

IdeaNova launches Intouch Nearcast



IdeaNova has embraced [WebRTC](#) since the early days of the technology. The company's web conferencing product, Intouch, has been customized and used for its multi-camera and secure recording features around the world. Its latest WebRTC deployment is Intouch [Nearcast](#). The tool is a streamlined screen and video sharing platform that leverages the best of IdeaNova's suite of products.

Nearcast has been trimmed down to run on very a small hardware footprint without the use of Internet - using local Wi-Fi network only. IdeaNova has developed Intouch Nearcast to meet the unique requirements of the aviation industry to screen share and video share content with passengers.

IdeaNova has gone through many challenges to deliver this product and this concept is new and the technology has been molded to fit this unique deployment, the company told *PAX Tech*. For example, screen sharing, which usually consists of static content only, had to leverage a different protocol than video sharing. Significant attention was paid to optimal utilization of bandwidth to ensure smooth and uninterrupted presentation to viewers. The platform is delivered on a scalable and portable docker configuration, suitable for quick installation on any hardware.

While the initial deployment is with the aviation industry, other industries can also use Nearcast; any event venues or government and military organizations that either do not have access or have limited Internet access can benefit from its use.

"We believe Intouch Nearcast is a great fit for companies that are facing infrastructure or security driven constraints with limited or no access to the Internet. With Intouch Nearcast, any hardware with local area network can become a collaboration platform, allowing the organization to provide a better, more predictable experience to their viewers," said Juraj Siska, CEO of IdeaNova.

"Our team worked hard to combine powerful features, such as combining multiple video sources and high-quality video sharing, with an easy-to-use browser UI. The web UI can easily be integrated onto an existing web application or site. On the server side, the system scales down to even low-end Arm based servers. We use optimal video codecs for efficient bandwidth usage and can adapt to even the strictest firewall configurations," said CTO, Janne Pelkonen.