

Professional, freely scalable, all-in-one content management and media control system for museums, visitor centers, commercial showrooms, trade fairs and exhibitions, interactive digital signage, and similar applications. With an intuitive user interface, the system integrates all essential components, such as content design and management (images, videos, texts, websites, widgets, touchscreen interfaces, and more), playback control and monitoring, and control of all media and room technology. The system also includes a powerful multimedia guide with any number of languages that works on BYOD devices without the need to install an app.

The system is based on open industry standards such as HTML5, CSS, and JavaScript and does not use any proprietary software or hardware. It can be expanded as desired using scripts and drivers (Typescript).

The Main Features of the System are:

- Robust server software for Linux Ubuntu, Microsoft Windows, or MacOS. Server hardware available as an option.
- The server can be operated locally or in the cloud.
- Secure operation thanks to optional mirror server and rights management.
- The license is purchased once and can be expanded in modules, depending on requirements. There are no update or subscription costs. Licenses can also be rented for specific periods.
- Any HTML5 web browser can serve as a playback device.
- The manufacturer offers robust and very slim Linux player software. This can also be updated via the central server and, if required, provides current screenshots of the playback. Pre-configured players in NUC format are also available.
- Multiple players can be synchronized with each other via internal network timecode. Synchronization with external timecode is also possible.
- The Timeline Block allows easy synchronization of image content to external devices or actuators, such as lighting, via a loop-capable timeline.
- The content is streamed from the server, but can also be cached locally depending on the type of content.
- The system supports all standard content formats that a browser can display without additional codecs, including iFrame websites, widgets, Web 3D images, and panoramic images.
- Content can be layered transparently and positioned with pixel precision.
- Content can be tagged and parameterized and supports dynamic behaviors such as scaling, movement, rotation, fade-ins, etc.
- All content is designed using CSS and can be customized globally or in relation to specific content.
- Live images can be integrated via capture cards or streaming protocols.
- Tools such as buttons, faders, dynamic text fields, etc. are available for designing touchscreens.
- The integrated multimedia guide can be used via any web browser and does not usually require an app.
- The contents of the multimedia guide can be synchronized with all videos in the system and Dataton WATCHOUT.
- Pages are accessed by entering numbers, QR codes, GPS, or optionally (with a custom app) beacons.
- The behavior of individual BYOD devices can be tracked for interactive visitor experiences (optional).
- The system includes reliable and powerful media control that can utilize all system states via drag-and-drop selection. No programming in a programming language is required for standard applications.
- For advanced use, control can be expanded at any time via drivers, scripts, and feed scripts, e.g., for connecting external databases. These are created in Typescript.

- The controller supports logical comparison operators, variables, and layered schedulers.
- The system supports external sensors via UDP, ModBus, MQTT, Nexmosphere X-Talk, etc., and can also read information via USB keys, RFID, or NFC readers.
- External devices can be controlled via countless protocols and interfaces, such as TCP/IP, UDP, ModBus, MQTT, RESTful API, PJLink, Artnet, etc.
- Lights and other actuators can also be controlled via optional KNX, Dali, Casambi, or Zigbee gateways.

Status: Version 7.4