX**, **ViPlex Express**, **ViPlex Handy**, **Terminal**, **USB Drive**, and/or **Unknown**.
- **Execution Result:** You can select **Successful** and/or **Failed**.

**Step 6** Click **Search**. The result will be displayed, as shown in the figure below.

+ ScreensSelected players: 1
Firmware Version Limitation ⓘ

T40Plus\_00000471 ✕

+ Execution Type  
All Types

+ Execution Time  
2026-04-02 ~ 2026-04-03

Command Source    ☐ VhNIX    ☐ VIPlex Express    ☐ VIPlex Handy    ☐ Terminal    ☐ USB Drive    ☐ Unknown

Execution Result    ☐ Successful    ☐ Failed

| Time ⌵              | Screen Name      | Source         | Execution Type      | Execution Content               | Result     |
|---------------------|------------------|----------------|---------------------|---------------------------------|------------|
| 2026-04-02 20:29:44 | T40Plus_00000471 | VIPlex Express | Cloud Server        | Bind cloud publishing platform  | Successful |
| 2026-04-02 20:26:00 | T40Plus_00000471 | Terminal       | Network             | Network detection-Wired network | Successful |
| 2026-04-02 20:26:00 | T40Plus_00000471 | Terminal       | Network             | Network detection-Wired network | Successful |
| 2026-04-02 20:25:39 | T40Plus_00000471 | Terminal       | Network             | Network detection-No network    | Successful |
| 2026-04-02 20:25:39 | T40Plus_00000471 | Terminal       | Network             | Network detection-No network    | Successful |
| 2026-04-02 20:25:22 | T40Plus_00000471 | VIPlex Express | Playback Management | Play 验证码的辨别                     | Successful |

44 record(s) in total    Go to Page  page < 1 > 50 / page v

**Step 7** (Optional) Click **Export** to export the log files (.csv) to the local storage system.

- When the number of logs is equal to or less than 10,000, the search results will be displayed on the page.

- When the number of logs is greater than 10,000, the search results will be sent to the user's email.

## 6.2.2 Alarm Logs

### Scenarios

View the alarm logs of screens.

### Operating Procedure

Step 1 From the menu bar, choose **Logs > Alarm Log**.

Step 2 Click **Please select** to select one or more screens and click **OK**.

Step 3 Specify the alarm time range which cannot be longer than 30 days.

Step 4 Specify the alarm status. You can select **Active** and/or **Recovered**.

Step 5 (Optional) Click **Advanced Search** to set more search criteria.

- Type: You can select **Device Alarm** and/or **Solution Alarm**.
- Recovery Time: Specify the recovery time range. Up to the past three months can be specified.

Step 6 Click **Search**. The result will be displayed, as shown in the figure below.

The screenshot shows the 'Alarm Log' search interface. At the top right, there is a 'Firmware Version Limitation' link. The search form includes the following elements:

- Screens:** A dropdown menu with the text 'Please select'.
- Alarm Time:** Two date pickers showing the range from 2026-04-01 to 2026-04-03.
- Status:** Two checkboxes, 'Active' and 'Recovered', both of which are currently unchecked.
- Type:** Two checkboxes, 'Device Alarm' and 'Solution Alarm', both of which are currently unchecked.
- Recovery Time:** Two date pickers showing the range from 2026-04-01 to 2026-04-03.
- Buttons:** 'Search' (blue), 'Export' (blue), and 'Advanced Search' (grey).

Below the search form is a table with the following columns: 'Alarm Time', 'Screen Name', 'Type', 'Content', 'Status', and 'Recovery Time'. The table is currently empty, and a 'No data' message is displayed in the center. At the bottom of the page, there is a pagination bar that reads '0 record(s) in total' and 'Go to Page 1 page'.

Step 7 (Optional) Click **Export** to export the log files (.csv) to the local storage system.

- When the number of logs is equal to or less than 10,000, the search results will be displayed on the page.
- When the number of logs is greater than 10,000, the search results will be sent to the user's email.

## 6.2.3 Play Logs

### Scenarios

View the play logs of screens.

