

# Compare players

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**URL:** <https://docs.grassfish.com/docs/compare-player-features>

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The feature comparison tables refer to the following players:

Player	Beschreibung
Linux	Based on Lubuntu 20.04 and 22.04. <a href="#">Learn more ...</a>
Windows	Windows 10 IoT LTSC 64 bit. <a href="#">Learn more ...</a>
Android	From Android 7.1. <a href="#">Learn more ...</a>
Tizen	Samsung Tizen 4.0. Contact Grassfish Sales for Tizen 6.5. <a href="#">Learn more ...</a>

## General features

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Features	Linux
Playback scheduling by time, date, and location	✓
Playback scheduling by player groups and attributes	✓

Spot transition seamless	✓
Spot transitions with different animations	✓
Interactive content	✓
Monitoring and player self-monitoring	✓
Automatic player software updates from the server	✓
Switching screens on/off	✓
Screenshot function of the player	✓
Playback reports: configurable reporting on proof-of-play, content usage and interactive applications	✓
Remote maintenance	✓
Green energy support	✓
Homogenous OS/Firmware version on all players	✓
IoT integration of sensors, devices, light, sound, scent and other data sources	✓

## Media formats

Features	Linux
Audio	✓

Video	✓
Images	✓
Websites Websites must be displayable in an iFrame.	✓
Local HTML spots	✓
HTML Composer and HTML Wizard	✓
PDF Large PDFs lead to instabilities in the Android and Tizen Player. PDFs must be tested before rollout.	✓
Video streaming Depends on hardware. Entire setup must be tested extensively.	✓

## Resolution and Display

Features	Linux	Win
Full HD	✓	✓
4K Depends on hardware. Entire setup must be tested extensively.	✓	✓
More than 4K (with multiple display outputs)	✓	✓
Split screen layouts with multiple media zones on the screen Depends on hardware. Entire setup must be tested extensively.	✓	✓

Overlay function	✓	✓
Synchronization of content across multiple screens	✓	✓
Operation of two screens displaying different content	✓	✓

## Playback behavior

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Features	Linux	Win
Screensaver	✓	✓
Prioritized content	✓	✓
Versioned playlists	✓	✓
Time-triggered content	✓	✓
Event-triggered content Triggered by Composer / Wizard spots or Webservice calls (external hardware is project specific).	✓	✓
Randomized playback	✓	✓
Data-driven content and streaming	✓	✓
Dynamic content delivery - targeted promotions and relevant information	✓	✓
Playback of a specific number of spots for each cycle	✓	✓
Live tags - Management of spot playback depending on UDC data	✓	✓

Live tags - Management of spot playback depending on sensors	✓	✓
Live tags - spot playback in accordance with weather forecast* *on request	✓	✓
Real-time data collection platform for analytics and business intelligence	✓	✓
Player API	✓	✓
FAST interface for near real-time control of the player	✓	✓
DOOH playback support (frequency, number of playbacks, share of voice)	✓	✓
SSP gateway integration	✓	✓

## Dynamic data

Features	Linux	Win
Transfer and allocation of data in UDC	✓	✓
Local database on the player for the data	✓	✓
Display of data in HTML templates	✓	✓