KORBYT
Anywhere

Control Overview

Input	Programming	Media Player	Display

LAN — Control — WAN — HDMI

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1. User Interface, Data Source, or a Sensor triggers logic

2. Inherent JavaScript programming or an external processor sends control signals to the Media Player

Assigned content is downloaded and locally cached on the player. Cloud connection is not required for most content switching

3. Player enacts logic to switch content, update content, send feedback, etc

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Processor Control Example

User Interface   **Processor**   **Media Player**   **Display**

LAN → Control → HDMI →

WAN

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1. User triggers logic via button press on the interface

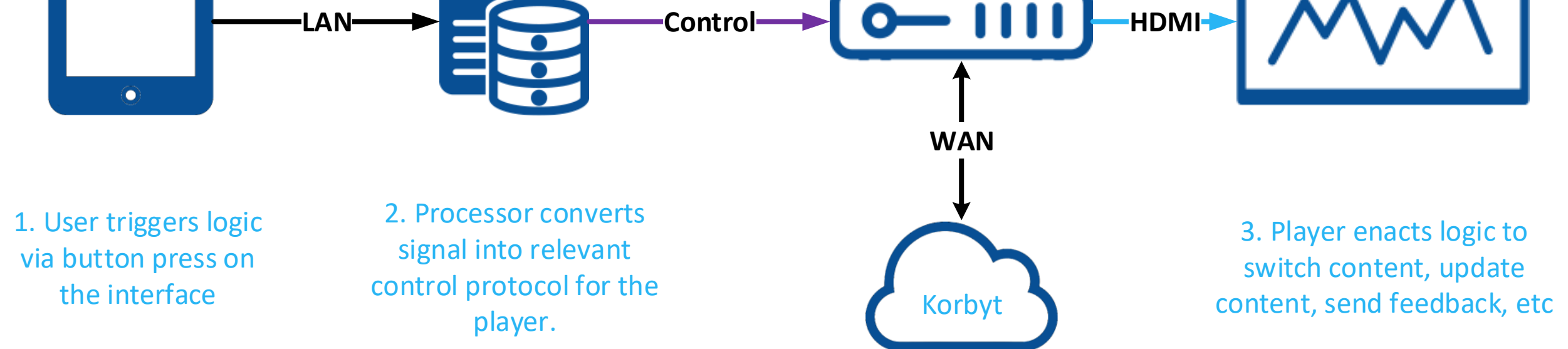2. Processor converts signal into relevant control protocol for the player.

3. Player enacts logic to switch content, update content, send feedback, etc

Control signal examples: TCP/IP, UDP, and RS232

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Remote Control Example

IR/RF Remote **IR/RF Adapter** **Media Player** **Display**

IR/RF USB HDMI

WAN

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1. User triggers logic via button press on the remote
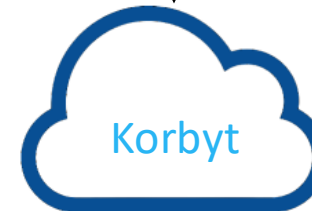
2. Adapter converts wireless signal into USB for input to the player

3. Player enacts logic to switch content, update content, send feedback, etc
JavaScript logic is loaded and cached on the player just like standard content

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Keyboard Control Example

Keyboard

Media Player

Display

USB

HDMI

WAN

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1. User triggers logic via key press on the keyboard

2. Player enacts logic to switch content, update content, send feedback, etc
JavaScript logic is loaded and cached on the player just like standard content