### Related Information

Play logs record the playback information including the overview and detailed log.

### Operating Procedure

Step 1 From the menu bar, choose **Logs > Play Logs**.

Step 2 Click **Please select** to select one or more screens and click **OK**.

Step 3 Specify the log type. You can select **Overview** or **Details**.

Step 4 Specify the date range which cannot be longer than 30 days.

Step 5 (Optional) Click **Advanced Search** to set more search criteria.

Keyword: This field is displayed when **Advanced Search** is clicked. You can enter a media name to search for logs.

Step 6 Click **Search**. The result will be displayed, as shown in the figure below.

The screenshot shows the VNNOX search interface. At the top, there are filters for Screens (160Plus,0000471), Log type (Overview), Date range (2025-04-02 to 2025-04-02), and a Keyword field. Below the filters is a table with columns: Media Name, Screen Name, Start Date, End Date, Total Duration (s), Times, and Total Days. The table is currently empty, showing a 'No data' message. At the bottom right, there is a pagination bar indicating 0 records in total, 1 page, and 50 records per page.

Step 7 (Optional) Click **Export** to export the log files (.csv) to the local storage system.

- If the log type is **Overview**:
  - When the number of logs is equal to or less than 50, the search results will be displayed on the page.
  - When the number of logs is greater than 50, the search results will be sent to the user's email.
- If the log type is **Details**:
  - When the number of logs is equal to or less than 25, the search results will be displayed on the page.
  - When the number of logs is greater than 25, the search results will be sent to the user's email.

## 6.3 Media Approval

### Prerequisites

In system management, media approval is enabled.

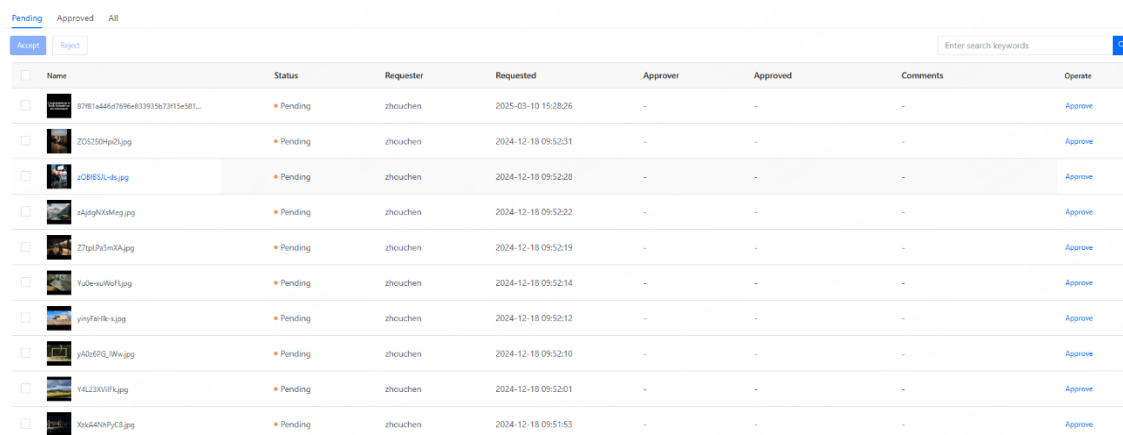
### Scenarios

Approve media uploaded by users in the workgroups and sub-workgroups. Only approved media can be added to solutions and published.

## Operating Procedure

Step 1 From the menu bar, choose **Media Approval**.

