



Quick Start Guide V1

December 2018, revision a

Login information:

To login to your access point (Wireless AP):

Account Name: "AP" + the last 8 digits of the device's serial number. For example "AP16445723"

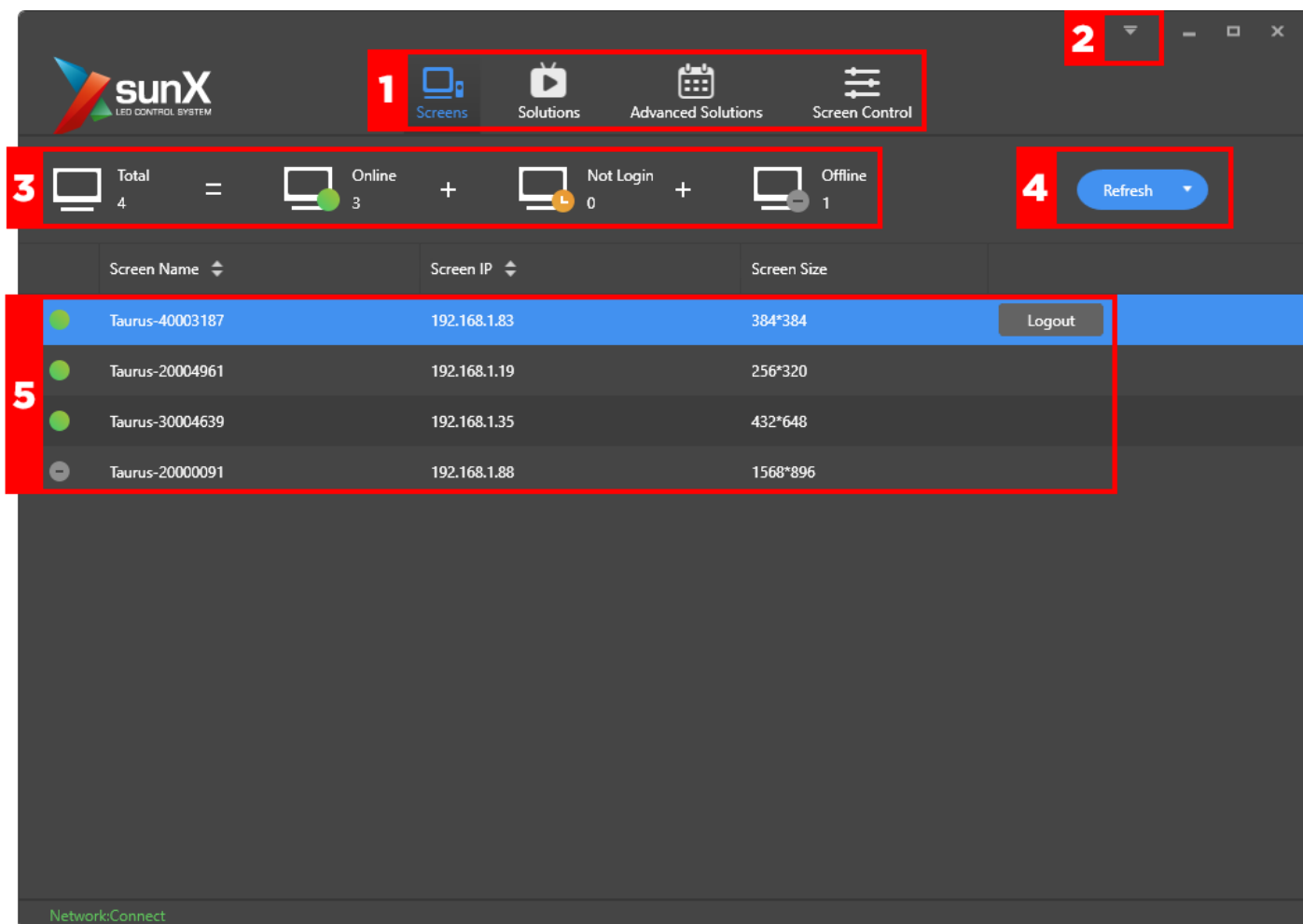
Password: 12345678

To login using the Viplex Handy app (for use with phones and tablets):

Account Name: admin

Password: 123456

- **PLEASE NOTE:** you cannot connect to your controller using the mobile app and the desktop software at the same time, attempting to do so will prevent you from connecting to the controller.



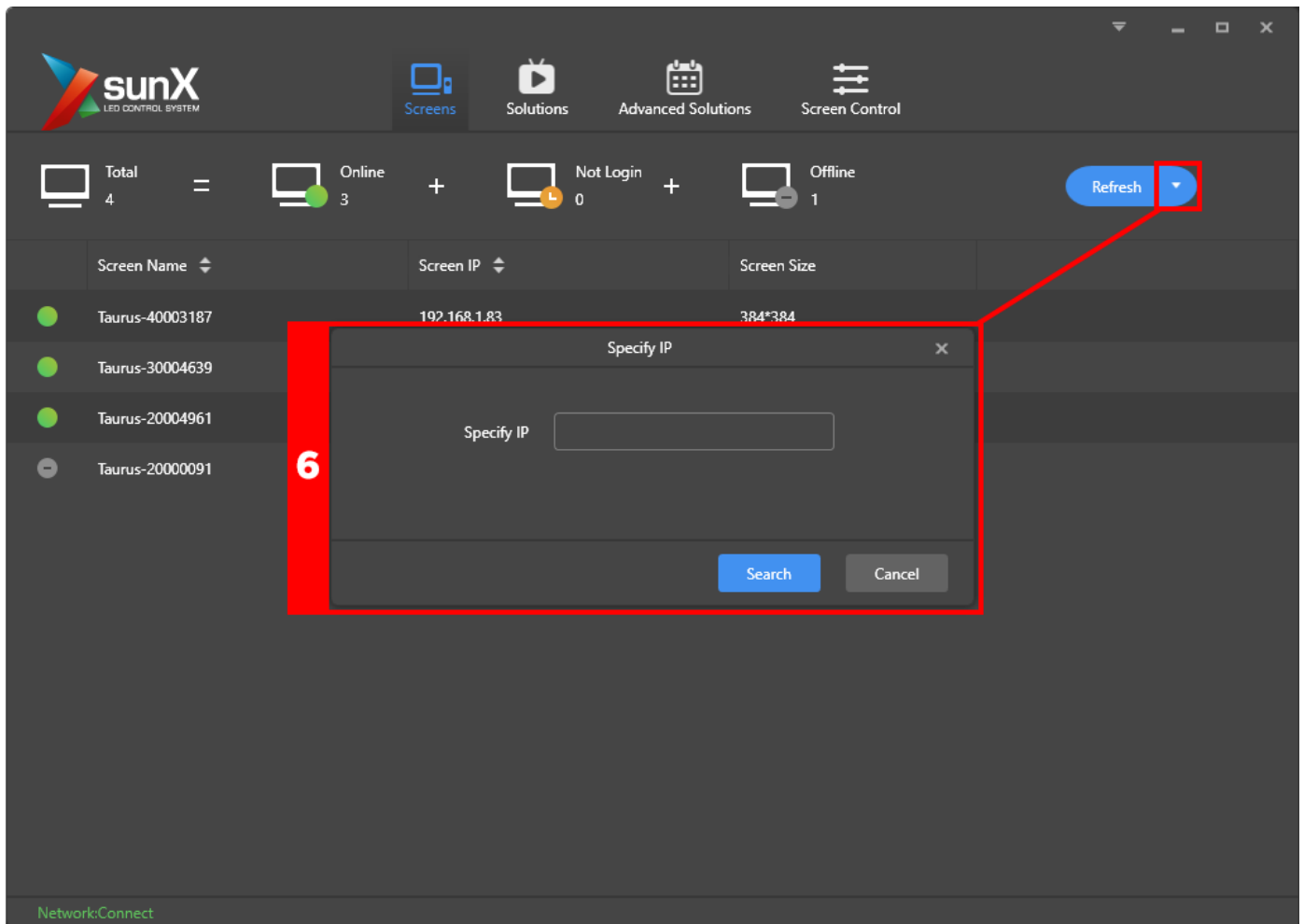
1. **Main function tabs.** Click to select between different functions related to messaging and controlling the actual hardware of your display._____

