VuWall

IHSE Integration

Technical Description

IHSE & VuWall Integrated Solution

Combining KVM Switching & Video Wall Management

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IHSE and VuWall bring system integrators and video wall operators the perfect complementary technology with seamless integration between IHSE's Draco tera KVM matrix and VuWall's VuScape video wall processor, TRx AV network management system and the ControlVu PoE touch panel. This integration delivers a winning combination for control room operations that will benefit from the best in KVM switching and visualization technology.

Ideal for control center operations in defense, public safety, transportation or security, the IHSE/VuWall combination provides unmatched picture quality for immediate access to all your analytical data and visual communications. Scale your KVM outputs to display walls easily and confidently through a single integrated control interface. Give operators easy control at their fingertips with a robust, flexible and cost-effective solution.

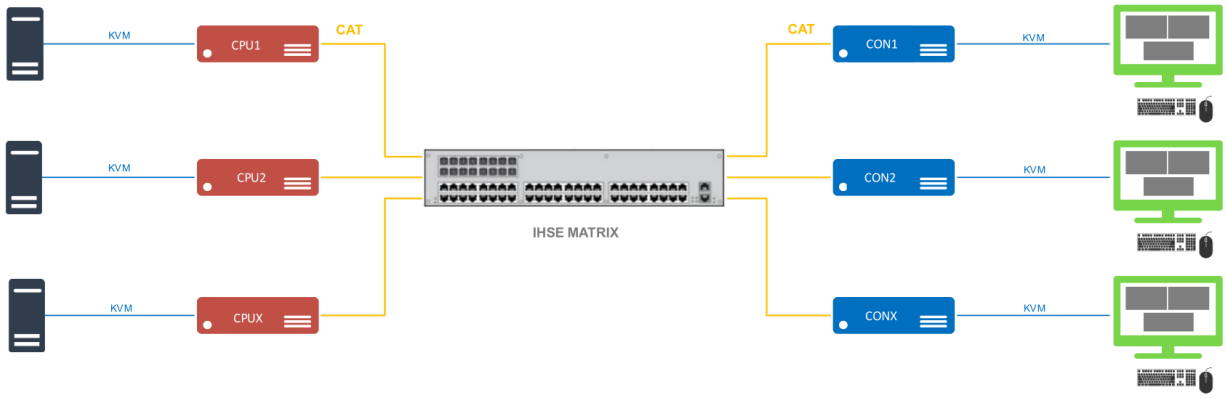
The IHSE and VuWall integrated solution is already deployed within multiple mission-critical and demanding environments globally. IHSE and VuWall are recognized for their ability to simplify complex video deployments that require a large number of devices, while maintaining and controlling systems from anywhere on the network. Users get latency-free extension and switching of keyboard and mouse along with video signals at the highest levels of image quality.

Features	Benefits
Visualization	Control and visualization of all sources from the matrix switch on the video wall. Switch and display multiple sources simultaneously.
Unified Platform	Operators can quickly and easily manage and share all critical information from a single user interface.
Interoperability	Manage content from other systems like IP streams, third party applications and websites.
User Friendly	Intuitive, easy-to-use interface for: resizing and making layouts and presets of all windows across the complete input range of the matrix, accessing multiple sources from the matrix and other devices or apps.
Touch Panel Control	Extend local operator keyboards, where each user can easily interact with the matrix to switch sources directly on their consoles and control the video wall from a single interface.

About KVM & the Matrix

KVM stands for Keyboard, Video, Mouse. KVM technology allows the switching, extension and conversion of these 3 primary computer signals, amongst others: DVI, HDMI, digital audio or USB.

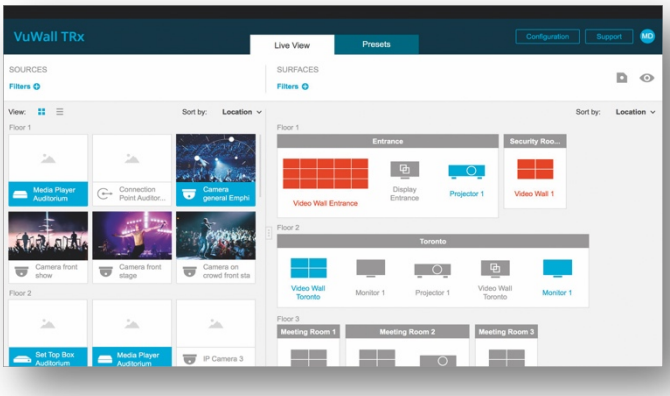
IHSE's KVM solutions extend the distance between computers and peripherals (keyboard, video, mouse) for more convenient and efficient workflows. They enable the operation of computers from remote workstations, making it possible to protect critical CPUs and servers from dirt, moisture and unauthorized access, while improving the operators' work conditions as they are free from heat and noise. The operators' desks simply require peripherals and pointing devices. The setup consists of IHSE CPU devices which are placed at the sources. Via an IHSE Matrix Switch they are connected to the IHSE CON devices which in turn are connected to the displays and keyboard/mouse devices.