Figure 6-1 Media approval



The screenshot shows a web interface for media approval. At the top, there are tabs for 'Pending', 'Approved', and 'All'. Below the tabs are buttons for 'Accept' and 'Reject', and a search bar labeled 'Enter search keywords'. The main part of the interface is a table with the following columns: Name, Status, Requester, Requested, Approver, Approved, Comments, and Operate. The table contains 10 rows of data, all with a status of 'Pending' and a requester of 'zhouchen'.

| Name                             | Status  | Requester | Requested           | Approver | Approved | Comments | Operate |
|----------------------------------|---------|-----------|---------------------|----------|----------|----------|---------|
| 67811a446d7896e03935b73115e81... | Pending | zhouchen  | 2025-03-10 15:28:26 | -        | -        | -        | Approve |
| 205250Hp02.jpg                   | Pending | zhouchen  | 2024-12-18 09:52:31 | -        | -        | -        | Approve |
| z0BBSL-ds.jpg                    | Pending | zhouchen  | 2024-12-18 09:52:28 | -        | -        | -        | Approve |
| zAjsgNXMfeg.jpg                  | Pending | zhouchen  | 2024-12-18 09:52:22 | -        | -        | -        | Approve |
| Z7tpLP3mXa.jpg                   | Pending | zhouchen  | 2024-12-18 09:52:19 | -        | -        | -        | Approve |
| YUe-wuNtU.jpg                    | Pending | zhouchen  | 2024-12-18 09:52:14 | -        | -        | -        | Approve |
| yinyfaiRk-x.jpg                  | Pending | zhouchen  | 2024-12-18 09:52:12 | -        | -        | -        | Approve |
| yAdcfRQ_Wa.jpg                   | Pending | zhouchen  | 2024-12-18 09:52:10 | -        | -        | -        | Approve |
| V4L23XVf k.jpg                   | Pending | zhouchen  | 2024-12-18 09:52:01 | -        | -        | -        | Approve |
| Xxk4NvPyC8.jpg                   | Pending | zhouchen  | 2024-12-18 09:51:53 | -        | -        | -        | Approve |

Step 2 Select the media on the **Pending** tab page.

Step 3 Click **Accept** or **Reject**.

## 6.4 System Switching

### Scenarios

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

## Operating Procedure

Step 1 Move your mouse to  at the upper left.

Step 2 From the drop-down options, select an option.

## 6.5 Screen Upgrade

### Scenarios

Upgrade the software and system of screens to the latest version remotely.

- Synchronous player: Version of VPlayer

- Screen: The information next to **Software** is the Android application software and FPGA program version, and the information next to **System** is the Android operating system version.

## Operating Procedure

Step 1 From the menu bar, choose **Screens**.

Step 2 Select **Upgrade** in the **Operate** column.

Step 3 After the upgrade is successful, view the software and system versions in the **Firmware Version** column.

# 7 Media Types Supported by VNNOX

VNNOX supports video decoding for all common encoding formats, including H.264, H.265, MPEG-4/2, and WMV.

| Media Type | Media Format                         |
|------------|--------------------------------------|
| Video      | mp4, avi, mkv, flv, mov, wmv, rmvb   |
| Image      | jpg, jpeg, bmp, png, gif, ico        |
| Audio      | mp3                                  |
| Document   | doc, docx, xls, xlsx, ppt, pptx, pdf |



## Note

Recommended video encoding format: For 4K videos and lower, H.264 (AVC) is recommended.

To achieve better playback performance, the recommended media specifications are as follows.

Recommended SDR video bitrates:

| Video Type | Standard Frame Rate | Bitrate       | Media Size |
|------------|---------------------|---------------|------------|
| 2160 (4K)  | 24fps, 25fps, 30fps | 35Mbps~45Mbps | <3G        |
| 1440 (2K)  | 24fps, 25fps, 30fps | 16Mbps        | <3G        |
| 1080p      | 24fps, 25fps, 30fps | 8Mbps         | <3G        |

Recommended image size:

| Image Type | Standard Resolution | Image Size |
|------------|---------------------|------------|
| 2160 (4K)  | 3840×2160           | <100MB     |
| 1440 (2K)  | 2160×1440           | <100MB     |
| 1080p      | 1920×1080           | <100MB     |

## 8 Common Problems & Remedies

### 8.1 Unable to Activate Devices

#### Description

After users execute the **Bind to Cloud** operation, the device is not bound to VNNOX and in a pending activation state.

#### Causes

The device is not connected to the Internet.

#### Remedies

Check the Internet connection of the device. If there is no problem with the Internet connection, please contact the technical support engineers.

## 9 Copyright

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