2. **Advanced Settings.** Click here to access advanced display settings like turning on DHCP mode or setting the default folder where content solutions are stored.

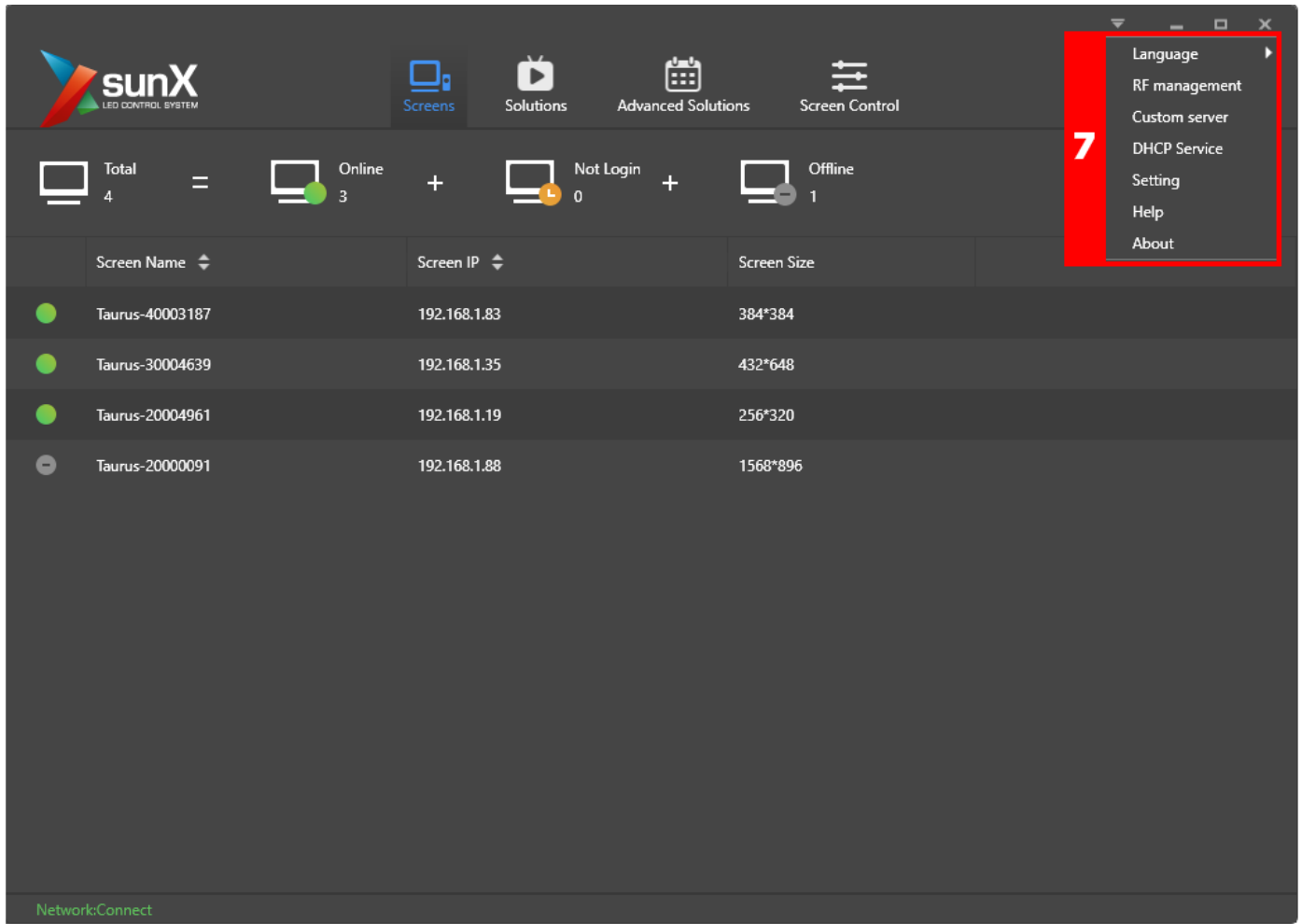
3. **Screen Status Indicators.** Shows how many screens are on your network and their current connection status._____

4. **Refresh Button.** Rescans your network for connected displays.

