

Hiperwall 2.0

Summary of Enhancements



NEW PRODUCT – Hiperwall Secondary Control

- Enables multiple control points
- Enables remote (offsite) control
- Enables remote monitoring of wall content
- Includes SSL security

NEW PRODUCT – Hiperwall Share

- Enables multiple senders to deliver their content to multiple Hiperwall installations
- Provides multi-site organizations the ability to see content simultaneously on multiple systems around the world
- Automatically adjusts transmission speed based on the receive bandwidth of each destination
- Includes SSL security

Content Enhancements

- Slideshow Transitions – now use wipe and fly transitions to cycle between different pieces of content, like Microsoft PowerPoint
- New native content type – Text objects can be created and displayed on the fly, making it easy to display text crawls, messages or content labels
- Content preview – see what content looks like before displaying it on the wall

Control Node enhancements

- Supports explicit layer control: forward, backwards, front & back. Makes content design more like Microsoft PowerPoint
- Keyboard shortcuts enable faster access to content management functions such as sizing, positioning, rotation, layering, cloning and closing
- Provides the ability to put the displays in low power sleep or standby modes to reduce power consumption while maintaining rapid return to full functionality

API Enhancements

- Provides the ability specify the location, zoom, rotation, color and transparency of each object
- Provides the ability to put the displays in low power sleep or standby modes to reduce power consumption while maintaining rapid return to full functionality

Streamer Enhancement

- Added a third type of video stream, whatever is being shown on the display of the PC (supplements previous device and file streams)

Sender Enhancements

- SSL support to ensure secure sender sessions
- Now supports multiple sender windows per sender PC. Provides greater flexibility to display application output on the Hiperwall Display Nodes