

Overview of Features screenFOOD® CS

screenFOOD® CS is a database-supported client-server application for the communication of contents at digital Points Of Information / Points Of Sale.

The current software versions have the following new features:

screenFOOD® CS 5.0 (Server Software)

- Datapipe – Takes Animation Factory data from a database
- Automatic import of data into the Datapipe and manual initiation of import
- Datapipe in connection with source/destination Animation Factories, and use with nested Animation Factories

Information: From screenFOOD® server version 5.x the client must have at least version 2.6 installed.

GENERAL:

- User-friendly installer with short installation checklist
- Split-screen capable and display with any number of pixel-precise regions (a maximum of 33 regions depend on hardware power)
- Smooth transition between media
- Independent of resolution
- Multi-screen capable (several screens controllable with software)
- Selection of DirectX or MediaPlayer as resource for video playback
- Background colour during media change can be selected individually
- Automatic recognition of screen resolution used
- Fast Hardware: Each asset has its own process
- Slow Hardware: Each region is a process
- 64-bit compatible (Windows 7)
- 'No Event' switch: if the schedule overview template (SFG) has no current schedules, another layout will play (DOORS, Excel, RSS etc.)
- HDMI-compatible: silent sound track is transmitted additionally (setting option)
- CS Preview Player for server (installed locally)

MEDIA:

- Automatic scaling of media to region (format)
- Simultaneous display of various media in juxtaposition (except TV)
- Content loop function
- Plays all standard media formats (see table)
- Broad codec support – based on Windows Media Player (can also be based on more unusual formats on request)
- PowerPoint is running with PowerPoint Viewer 2010 (Office 2010 must not be installed)
- Incorporation of transparent PNGs

DOWNLOAD:

- Download settings: bandwidth and download time window
- Automatic download monitoring (damaged files are downloaded again)
- Interrupted downloads are resumed and not downloaded again from the beginning
- Automatic deletion of unused media after a prescribed time

SECURITY:

- Plays perfectly 24/7 thanks to Watchdog monitoring
- All procedures are logged in a file and are available for evaluation
- Client notification to server in case of player breakdown, incomplete download, client software error warnings, client PC crash, display failure (RS232 monitoring)
- Client Notification: all notifications sent to the server
- HTTPS certificates and authorisation can be registered for safe data exchange on the client

SUPERVISION:

- Separate monitoring application that checks screenFOOD-applications at given time intervals and restarts when there is no activity
- As many screenFOOD-applications that need to be monitored as desired can be defined
- Freely definable time interval for automatic monitoring
- Freely definable time interval for automatic restart function

TRANSPORTATION USB:

- Simple export of configuration and media to a USB stick
- Automatic update of playback data and client configuration via USB stick (e.g. if no networking is possible and only manual updates are possible)
- Media update without keyboard or mouse
- Visual report on the status of import via copying bar
- Automatic secure removal of hardware (USB stick)
- Automatic restart of the screenFOOD® player after import is completed

TV:

- Simple configuration of television channels with a configuration assistant
- Configuration of TV channels also expanded to include; Frequency
- Different TV cards can be integrated via DirectDraw Graph (graph can also be created)
- Depending on compatibility of TV card, a signal from periphery devices such as video cameras, video surveillance equipment, satellite receivers, DVD players etc. can be received and displayed via video in
- TV signal is scaled to the region independently of resolution
- USB webcams can also be displayed

INTERACTIVE MODE (interactive content):

- Definition of active and inactive playlists
- screenFOOD® shows media from an inactive playlist until the screen is touched or the mouse moved, similarly to screensaver mode
- The playlist (layout) is changed by interaction and the user has the active content at his disposal
- Screensaver mode cuts in again after a given period of inaction
- The time setting can be defined individually for each client (idle time)
- An active playlist without an inactive playlist can also be displayed
- Security: attacks on the system rendered impossible by automatic switch-off of system functions such as Task Manager, key combinations, browser shortcuts etc.
- EventActionMapping for self-programming of interactions
- Different files can be selected per event action
- EventAction now also triggers monitor control

3D:

- Plays 3D contents on 3D monitor from 3D Impact Media
- Sets display type and a media format
- Assigning each medium its own 3D attribute separately (from Client 4.1)
- Requirement: 3D Realityplayer is installed
- State settings per medium, settings made by the server

GENERAL:

