TOOLS FOR LIVE VIDEO AND SPORTS PRODUCTION

LiveXpert

3D STORM - LIVEXPERT PRODUCTS CATALOG 2017

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Are you looking for cost effective solutions for Video and Sport production?

3D Storm-LiveXpert *delivers the best price performance compared to solutions on the market.*

Scoring, Titling, Multichannel Multi-Format players-recorders, Long range wireless Tally, Newsroom Automation, Social Media management …

Just browse our catalogue and you will find powerful and straight forward products with the fastest, shortest learning curve on the market at the best price.

With nearly 30 years of close relationship between 3D Storm and NewTek, most of our products interface and complement perfectly NewTek TriCaster and 3 Play.

3D Storm is a member of the NewTek developer Network and adopted the NewTek NDI protocol for video production over IP since day one.

And most of our products are backed up by a 2 year warranty.

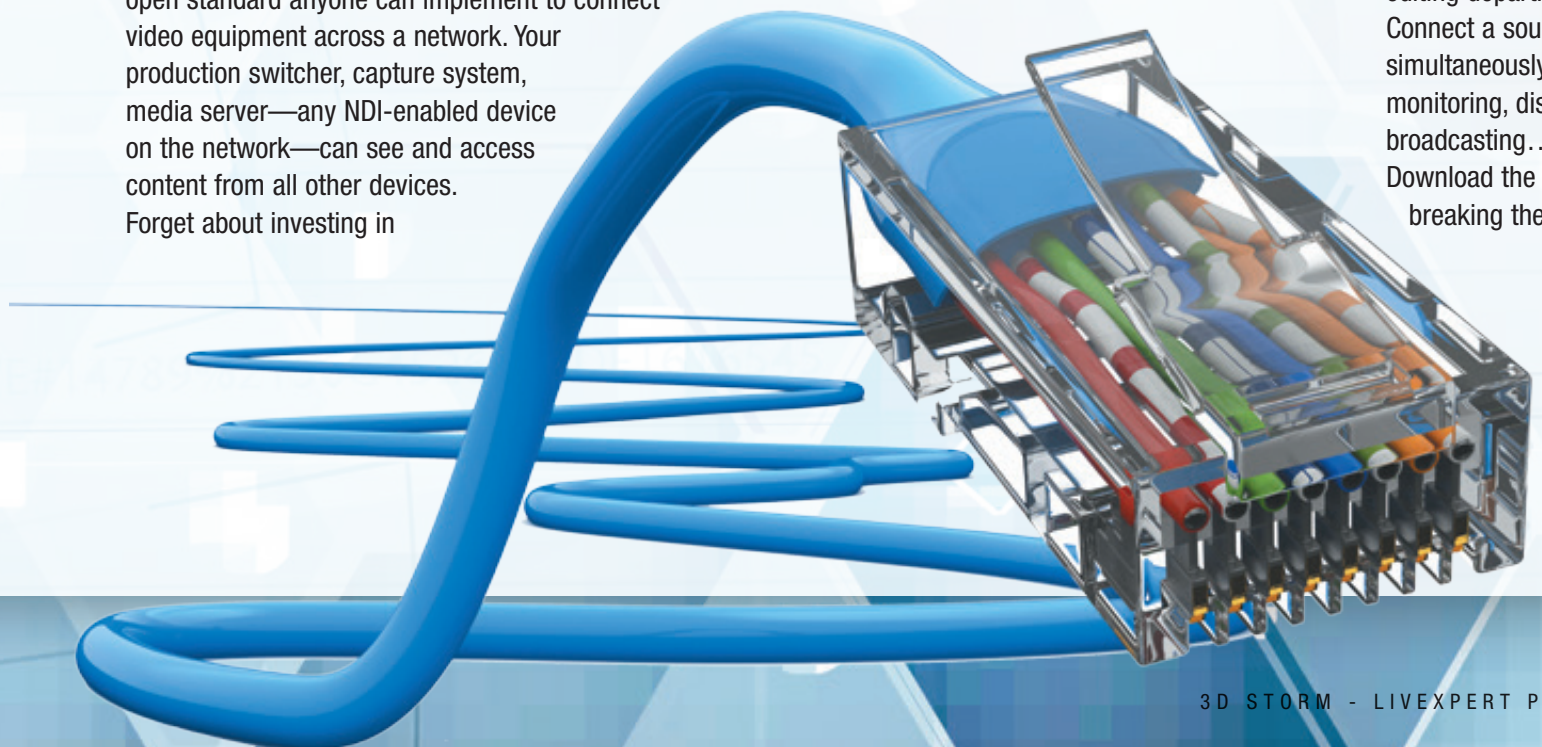
Franck Lafage
Managing Director – 3D Storm

