




Content Management System - Lite

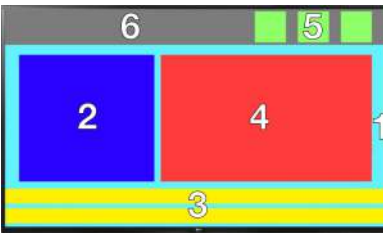
A sophisticated planning, design, distribution and management appliance for smaller digital signage networks.

Example screen layout design

Live Playback



Layout Zones



1	2	3	4	5	6
Overlay mask to complete design	Text zone - static or scrolling	RSS feed - static or scrolling	Main Zone - Live TV, Video, Images, and HTML content	HTML clocks - Analogue or digital	Background design with logo

Multi-media content support



Web Interface

- Multilingual (14 languages)
- Content design workflow
- Easy for non-technical users
- Powerful features for experts
- Unlimited users (1 concurrent)

Key Features

- Flexible content design
- Scalable content distribution
- Secure and enterprise ready
- Role based permissions
- Automated back up
- Audit trail of content changes
- Linux-based network appliance
- Inbuilt firewall



Design content

- ◆ Multiple screen formats
- ◆ Unlimited number of screen layout zones in any position, layer and time
- ◆ Variable transparency for content and layout zones
- ◆ Independent background audio
- ◆ Drag and drop screen layout



Automate playlists

- ◆ Flexible scheduling
- ◆ Folder play for sub playlists of content
- ◆ Conditional playback based on player tagging (PLI)
- ◆ Content triggering (advance to/ rendezvous)
- ◆ Playlist controlled failover



Distribute content

- ◆ Up to 25 simultaneous subscriber players
- ◆ Automatic publishing option
- ◆ Simultaneous publishing
- ◆ Near real-time messaging for Ad-Hoc content



Easy access to external live content sources

- ◆ Newsfeed and content apps support
- ◆ Support for IPTV streaming
- ◆ Cross domain support for dynamic HTML5 content
- ◆ Web page cropping and zoom facility
- ◆ Live video / TV management capability
- ◆ Collection and intelligent display of data from external data sources



Content interaction

- ◆ Touch pass through to HTML content
- ◆ Playlist control by touch event
- ◆ XML API for integration with external systems (NTB)
- ◆ GPIO for bi-directional control (NTB)
- ◆ Optional infra red remote control devices (NTB)



NTB Ad-Hoc local content

- ◆ Design simplified and branded Ad-Hoc user interfaces
- ◆ Instant messaging to a single player or group of players
- ◆ Local uploading of media for automatic playback according to pre-defined rules
- ◆ Updating of dynamic tables
- ◆ Local/remote content activation
- ◆ Per channel override from centre



Processor	Intel Kaby Lake
Storage	8 GB RAM, 128GB Solid State Disc (SSD)
Network	Ethernet: 1000/100/10 BaseT (RJ45)
Dimensions	185 x 245 x 32mm
Power	Typically 22W from 65W external 19V DC PSU
Cooling	Active (fanned)
Media Sources	Hard Drive: All media types Ethernet: MPEG-TS, UDP, IP streaming Internet: HTML (web pages), RSS feeds, XML