



## Background

Movidity is bringing the future of multimedia to the mobile world, today.

With the advent of Movidity’s ground breaking Multimedia Mobility system, Video and Audio on Demand (V/AoD) services over cellular or other low bandwidth networks is now not only a possibility, but a gateway for delivering new, multimedia rich content and applications to mobile users.

Building on this technology is Movidity’s MLSS (Multifeed Large Scale Surveillance) product, which provides the capability to view and control live video surveillance feeds – for both corporate / enterprise and small scale (small business, home and personal) use.

### SECURITY IN TODAY’S WORLD

Global events of the last decade have outlined the need for security. While we tend to think of this as a requirement for governments or large organizations, but it is also very germane to the small business and personal worlds.

In the realm of physical security, video surveillance has been a cornerstone for many years, from institutional and corporate settings to retail and home use.

While newer technologies including DVR, and IP network based video systems are becoming more prevalent, the ability to provide on-demand access to video surveillance feeds from locations other than a hard-wired “control centre” has been

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very limited. Simple implementations of PDA based viewers with in-building WiFi connectivity are the extent of video surveillance mobility today.

### MOVIDITY – MLSS

The needs of security professionals, business, home owners and individuals vary considerably when discussing video surveillance. However, a common theme exists across all these parties, namely the desire to view live video feeds while having interactive camera control – all without being tied to desktop systems or hardwired video control centers.

This need is now satisfied with the Movidity MLSS system.

Movidity MLSS takes interactive video surveillance to new levels. Imagine being able to view live surveillance feeds from a standard Java enabled cell phone or Blackberry over current 2.5G cellular networks. Anyone from a homeowner, to an institutional security director or law enforcement official can now view live surveillance video from practically any location in the world from their mobile device.

## MOVIDITY MLSS CAPABILITIES

The Movidity MLSS server can receive video feeds in various formats (MPEG1, MPEG2, MPEG4, H.264, etc.) and using its integrated high performance transcoder, converts the streams to Movidity Media Objects for transmission to mobile devices using the Movidity mobile media client or an embedded 3GP media player. Note that MLSS is a closed system, with security to prevent non-authorized users to view video.

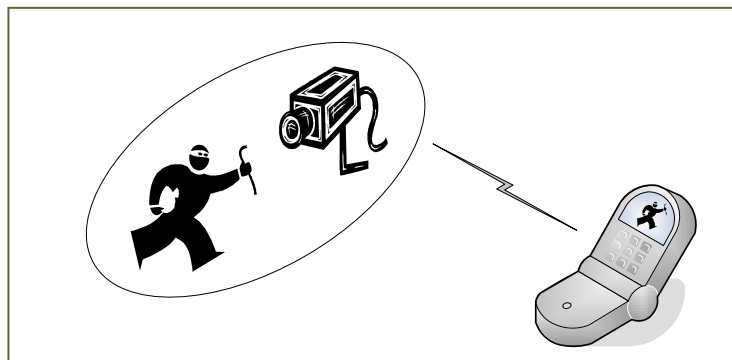
MLSS is designed to handle incidental but feed intensive live video traffic; the system can service thousands of concurrent mobile clients viewing live video. The system can also scale to include multiple servers ingesting hundreds of live feeds. Multiple virtual MLSS domains can be created on a single server, allowing for multiple administrator, feed and mobile client domains.

Administrators control MLSS via standard web interface, and can assign mobile users on a global basis. When granted access, mobile users simply use the Movidity client to connect over-the-air to the MLSS server and select the live feeds they wish to view.

The video transcoding processes incurs a typical delay of less than one second. The transmission of media (across a wireless network to the handset) usually requires between 1–3 seconds.

MLSS will work across typical 2.5G cellular

*“Imagine being able to view live video surveillance feeds from a cell phone or Blackberry...”*



*Movidity provides live, low latency viewing of surveillance video camera feeds and camera control from practically any location.*

networks that are prevalent today; higher speed connections (EVDO, EDGE, HSDPA, WCDMA, 3G) can provide enhanced video streaming.

Movidity MLSS also feature a unique DVR functionality; mobile users can pause, fast-forward, or rewind video.

## SUPPORTED MOBILE DEVICES

- Java Based Cell Phones
- Java (J2ME), midp2.0 and cldc1.0
- mobile browser
- most mdip2/j2me handsets will be able to use the playback & media access functions of MLSS;

### RIM Blackberry

- BlackBerry 8100 series
- BlackBerry 8300 series
- BlackBerry 8700 series
- BlackBerry 8800 series
- Blackberry 9000 series

## SUPPORTED MOBILE NETWORKS

MLSS streaming should be accessible through most GSM/GPRS networks (and by association, mobile devices that operate on GSM/GPRS). Such networks are prevalent throughout the world (Americas, Europe, Asia, Africa).

MLSS streaming can also be accessed through CDMA networks/devices. However, operators of CDMA type networks (especially in North America) may require digital signing of applications loaded onto their subscribers mobile devices.

MLSS streaming runs on mobile devices with faster connection capabilities – EDGE, 3G HSDPA, EVDO, 1x, W-CDMA. Faster data transmission provides improved video quality.

## MLSS INPUT STREAMS

The MLSS server is a scalable transcoding server and will transcode high quality camera bit streams originating as MMS or RTSP feeds. The mobile client has complete control over the encoding rate of bit streams and other aspects of display, making it possible to easily adjust picture quality depending on whether their wireless connection is made through a 2.5G, 3G or WiFi network.

## MOBILE MEDIA CLIENT

The MLSS Mobile media client is a downloadable application from the MLSS server. Users simply point their web browser to a pre-defined URL (representing the MLSS server or other location that contains the MLSS mobile device client).

Typical download / installation is as follows:

1. Using your mobile device browser, navigate to the URL defined by a system administrator. The MLSS mobile client should automatically download over-the-air (typically in less than 30 seconds).
2. Once the download is complete, you will have to accept the application to install on your device (this process may vary depending on the device). Once the client is installed, an icon will either be created for the client in your icons menu, or MLSS will be listed as one of your applications.
3. Depending on your mobile device, you should: (1) ensure that the backlight is turned on before you begin using MLSS; and (2) that the connection settings on your device are configured to allow the MLSS client to access the network (without having to repeatedly accept connections while the client is running). This Setting assignment is usually found in your mobile device's Applications Manager utility.
4. Mobile users must be previously registered on the MLSS website by the System Administrator who provides a Username and Password.

## MOVIDITY MLSS LICENSING


Movidity MLSS includes all required server software components and is available in various CAL license packs, which provide concurrent client access for as little as two to thousands of users. Additional licenses are easily added as installations scale in size. A license

subscription / revenue sharing model for OEM and service providers is also available.

## SYSTEM REQUIREMENTS

### Movidity MLSS Server (minimum):

- Linux (Kernel 2.4+)
- Pentium 4 (or equivalent), 1.5 GHz
- 512 MB RAM
- 40MB (Server) + 20MB/hr archived content



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