NDI™

The new era of live production is here

A Whole new production environment:

Release your video productions from the technical and physical limitations of standard broadcast infrastructures. NewTek NDI is an open standard anyone can implement to connect video equipment across a network. Your production switcher, capture system, media server—any NDI-enabled device on the network—can see and access content from all other devices.
Forget about investing in completely new facilities, networks, or signal infrastructures.
With NDI's encoding performance, your network can accommodate multiple, high-quality, ultra-low latency video streams using a familiar standard: the Ethernet-based LAN.



Engage in your own experience:

NDI is more than an IP-based replacement for SDI, sending a one-way signal from a video source to a switcher. It allows connecting and sharing sources between the studios, the conferencing rooms, the editing departments...
Connect a source anywhere and use it simultaneously from any location for recording, monitoring, displaying on large screens or broadcasting…
Download the free NDI Tools Pack and start breaking the limits: **http://newtek.com/ndi**

Remove Routing Constraints.

Using your existing equipment, network, and NewTek NDI, you can start producing video over IP immediately. In university: capture live any conference or lecture course and organize full interaction between different connected rooms where students can follow the program without latency allowing real-time Q&A. In surgical environment: NDI allows accessing and sharing any video sources from one suite to another without having any production equipment installed in sterile areas except cameras. HD quality, no latency and bi-directional communication for Tally and monitoring offer full flexibility for live broadcasting, conferencing or training.

Monitor, Display, Record, Edit from everywhere:

NDI tools improve production process by replacing previous devices by simple software applications that can be used from any workstations in the local network. Recorder apps such as LMS-NDI or NDI IsoCorder allow ingesting live footage directly from the editing suites. Monitoring and Multiviewers can be set-up by a click of mouse everywhere it is needed to visualize sources.

Collaborative production takes also advantages from NDI by saving time at all review, validation and render stages with NDI for Adobe® Creative® Cloud®.

Features that make NDI unique for Live Video Production:

- Multipoint : each NDI source is available to many users
- Bi-Directional : any machine can send or receive NDI
- No latency : NDI transmission requires less than one video frame
- Resolution and frame rate independent supporting 4K and beyond
- NDI is no harder to use than the Internet (maybe easier)
- NDI is fully compatible with SDI, it's an amazing extension
- NDI is available without cost
- NDI makes it possible over standard 1Gbit/s network

Bandwidth consumption:

- Limited to sources that are actually being used
- Data demands are 50-100 Mbps per used stream

Network requirement:

- NDI is designed for use with standard consumer off-the-shelf (COTS) networking devices.
- Work or Home network location for Windows machine
- Port ranges used for NDI : 49152 to 65535
- Network switch with full duplex ports
- 1Gbps switch upstream and downstream

Start constructing your live IP video production workflow with the growing suite of NDI software, tools, and utilities from NewTek and the NewTek Developer Network.

LMS NDI™

LMS-NDI is the first virtual multi-channel HD video broadcasting and recording server, using the NewTek NDI® protocol. The software can be installed in any PC with Windows connected to the LAN and can provide up to 4 media playing or recording channels per PC.

Broadcast what you want, where you want:

The LMS-NDI application enables you to create and broadcast multi-codec clip playlists from a PC on the local network, without a dedicated peripheral. The integrated playlist editor supports most of the market's files and codecs: MPEG PS/TS, MP4, QUICKTIME, Apple ProRes®, DNxHD®, DVCPRO HD, XDCAM, MXF, GXF, DV, FLV and many others in the same broadcast list. LMS-NDI reads the playlist in real time, without prior transcoding, in an NDI stream available on the entire network. All devices with NDI support can connect to the playlists being broadcasted.