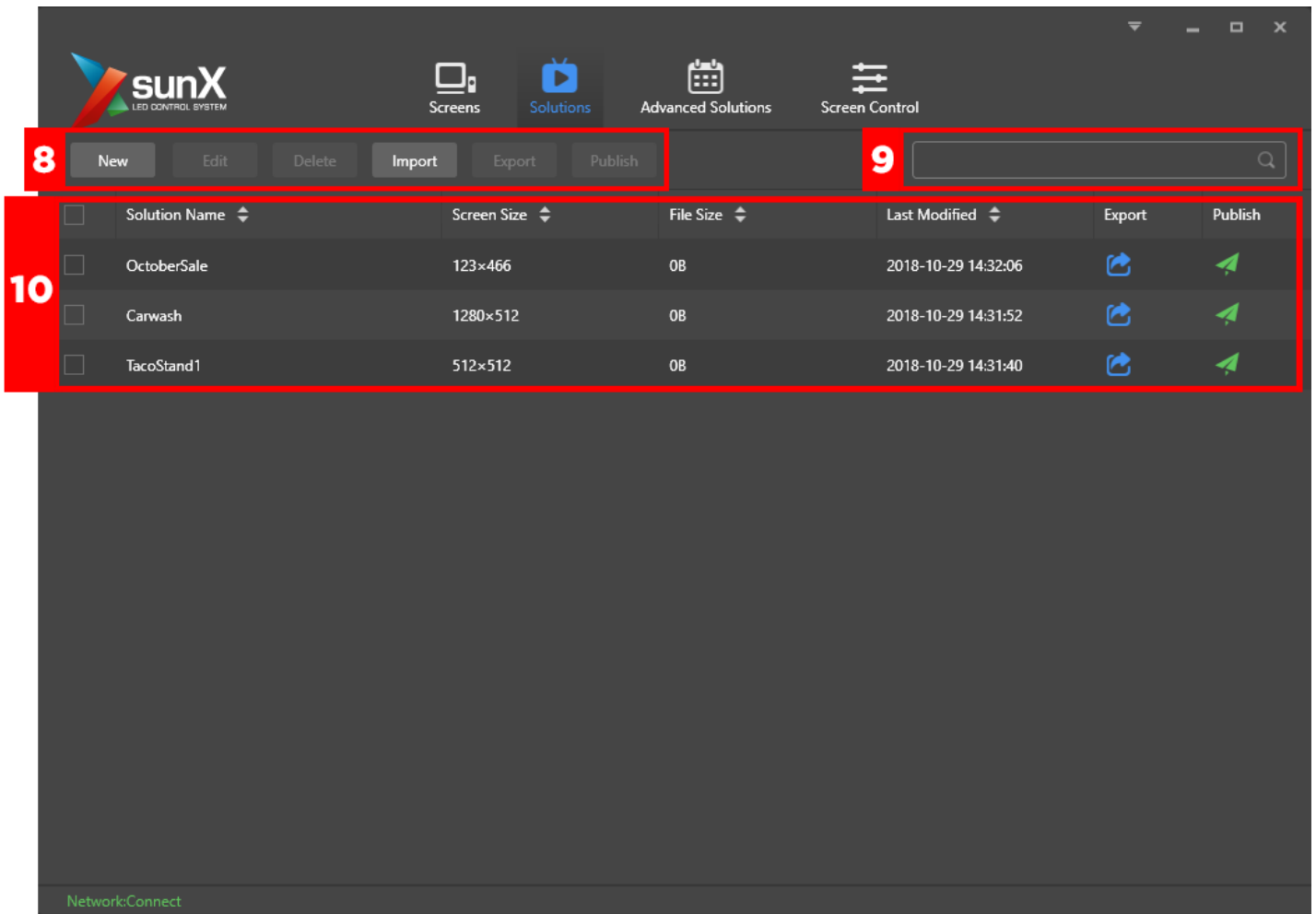
5. **Screen Overview.** Displays a real time list of the displays on your network, their IP addresses and respective pixel dimensions.



6. IP Specific Search. Use to search for a display using its specific IP address; with certain network configurations you may need to use this function if the refresh button alone does not find any connected displays.



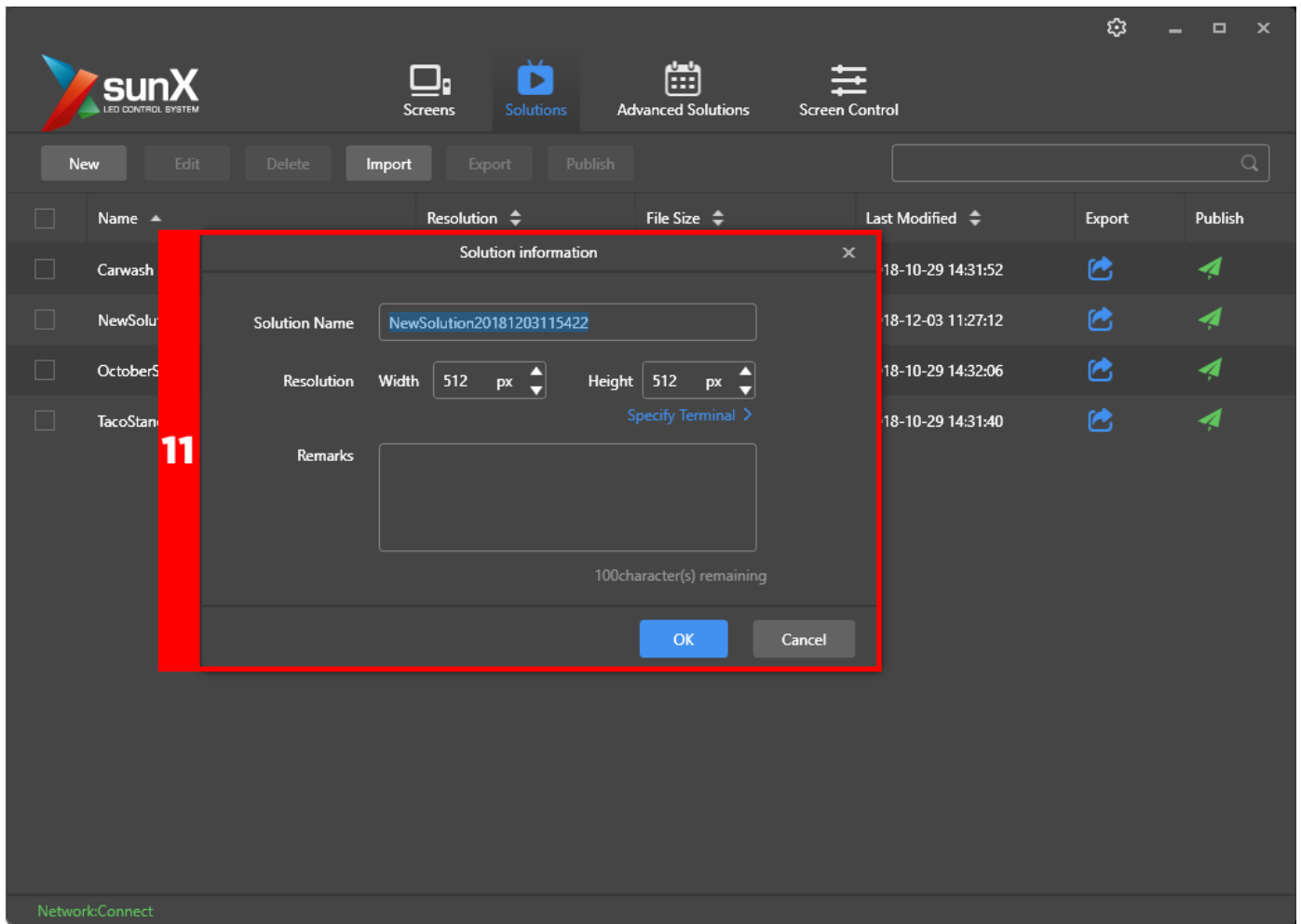
7. **Advanced Settings Menu.** Make changes to language settings, RF management, custom server settings, DHCP controls, file directory and help section.



