

Infotainment

[Return to Applications](#)

Infotainment gaming focuses on new [performance](#) classes , the latest graphics codecs, and higher resolutions supporting , as well as intelligent [middleware](#), and security features set to secure business critical missions at the same time entertain end users.

Infotainment solutions are ideal for gaming and retail services including lottery & slot machines, VLT, electronic games, and self-service kiosks.

Slot machines must sustain continuous operation, meaning hardware stability and ease of maintenance become essential.

In the retail environment, multimedia digital signage that combines entertainment and information is one of the best ways to communicate with consumers.

Boards embedded boards with [data_distribution_service_ddsf](#) provide flexible connection possibilities for system integrators to link and manage multiple peripherals to meet application needs.

Source: [Adlink: Infotainment & Gaming](#)

Create a Case Study **WWW WWW...** (e.g., My NASA Project) →

From:

<https://omgwiki.org/ddsf/> - **DDS Foundation Wiki**

Permanent link:

<https://omgwiki.org/ddsf/doku.php?id=ddsf:public:applications:infotainment&rev=1601412987>

Last update: **2020/09/29 16:56**

