

ScreenCast™

Screen Sharing Software for NEXTSTEP®

ScreenCast lets users broadcast the display of one NEXTSTEP computer to one or more other computers on the same network. The sender's display is duplicated on each of the receiving computers. What's more, everything that appears on the sender's display—typing, window movements, mouse actions—is simultaneously echoed on the receiving machines. The number of receivers that can simultaneously participate in a ScreenCast session is limited only by network bandwidth. Under normal conditions, approximately 20 receivers is a practical limit.

The receiving machines can do more, however, than just echo the image of the sender's display. Each participant in a ScreenCast session can also interact with the shared image. Typing and mouse actions on any machine in the group appear on all machines.

Some important uses of ScreenCast include:

- ◆ *User support.* ScreenCast is perfect for providing user support within an organization. Support personnel can troubleshoot problems by viewing a copy of the user's display and watching or guiding the user's actions.
- ◆ *Remote System Administration.* With ScreenCast, system administrators can configure or maintain remote machines from the convenience of their own office. No longer do they need to

walk down the hall or across the campus for every day administrative tasks.

- ◆ *Education/Training classes.* ScreenCast is also great for educational computer labs. Students can easily monitor the instructor's display by watching their individual computer screens. The need for expensive projection systems is eliminated.
- ◆ *Computer based conferencing.* With ScreenCast, users can talk on the phone while they discuss and interact with the shared display. It doesn't matter whether they are across the hall or across the country. ScreenCast removes the barriers to truly collaborative computing.

Customers Rave About ScreenCast

"ScreenCast has allowed telecommuting to become a reality for members of our company. There is nothing better for explaining an idea than grabbing the mouse out of someone's hand and showing them from 1500 miles away! We have been able to use it for discussing spreadsheets, program design, and training from remote sites, a necessity for a multi-site corporation," said Sean Hill, Director of Application Development, CCSI Software.

"We are excited by the fact that ScreenCast has the potential of greatly simplifying the task of training in the classroom. It essentially does away with the need for large screen projection which is not always a satisfactory solution for students sitting in the back of the room. ScreenCast also adds the dimension of interactivity to the training environment not present with projection systems," said Don Baker, Technical Services Coordinator, Indiana University School of Journalism.

"ScreenCast has been a major time saver for providing help to remote users on our nationwide network. We are able to "see" the remote users' screen locally, visualize their problem, and "show" them the solution to their question without having to physically go there as was often the case previously. We plan to license ScreenCast on all our NeXT machines," said Ron Broersma,

Naval Command Control and Ocean Surveillance Center (NCCOSC).

"I just received v19 (Beta) this morning and I've been playing with it for the past 2 hours. All I can say is Wow!!! I'm so excited you can't believe. You have created something wonderful," said Salvatore Saieva, Unix Systems Administrator, Queens College.

Features

- ◆ The number of receivers that can simultaneously participate in a ScreenCast session is limited only by network bandwidth. (~20 machines is a practical limit).
- ◆ Receivers can click on and type in the broadcast windows just as if they were actually on their computer.
- ◆ Remote interaction with sender's display can be disabled if desired.
- ◆ Broadcasts can be initiated by either the sender or the receiver.
- ◆ Receivers can easily switch between viewing the broadcast display and their local display.
- ◆ Receivers can be added or subtracted while broadcasting is in progress.
- ◆ Broadcasting between color and black and white computers is fully supported.

Requirements

- ◆ ScreenCast requires NEXTSTEP 3.0 or later.
- ◆ All sending and receiving machines must be running ScreenCast. All must have a valid license.

Price and Availability

Release 1.03 of ScreenCast (supporting both Motorola and Intel hardware) is now available directly from Otherwise as follows (shipping and handling included£30 day money back guarantee):

Single user non-floating license: \$140

Floating network license:

Number of users Price per user

1 - 9	\$160
10 - 19	\$150
20 - 29	\$140
30 - 39	\$130
40 - 49	\$120
50 - 59	\$110
60 - 69	\$100
70 - 79	\$90
80 - 89	\$80
90 - 99	\$70
100+	\$65

A 35% educational discount will be given on all prices.

An evaluation copy of ScreenCast may be obtained from the ANDI (Association of NeXT Developers International) InfoServer. Upon request, it will be sent to you as a 400K NeXTmail attachment.

Send mail to: **info@andi.org**

with subject: **send Otherwise ScreenCast_1.03**

The body of the message should be left blank.

This evaluation copy runs three minutes per session unlicensed. For a more in depth evaluation

please contact Otherwise for a one month expiring license.

Orders and inquires should be addressed to :

Otherwise
1501 Lowe Ave.
Bellingham, WA 98226
206-647-9436 (voice)
206-738-6017 (Fax)
screencast@otherwise.com

Otherwise was founded August 1992 by Bill Tschumy, former NeXT software engineer. Located in Bellingham, Washington, the company develops high-quality NEXTSTEP applications geared toward education.

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