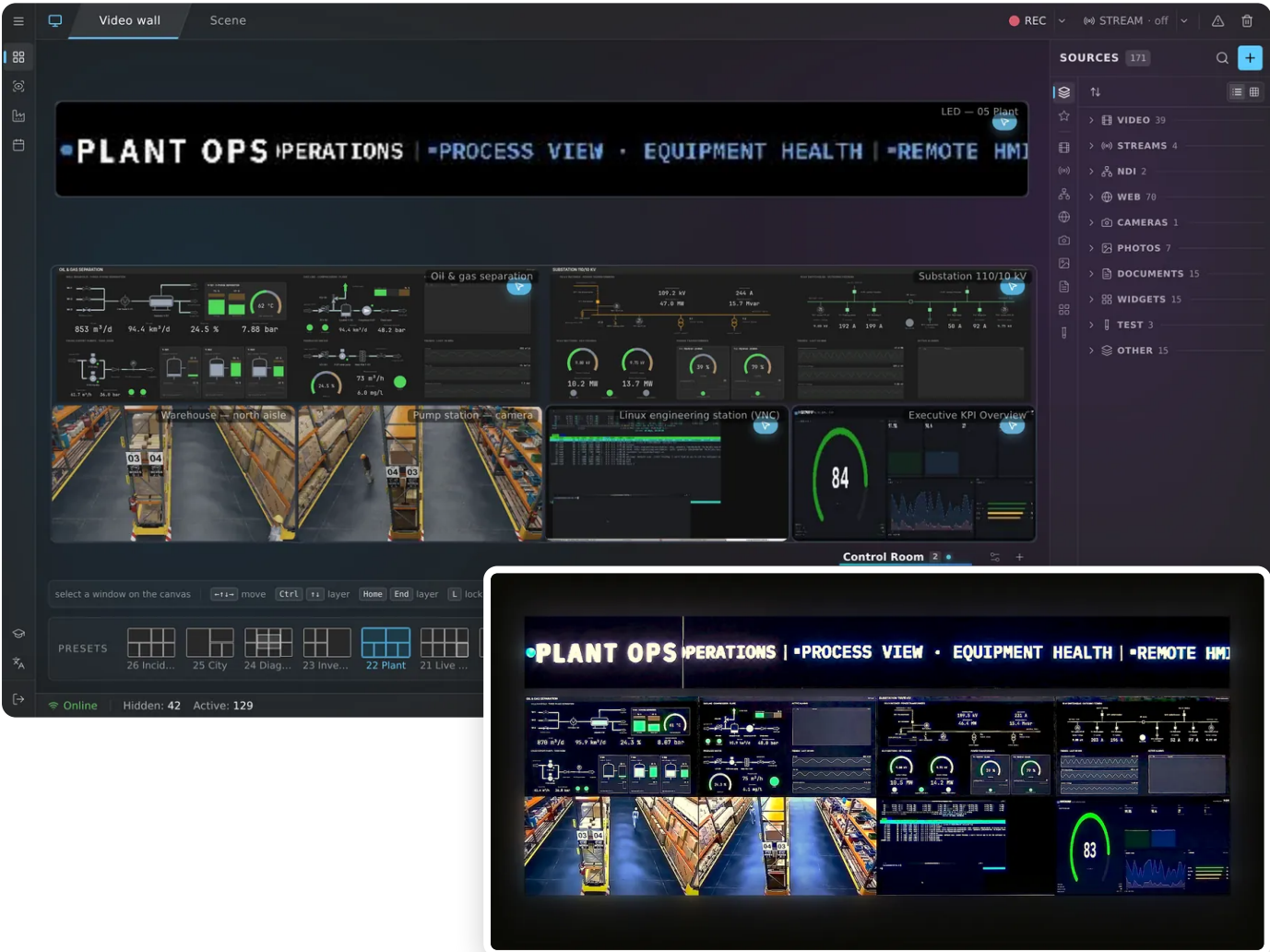


VIDEO WALL SOFTWARE

One browser tab. Every source on the wall — on your own Linux server.

Craft Wall turns a Linux server with an NVIDIA GPU into a video wall controller for control rooms, NOC and SOC operations and AV projects. Operators manage the wall from a browser: cameras, NDI, web dashboards, remote desktops, documents and SCADA mimics share one canvas across LCD and LED displays.

€2,500 per server, perpetual licence	No caps on displays, sources, operators or canvases in the licence	12 source types in the console's source dialog	0 programs to install on operators' computers — a browser is enough
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The product stand, 19 September 2026. Operator console in a browser, and the physical wall filmed by the room camera (inset): an LCD canvas of 7680 × 2160 from eight panels and an LED line of 1200 × 120, driven as one group from one server. This scene loads the server's GPU to 35 % and its CPU to 16 % (console status bar). Nothing is redrawn.

This datasheet describes the current release only. Capabilities that are not available today are listed on page 3 under “Not in the current release”.

