

SpinetiX HMP100



The World's First
Hyper Media Player

Overview

The HMP100™ is the unique alternative to proprietary, PC based solutions for digital signage. With the HMP100, SpinetiX® offers a new and simplified way to schedule, combine, update, stream and display content, whether it be audio, video, vector graphics, pictures, or text. The HMP100 allows for simple and cost effective implementations for applications as wide-ranging as advertising, transportation, hospitality, finance, and live events.

Small & Robust

The HMP100 stands out with its amazingly compact size. You can hide it nearly anywhere. The HMP100 is exceptionally robust and especially well suited for harsh environments thanks to the fanless design and the absence of any moving hardware parts.

Time Synchronized

All HMP100 devices on the network are time synchronized and work together seamlessly. Video walls of any size can be created and managed with ease.

Open

The digital signage solution of SpinetiX is based on open protocols and formats. As a result, with standard web based skills and freely available technologies, integration is straightforward and cost-effective.

Green

The power consumption of a HMP100 in action is only 2W. That's 50x less than a typical digital signage PC, which uses around 100W!

Serverless & Standalone

The HMP100's do not require a proprietary server. So with SpinetiX, you will never have to pay expensive recurring license fees.

Standard Benefits

- Horizontal and vertical digital displays
- Video walls & interactive displays
- On-the-fly content generation
- Open platform for integration
- Pull mode for seamless operation across NAT routers and firewalls
- Comprehensive scheduling options
- HDMI and VGA connectors
- Internal storage
- Various USB extension possibilities
- RS232 interface for multi-purpose I/O: monitor control, GPS, RFID, etc.
- Digital & analog audio
- Very low power consumption
- Suitable for tough environments
- Cost effective, without expensive recurring license fees

Specifications

Digital Display Compatibility

| | |
|------------------|--|
| Aspect ratio | 16:9, 16:10, 4:3, custom (horizontal & vertical) |
| Video output | 50/60 Hz: 720p (1280x720), XGA (1024x768), WSVGA (1024x640), WVGA (768x480), 576p (720x576), 480p (720x480), SVGA (800x600), VGA (640x480) 24/25 Hz: 1080p (1920x1080; only for semistatic content) User defined video modes (75 MHz max.) |
| Video connectors | HDMI (incl. digital audio), DVI via adapter. VGA (DB15 HD connector). Simultaneous use of HDMI and VGA possible |

Media Format

| | |
|-----------------------------|---|
| Description language | SVG Tiny 1.2+ (Scalable Vector Graphics) |
| Media synchronization | SMIL 3.0 (Synchronized Multimedia Integration Language) |
| Still image formats | JPEG, PNG, GIF, SVG |
| Supported video codecs | Up to SD resolution: MPEG-4 ASP, MPEG-2, MPEG-1, H.264, MJPEG, Microsoft VC-1 (Windows Media Video 9) |
| Supported audio codecs | MPEG audio layer 1/2/3 (MP3), ITU G.711, G.726, PCM, Microsoft WMA, AAC |
| Media container formats | AVI, WMV/WMA, VOB, AIFF, WAV, MP4, MOV (Quicktime) |
| Streaming media protocol | MMS, RTSP, RTP, SDP, HTTP; Uni- & multicast |
| Import filters provided for | Flash 10, Microsoft PowerPoint, BMP, TIFF, XPM, WBMP, PNM bitmaps |
| Scripting language | JavaScript / ECMAScript, PHP 5.2 |
| Content scheduling | iCalendar (RFC2445) |

Graphic Effects Engine

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|----------------------------|--|
| Graphic effects language | SVG Tiny 1.2+ |
| Vector graphics primitives | Rectangles, polygons, paths with lines, elliptical arcs and Bezier curves, text areas, linear and radial gradients |
| International text support | Unicode standard compliant with bidirectional text support |
| Font file formats | TrueType and OpenType |
| Animation capabilities | Color, gradients, transparency level, audio volume, motion along a path, translation, scaling, rotation, clipping |
| Animation modes | Discrete, linear, paced and spline interpolation |

Specialized Applications

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|--------------------|---|
| Kiosk applications | Touch screen, keyboard/joysticks/gamepads/mouse, HID I/O devices via USB 2.0 or user defined serial port, with touch screen calibration |
| Event management | Real-time event communication for triggering content changes on-demand |
| Time synchronized | Millisecond accuracy, for unconstrained video wall configurations |
| Streaming | Video and audio streaming compatibility, including live TV streamers |