Record as you like, where you like:

No more time lost transcoding or copying, LMS-NDI enables to record directly in the desired format, on the required PC. If the recorded file has to be edited just after capture, install an LMS-NDI license on your editing station, select the desired NDI stream and codec and you can start editing as soon as the recording finishes! LMS-NDI enables to edit recording profiles supporting a great number of codecs: MPEG1/2/4, H264, Apple ProRes, DNxHD, DV/DVCPRO-HD… It also supports QuickTime Animation, enabling you to maintain the transparency (alpha channel) of the NDI stream. LMS-NDI can support up to 4 simultaneous recording channels.

TriCaster perfect companion:

Networked with a TriCaster, LMS-NDI installed on a PC will add 1 to 4 media players with control over input switching from Play and Stop commands. Or LMS-NDI can be used as a multi-channel recorder offering direct support for multiple codecs.

Minimum system requirements:

- I7 processor, 8GB of ram
- Windows 7 or higher
- Gigabit Ethernet port
- 2TB internal drive or SAN or NAS
- Multi-channel recording performances depend on the resources of the docking station and codecs selected.

LiveMedia Server

Dual channel, multi format digital player/recorder

LiveMedia Server is a versatile solution for recording and broadcasting video clips. Especially suitable for live requirements, it offers operators great flexibility to import and readjust clips at the last moment, instantly record and replay files, natively support and mix a great number of codecs, formats and resolutions.

Compact to integrate, easy to use

LiveMedia Server is a compact 1U rack device with a depth of just 42 cm. It offers 2 channels configurable as recorder or player as desired: i.e. 2 broadcast channels, 2 recording channels or 1 recording channel and 1 playout channel simultaneously. LiveMedia Server has 2 SDI SD/HD inputs and outputs with embedded audio.

The modular user interface is displayed on a standard monitor and is operated by keyboard, mouse and an included Jog-Shuttle controller.

Total multi-codec environment

LiveMedia Server supports the recording and playing of most codecs and formats, without prior transcoding: DNxHD, H264, ProRes, MPEG1/2/4, XDCAM, QuickTime, MXF, WMV… All types of files can be mixed in the same broadcasting list, LiveMedia Server automatically manages the SD/HD conversions, the aspect ratio changes and field inversions. LiveMedia Server supports NDI® for integration into flexible IP workflows.

Playlist editor

The clip broadcasting lists are editable in real time by simply dragging and dropping and by monitoring the folder: new clips saved in a folder are automatically detected to be added to the playlist, even during broadcasting. They support the following play modes: sequential, clip by clip and loop.

Playback while recording

A clip being recorded on a channel can be dragged in real time into the play channel enabling simultaneous broadcasting with slow-motion play or time delay.

External controls

LiveMedia Server can command BlackMagic routers and TriCaster production system over IP to

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trigger a switching onto play or stop. On the other hand, LiveMedia Server can be controlled by GPI, VDCP protocols and Sony RS 422.

Two graphic layers per channel

A fixed or animated graphics page can be embedded on a playlist's broadcast. It may simply contain a static logo, but also several animated elements assembled with the free LiveCG Composer editor.
A second graphics channel also enables synchronizing a graphics page or a logo with each each clip in a playlist.

Optional Jog-Shuttle console for intensive live use ▼

▲ Included Jog-Shuttle controller

Technical Specifications

Video input
2x SD/HD-SDI with embedded audio, 1x Genlock

Video output
2x SD/HD-SDI with embedded audio

Audio channels
16 channels IN/OUT

Monitoring output
1x DVI

Storage
2x 2TB hard drives

External router control
TriCaster and BlackMagic Atem® through IP

Supported Codecs (Rec/Play)
MPEG1/2/4, Cuda H264, Quicksync H264, Apple ProRes, DNxHD, DV/DVCPRO-HD, FLV/Sorenson, HuffYUV, MJPEG, WMV, JPEG2000, Theora, Lossless JPEG, Quicktime Animation

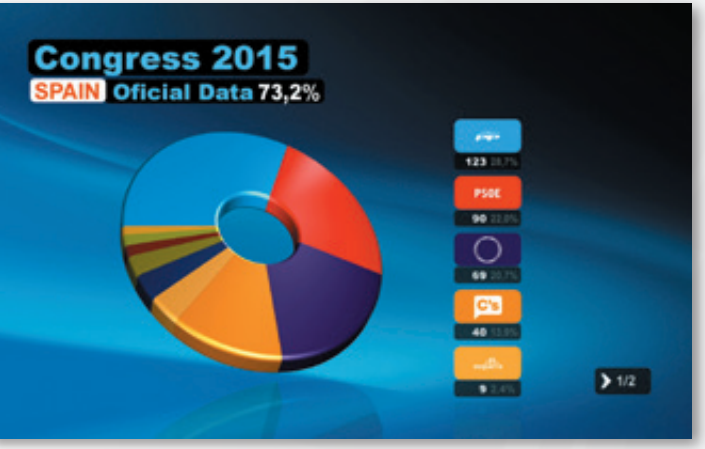
Supported file formats (Rec/Play)
MPEG PS, MPEG TS, MP4, MOV, XDCAM, MXF, MXF D-10, GXF, DV, FLV, DVD Video, ASF, iPod MP4, AVI, MKV, WebM, MP3, AC3, AAC, WAV

