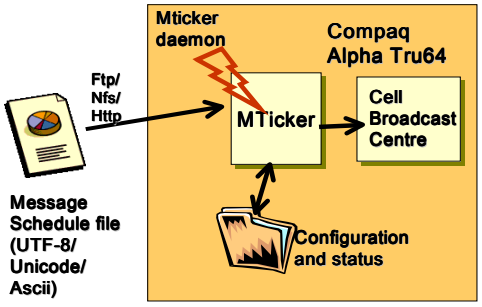
Cell Broadcast System
Factsheet

one2many
Reaching your audience

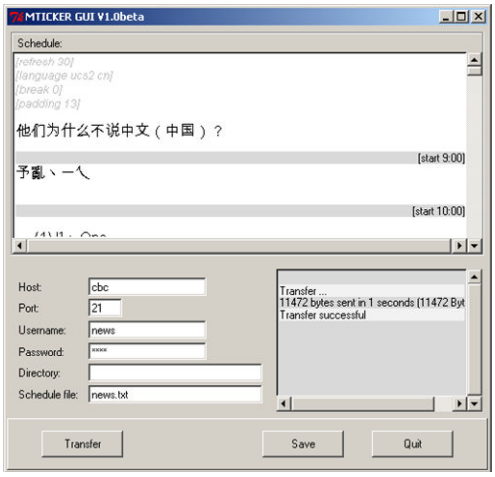
MTicker

The Mobile Ticker Server (MTicker) is an add-on for the Cell Broadcast Centre (CBC). MTicker can schedule messages for a whole day or broadcast message at once. MTicker makes it possible to set-up information services like news headlines, latest financial information, weather forecasts and schedule services like prayer service, teaser service, etcetera without programming effort. This sheet gives an overview of the possibilities of MTicker.



Features

- MTicker can schedule one or more schedules located in an UTF-8/Unicode/ASCII format text file (configurable location).
- Simple Graphical User Interface (MTicker GUI) to edit and transfer schedule files. The editor uses syntax highlighting for schedule commands.
- Services can be configured with all the standard message properties, communication settings, content provider, areas, default language, default refresh rate and the schedule file location.



- Simple Graphical User Interface (MTicker GUI) to edit and transfer schedule files. The editor uses syntax highlighting for schedule commands.

- The content provider delivers a schedule text file that contains schedule times (start, stop), text, language and the message refresh rate. This schedule file can be uploaded with ftp, nfs or a web-server.
- Schedule files can be defined with any text editor UTF-8, Unicode (Big and little Endian) and ASCII format.
- Every 15 seconds (configurable time) MTicker analyses the running services and reads the schedule files. If the text on the mobile has to be changed/deleted/defined MTicker takes the proper actions.
- MTicker generates automatically configuration files. The operator only needs to update the file with the desired CBC configuration options like Content Provider, message id's and schedule file location.
- MTicker runs on the CBC node. Content providers can upload their schedule with for example ftp or http.
- Easy to implement other (than the default MTicker GUI) user interfaces.

For more information: see http://www.on2many.eu