IHSE Setup with CPU and CON Devices

About VuWall TRx

TRx is an innovative centralized AV management platform ideal for distributing audio/video signals and content over IP networks as well as controlling and managing IP devices. A central TRx server manages the entire system, facilitating deployments with a large number of devices. Its intuitive web interface allows to maintain and control the systems from anywhere on the network.



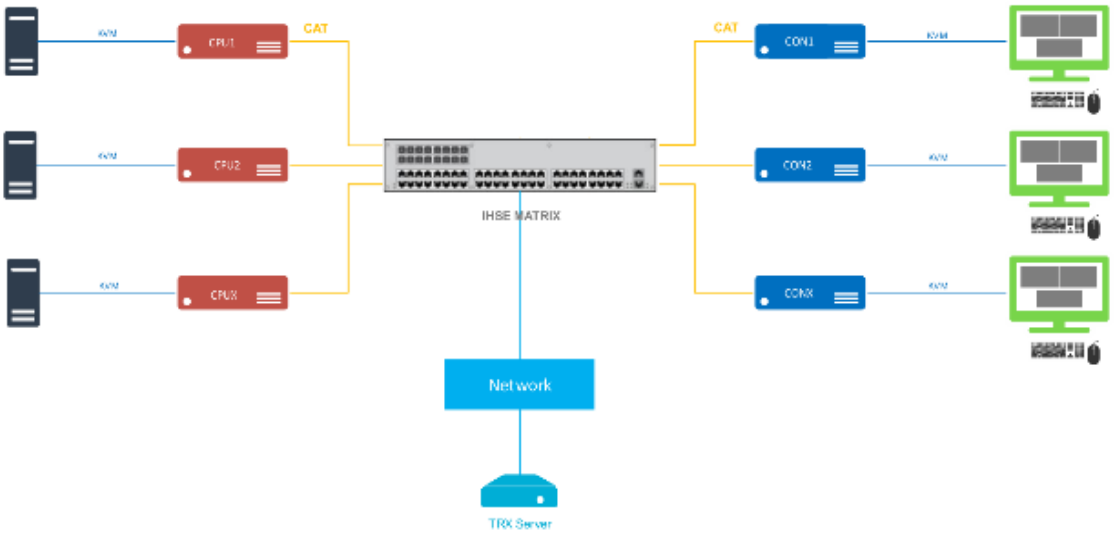
TRx provides operators with all the critical information they need right at their fingertips from a single user interface. With TRx, operators can control the sources to be displayed on a video wall and also manage and control sources from IHSE devices.

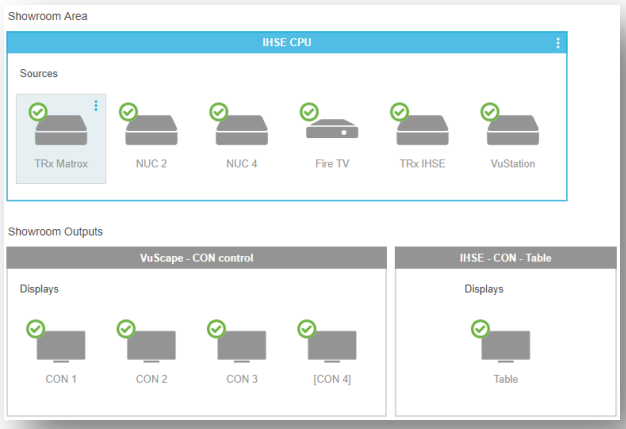
In addition to managing and controlling video walls, TRx can also control many other third-party devices with its extensive API, making it easy to implement room controls such as switching displays on and off.

IHSE and TRx

Combining TRx with the IHSE matrix is a cost-effective way for users to get latency-free extension and switching of keyboard, video and mouse with the highest image quality. The IHSE integration with TRx delivers a perfectly tuned product which can transmit video signals without latency and can be controlled via TRx's interface.

