

Digital Signage Management Software

Key Features:

- Web-based
- User-friendly
- Multi-Company Support
- Cloud-Service Support
- Easy Installation

Introduction

DS100 Digital Signage Solution is a complete solution that allows anyone to easily build and manage a centrally controlled network of dynamic displays, using the latest decoding and transmission technology and including both hardware and software.

Screens/Displays controlled by DS100 player connect to and are controlled from a central location through any IP-based network (include LAN, WAN, wired or wireless, 3G, multicast satellite, or even a mix of any of these.). It supports image, video, audio, scrolling message and live news and displays them through high quality digital signal. DS100 has been tested by amounts of clients, and achieved that more than 9,000 players are online and managed together.

DS100 digital signage solution is consisted of below three parts.

DS100 management software: It contains content, programs and network management. Content management supports the transfer and management of content, offering upload and download function, and storing content of programs in server. Program management is for creating, editing, and campaigning programs to player, and managing the playback statics. Network management is to manage players, check player status, and get network log.

Players (including media player, LCD advertising player): It receives commands from server, downloads content through internet and play them as pre-defined playlist.

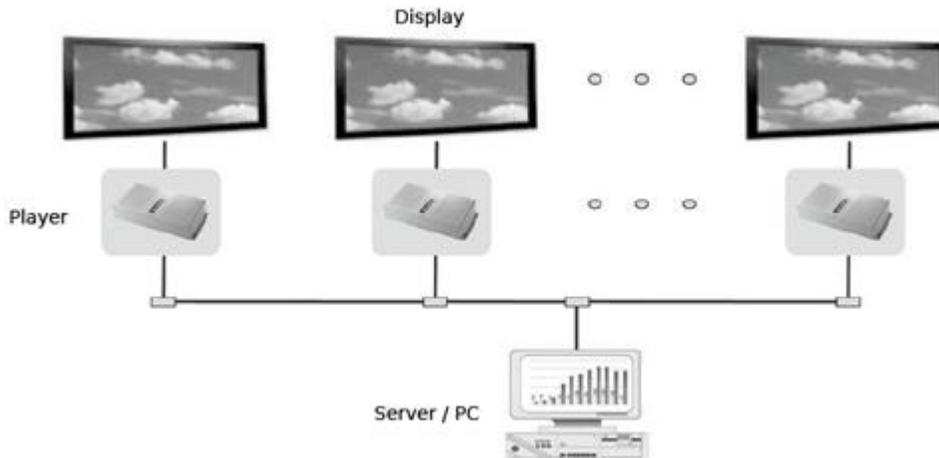
Users: user login server through web browser via internet from any PC, to manage the whole system.

All Screens are managed through a web browser using our DS100 management software. DS100 networks can support hundreds or thousands of players, driving displays of any kind, e.g. Plasma/LCDs TV, TV/CRT, Projectors, LED screens, etc.

DS100 management software is better be installed on the PC with Windows Server OS. It realizes the centralized management of multimedia playback perfectly, featuring with remote content update, viewing network log, high definition, secure system login, and so on.

System Connection

Thousands of player connected to and controlled by central Server.
 Players can be national wide or even worldwide.



Display Effect



Many kinds of content type displayed on the screen.

Video, Picture, Audio, Text message, Time & Date, News, and so on.

DS100 Snapshot



DS100 Management Software Function

- User-Defined Layout
- User can design different layouts according to different content;
- Take the layout template or design layout;
- It supports background image and music;
- Time zone can display current time and date;
- Weather zone display weather type, time, text and logo in 24 hours/48 hours/72 hours;
- Image zone can be set as static image or select various kinds of image switch effect, including scrolling, cut-in, gird effect, etc.;
- Message zone can be set as static or scrolling text, supports news and RSS;
- Display logo on the specific location on screen, and logo can overlay other image;
- There are multiple ways to display scrolling message;
- Set one zone as main playback zone, and the program will end at the end of this zone;
- According to program, it can set layout size, including landscape and portrait mode.

Playback Content

- Playback content includes video, image, audio, message, subtitle, time, date, weather, news, etc.;
- Video formats include WMV, MPG2/4, RMVB, DAT, VOB, XVID, DIVX, AVI, TS, H.263/H.264, MOV, FLV, etc. in 1080P decode;
- Image formats include almost all of image formats, such as BMP, JPG, GIF, PNG, etc.;
- Message can set font, size, color, and background color or transparent background;
- Time and date in Chinese, English and other formats, it sync with server and is accurate by minute;

Content Management

- Content can be managed and classified by category;
- Category type is similar to Windows explorer;
- Create/delete/rename a category on server;
- Upload content to a category according to different classifications;
- Upload different content from local hard disk or network folder;
- Support continuous upload from breakpoint;
- Set download time of player content to avoid busy hour and keep system stability;

Program and Campaign

- Contain Idle-Loop campaign, On-Demand campaign and Inter-Cut campaign;
- Play or pause a program if you want and the pause program will not be deleted from player;
- The priority of campaign: Inter-Cut campaign>On-Demand campaign>Idle-Loop campaign;
- The Idle-Loop campaign can be repeated every several days, for example the repeated days are a week, and it will display different programs every day;
- Inter-Cut time, end time, playback counts of Inter-Cut campaign are optional;
- On-Demand campaign is triggered by hardware or software command, and displays one or several programs as the set count;

Group Management

- User management players by group according to the details, for example location, network, commercial, player model, etc.;
- According to setting player group and campaigning programs, it can satisfy various complicated requirements of clients;
- Grouping is in tree-directory structure, allows multilevel group, easy to manage and understand;
- Without specific command, all of settings and content of players are same in the same group, such as playback content, hardware configurations, download time, etc.;
- User can send specific configuration to one or several player in the same group according to the details.

Security

- Strict audit system to manage playback content and avoid mistake;
- According to manage content in details, such as preview uploaded content and audit them, approve/refuse current campaign, user can manage player;
Manage the access level of users by defining the users 'roles';
- Admin can set up users, and select roles to different user;
- User login server through IP address via web browser, input user name and password and then manage the system;

- Default user name and password are available.

Player Configuration

- Get rid of manual work and increase player life cycle through setting power on/off time; Select network connection way and set network configuration, set DHCP/Static IP address, Wi-Fi authentication/encryption method, 3G account, etc.;
- Set video output and resolution, such as CVBS, VGA, HDMI, YpbPr, 1080P, 720P, 480P, etc.;
- Adjust volume at different time;
- Upgrade firmware through requirements.

Playback Monitoring

- Playback monitoring function make user learn the current and history situation of player without going to installation place;
- When there is something wrong with the player or network of player, it will inform the related administrator to let them know well about system;
- Remote check player network status, including on/offline status and recent heartbeat time, etc.;
- Check the history heartbeat time of some player;
- Check system log, such as power on time, download start/end time, etc.;
- Get player online rate directly;
- Auto alarm when player has been offline for a long time, or improper power on/off, etc.;
- Check playback status by taking screenshot.

Statistics

- Statistics function make users get the playback information and offer reliable data to study system;
- Check the playback list during certain time and in some group, including playback counts, playback start/off time, etc.;
- System will get the playback counts and time of some file automatically;
- Check statistics by player name and file name;
- Get player availability ratio, means that how much percent normal working time of a player of a group player take in gross time during certain time.

Live News

- Player realizes to display real-time message through the interface connection with server;
- Switch real-time content from server;
- Convert real-time message to form, image and other styles to increase message arrival rate, more advanced than traditional mode.