01 • SOURCES

Twelve source types on one canvas

Video file

MP4, MKV, WebM

Capture card

USB/PCI, V4L2 driver

Image

JPG, PNG, diagrams

Remote desktop RDP

keyboard and mouse

Video stream

RTSP, RTMP, HLS cameras

Website

interactive, automatic sign-in

Document

PDF, Word, PowerPoint, Excel, ODF

Ticker

scrolling text

NDI

network sources, discovery, PTZ

Widgets

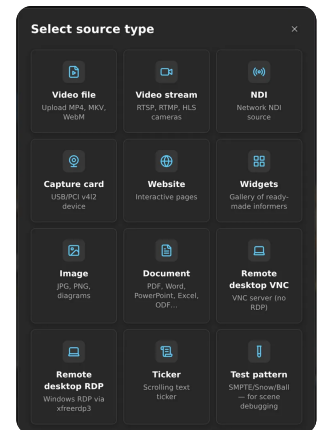
ready-made informers

Remote desktop VNC

keyboard and mouse

Test pattern

SMPTE bars, snow, ball



The console's own "Select source type" dialog.

Operators type and click inside remote desktops and web pages from the console; the wall shows every change. A video-conference participant can be shown as a window on the wall.

02 • LAYOUTS AND SCENES

Arrange windows, save scenes, drive several walls

- Canvas editor: move and resize windows; the physical wall applies the geometry on release.
- Grid layouts and layers; scenes saved and recalled by operators.
- Several surfaces (LCD, LED, projector) and groups from one server; rotation and bezels set in the display wizard.
- Output straight from the GPU's video outputs, without a desktop session.

04 • SCADA MODULE INCLUDED

Mimic diagrams with live tags

- Browser mimic editor: 57 symbols in 10 categories, ISA-101 style themes, bindings, animations, versions.
- Drivers: OPC UA, Modbus TCP, MQTT Sparkplug B.
- Alarms per ISA-18.2 with shelving and EEMUA 191 KPIs; history in PostgreSQL.
- An alarm can switch the wall scene. Read-only by design: nothing is written to the process.

06 • 24/7 RELIABILITY

Sources recover on their own

- Each source runs in its own supervised process and restarts automatically after a failure.
- The wall's state is stored and restored after a server restart.
- Hot standby: a second server takes over when the heartbeat (every 500 ms) is missing for 3 s.
- Signed software updates with automatic rollback.

03 • ALARM AUTOMATION

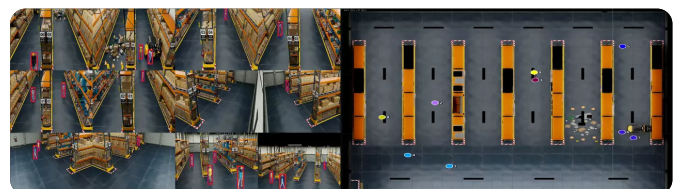
The wall reacts to alarms

- An HTTP call switches the wall to the incident scene.
- When the alarm clears, the wall returns — unless an operator chose another scene meanwhile.
- Schedules (cron) for routine changes of layout.

05 • AI VIDEO ANALYTICS INCLUDED

Detection on the server GPU

- People and vehicle detection and tracking on the server's GPU.
- Rules drawn on the live frame: line crossing, zone, abandoned object, anti-passback.
- Incident queue with operator verdicts; site plan with live markers — both are ordinary wall sources.
- No face or number-plate recognition.



AI video analytics on the stand: twelve camera streams go through detection on the server GPU; every tracked person moves as a numbered marker on the site plan.

07 • DEPLOYMENT AND SECURITY

Runs on premises, without internet access if required

- Installed on the customer's server; operated from a browser on the local network, including isolated networks.
- Reference platform: Ubuntu 24.04 LTS with the NVIDIA driver; an installation image is available.
- User roles: administrator, operator, viewer.
- Licence verified offline: a signed licence file bound to the server's hardware, tolerant of replacing a part.

08 • REQUIREMENTS

Server	Linux server with an NVIDIA GPU. Minimum for the installation image: 8 CPU cores, 16 GB RAM, 120 GB storage; UEFI Secure Boot off. CPU, RAM, network and capture cards are sized for the workload.
Displays	LCD displays or an LED wall on the GPU's video outputs. The number and resolution of displays depend on the GPU and its outputs — the licence sets no limit.
Operators	A current browser on a laptop or tablet in the same network. Several operators can work with one wall at once.
Sizing	Server sizing calculator: craftwall.pro/en/pricing/sizing/

09 • LICENCE AND PRICE

Published price, perpetual licence

Craft Wall licence €2,500 per server, perpetual. For your own Linux server with an NVIDIA GPU.	Server with Craft Wall from €15,000 hardware sized to your spec, OS and software installed, commissioning included.
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- No licence fees per display, source, operator or canvas.
- SCADA module and AI video analytics are included.
- First year of updates included; annual support optional at 20 % a year.
- Pre-configured server: 12-month hardware warranty, 3-year option.
- Not included: displays, network infrastructure, cameras, taxes.

10 • HOW TO EVALUATE

- **Live stand, 30 minutes, on your own:** the console in your browser and a camera on the physical wall — craftwall.pro/en/demo/
- **Proof of concept** on your own sources with acceptance criteria — craftwall.pro/en/demo/poc/
- **Five-year cost:** TCO calculator and the open method, DOI 10.5281/zenodo.20650637

NOT IN THE CURRENT RELEASE

- Sound output to the wall
- Streaming or recording the wall's output
- WebRTC sources
- ONVIF discovery and PTZ over ONVIF
- Face and number-plate recognition
- Writing values to SCADA or PLCs
- Output from several GPUs; hardware genlock
- VMS, MQTT and LED-controller integrations (in development)

PIXEL COMMAND SOLUTIONS - FZCO

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