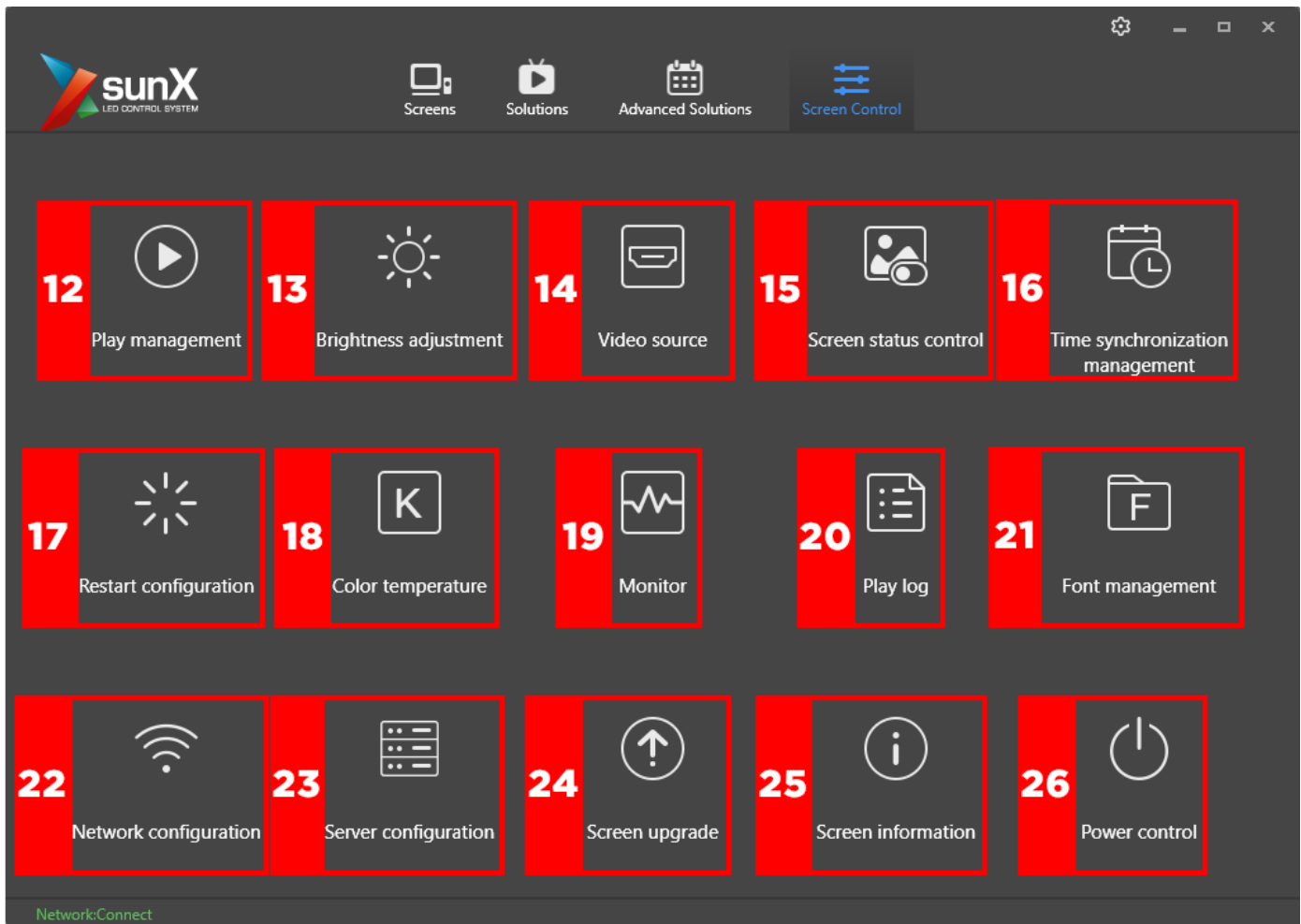
8. **Solution Controls.** Controls for creating, deleting, publishing and editing new solutions.

9. **Search.** Search for connected displays by display name.

10. **Solution List.** This section lists all previously saved solutions, their file size, when they were last saved and gives the ability to send said messages on the fly.



11. Solution Information. Set new Solution parameters like resolution and name, select solution dimensions automatically from a list of previously connected displays and create notes important to each individual solution.



12. Play Management. Take screenshots, monitor your current solution and select from previous solutions stored in your controller.

13. Brightness Adjustment. Setup and alter the display brightness and auto or scheduled brightness schemes. Also used to access settings for optical sensors (for automatically adjusting brightness based on ambient light levels).

14. Video Source. Select different output sources and setup controller cascades for connecting multiple displays as a single unit.

15. Screen Status Control. Setup timed screen blackouts or manually black out the screen (used mostly during live events).

16. Time Synchronization Management. Sync up time settings on multiple screens and setup NTP server synchronization.

17. Restart Configuration. Manually setup pre-scheduled controller restarts.

18. Color Temperature. Toggle color temperature between cool, warm and neutral.

19. Monitor. Check memory usage, CPU usage and manage storage for your connected controllers.

20. **Play Log.** Monitor all of the media that has played on your display and export “proof of play” spreadsheets for all of your previously played solutions.

21. **Font Management.** See which fonts are loaded on your controller and upload new fonts to your controller; if you use a font in a solution that has not been installed on your controller you will need to do so from this section before the content will play correctly.

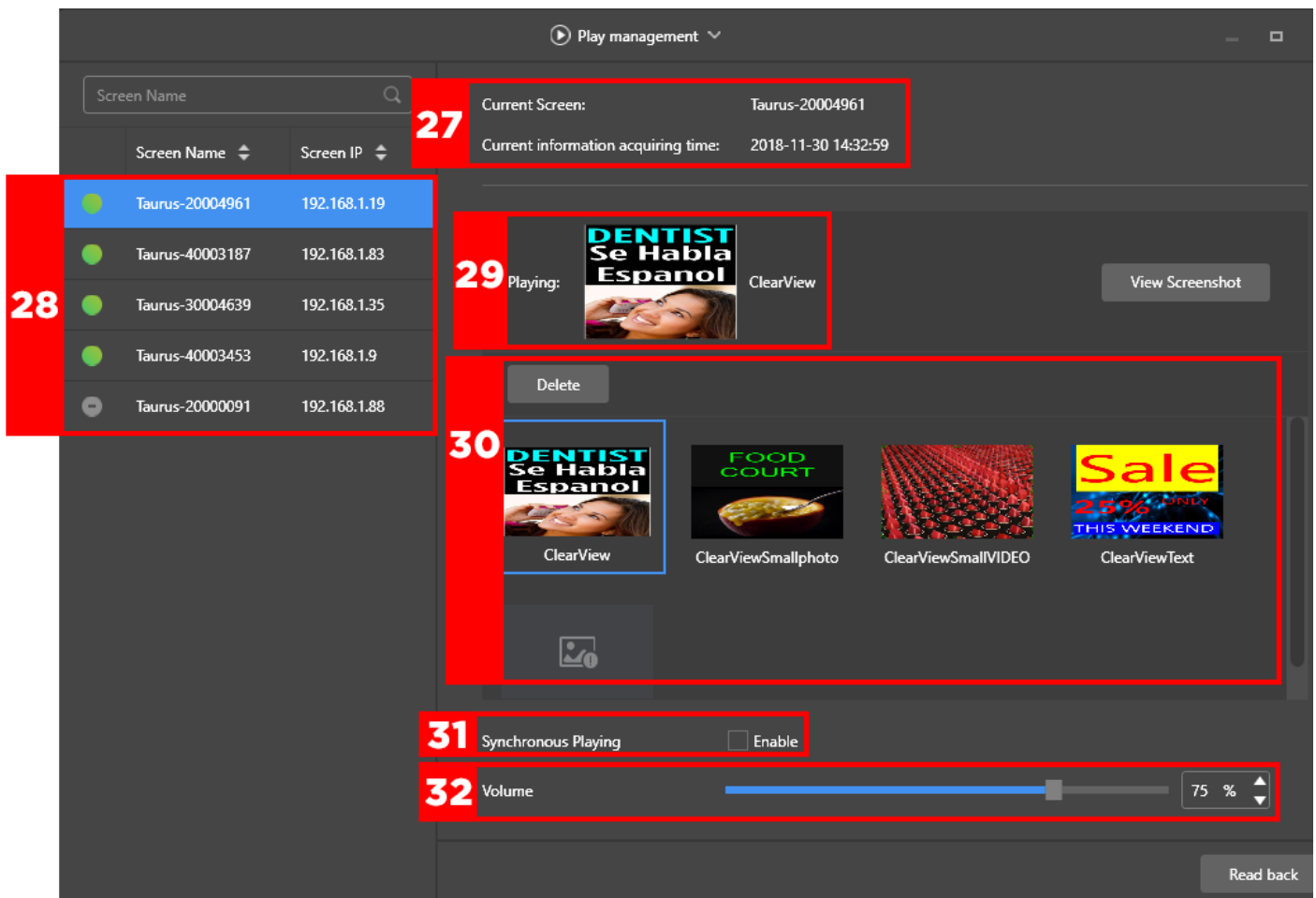
22. **Network Configuration.** Access wireless and hard line network settings for your controller.

