

SpinetiX HMP130



The World's Smallest
Hyper Media Player

Designed
for Fusion



Overview

The HMP130™ is the unique alternative to proprietary, PC based solutions for digital signage and allows for simple and cost effective implementations for applications as wide-ranging as advertising, transportation, hospitality, finance, and live events.

Designed for SpinetiX® Fusion Software, the HMP130 offers a new and simplified way to upload content, create playlists, populate template layouts, schedule programs and manage devices from any web browser.

Small & Robust

The HMP130 stands out with its amazingly compact size. You can hide it nearly anywhere. The HMP130 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 HMP130 devices on the network are time synchronized and work together seamlessly. Video walls of any size can be created and managed with ease.

Open

SpinetiX's digital signage solutions are 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 HMP130 in action is only 3W. That's 33x less than a typical digital signage PC, which uses around 100W! As power costs increase around the world, HMP offers significant savings for the environment and your wallet over time.

Serverless & Standalone

The HMP130's do not require a proprietary server or network technology. SpinetiX, allows you to use existing infrastructure and avoiding expensive recurring license fees.

Standard Benefits

- Fusion Software interface included for On-the-fly content generation
- Horizontal and vertical content displays
- Video walls & interactive displays
- Open platform for integration
- Pull mode for seamless operation across NAT routers and firewalls
- Digital and analog output of video & audio
- Built-in internal storage & unlimited storage expandability via USB or network
- RS232 interface for multi-purpose I/O: monitor control, GPS, RFID, etc.
- Very low power consumption
- Suitable for hostile & tough environments
- No recurring software 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 720p resolution: MPEG-4 ASP, MPEG-2 Up to SD resolution: 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

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

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

Internal storage	4GB 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 3.0A max.
Power consumption	3W 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

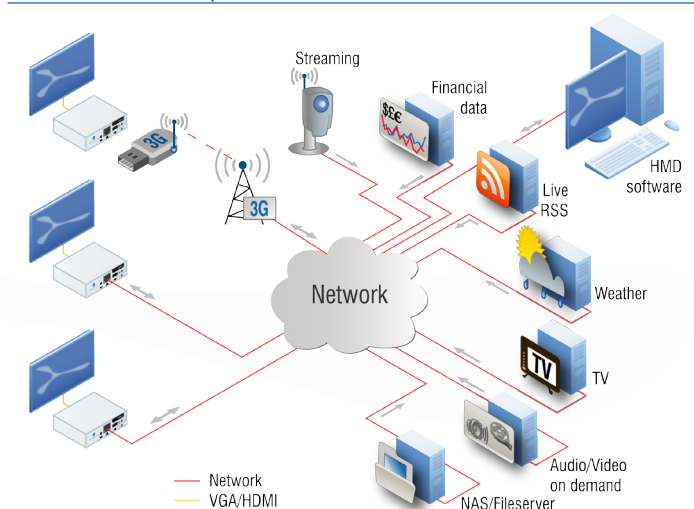
Warranty

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



Architecture Example



Contact

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SPINETIX

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