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Sensor Control Example

Sensor	Media Player	Display

USB →

HDMI →

WAN

Korbyt

1. Motion Sensor, Badge Reader, etc triggers logic

2. Player enacts logic to switch content, update content, send feedback, etc
JavaScript logic is loaded and cached on the player just like standard content
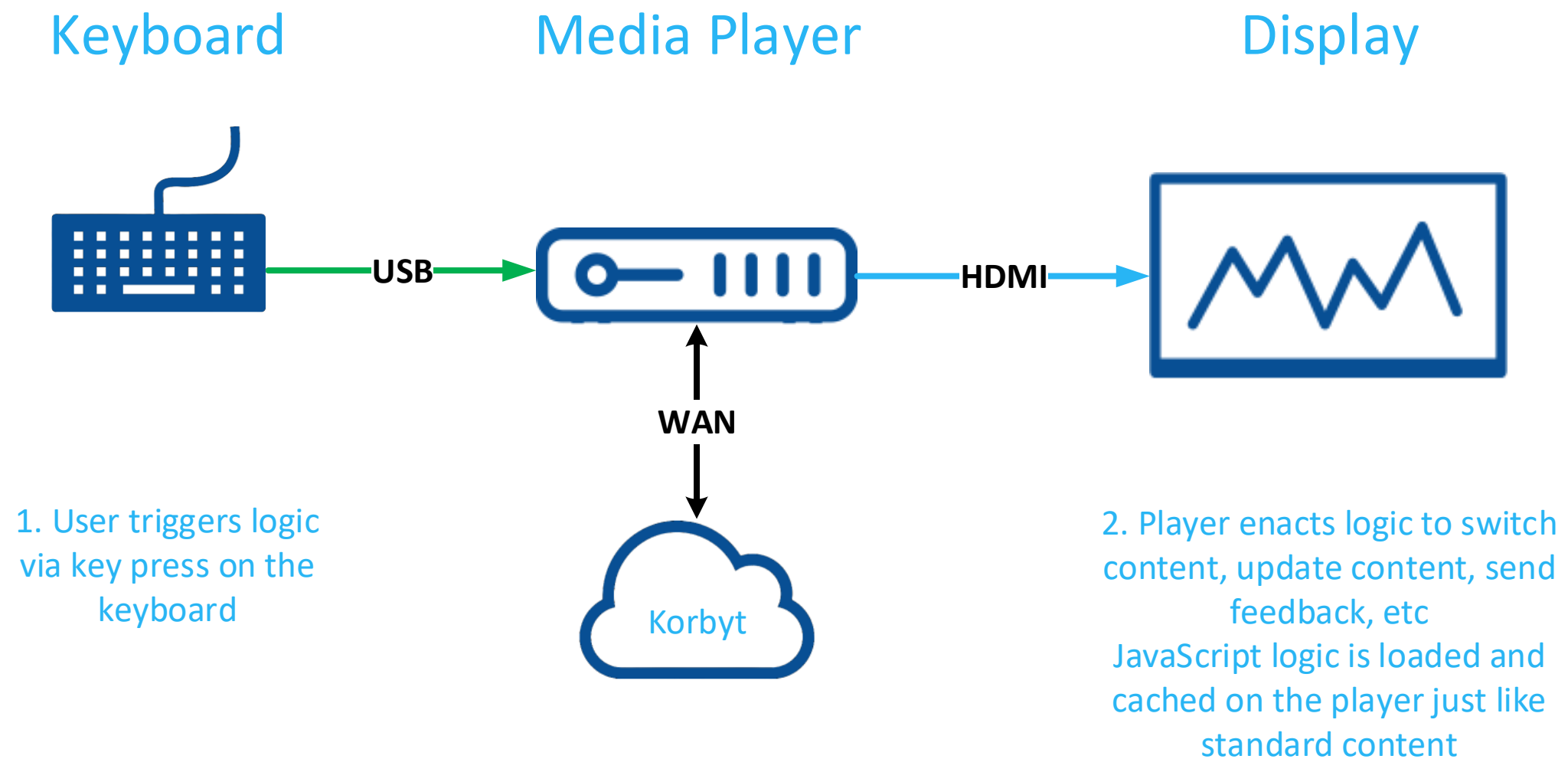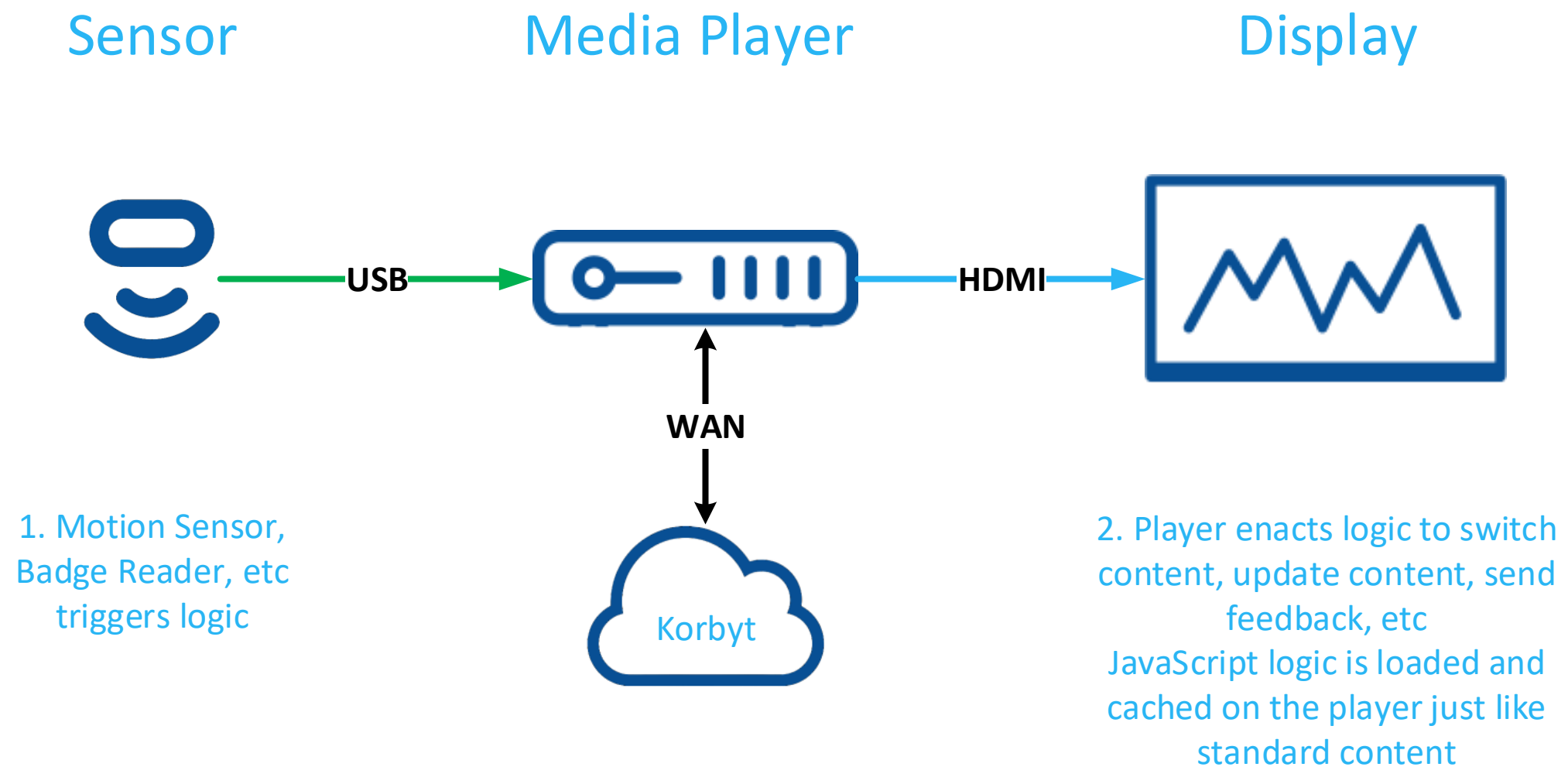
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API Control Example