23. **Server Configuration.** Settings related to cloud services and online monitoring.

24. **Screen Upgrade.** Upload and install firmware and system software upgrades.

25. **Screen Information.** Hardware information like software version, firmware version and MAC address.

26. **Power Control.** Use with a 3rd party relay to remotely power on/off the actual display itself.



27. **Current Screen.** Name of screen you are currently connected to and the time/date that you connected to it.

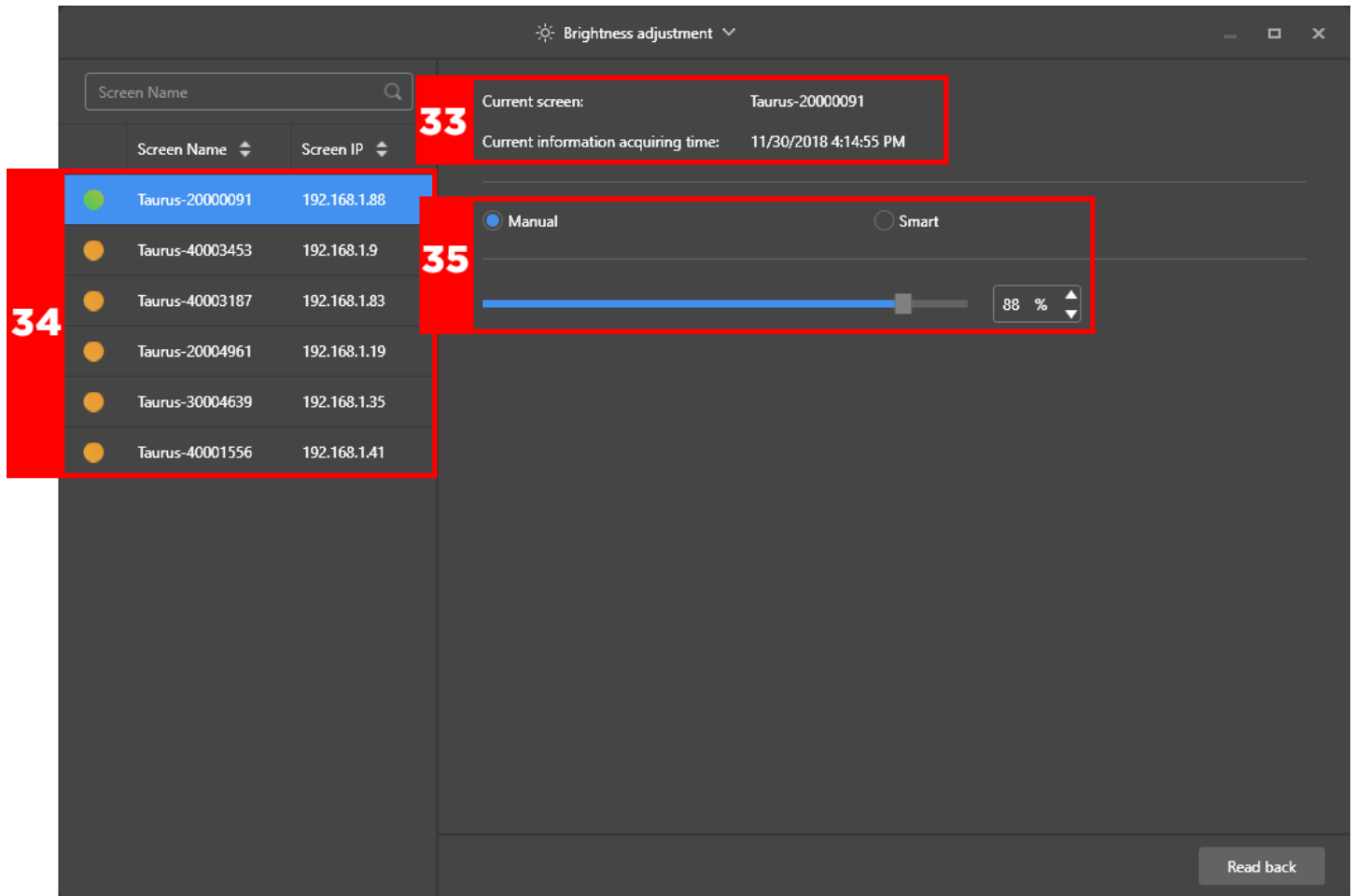
28. **List of Screens.** List of available screens that are or have been connect to your software, by name and corresponding IP address.

29. **Current Content.** Shows the currently playing Solution and allows you to take a real time screenshot.

30. **Stored Solutions.** List of Solutions stored on the controller, click any Solution for instant play.

31. **Synchronous Play.** Select to switch between Synchronous and Asynchronous play modes.