Chassis
1RU, i7 processor, 16GB of ram, 150W power supply

LiveCG Election™

2D and 3D statistical data animation software

LiveCG Election is a motion software product that processes the results of elections and all types of figures in real time. With its 3D rendering engine, data is instantly transformed into motion graphs: 3D Bar Charts, Curve Charts, Pie Charts, Tables… LiveCG Election can process live data during election evenings, at conventions, free-hand votes and all instances requiring animation of statistical results the minute they are received.



Simple, flexible preparation:

LiveCG Election lets you import in advance photos of candidates and party logos in standard graphic formats:JPEG, TGA, BMP and PNG. The lists are saved as projects that can be used in any election or similar event.
A colour code is assigned to each party, using chromatic references or an eyedropper to directly recover the official colour of each logo.
LiveCG Election integrates 15 types of customizable graphics
This gives a choice over background, positioning of titles and captions, fonts and size and orientation of graphics in 3 dimensions. The user can choose how the logos and photos are displayed, and to add the reflection of the graphs.

Real-time data processing

LiveCG Election recovers data from .csv files scanned in real time before each broadcast of graphics. The results can be updated automatically at any time. Files are shared across a network so they can be changed from a dedicated workstation using Excel® or any other application that generates .csv files.
The processed data covers: titles and captions to be broadcast, the names of parties and candidates, the number of votes and seats won, and the percentage distribution of votes. LiveCG Election also lets you display predictions and comparisons between two election results.

Adapted for live use

LiveCG Election integrates an interactive playlist to manage the live display of motion graphics. Very flexible to use with drag/drop, it lets you select the graphics to be broadcast, moving from one animation to another, but also allowing certain data to be retained on the screen while displaying new graphics.
Two text crawl areas can be added at the bottom

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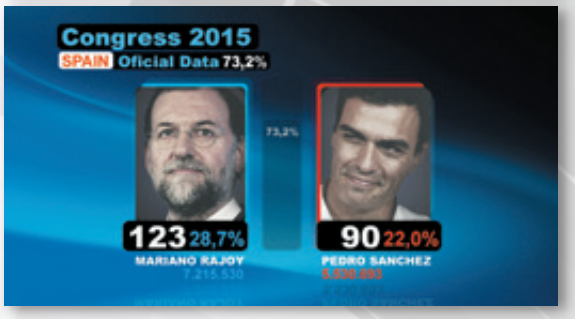

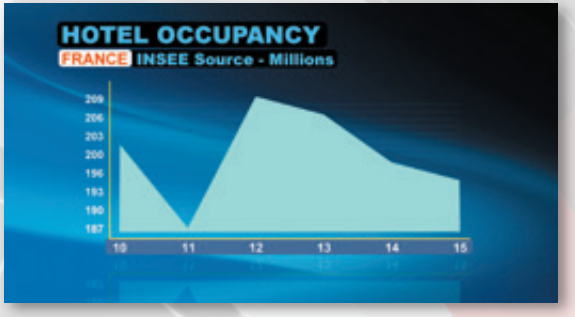

of the screen for automatic display of information threads read dynamically from shared text files.

Virtual set and augmented reality

In association with TriCaster Advanced Edition, LiveCG Election can integrate graphic animations in augmented reality into virtual sets.
The graphs fit naturally with the set's different shooting angles and form part of a high-quality production.

