

lala[®]1000 Engine

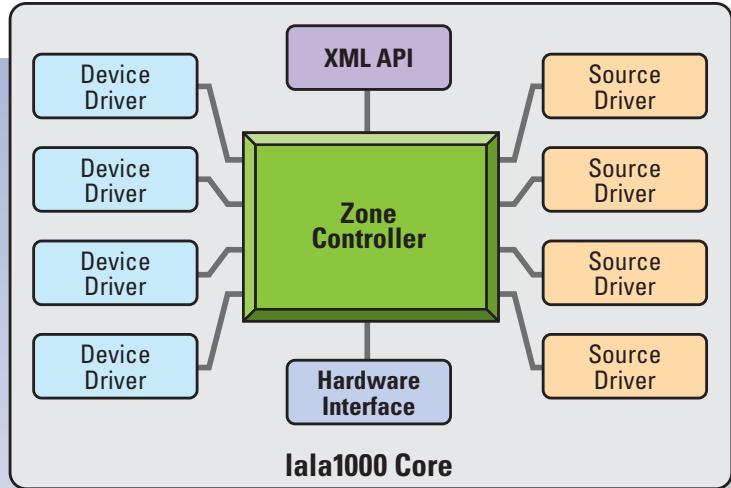
The lala1000 Core engine manages controls and connects media content sources and media players. The software application running on enterprise-grade open source software foundation, including Linux and Java can run on a low-cost sub 1 GHz processor and support six zones.

The XML API allows customization of variety of rich user interfaces from for PC and PDA browsers.

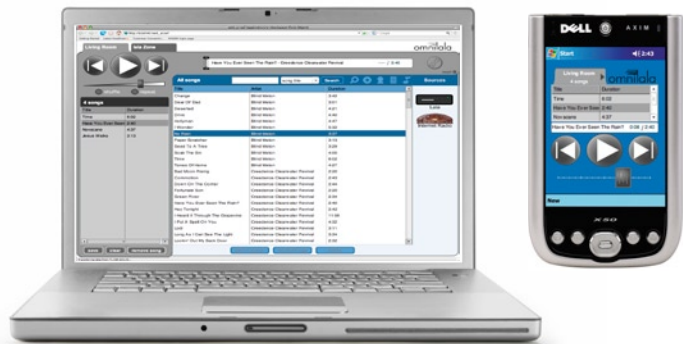
The basic package includes interfaces (drivers) for popular media players, and a variety of media content sources and codecs.

The software package can be customized in terms of the GUI (graphic user interface), support for different media sources and media players and the hardware control/interface.

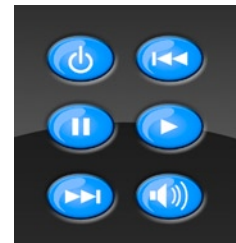
The internal architecture includes among others, network and database APIs and user interface logic and configuration control.



lala1000 Core Architecture



Standard flash based UI browsers



Omnilala can build a custom UI for your product

lala[®] 1000 Engine

Features:

Multi-threaded device controller with pluggable network device drivers and dynamic device detection/addition

Drivers for several popular network music players

Support for several source zones through pluggable drivers

Shoutcast™ internet radio playback

XML interface to the UI and other controllers

Std. Flash based PC User Interface [Via browser]

Std. Flash based PDA User Interface

Robust extensible database engine

Transcoder interface

Software auto-updates

Hardware failure detection

Enterprise-grade open source software foundation, including Linux and Java

Support of six zones on a low-cost sub 1GHz processor

Automatic Reading [Ripping] music CDs

Automatic conversion of WAV files into MP3 format

Write [burn] CDs in CDA and MP3 formats

Automatic building database from FreeDB

Broadcast lalaNumber over the network (SAMBA)

Device Drivers:

lala[®]Player

UPnP media players

Squeezebox[®] by SlimDevice and other slimServer-based players

Roku

Extreamer[®] by BarixT AG

API commands Summary:

Basic Player commands: Play, Pause, Scroll, Stop, Next, Prev, Jump, Random, Repeat, Volume, volup, voldown

Standard request parameters: Zone, Cmd, Offset, Limit, Item, ItemID, Index, SortBy

Player Queue Commands: Add, Remove, Clear, Save, Moveto, Moveup, Movedown, Burn, SavePlaylist, Sync, Sort

Other Commands: Music Database Commands, User Authentication, Zone Commands, Output Commands, Miscellaneous Commands, Responses

Open Source Credits:

Red Hat Linux: <http://www.redhat.com/>

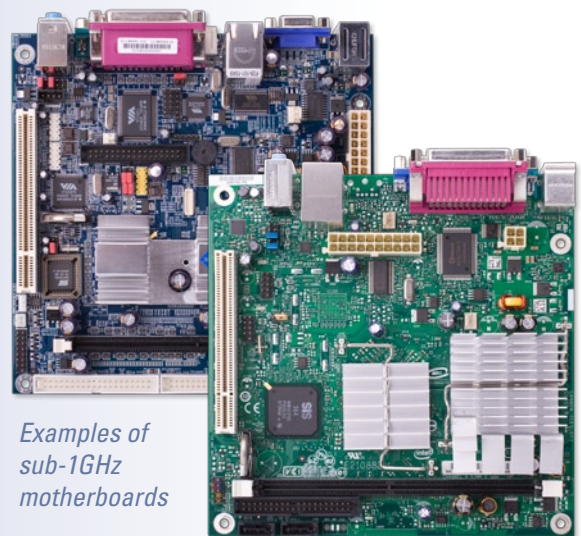
Java: <http://java.sun.com/>

Tomcat: <http://jakarta.apache.org/tomcat/>

MPlayer: <http://www.mplayerhq.hu/homepage/>

Perl: <http://www.perl.org/>

Samba: <http://www.samba.org/>



Examples of sub-1GHz motherboards



lala1000 Core engine powers OEM music servers

The logo for omnilala, featuring the word "omnilala" in a stylized font with a blue and green color scheme and a graphic element above the 'i'.