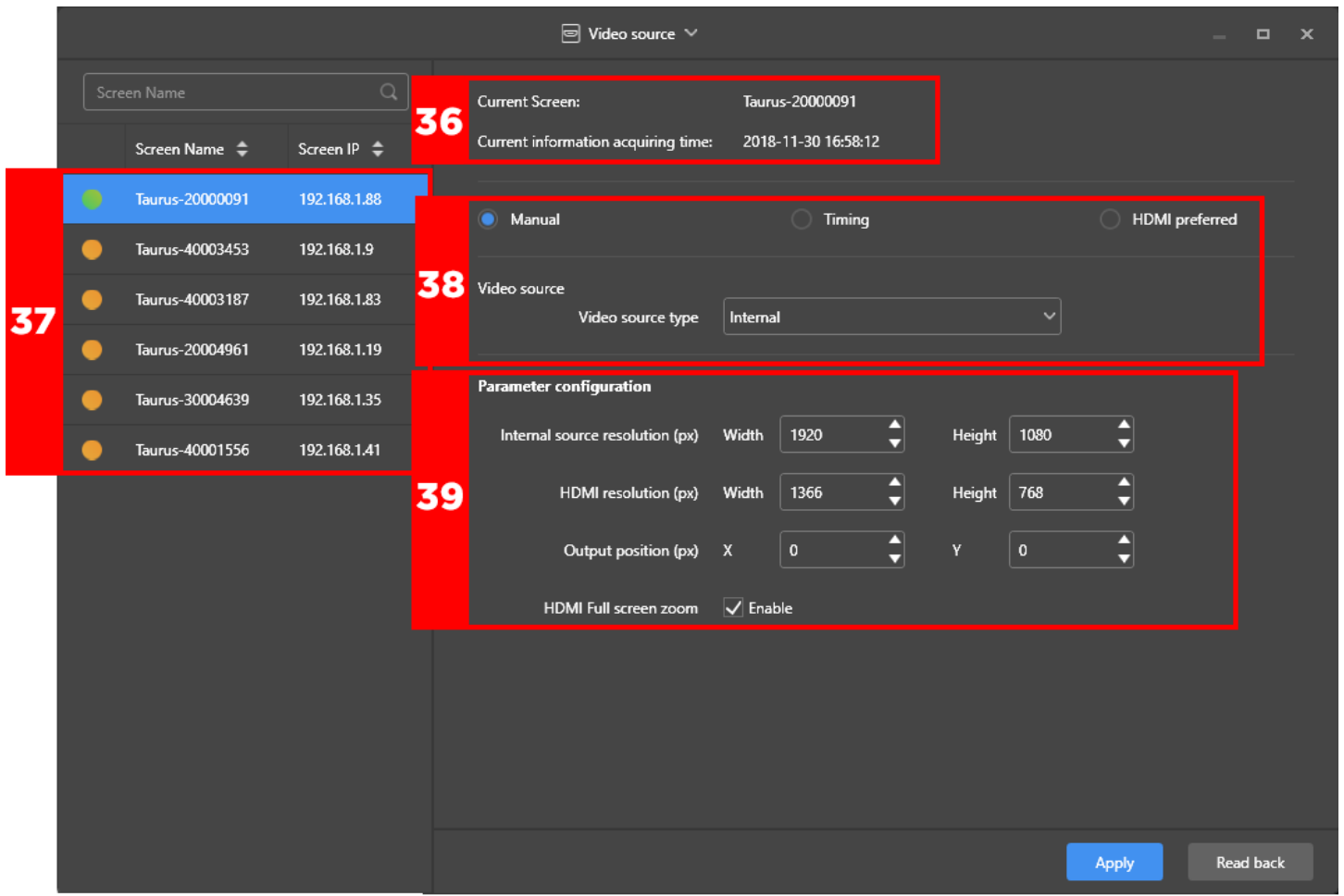
32. **Volume Adjustment.** Manually adjust output volume levels (when applicable).



33. **Current Screen.** Name of screen you are currently connected to and the time/date that you connected to it.

34. **List of Screens.** List of available screens that are or have been connect to your software, by name and corresponding IP address.

35. **Brightness Control.** Adjust your screen's brightness, enter a scheduled brightness scheme or set parameters for an installed optical sensor.

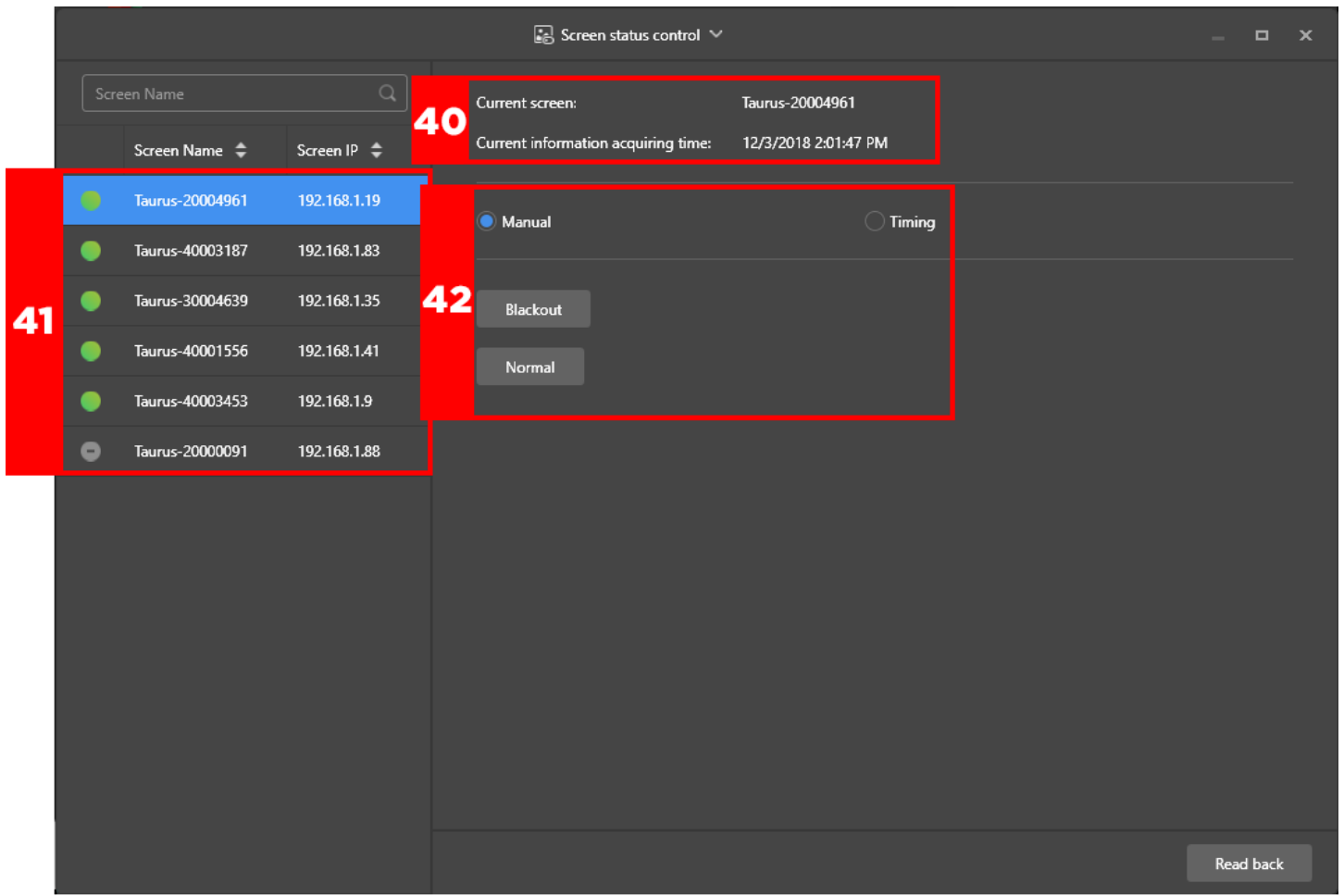


36. Current Screen. Name of screen you are currently connected to and the time/date that you connected to it.

37. List of Screens. List of available screens that are or have been connect to your software, by name and corresponding IP address.