Technical specifications

UNICODE support
Image import formats: JPG, BMP, TGA, PNG
Air Send® link for TriCaster and 3Play
Supports BlackMagic 4K Extreme video cards with SDI SD/HD Fill and key signal

Configurations Available

- LiveCG Election software for TriCaster
- LiveXpert 4U Rack

LiveCG Broadcast™

Compact Graphics Generator with Social Media Integration

New! With NDI® support

LiveCG Broadcast is a stand-alone 1RU device that gives the ability to display all graphics needed for a television production, with the fewest number of steps: including fixed and animated titles and logos, crawled or rolled tickers, clocks, countdown, dynamic data and bitmap sequences. LiveCG Broadcast can broadcast live messages collected from social network accounts such as Facebook®, Twitter®, Flickr®, Instagram®… as well as RSS feeds, SMS, Skype® messages, and dynamic data from text files or Excel spreadsheets.

Multilayers:

LiveCG Broadcast is the most compact multilayer character generator for automatic management of titles and graphics. A single page can contain multiple still or animated objects with transition per element.

Independent pages Composer:

Create CG pages from any PC or laptop in the network with the free of charge LiveCG Composer.

LiveCG Broadcast includes:

- A live interface: allocate pages to interactive buttons to go on air manually or by GPI or Midi triggering during a live event.

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- A playlist editor: collect any page into a playlist that can run in loop mode 24/7 seamlessly.
- A scheduler creator: select pages and apply broadcast period, exact time or precise from this time to that time and loop over day, week or month.

Perfect for music, sport, news or shopping channels:

LiveCG Broadcast can handle multiple dynamic sources simultaneously: split the screen to display music titles, artists, people info, games ranking, stock exchange rates, breaking news … updated automatically from RSS feeds, text files or Excel spreadsheet.

Smart and versatile link to Excel spreadsheets:

Excel files spreadsheets can also be used to create amazing interactive display of pictures, logos and figures, based on customized formulas and automatic rules for election results, sports scores, television games…

LiveCG Broadcast Features:

- Statics and animated graphics and logos
- Dynamic text, clock, date, crawl, roll, ticker…
- TGA, BMP, PNG, TIF, JPG, GIF sequences and FLASH (.swf) animations with alphachannel
- Effects: shadow, blur, motion blur, smooth edge
- Smooth Transition: fade, move, zoom
- Midi protocol support

- GPI with optional LiveControl Box
- Included USB remote panel
- Unicode support

Two models available:

LiveCG Broadcast IP for TriCaster and 3Play: Directly connected to TriCaster or 3Play through the network, it avoids using external video inputs. Full animated graphics with transparency are delivered in real time to a single NET input.

LiveCG Broadcast SDI for all video switchers: It provides SDI in and out as well as Key out and genlock in to be integrated with any professional video switchers and video server. It supports both internal and external key modes. LiveCG Broadcast SDI also supports AirSend® connection to TriCaster and 3Play.

Social Hub

Compact Graphics Generator with Social Media Integration

Social Hub is a message moderation software program that supports most of the actual social networks and dynamic data sources. Used with LiveCG Broadcast it allows incoming messages from your audience to be selected and quickly and safely sent on-air.
Social Hub manages accounts from multiple social networks and messaging tools at the same time: Twitter®, Facebook®, Instagram®, Skype®, WhatsApp®, Flickr®, Line®. It is designed to collect also SMS from mobile phones, RSS feeds and emails.

Collect, sort, validate and display:

Within a single user interface, Social Hub downloads and lists messages from all registered accounts. Several parameters can be set for each account : update frequency per seconds, date range per days, maximum number of messages, Hash-Tag for tweets, Fan Page name for Facebook®…
Messages can be sorted by account, sender, date and a search engine is available to retrieve specific contents by keywords. The operator can read, and modify each message before validation and send it On-Air. Pictures or video clips attached to messages can be downloaded from Social Hub.

Flexible integration:

The full integration with LiveCG Broadcast allows customization of any graphic element of the message, showing it as static text, crawl or tickers. Content coming from different accounts can be mixed in a single graphic area or separated into dedicated zones on-screen with lower third and logo branding. Social Hub software can be installed remotely from the CG system sending messages through the network. A single license can address several CG units by sending dedicated content to each of them. Each CG operator is prompted when new messages have been validated. Messages can be simultaneously collected into a file or a folder for archiving purposes. A report session gives the ability to monitor and manage the messages already sent.

Connect Social Hub to OpenWeatherMap and get free access to weather data and forecast over 200 000 cities in the world, to automatically display logos and parameters, such as temperature, humidity, sunrise, sunset…

System requirements:

- Dual Core CPU, 2GB of ram, windows XP SP3 or more recent versions.
- Internet connection.
- Social Hub is provided with a GSM modem for SMS support.

