

AGIS Introduces LifeRing for the Samsung Galaxy Watch

Enabling Command and Control functionality on a wearable device has significant advantages.

A watch is small, light and extremely portable. It uses very little battery and is inexpensive and easy to distribute to all personnel.

The built in GPS works with the LifeRing app to provide an immediate visual of your location and the location of squad members and others around you. Like other LifeRing devices the watch sees friendly and hostile markers as well as sensor track data on a world-wide mapped display.

The watch has the ability to monitor the wearer's health bio-metrics and display it inside the app for both the wearer and other users to see. This includes Pulse, Oxygen Level, Diastolic and Systolic Blood Pressure and Body Temperature.

Let's each unit know immediately if someone is possibly hurt via the display of the biometric data.

FEATURES

- Integrated Bezel Compass
- Map of your area adjusts as you move
- Declare yourself in an emergency and see other users
Emergency Locations
- Friendly and Hostile Ground locations
- Friendly and Hostile Aircraft locations
- Friendly and Hostile Ship locations
- Sensor reports including AIS and ADS-B
- Push-to-Talk to Others on the Network
- Receive Chat messages
- Receive Worldwide Alert Notification
- Receive Must Respond to Commands



LifeRing Provides The ability to receive Worldwide FCM notification to the watch...even when LifeRing is not running. A Command unit can also send out an order to all users which is received on the watch as must comply order. Response is received and cataloged by the sending unit.

To see the LifeRing-enabled watch in action, go to: <https://www.agisinc.com/videos/watch-702-3.mp4>

To get the latest version of any of our Thick client apps, go to www.agisinc.com/download. To try our Web client system, go to either www.liferingmilitary.com or www.liferingfirstresponder.com.

All other inquiries, please contact Cap Beyer at beyerm@agisinc.com or by phone at 561-744-3213.