38. Video Source. Select which video output source you prefer.

39. Parameter Configuration. Set parameters for video output including resolution and position on the screen relative to X and Y axis.



40. Current Screen. Name of screen you are currently connected to and the time/date that you connected to it.

41. List of Screens. List of available screens that are or have been connect to your software, by name and corresponding IP address.

42. Blackout Settings. Manually black out your screen or set a timing based blackout schedule.

The screenshot shows the 'Time synchronization management' interface. At the top, there is a search bar for 'Screen Name'. Below it is a table of screens. To the right of the table are three panels: 'Current screen' information, 'Time zone and time' settings, and 'Time synchronization' settings. Red callouts 43, 44, 45, and 46 point to these specific areas.

Screen Name	Screen IP
Taurus-20004961	192.168.1.19
Taurus-40003453	192.168.1.9
Taurus-30004639	192.168.1.35
Taurus-40003187	192.168.1.83
Taurus-40001556	192.168.1.41
Taurus-20000091	192.168.1.88

43 Current screen: Taurus-20004961
Current information acquiring time: 12/3/2018 2:39:08 PM

45 Time zone and time
Time zone of current terminal (UTC-08:00) America/Los_Angeles
Time of current terminal 12/3/2018 2:39:05 PM

46 Time synchronization
Time zone (UTC-08:00) America/Los_Angeles
Mode Manual
(Synchronize time based on the selected time zone.)
Time:12/3/2018 2:39:17 PM
 NTP
(Synchronize the time based on the selected server and time zone.)
 RF
(Synchronize the time based on the reference device.)
Apply

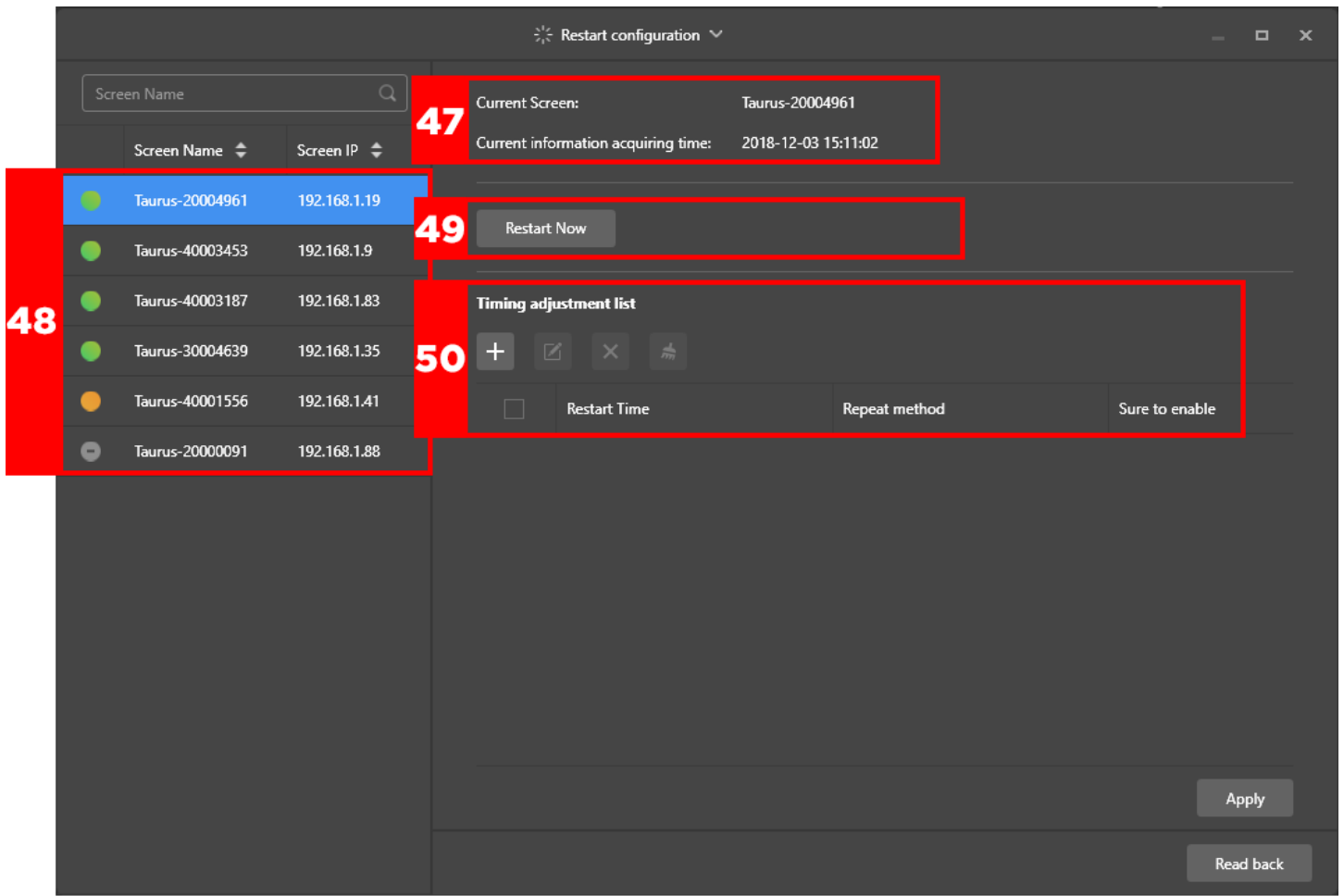
Read back

43. Current Screen. Name of screen you are currently connected to and the time/date that you connected to it.

44. List of Screens. List of available screens that are or have been connect to your software, by name and corresponding IP address.

45. Time Zone Setting. Current time settings of your controller.

46. Time Synchronization. Adjust your controller's time settings manually, sync your controller's time settings to an NTP server or RF reference device.