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FingerWorks

Draw as easily as speaking!

FingerWorks is a graphics solution for adding interactivity to Live TV shows in news, sports and scientific programs. Using a touchscreen, commentators can enhance their voice commentaries unaided: they can display animated symbols to focus attention on an important area of the image, draw the path of a ball explaining the tactic as it unfolds, or provide a real-time illustration of political swings or bad weather progressions.

Broad range of tools:

Each reporter—a "commentator-telestrator"—has a custom range of graphical tools. All they have to do is grab one with a finger and drag it to the required spot on the image. They have easy access to simple, intuitive tools for drawing arrows, single out a person with a circle, etc. In addition to classical drawing facilities such as lines, curves, or geometric shapes, FingerWorks also features dynamic zooming, spotlights, halos, all kinds of animated arrows, and a whole library of 3D animated objects. Its real time 3D rendering engine enables the use of customized, high quality tools.

Mask management:

FingerWorks features built-in masking technology to enable foreground and background to be differentiated and to mimic the image's perspective. Players can be automatically uncoupled from the field, enabling graphic items to be placed on a transparent layer between the two planes. Notable uses include placing the offside line, depicting angles of view, showing distances, etc.

Configurations available

- FingerWorks NDI: software only program with NDI® support.
- LiveXpert 1RU turnkey solution providing NDI® stream for TriCaster/3Play.
- LiveXpert 4RU turnkey solution providing SDI SD/HD and Fill & Key outputs.

DELTA-stat IP™

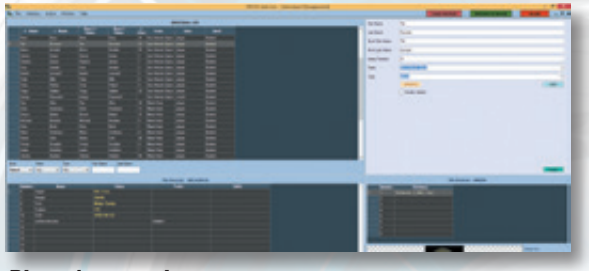
Graphics and scoring system for Stadiums and Multisport Live Production

DELTA-stat IP is a complete turnkey solution to generate and display 2D and 3D graphics for pre-game animations and presentations, clocks, animated scores, statistics management, actions, referee decisions…
It is featured in a 1U rack format, easy to integrate in stadiums and sports arenas control rooms or in OB vans. Using an Ethernet connection, and not video inputs, DELTA-stat IP complements perfectly TriCaster and 3Play, and any NDI compatible devices.

The quality of DELTA-stat IP 3D graphics engine optimizes display on big screens and on any video terminal.

Advanced Database Engine:

DELTA-stat IP multi criteria database eases drastically games' preparation and sequencing. Input information about referees, commentators, players classified by sport, team, and nationality. Each field can be customized to store various types of information such as age, height, weight, rank, position… Pictures and videos can be attached to each entry form.
Import players' lists easily and in a matter of minutes from an Excel spreadsheet.
With DELTA-stat IP, store each event's information, organize them by competition, generate results tables, or create stadiums presentation…



Player's record

Intuitive Graphic Design Tool:

Create customized graphics using information from the database. Insert logos, titles, clips, animate and synchronize them to deliver high-end quality graphics with a very intuitive and complete tool. DELTA-stat IP supports True Type and UNICODE font types. The exclusive timeline provides a rapid and precise control over the animations and transitions.

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For a perfect finish, each object can be associated to a fixed or animated texture with transitions.

Result table template

Customized interface for live:

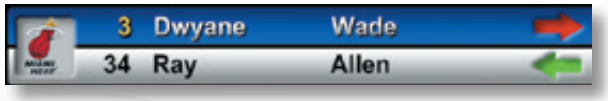
DELTA-stat IP provides dedicated user interfaces for each sport, and a generic interface that can be customized according to the scores, rules and actions of each sport. Many individual or team sports can be supported such as Tennis, Volleyball, Handball…

Two windows give the ability to preview pages before being sent live, keeping a complete control over the on-screen content.

Games information about players, teams, results, ranking…is available from the tabs, to easily display pre-game information.

