

piSignage Digital Signage

piSignage is a Lean Digital Signage solution that meets your complete signage requirements. piSignage comprises of different components which integrate well into your workflow and enables you to communicate with your audience in an easy fashion. Components include

- piSignage cloud service you can signup at <u>pisignage.com</u> for free which enables you to register & manage players, upload content, create links, create playlists, arrange players into groups, schedule playlists for groups. pisignage.com provides many more functions and settings to offer you a complete signage experience in a simple, elegant way so as to maximise operational efficiency.
- piSignage players piSignage player is based on off-the-shelf Raspberry Pi board which can be purchased with major retailers as kit. Raspberry Pi supports full HD video resolution. In addition to Pi, piSignage also can be downloaded as Chrome App for Chrome OS based devices and Chromecast. Pi player can be controlled as standalone using webUI or REST api.
- piSignage remote control apps for Chrome and Android to control content display on the screen.
- pisignage-server which is an open-source server application to manage piSignage players and can be downloaded from GitHub.This application can be run on your local server to manage your piSignage players.

You can get started with piSignage in 3 easy steps.

- 1. Procure a Raspberry Pi kit from a local retailer, download the player software and prepare the SD card to boot.
- 2. Register the player with the ID shown on the screen, assign a group and change the group settings if needed.
- Upload files or Add links, Make Playlists, Schedule Playlists & Deploy to Groups

Centrally from your Browser you can add tickers, insert advertisements, schedule campaigns, personalise players, manage TV on/off, take player snapshots and do much more.

piSignage is a focussed product for signage applications using Raspberry Pi and Cloud Server and has been in use since Aug 2014. More than 3500 establishments and individuals are using piSignage in Corporates, Universities, Supermarkets, Hotels, Restaurants, Theatres, Churches, Stadiums and other places.

Key Features and Benefits

piSignage offers cloud service to manage Players, Player software for Pi (& Chrome) with local webUI/remote App (Pi only). REST apis are available for managing the piSignage service from your application with Swagger based documentation. Key features include

- Full HD support with video auto format conversion of other video formats to MP4 at the server
- Streaming support for YouTube, RTSP, RTMP, Shoutcast, IP Camera, IPTV
- MP3 audio support (available both on 3.5mm port and HDMI)
- · HD content support for images, html, web links, media RSS
- Off the shell Raspberry Pi which is USB powered Single Board Computer with in-built wifi, HDMI, RCA, Ethernet
- 1080p, 720p, PAL, NTSC formats with landscape & 2 portrait modes
- Multiple in-built layouts and custom layout (per playlist) support upto 6 regions
- · Advertisement playlist, RSS ticker, Logo & Clock display
- SVG animation and TV ON/OFF scheduling
- Schedule upto 20 playlists and option for default playlist when no playlist is scheduled
- · Low ongoing operational costs and ease of use
- Open-source software which can be used as local server to manage players
- · Customisation options for welcome screens, logo, notices
- White-labelled Server option with full customisation





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Feature Summary

	Player	
1	Hardware support	Raspberry Pi (Pi 3, Pi 2, Pi B+, Pi B, Pi zero), Chrome OS devices, Chrome App, Chromecast
2	Player webUI, remote app support	Pi only at http://player_ip:8000 to manage the player as standalone
3	Offline working	Once the content is downloaded, players can work offline saving bandwidth as well ability to work in places where internet is intermittent
4	Pi Power supply	Standard smartphone type 5V, 2A recommended. Saves power in the long run
5	TV ON/OFF support	Pi only, TV can be turned off & on at scheduled times, manually or when TV_OFF playlist is scheduled, power off TV when not needed
6	Network support	Pi only, wifi and Ethernet, pi supports USB tethering with Android phones
7	Audio	Pi only, available both on HDMI and 3.5mm jack
8	Video resolution	Pi only, 1080p, 720p, RCA(PAL, NTSC), Landscape, Portrait, Portrait270
9	OS, media	Pi only, class 10 micro SD card (minimum 8GB) needed
10	Communication with server	http or https websocket on port 80, file download over http/https
11	Player Settings	overscan(from webUI), server address, wifi/network, player location, name, group, category, TV on/off, player access credentials
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	Coment	
12	Video format	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed
12 13	Video format Audio format	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3
12 13 14	Video format Audio format Streaming	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3 Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV)
12 13 14 15	Video format Audio format Streaming Image	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3 Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV) PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500
12 13 14 15 16	Video format Audio format Streaming Image HTML	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3 Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV) PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500 plain html as well as repository (.zip with index.html as the entry point)
12 13 14 15 16 17	Video format Audio format Streaming Image HTML Text	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3 Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV) PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500 plain html as well as repository (.zip with index.html as the entry point) Text message support with CSS styling
12 13 14 15 16 17 18	Video format Audio format Streaming Image HTML Text PDF	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3 Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV) PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500 plain html as well as repository (.zip with index.html as the entry point) Text message support with CSS styling PDF document
12 13 14 15 16 17 18 19	Video format Audio format Streaming Image HTML Text PDF Links	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3 Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV) PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500 plain html as well as repository (.zip with index.html as the entry point) Text message support with CSS styling PDF document Media RSS, web links (CORS support)
12 13 14 15 16 17 18 19 20	Video format Audio format Streaming Image HTML Text PDF Links Other	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowed MP3 Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV) PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500 plain html as well as repository (.zip with index.html as the entry point) Text message support with CSS styling PDF document Media RSS, web links (CORS support) Notice with customisable templates, Google Calendar
12 13 14 15 16 17 18 19 20	Video format Audio format Streaming Image HTML Text PDF Links Other	NetPlayer natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowedMP3MP3Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV)PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500plain html as well as repository (.zip with index.html as the entry point)Text message support with CSS stylingPDF documentMedia RSS, web links (CORS support)Notice with customisable templates, Google CalendarCategory support to group assets, Content is downloaded to the player and played, per user quota support for white-labelled products
12 13 14 15 16 17 18 19 20	Video format Audio format Streaming Image HTML Text PDF Links Other Other	Player natively plays MP4(H.264) format and server automatically converts other formats to MP4. Optimised video playing by players and reduced hardware processing needs. Upto 1080p resolution allowedMP3Youtube(except protected videos), RTMP, RTSP, Shoutcast, IP camera, UDP(IPTV)PNG, JPEG, GIF, BMP. Larger images resized to be within 2500x2500plain html as well as repository (.zip with index.html as the entry point)Text message support with CSS stylingPDF documentMedia RSS, web links (CORS support)Notice with customisable templates, Google CalendarCategory support to group assets, Content is downloaded to the player and played, per user quota support for white-labelled products