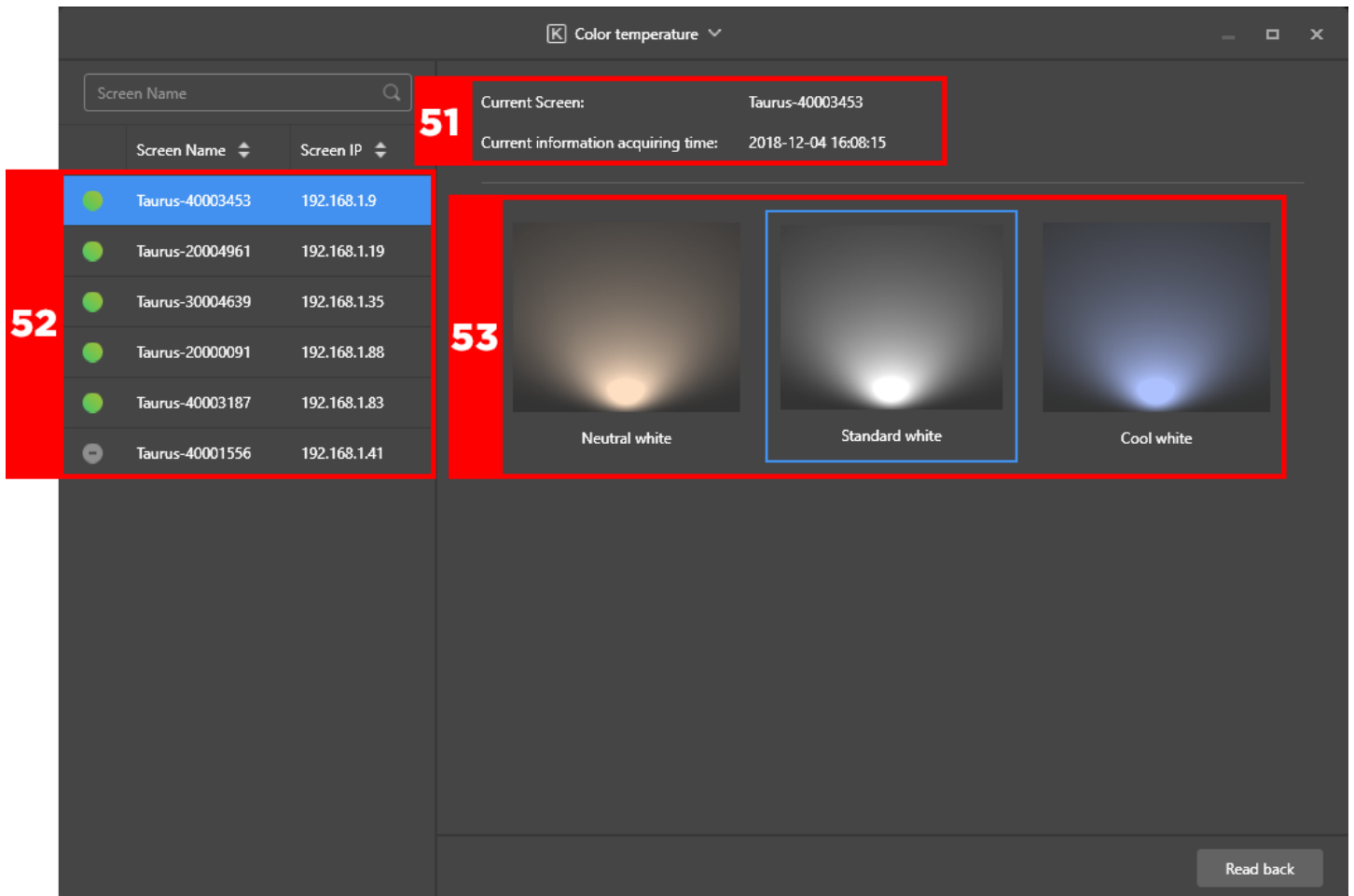


47. Current Screen. Name of screen you are currently connected to and the time/date that you connected to it.

48. List of Screens. List of available screens that are or have been connect to your software, by name and corresponding IP address.

49. Restart Now. Immediately restart your controller from within the software.

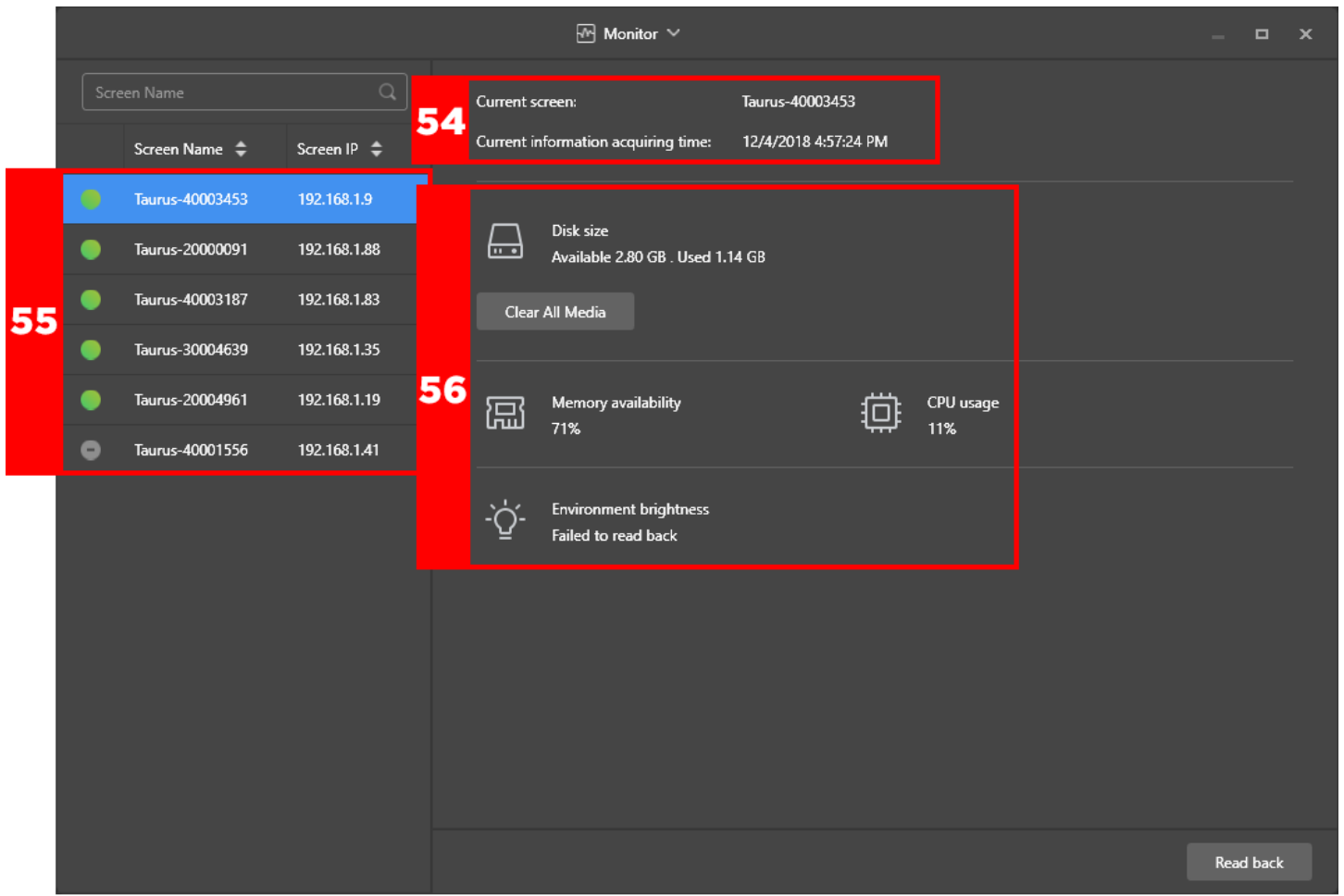
50. Timing Adjustment List. Set up a time based restart schedule.



51. Current Screen. Name of screen you are currently connected to and the time/date that you connected to it.

52. List of Screens. List of available screens that are or have been connect to your software, by name and corresponding IP address.

53. Color Temperature. Change the overall color temperature of your display.



54. Current Screen. Name of screen you are currently connected to and the time/date that you connected to it.

55. List of Screens. List of available screens that are or have been connect to your software, by name and corresponding IP address.

56. Screen Hardware Status. Storage and on board resource statistics like available memory and CPU usage.