- User-friendly web interface with AJAX and Web 2.0 technology
- Secure access with individual login and password
- Allows simultaneous administration by several editors
- Role-specific, hierarchical rights management (enterprise rights management)
- Can be used for geographically independent editors (internet)
- Can also be used in the LAN
- Integration of your own logo and color
- Direct links to clearly arranged administration
- Safe database technology: Postgre SQL
- Multilingual GUI
- List view can be sorted according to several criteria (type, size, name etc.)
- Time-controlled publishing
- Search function in every hierarchical menu
- Save request in case this is forgotten
- Preview pictures for videos (including selectable frame for the preview) and pictures (all common formats) in media and playlists
- Multiple selection of entries in the detail view with playlists, layouts, players, schedules and Animation Factories, e.g. for duplicating and deleting data sets
- Folder structures and their contents can be duplicated
- Server installation in the TomCat environment possible and integrated database backup script

MEDIA:

- Several media can be uploaded simultaneously
- Upload data via web browser
- Simple media exchange by replace function (including retention of all links)
- ZIP file (including folder structure and duration) transfer to screenFOOD® server
- Add pre-setting of playback duration and standard timing where applicable
- Media can be processed in bulk
- Duration recognition of videos and transfer of duration onto the playlist

PLAYLISTS:

- Collation of contents into playlists
- Individual setting of playback time of each item (medium)
- Content sequence can be altered easily via drag'n'drop or position number
- Incorporation of websites, webcam links and URL streams (only with Windows Media Player not DirectX)
- News ticker as running message or static text
You can define font type, size, colour, speed, frames per second, background colour etc.) and texts from external Excel, text files or RSS-Feeds
- Incorporation of TV
- Incorporation of ANIMATION FACTORY
- Incorporation of screenFOOD® GRAPHICS files
- Skipping entries in the playlist
- Shuffle function for playlists: sequential or random compilation of media in a playlist and setting of the number of media per cycle (from client version 3.1)
- Entire media or Animation Factory folders can be linked to the playlist. As soon as the original file is published, the entire folder will be (hot folder)
- Transparent news ticker
- Playlist can be sorted by position number or drag and drop
- Several pages of a PDF can be played
- Definition of maximum duration of a playlist is possible, including an Excel overview
- Animated image transitions (from Client 4.0)

LAYOUTS:

- Screen can be split into up to 33 regions
- Various media can be displayed next to, above and below each other
- Playlist sequence can be altered easily via drag'n'drop
- Any number of playlists can be played consecutively
- Skip playlists for current layout
- Allocated areas can now be checked as a preview picture

PLAYERS:

- Play several split-screen layouts consecutively as a playset
- Current resolution of client PC is displayed on the server
- Organisation of screens and clients in groups
- Distribution of contents via internet, LAN, WLAN, UMTS/G3, GPRS, EDGE etc.
- Client's name and password is displayed (ideal for support hot swap)
- Status messages: Last Ping Time, XML Requested Time, XML Modified Time
- Display of current client notifications
- Local IP, screenFOOD Client Version and current client monitor/screen resolution are displayed
- screenFOOD client releases are distributed, installed and monitored on the server side
- Player: Excel table can be generated for the entire loop
- Setting of background music (layouts play on seamlessly) (from Client 4.0)

MONITOR CONTROL:

- Individual screen control via server RS232 interface (serial commands)
- E.g. pre-defined switching on and off of the screen via RS232
- E.g. brightness control adjustment calibrated in percent
- Interval for testing screen status can be defined individually
- A response command can be added to every monitor command. If the device does not respond precisely to this command an escalation is executed (User Notification)
- An RS232 serial connection can be entered. If several commands should be sent simultaneously, they will be executed consecutively

SECURITY:

- Testing of server response times (remote server monitoring)
- Message about when client PC last pinged server
- Display of client PC status (active / inactive clients)
- Definition of client notification in case of player breakdown, incomplete download, error warnings from client software, display breakdown, client PC crash, display failure (escalation warnings to user by e-mail)
- Client notification: receiving several messages from the Client at the same time, including better presentation and indication of time (from Client 4.1)
- Client message sent via server to pre-configured e-mail addresses
- Media file names receive new designations in order to increase security
- Password encryption can be altered manually or re-generated

INTERFACES

- Room for Room
- Interface function for XML import in the playlist

TIMINGS (time plans):

- Time control of assets, playlists, Animation Factory and layouts
- Advanced scheduling for days, dates and times and a play / don't play function (precise to the second)
- Monthly, weekly and daily plans can be drawn up and disposed of in advance
- Several timings can be accumulated (rule based)
- Priorities can be allocated to media, playlists, Animation Factories and layouts

