Display5

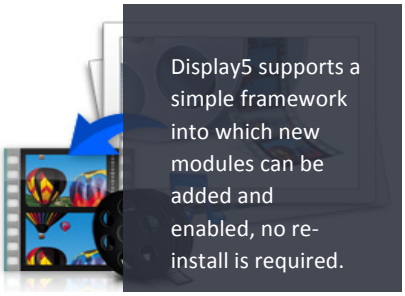
Additional modules and their capabilities

An Overview of the additional modules that are available for upgrading the basic Display5 server. Display5 has a growing list of add-ons that can enhance the functionality of the product.

Emergency Management Module

The Display5 Emergency Management module adds a powerful real time message delivery system that can take over all the displays (or some of the displays) in a Display5 network. This module takes full advantage of all of the media support built into Display5 so that Emergency shows or channels can consist of an media or files that you require in order to re-inforce the emergency messages, this could include audio, video, maps showing exit paths, text warnings, animations, and any combination of these elements. The user builds an 'Emergency Show' which is only accessed and available in the Emergency module.

Display5 also allows the user to define emergency locations, these can be zones or collections of buildings, or an individual building on the campus or enterprise. You can define up to 90 different locations in Display5 (more can be added if required) which are divided into 6 zones. For example, you could create a Zone1 consisting of 5 buildings, a Zone 2 collection of 4 buildings, and then target the emergencies to either the whole zone or an individual building. The Display5 system provides a single dashboard that can show the status of emergencies in any of the zones or buildings as shown in the screen shot below. The red indicates that there is an emergency, in process, at that location(s).



Display5 provides a number of links to be able to push the emergencies instantly to any player or players, directly from the dashboard using one of the several buttons, or using the menus below to select the zone, or all zones at once. Changes made appear instantly on the players.

Display5 provides the unique ability to categorize players into **emergency groups** and not just player groups. For example a player group may all default to playing the same show appropriate for all buildings, however an emergency may be localized to a specific building and as such you need to be able to target a sub group of players. Display5 allows you to do this, players can belongs to a group AND be assigned to a emergency zone or building

The Emergency management system also provides a powerful API interface, using web communications, external programs can trigger alerts in the Display5 network of players. These web based commands

(Continued)

allow the external program to turn on an Emergency in a local location. For example, a fire alarm or door alarm sensor can trigger an alert in that particular building. This could also be a camera with motion sensor. The interface for the Emergency notification is based on HTTP GET or PUT methods which are industry standard.

Screen Control Module

The Screen Control module adds the capability to a Display5 player to be able to manage a screen that has a serial control (rs232) interface, manufacturers include Samsung, LG, NEC, Panasonic, Planar, Sharp and more. The Display5 application will send the appropriate serial command to the player to relay to the screen, such as on/off, volume settings, mute, change input and so on. Commands can be sent to one or many screens at once. The player would require a serial port and serial cable connection to the PC or Linux player.
This capability would allow the administrator to turn up the volume on all TVs for a Town Hall broadcast and then off again after the broadcast has finished, or to turn off all TVs for the weekend.

LDAP Module

The LDAP or Active Directory module allows for Display5 to be connected to an Active directory server so that all user accounts and authentication is then handled through the Active Directory Server. This essentially off loads all password and account policies to the Active Directory server. The ADS administrator is required to create a set of Display5 groups for the Display5 users that will have access to the Server. This allows the users to be managed and tracked in the system.

Player Management Module

Player management in Display5 provides sophisticated tracking and management of any player device connected to the Display5 network. These can be Android, Linux, Windows, iOS, tablet or any other type of device. Display5 requires only a cookie on the browser of the player in order to be able to track and manage the content on and the connectivity health of the players. Players are added to Display5 through a simple registration process where the IP address or network name of the player, the location, city, time zone, type and description of the player are entered.

Once the player is registered in the Display5 system it can be assigned to a group, or assigned to an Emergency location, as required, and given a default show that will be playing on the player under normal conditions. New content can be pushed to the player (a completely new or different show for example) in REAL TIME. Unlike many other digital signage systems that require the player to sync content, download new material before switching over, with Display5 the change is virtually instant.

Display5 tracks the real time connection speed of the player, plus the timestamp for last connection and reports the moment that the player appears off-line for a few seconds. The built in player dash board shows the red/orange/green status for all connected players, displays and the content which is playing and every few seconds, updates the timestamp. Players can be assigned to groups so that content can be globally updated easily to all players belonging to a group.

Kaltura Module

The Kaltura module adds complete integration to the Kaltura Enterprise video platform, allowing Kaltura Video content to be brought into any Display5 show. This includes live stream and video on demand content. Users simply enter the partner ID and secret token to be able to then browse their Kaltura players and videos.

Administration Module

The Administration module enables more advanced user and Group management capabilities to the Display5 system. Users and Groups can be given roles or permissions for any content in the Display5 system. Users are defined into 3 levels of access from basic content editor to system supervisor. The Admin module offers an easy interface to manage all owners and editors in the system.

Display5 is a versatile web based digital signage platform that supports a wide range of player technologies including Win, Android, Linux, and webOS based hardware. System on Chip TV based players are also supported. Modules include Emergency Messaging, Player management, Screen control (power, volume, on/off) Active Directory Integration, Room Booking System, Proof of Play and advanced logging.

For more information visit:

WWW.DISPLAY5.COM