22	Nested Playlist	support for playlists in side and bottom zones
23	Custom layouts	Per playlist custom layouts can be designed and uploaded. Supports upto 6 zones, use GitHub example template to start with
24	Playlist parameters	Drag & drop to select the order, duration selection, pre-calculated duration for video
25	Advert Playlists	Option to play multiple advert playlists content at select intervals. This way ads can be inserted at regular intervals.
26	Ticker	Insert a Ticker with customisable CSS. Ticker can be RSS or plain text.
	Group	
27	Schedule Playlist	Add upto 20 playlists and schedule them week-day, month-day, duration, day wise and hour-wise. Add default playlist which plays when no playlist is selected (could be TV_OFF)
28	Deploy methods	Playlists need to be deployed after any change. Default playlist and the scheduled playlist contents can be played together. Also playlist can be programmed to change after the current cycle is complete. Content from all scheduled playlists can be combined and played.
29	Synchromization	All scheduled (not immediately deployed) playlists start at 0th second of the minute. This way content can be synchronised across players
30	TV ON/OFF support	Pi only, TV can be turned off & on at scheduled times, manually or when TV_OFF playlist is scheduled, power off TV when not needed
31	Settings	display resolution & orientation, background color, logo, SVG animation, stretch images, clock, audio volume, url force reload, pause video to insert
		adverts
32	Ticker	adverts Insert a Ticker with customisable CSS. Ticker can be RSS or plain text.
32	Ticker Licenses	adverts Insert a Ticker with customisable CSS. Ticker can be RSS or plain text.
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32 33 34 35 36 37 38 38	TickerLicensesLicensingSubscription CreditsPayPal integrationReportsReportsInstallationCollaboratorsPlayer credentialsHide systemmessages	adverts Insert a Ticker with customisable CSS. Ticker can be RSS or plain text. Every player needs a license which is automatically generated when registered if the licenses are available. One player can be registered multiple times without losing licenses Each player needs 1 credit per month to be managed. To purchase licenses and Credits, user is taken to PayPal. PayPal accepts international credit and debit cards also. Monthly/Custom duration reports on billing, files played and stats/events can be viewed or downloaded pisignage.com registered users can be added as collaborators using their username. They can be given selective access to groups and other operations using access rights screen username/password for downloading content by players as well as for player webUl can be changed by the user Messages like "Download in Progress" can be hidden using this setting

41	Custom logo and URL	custom logo and url can be added per user basis
42	Player deletion	Unused players can be deleted, but to redeem the license please write to support@pisignage.com

Requirements

- 1. To use piSignage Raspberry Pi player is recommended, the needed components are (major retailers sell these items as part of Raspberry Pi kit)
 - 1. Raspberry Pi board (Pi 3 is recommended)
 - 2. Suitable enclosure
 - 3. 5V, 2A USB power supply
 - 4. Class 10, micro SD card (minimum 8GB)
 - 5. HDMI cable
 - 6. Ethernet Cable (optional)
- 2. To use Chromecast, the device and the browser PC need to be in the same network. Each time when the Chromecast is booted, the piSignage software need to be loaded using the browser cast button
- 3. To use Chrome app, PC level settings are needed like disabling sleep timer
- 4. Open source server installation needs a Server with specified software pre-installed

For More Information

For more information on piSignage, visit <u>http://pisignage.com/lp</u> or contact us at sales@pisignage.com.