Solstice + Appspace Digital Signage

Extend Appspace digital signage feeds to your Solstice Pods to get more out of your meeting spaces. Appspace is an easy-to-use software platform that allows you to publish on-brand messaging using customizable HTML card templates. This integration gives you the ability to show easy-to-create, HTML-based signage channels on Solstice displays not in active use for wireless collaboration. Solstice displays in huddle spaces, meeting rooms, and transitional spaces become digital signage endpoints for communicating company announcements, events, and other valuable information without the need to deploy additional signage hardware.

Turning your Solstice Pod into a digital signage media player is as simple as

Creating digital signage in Appspace	Enabling digital signage in Solstice	Registering your Pod in Appspace

System Requirements

- Solstice Gen2i or Gen3 Pod
- Appspace 7.0 or higher
- Solstice Dashboard

- Access allowed through your firewall for:
  - Google Chrome web browsers
  - Network ports 80 and 443

How to Play Appspace Digital Signage on a Solstice Display

To play an Appspace digital signage feed, the Solstice Pod must have internet access. The Solstice Pod will need to be connected to a display monitor in order to complete the device registration in Appspace.

1. Open the Solstice Dashboard and select the Pod you want to add the digital signage channel to.
2. On the Digital Signage tab, select **Enabled**, then select **Footer Only**. This option allows you to view the registration code and can be changed after the Pod is registered with Appspace.
3. In the **Source URL** field, enter **https://cloud.appspace.com/app/**.
4. Click **Apply**. The Pod's display will show an Appspace screen with a registration code.
5. Log in to Appspace and go to the dashboard. Enter the registration code in the Device Registration section, then click **Go**.
6. Complete the fields to register your device and assign a channel.
7. Click **Register**. The Pod will begin displaying the content from the assigned Appspace channel.

For more information on how to use Appspace or more in-depth information on how to registering a player, see the Appspace documentation.