User Interface

Cloud API

Media Player

Display

WAN

WAN

WAN

HDMI

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1. User triggers logic via button press on the interface

2. Data is sent to the Korbyt API or relevant third party Cloud API and the results transmitted back to the player. This process can take up to 30 seconds or more

Cloud connection to the API is required for this example

3. Player enacts logic to switch content, update content, send feedback, etc

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Database Control Example

Database

Data Integration

Media Player

Display

WAN/LAN

WAN/LAN

WAN/LAN

HDMI

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1. User input triggers Database update (MS SQL, Oracle, PostgreSQL, etc)

2. Korbyt Data Integration retrieves the altered data and updates any connected Layout Data Subscriptions

3. Layout Trigger responds to Data Subscripton update and adjusts content based on Layout defined rules

Connection to a database is required for this example
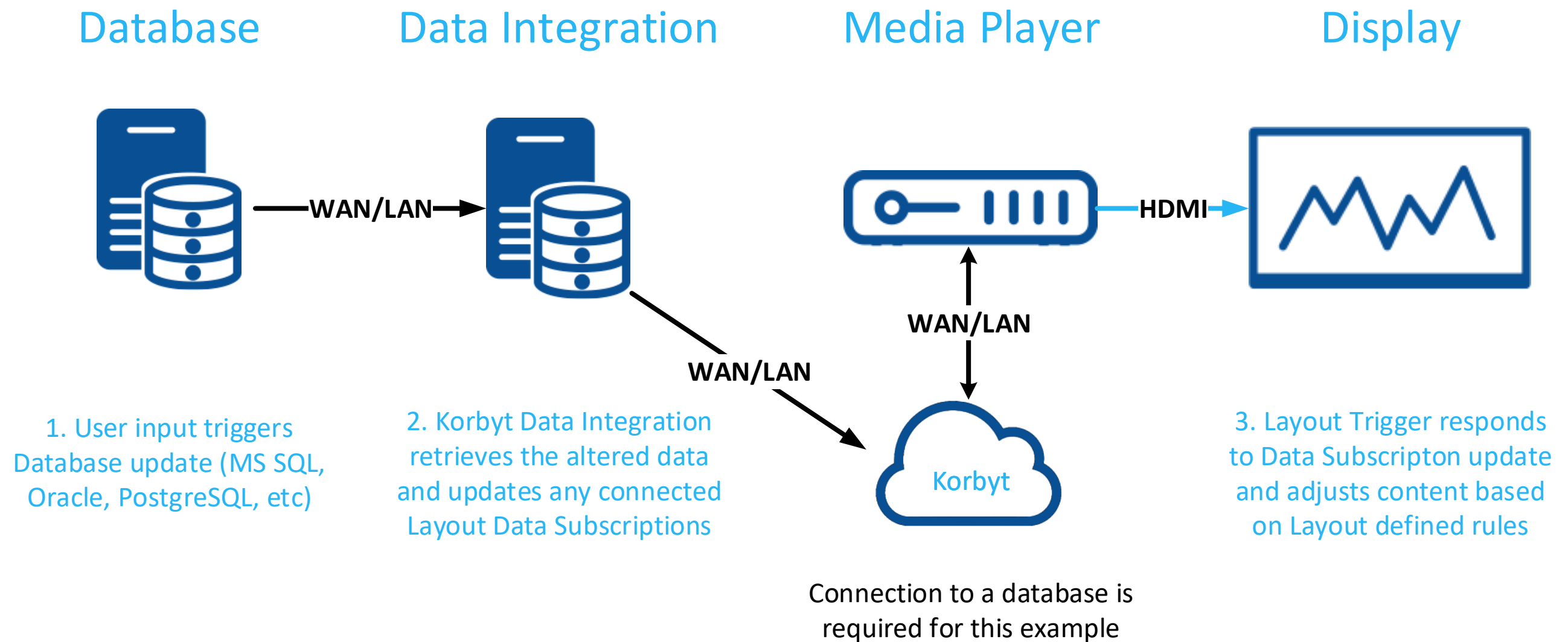
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This scenario requires either a multi output player or Windows machine with a built-in screen and external output

Display 1 (Interactive)

Multi Output Media Player

Other Display(s)

HDMI
USB

HDMI

WAN

Korbyt

1. User triggers logic via button press on a Interactive Layout

2. The Layout enacts built-in logic (Layout Builder > Quick Actions) to change content on any desired output of the player. No programming required

3. The Layout is **extended** across all screens. Each screen displays a dedicated subsection of the overall Layout. User input and logic can adjust content on all displays or an individual section of a screen