

Smart TV Platform

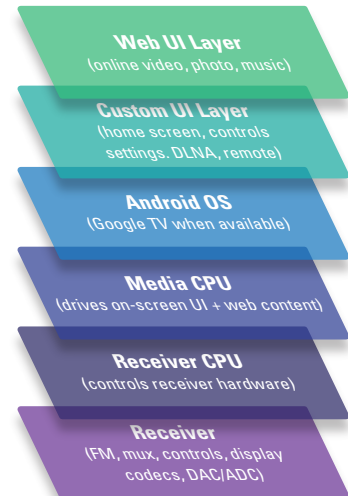
Our Smart TV Software Platform permits the addition of modern user interfaces and control mechanisms to consumer electronics and embedded devices, ranging from speakers and receivers to smart TVs and Blu-ray players. Application development cycles are massively shortened when using our SDK in conjunction with the simple delivery of events such as remote control signals, IP connectivity, animation, and media playback.

Key Features:

- Slick User Interface with animations, transparency, and modern look
- Short application development cycle
- Application portability with other HTML5-based platforms
- Simple Video and Audio support
- Event-driven model with support for IR and IP remote controls as well as keyboards
- Interface to additional embedded hardware/software via a command module
- Both DLNA client and DLNA server for more flexible and complete network interaction
- Expandability to non-browser-based media subscription services using the lalaPlayer integration
- Use of JavaScript extensions to control media modules from the application UI

Technology:

- HTML5/Javascript as the foundation, with full support for audio/video elements, including hardware acceleration
- Eventing/Controller/View Framework with templates for UI
- Auto-update framework
- gStreamer based on proprietary media pipelines for easy customization
- Binary Serial Interface for hardware control (such as DSP, mux, on-device display, etc.)
- Internet Protocol interface for control and feedback
- Logging and debugging interface
- Simulator for rapid development of User Interfaces
- Access to file system, USB devices
- Platform-level Internet Radio and DLNA support
- Network configuration and management support
- Adobe Flash for enhanced browsing performance
- Open source includes: Android and Linux, FFmpeg and mPlayer, jQuery, AQLite, WebKit and xerces



User Interface Architecture



UI implementation example

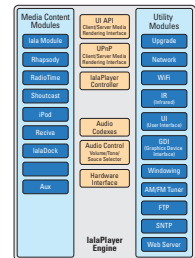


Intel CE5300 mini ITX Platform

Omnilala Software Platforms

Iala® Player Engine

A versatile solution that connects users with media content, whether it is coming from the cloud, a home network or a mobile device. Designed for superior ease of use and future updates with new services and features and deployed on Freescale, Marvell, Intel, Arkados, and Cirrus Logic. Runs on all major operating systems (iOS, Linux, Windows and MAC OS X).

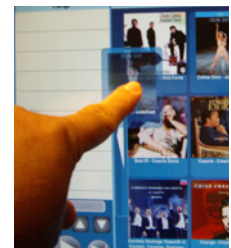


Iala® Player Engine

Mobile Apps

We offer apps development for iOS and Android. Some examples of iOS apps include the Iala®Radio, Iala®Dance, Iala®Remote, Iala®Kidz and TivoliRadio™.

Other software modules we've developed include RadioTime interface, DLNA and Rhapsody.



Iala® 1000 Engine

Iala® 1000 Engine

Built on enterprise-grade open source software foundations, deployed on various sub-1GHz standard motherboards and supports players in six zones. The GUI and control are designed for customization and re-branding.

Hardware Solutions

Omnilala software runs on a variety of third-party SBCs (Single Board Computers) and on the new Intel Media CPU, the CE4100 and CE5300.

We will work with third parties that provide hardware and software solutions to achieve the most cost-effective solutions available on the market.



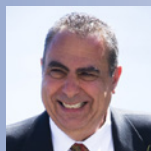
Iala®Radio iOS Mobile app

Commitment to Our Customers

We have a very strong commitment to ensuring our customers' success. With short application development cycles, we can build new products or add functionality to your current products, using our software modules and platforms. From playing streamed Web media content and connectivity to other Internet media services, to playing A/V files from your PC over wired networks or WiFi, to playing any media content from an iPhone/iPad or other portable player and legacy A/V equipment.

We cover the most popular interfaces, protocols, DRMs, and HD A/V formats. Our team's extensive skill set spans from embedded to cloud-based solutions, including tools, SDK and framework development.

Projects start with the product definition and requirement stage, and they move through feasibility and simulation, storyboards and GUI, to alpha and beta prototypes and full gold release deployment.



Baruch Russo
President, Omnilala, Inc.



Omnilala • 124 Arnold Road • Newton, MA 02459 • phone: 617.928.0300 • www.omnilala.com • info@omnilala.com

© 2003-2014, all rights reserved, omnilala inc. The word "OMNILALA" and the word "LALA," in any manner of presentation, are registered trademarks of omnilala inc. All other trademarks are the property of their respective owners. Specifications are subject to change without notice.