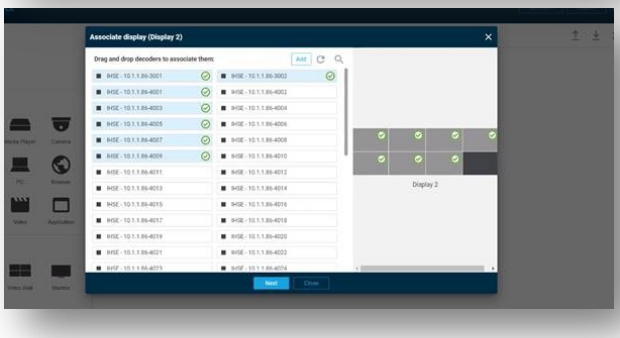
The IHSE Draco tera matrix is connected to the same network as the TRx system. IHSE Draco CON modules are connected to the displays and IHSE CPU modules are attached to the sources. This makes it easy to integrate TRx into an existing IHSE environment.





With TRx, it is easy to organize the entire physical environment and integrators can configure an entire deployment in-house in advance.

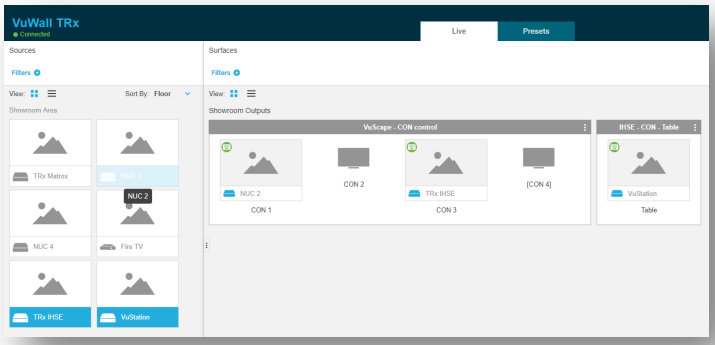
Sources can be assigned to zones, thus creating a clear overall view. A zone could be a room, a floor, a server rack, or any other physical area. It is simply a way to logically organize where all the sources and display surfaces are located.



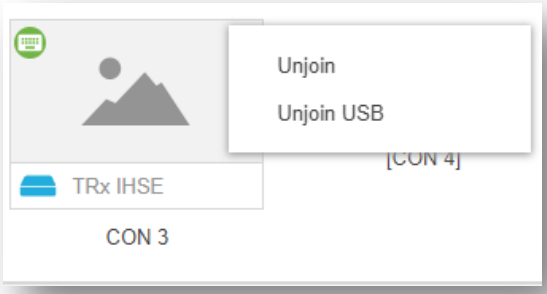
The user is presented with a list of automatically detected encoders (IHSE CPUs) and decoders (IHSE CONs) after adding the IP of the IHSE matrix into TRx. With simple drag & drop operations, the desired encoder will be associated to the source on the right-hand side.

Live View

TRx Live View allows an operator to link sources to various surfaces and save presets to quickly recall a set of joins. Any joins or unjoins made here will take effect immediately. Operators can set up their joins and save presets with a single click. A simple drag and drop of a source from the left-hand side to the display on the right will link the CPU with the CON device in real time.



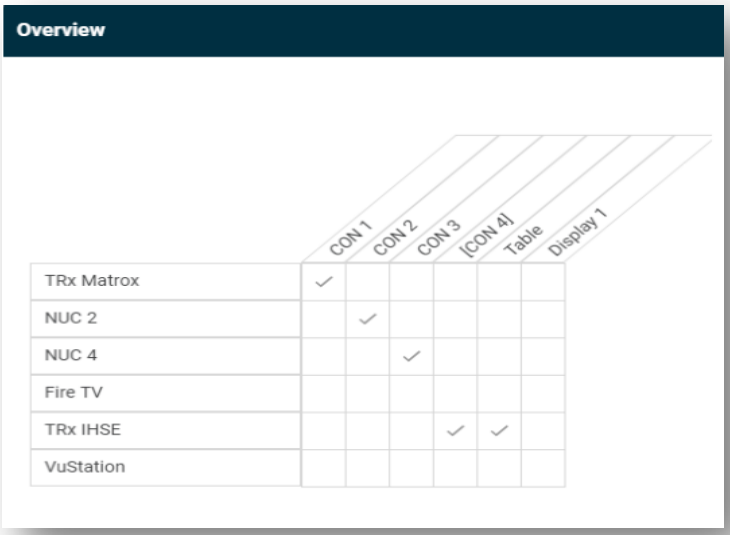
USB Control



A source can join its USB to a destination, allowing keyboard and mouse commands to be sent along. For this to work, the sources must be connected to their IHSE CPU device via USB, and the IHSE CON must also have a USB keyboard/mouse connected to it. With the simple drag and drop of a source to a display, the menu button on the display offers a “Join USB” option. Once it is successfully joined, a USB connector icon will be displayed on the source.

Matrix Overview

TRx provides a matrix overview where the user can see which encoder is linked to which decoder in a comprehensive overview of the active joins.



