

DISE



DISE ONE

DISE PRO

DISE ENTERPRISE

DISE BROADCASTER

●● IF IT IS 2 SCREENS OR 2000 SCREENS DISE PRO WILL STILL COVER YOUR NEEDS

Content transfer

Dise Pro can either use FTP or network share to transfer content to the players. If players are on the same LAN, Dise Discover will automatically detect and transfer content to your players.

Uninterrupted playback

The player will download content and store it locally. This guarantees continuous playback even if the network connection is interrupted. Content download will automatically restart once network connection is restored or whenever download schedule is set to take place.

Content update

Dise will minimize network traffic upon content transfer. By comparing content lists, the player will only download what is missing or what has been updated instead of the entire presentation.

Multiple content editors

With Dise Pro you are able to have multiple editors of content without any boundaries. Dise makes use of standard and state-of-the-art formats for version handling.

Different user levels and permissions can be set up so that involved persons only can access their own content.

No Borders

NoBorders – is the name of Dise synchronization feature. This allows you to synchronize an unlimited number of players/screens with different positions and have content travelling across the screens seamlessly. Dise caters for the gap between the screens when creating the motion.

Your multi-site digital signage solution

Control all your screens from one or more central locations. Schedule content for groups or individual players.

Examples of supported formats:

capture card	streaming	mpeg4
avi	jpg	bmp
gif	png	tif
swf	mp3	wav
mov	wmv	...and many others

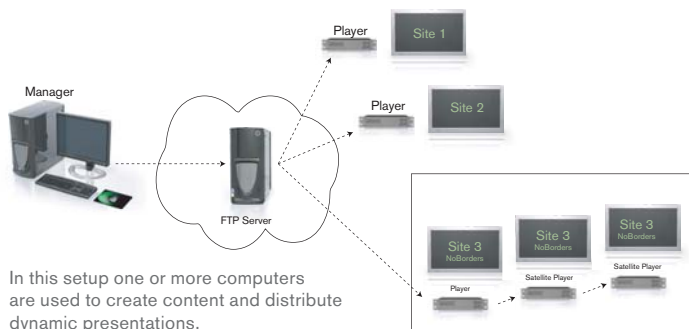


Layers/channels

For every player you can add multiple layers and channels. Each one with their own Dise movies playing at the same time, side by side or on top of each other. This feature makes it easy to have your corporate logo constantly showing in the upper corner or to prepare an emergency message ready to override any other content playing. This also paves the way for many smart implementations. Trigger any layer to be displayed depending on user interaction, have ticker text running in a separate channel, or let different persons be responsible for their own separate part of the screen; it is all possible with Dise layers and channels.

Schedule

The number of ways Dise can be scheduled are countless. Apart from scheduling object, scenes or entire Dise movies you also have to options to trigger content depending on context. Predefine certain keywords that should trigger content and you can avoid any human error when you prepare your schedule.



In this setup one or more computers are used to create content and distribute dynamic presentations.

The players in this setup are capable of playing multiple layered presentations, each with different content sources and schedules.

Example of objects:

video, images, capture, text, ticker text, flash, facebook, twitter, weather, rss, 3D, path-tool, www, countdown, qr-code, pdf, line animation, clock, geometrical objects