ANIMATION FACTORY (dynamic contents):

- Dynamic generation of advertising materials by filling pre-configured Flash templates (texts, pictures (JPG/PNG) and Flash files (SWF/FLV))
- Automatic generation of user-friendly input layout on the web on the basis of variables provided in the SWF file template
- Generation of SWF files on the server
- A template can be filled in and used any number of times
- Assets can be selected via search function (Animation Factory)
- The assets are now also displayed as thumbnails in the Animation Factory
- The input mask has been expanded to include a drop-down field
- One mouseover of one variable in the Animation Factory opens up an information field that can be filled in by the programmer in advance
- Master function in the Animation Factory: changes within an Animation Factory master (source) can be passed on to other Animation Factories (destinations)
- Animation Factory runs with Action Script 3.0, which means it is not version-dependent on Flash
- Superordinated data fields can be determined in the Animation Factory template
- Animation Factories can be processed in bulk
- Linking Animation Factories to each other
- Duration recognition using datasets and transfer of duration onto the playlist
- Creating data sets using XML import
- Automatic skipping of empty Animation Factories (no datasets active)

DATAPIPE:

- Datapipe – Takes Animation Factory data from a database
- Automatic import of data into the Datapipe and manual initiation of import
- Datapipe in connection with source/destination Animation Factories, and use with nested Animation Factories

PROFILING:

- Profiles are filtered through the software so that only relevant contents are shown (filter logic)
- Allocation of profiles to media and Animation Factories and to layouts or players is possible
- Several profiles can be allocated easily
- Exclusion function, to play profiles selectively (everywhere except xyz)
- Profiles can be organized at up to three hierarchical levels
- Skip if next empty: Trailer will not be played if the following playlist is empty
- Create the profile in the "Dynamic Fields" tab yourself

USER MANAGEMENT:

- Administration of your own clients and generation of new sub-clients
- Several start-up folders can be defined
- Integration of your own logo and colour
- Create and administer new users and groups
- Allocation of individual clients to the user for client notification by e-mail
- User profiles and users can be duplicated

SERVER :

- Easy 7-step configuration assistant for easier handling
- Safe dialling via HTTPS
- Monitor appointments easily via your own web interface (Outlook Style)
- Appointments can be listed by day, week or complete list
- Every meeting room has its own appointment calendar
- Overview display collates all appointments in configured rooms
- Regularly occurring appointments can be automated (appointment series)
- Record appointments with starting and finishing times /date including a set period of time before and after the appointment
- For reservation lasting several days the overview display will show varying start and end times daily
- Upload picture files (e.g. logo, escape plan) for each appointment
- Upload your own icons for guide (png format)
- Choose your own picture to appear on the HTML display when there is no event
- Arrow directions on overview display can be adjusted
- Preview displays all pages
- Preview of a given date (up to 6 days)
- Search function for appointments, time periods and rooms
- Admin: record and alter users and groups
- User groups are given different access rights (none, read only, full)
- Users who are logged on can change their passwords themselves
- Admin: Upload design templates (SFG files) specific to certain rooms
- Templates can be deleted
- Interface to external booking software with import via XML and CSV (according to our pre-settings)
- MS exchange interface (outlook)
- Either basic, digest or integrated windows authentication in IIS for EWS

CLIENT :

- Simple integration into screenFOOD Player (screenFOOD® SA or CS Client with SFG file possible)
- Alternative: appointment display as rendered JPG files (HTML link)
- Choose your own picture to appear on the HTML display when there is no event
- Displays dynamic contents on an HTML display (Javascript)

GRAPHIC DESIGNER:

- Power tool for creating graphics and easy-to-use templates
- Preinstalled templates can be processed and saved as self-created templates
- Flexible update (independent of location) of dynamically defined contents via entries in Excel documents, RSS feeds etc.
- Integration of external picture files (via Excel)
- Display of appointments via Excel, including starting and finishing times
- Simple programming configuration
- Choice of three page-change functions:
 - Book (as previously)
 - Loop (fills the last page with the first entries from the next so that there are always the same number of entries on one page)
 - Scroll (always removes the uppermost entry and replaces it with one from below)
- List Factory: URL with proxy settings and authorisation can be added
- Undo/Redo function with up to 20 steps
- NoEvent switch: if the schedule overview template (SFG) has no current schedules, another layout will play (DOORs, Excel, RSS etc.)