

Wireless Inflight Entertainment



Make every flight a memorable experience

Our wireless systems puts entertainment and services into the hands of every passenger



Content



Wireless



Ancillary



Design

The only true end-to-end Wireless IFE solution...



Hardware

Portable

- Standalone portable server
- Battery operated
- No certification necessary
- Server & battery bags for secure transportation
- Remotely updatable

Fixed

- Installed solution
- EASA & FAA certified
- Engineering support provided

Hybrid

- Portable server connected to aircraft power outlet
- Engineering support provided for minor mod to install power supply



Software

Passenger Interface

- App free service increasing PAX take-up at a reduced cost
- Hollywood approved DRM for early window movies
- Enhanced streaming technology with complete cabin coverage
- Compatible with Android, iOS, Windows & OSX devices

Crew Application

- Crew control of Everhub system via mobile device
- Crew to PAX chat functionality
- POS & Stock management integration

Control Centre

- Cloud-based CMS with self-service capabilities
- Live data analytics and reporting dashboard



Content

Entertainment

- Early-window Hollywood Movies
- TV Shows
- Audio
- Games
- Publications
- Newspapers
- YouTube
- Viral content
- Wellness Videos

Services

- Moving Map
- Surveys
- Advertising
- Paid Access Content
- Ancillary Revenue Generators
- E-Commerce Platform



Helpdesk



Wireless IFE
PAX application

Passenger
personal devices



Services

Data Analytics
Content Management
Server Status
Data Synchronisation
Flight History
Flight Schedules



**Everhub
Control Centre**



Cloud



USB/Ethernet
3G/4G



**Onboard
Server**

Services

Streaming & DRM
Live map
Publications
Games
Survey
Advertising



CMS
Content
management system



Everhub
diagnostics
Server status report



Crew devices



For further information on all our services please contact us at:
mail@inflightdublin.com | inflightdublin.com | [in](#) [t](#)

INFLIGHT DUBLIN
TOTAL INFLIGHT ENTERTAINMENT