Touch Panel Control Interface

With the integrated control panel designer, users can build their own personalized interfaces in just a few minutes, without any programming skills.

Users can select various functions from the simple switching of a local console to the full control of the video wall. All TRx functions can be mapped into an easy-to-use button structure. Logos and images can be inserted to give every operator a customized user experience.

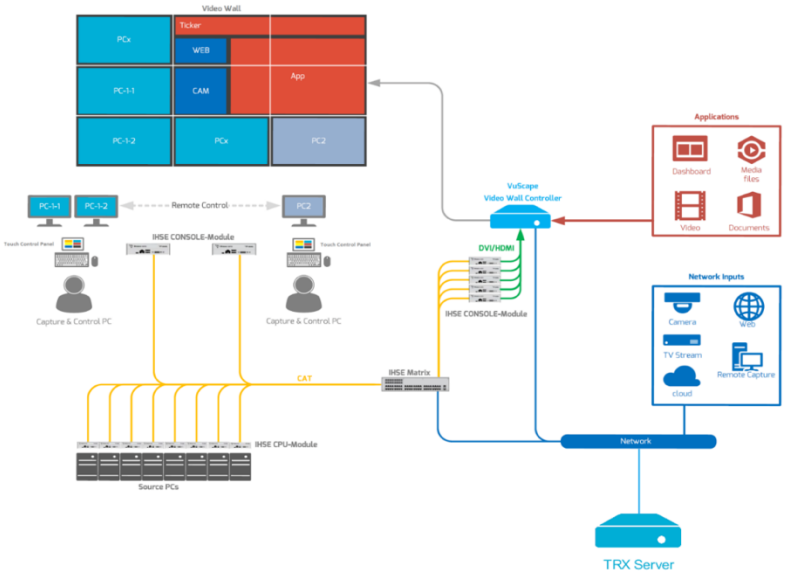
The VuWall ControlVu PoE touch panel can be used as an extension of the operator's keyboards. Each user can easily interact with the matrix to switch their consoles or to control the video wall from a single interface with all matrix sources.

Each operator can customize the control panel's interface with the specific functions he/she needs, as well as the desired colors, layout and design. It's fast and easy.

VuScape Video Wall Controller

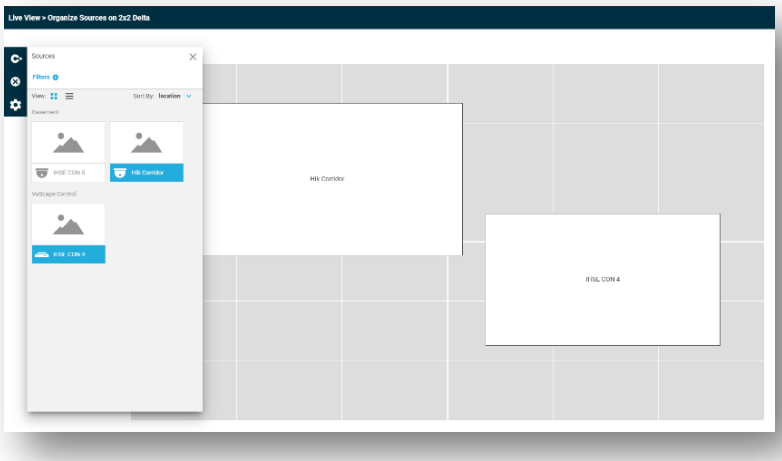
VuWall offers a variety of different VuScape video wall controllers that can be used as TRx endpoints (multi video wall decoders) in order to display all sources connected to IHSE endpoints live on a video wall. In addition, other sources from other systems like IP streams, applications, RSS feeds and websites can also be easily displayed on the video wall. Multiple sources can be switched and displayed simultaneously.

The IHSE Matrix is connected to the VuScape system with the IHSE Draco console modules. Outputs from the IHSE matrix feed the inputs of the VuScape video wall controller. The number of sources that are displayed simultaneously on the wall determine how many IHSE Draco CON devices and inputs are required.



Video Wall Layouts

The video wall interface allows users to manually position sources on the display surfaces in any way that they like. Users can create layouts by resizing and manipulating all windows across the complete input range of the matrix, accessing multiple sources even if they are not coming from the IHSE matrix. The possibilities are endless.



Contact Information

Sales: sales@vuwall.com

Technical Support: support@vuwall.com

VuWall Technology, Inc.
181 Hymus Blvd, Suite 301
Montreal, QC, H9R 5P4, Canada
Phone: +1 514 505 4436

VuWall Technology Europe GmbH
Lustnauer Str. 78
72127 Kusterdingen, Germany
Phone: +49 70715499206

vuwall.com