Network

| | |
|------------------------|--|
| Connectivity | Ethernet 10/100 Mbit/s (RJ-45), IEEE 802.3u, 802.3x 3G connectivity through USB modem stick; |
| Protocols | DHCP or fixed address; IPv4; IPv6; Zero-Config |
| Remote configuration | HTTP configuration server and RPC (push and pull modes), password protected |
| Content administration | WebDAV server, password protected |
| Other protocols | SNMPv1/v2c, IGMPv2/v3, NTP, Zeroconf, Bonjour |
| Content updates | Pull mode, push mode, server based |

Storage

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|------------------|--|
| Internal storage | 2GB solid state |
| External storage | Flash drives and hard disks via USB 2.0 port |

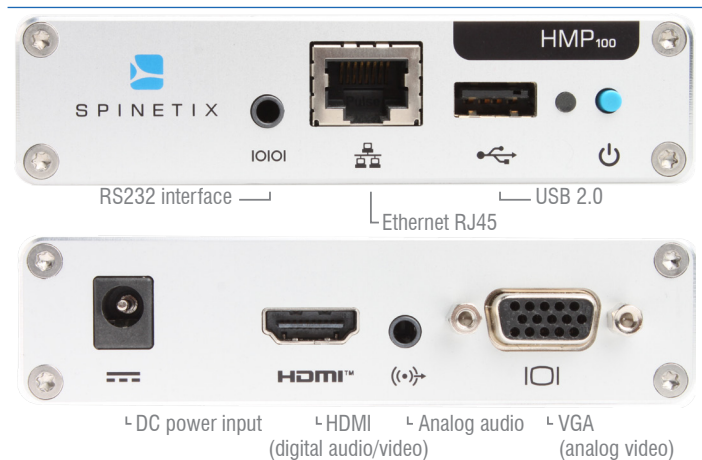
Physical Specification

| | |
|-----------------------|---|
| Size | 4.13(W) x 1.02(H) x 3.27(D) inches 105(W) x 26(H) x 83(D) mm |
| Weight | 6.7oz / 190g |
| External power supply | Input: 100-240V 50-60Hz Output: 5V DC 2.6A max. |
| Power consumption | 2W typ. |
| Operating temperature | 32-104°F / 0-40°C (10-90% RH) |
| Storage temperature | -13-113°F / -25-45°C (10-90% RH) |
| Real time clock | Min. accuracy 1 minute/month free running battery backup |
| Serial | RS232, up to 115200 bauds, mini-jack 3.5mm |
| Analog audio output | Line level, stereo, mini-jack 3.5mm |

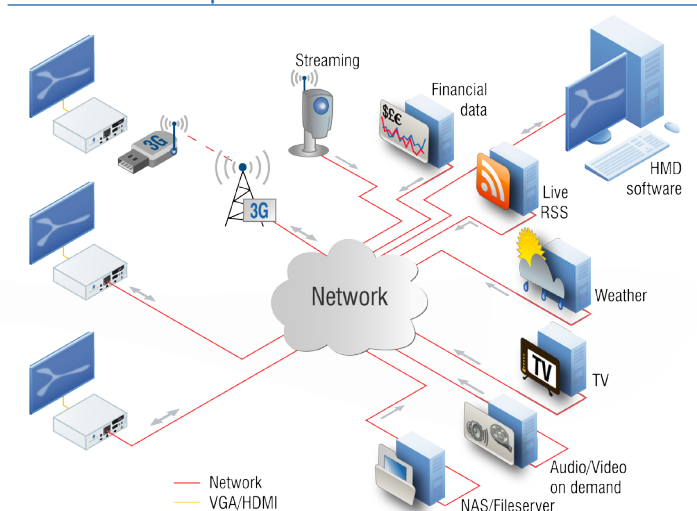
Warranty

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|----------|---|
| Coverage | Life-time (For "General Terms and Conditions", visit our web site) |
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Front & Rear View



Architecture Example



Contact

Spinetix SA
Rue des Terreaux 17
CH-1003 Lausanne



SPINETIX

www.spinetix.com
info@spinetix.com