
IdeaNova introduces Version 6 of Inplay player

By **Rick Lundstrom** on May, 1 2020 | Inflight Entertainment



[IdeaNova Technologies](#) has introduced their new Inplay player – the sixth generation of the company’s IFE component.

Inplay provides a single platform for playback of all DRM and non-DRM content on PC, Mac, and mobile environments. It uses a React-based technology to provide the same experience in mobile and laptop environments.

“Since IdeaNova’s developers were able to unify the user experience into a single player, it also reduces operating expenses for their customers, who now need to support only one software,” said a release from the company. “To further reduce the operating expenses, IdeaNova integrated all DRM and non-DRM playback experience into one player.”

The player now supports [Google Widevine](#), [Apple FairPlay](#) and [Microsoft PlayReady DRM](#) along with playback of mpd and HLS non-DRM content. Customers who already licensed earlier versions of this software will be able to upgrade to Inplay Web 6 free of charge.

The new version of the player has some enhanced features such as: picture in picture, scene seek, and playlist. Customization is another enhanced feature, allowing complete user interface and user experience to be adjusted based on customer preferences.

IdeaNova’s Chief Technical Officer, Janne Pelkonen, added the following: “Our team is always working hard to provide more powerful, yet simpler solutions for our customers and end users. This latest web player is a perfect example of that effort: It has more features and better customizability, but at the same time it is easier to integrate and use.”

“We believe airlines and IFE vendors should consider upgrading their IFE platforms during this downtime to improve the overall passenger experience. Passengers will return to traveling and would likely prefer high quality inflight entertainment on their own devices,” said IdeaNova founder and CEO, Juraj Siska. “Many of our employees have worked and witnessed building every component of the Inplay platform from the ground up, with countless hours spent and revisions made before reaching this stage of our product. We are excited about the future and eager to see the benefits we bring to inflight entertainment and passengers around the world.”