Connect player and server

URL: https://docs.grassfish.com/docs/connect-player-and-server

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> *Note*
>
> *Before you begin the initialization, ensure that the player has been set up on the server and has a valid license.*

There are two ways to connect the player to the IXM server:

- Use the generic provisioning service.
- Use the classic InitBox.

Initialize the player via generic provisioning

Note the following prerequisites:

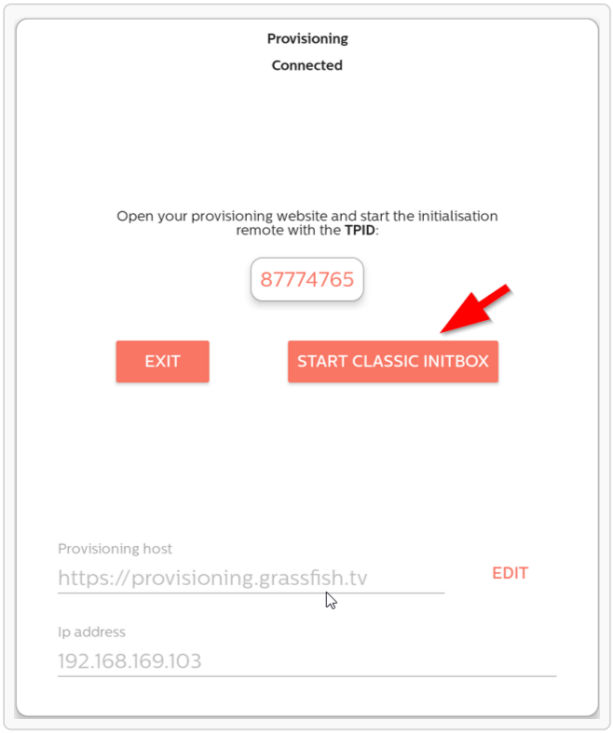
- You need a PC to open the provisioning service website via: `yourserver.xy/gv2/gf/provisioning/#/`
- Note the TPID from the InitBox to connect to the server and load all pre-configured settings and content.

> *Note*
>
> *For step-by-step instructions, click here. If generic provisioning is not enabled on your server, please contact support@grassfish.com.*

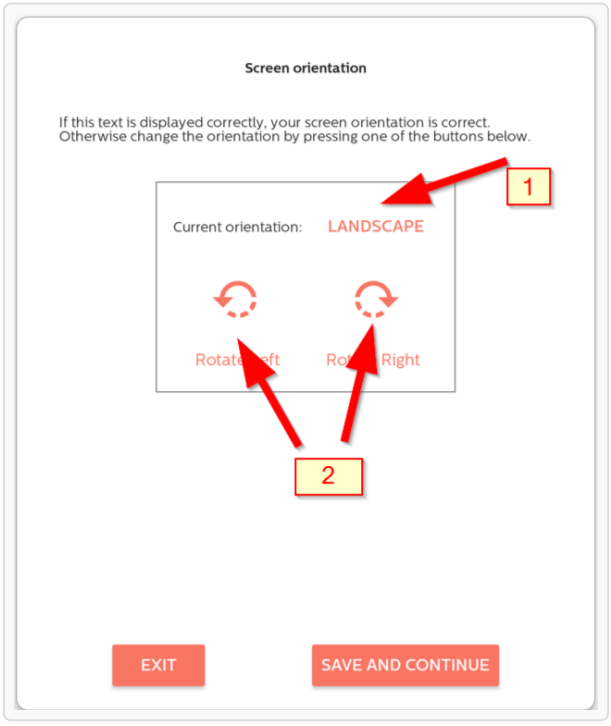
Initialize the player via the classic InitBox

To initialize the player using the InitBox, perform the following steps:

1. Click **Start classic InitBox**.



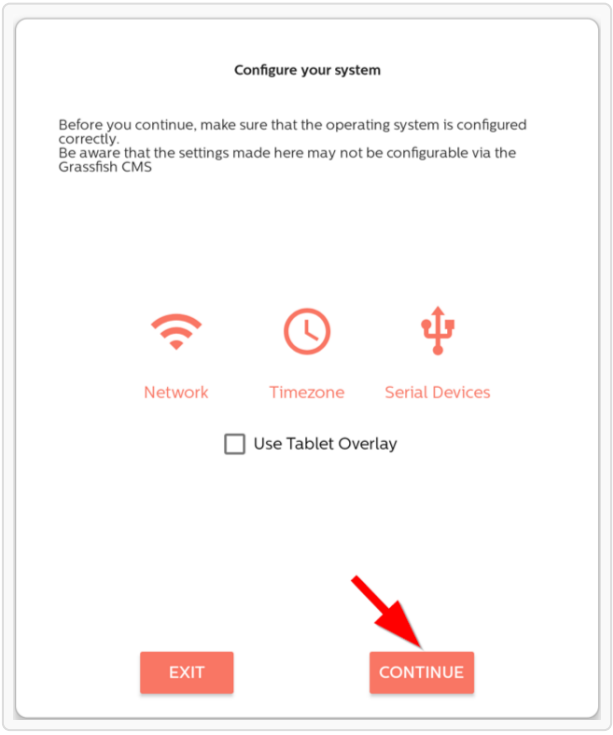
2. Select your screen orientation using the drop-down menu (1) or the arrows (2).



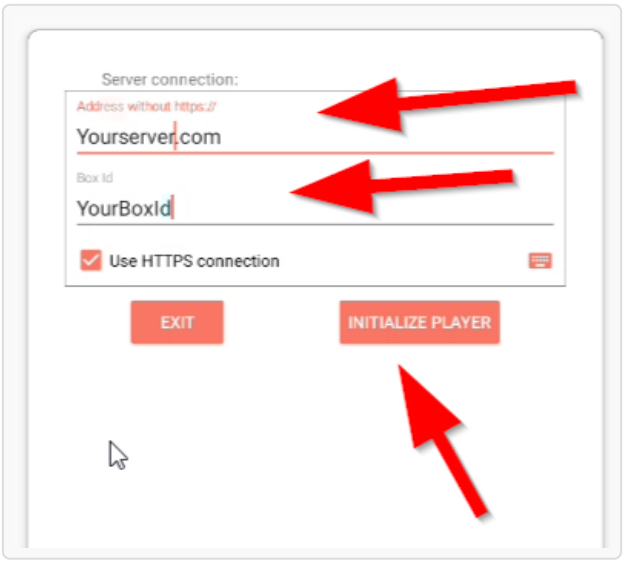
3. Click **Save and continue**.

4. On the **Configure your system** screen, configure your settings and configure a serial device if needed. For more information on the settings, click here.

5. Click **Continue**.



6. Enter your IXM Server URL and Box-ID. Optionally, use the pre-filled one.
7. If your server uses HTTP, Turn off **Use HTTPS connection**.



8. Click **Initialize player**.

The player restarts and downloads content and settings from the server. Once the download is complete, the player begins playing your content.

> *Note*

> *For more information, see our articles on how to operate the Android Player.*

Every player has a unique Box-ID that identifies it, for example, during the initialization. You can check the Box-ID when you access the player in IXM.

HTTP stands for Hypertext Transfer Protocol. This is a standardized protocol for transmitting data between clients and servers on the internet. The client sends an HTTP request to the server using a standard set of methods such as GET to specify the action it wants to perform on a specific resource.