



## **IP – Connect!**

**Transparent Universal Connectivity  
for the Embedded and PC World**

- ④ Today reaching an IP device over the internet is very difficult, time consuming and expensive.
- ④ The major barriers begging to be resolved those of:
  - ④ "Behind NAT"
  - ④ port forwarding (router configuration)
  - ④ firewall bypassing
  - ④ and fixed IP address issues

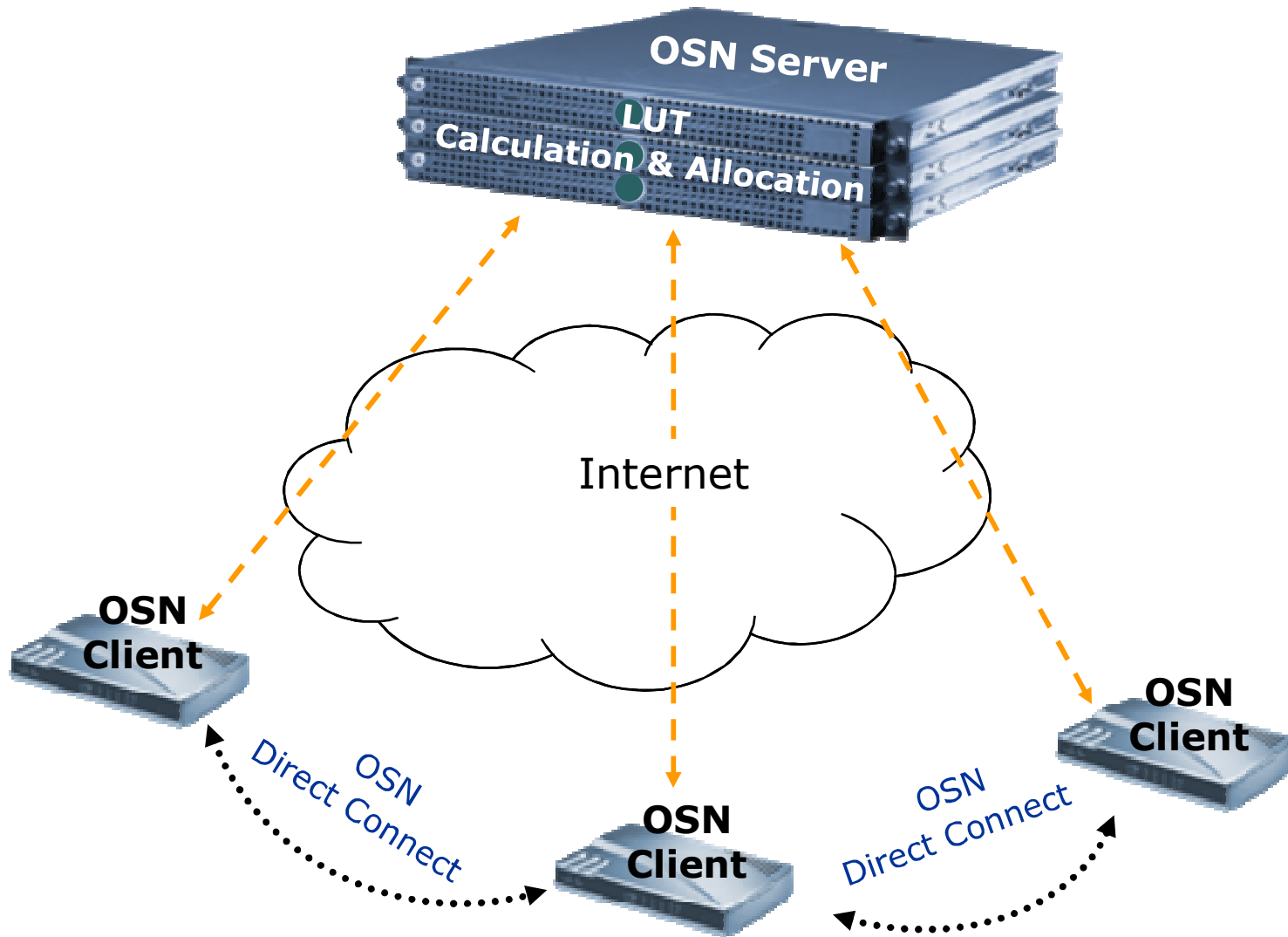
- Ⓢ OzVision's Patent Pending OSN S/W provides end-to-end fast, simple transmission of video and/or data.
- Ⓢ The OSN Client S/W module can readily be embedded into any MPEG4, Motion JPEG or H.264 design allowing transparent Client Connectivity to any OSN enabled server. (e.g. IP cameras, Video Servers, DVRs)

④ Eliminates the need:

1. of port forwarding inside the router
2. for using a Fixed IP Address

④ Provides:

1. transparent connectivity behind the firewall or NAT, for Skype™ like services (if allowed for), without using a Fixed IP Address
2. enhanced network security by opening outside ports for inside connectivity
3. Encrypted Transmission
4. OSN Clients are generally linked directly to one another without overloading the server .



- ④ Implemented within all of OzVision's family of products (actively sold to hundreds of thousands of satisfied customers)
- ④ Easily embedded in any MPEG4, MJPEG or H.264 device
- ④ Is provided as:
  - ④ Linux Library (with or without source code)
  - ④ Open Source (source code)

- ④ Designed to run on either an OzVision OSN, or a customer owned server.
- ④ OSN server S/W transparently calculates and performs initial look-up table (LUT) client connectivity and allocation.
- ④ OSN server connectivity implementation is performed in:
  - ④ UDP (point-to-point connectivity no server interaction)
  - ④ TCP tunneling mode
  - ④ HTTP