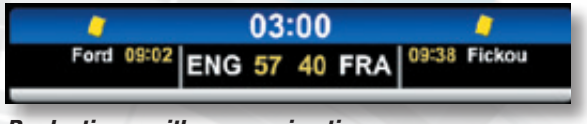
Live Interface - Rugby

Players' replacement, yellow card, goal…specific animations for each action of the game can be launched with a single mouse click..

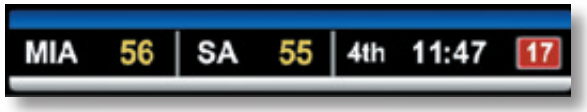


Timers and countdowns:

Every timer design can be adapted to each sport, to display various timing information during the game: extra time, injury time, shot clock…DELTA-stat IP can be connected to digital scoreboards.



Rugby timer, with suspension time



Basketball timer with scores

Statistics:

A module dedicated to statistics inputs, feeds the database in real-time to be live-ready. Statistics categories can be customized according to players, actions and position on the field. All the statistics of a game can be stored in the event database.

Available configuration:

DELTA-Stat Club: 1RU rack for Stadiums and Arena
DELTA-Stat Production: 1RU rack for TV productions

Features:

Available user interfaces for: Soccer, Rugby, Basketball and Baseball
UNICODE support.
Supported formats: JPG, BMP, TGA, PNG…
Supported video formats: QuickTime® (.mov).
AirSend and NDI Protocol support for TriCaster and 3Play integration.

DELTA-stat IP is a product from DELTACAST

LiveCG Football 2™

Football Scoreboard and Presentation Software

LiveCG Football™ is the dedicated tool for managing real-time graphic displays during football (Soccer) games. As additional software to TriCaster/3Play or as independent turnkey system, it includes all features needed to compose and

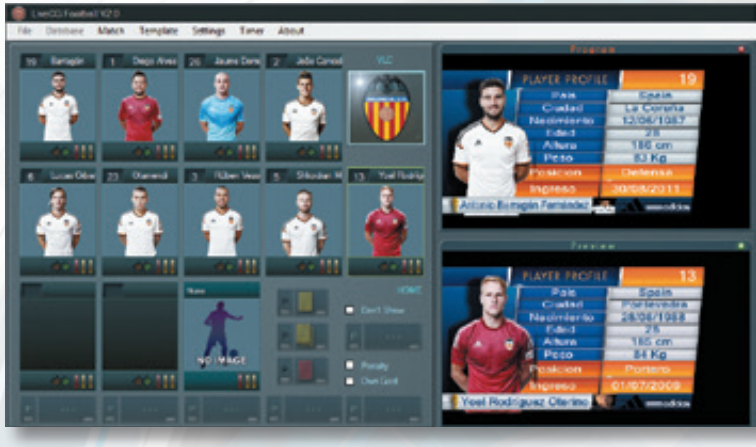
display full information on stadium big screens. Many major football clubs use it presenting game presentation, displaying player's details, teams ranking, scores and statistics, promoting sponsors, and more. LiveCG Football is the essential ingredient for turning a game into a show, all in the colours of the club!

Player database

LiveCG Football includes a database that stores and classifies teams according to their country or competition, with logos and a selection of player pictures as well as manager and referee information. Compiling a team sheet then becomes a simple matter of clicking just once on each starting player and substitute!

Full graphic editor

LiveCG Football editor allows customization of your graphical content with clubs and championships standards. It lets you import still or animated components from existing visuals created with tools like Photoshop®, After Effects®, Flash® that will be updated in Live with data from the database and from the game.



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Clocks and in-game event management

LiveCG Football generates clocks for automatic time displays: normal playing time, additional time and extended play. The user interface allows the operator to trigger each animation for any game's action, with a single mouse click: offside, red/yellow card, player substitution, penalty, corner, goal attempt, etc. When the operator triggers one of these animations, it automatically increments the corresponding counter: match score, player statistics, team statistics, etc.

Stats Module

LiveCG Football can keep track of a whole range of data and display the running totals during the match: Ball possession per team, shots on target vs. total shots, goal chances, assists vs. total passes, fouls by/on a player.

Advertisements and information

To enliven the pre-match build-up and half-time periods, LiveCG Football can display a scrolling band with the scores from other games, or it can play advertisements for the club's partners and sponsors. An input box enables the operator to type in messages directly, which appear instantly on the screens.

Features:

Supported files formats: GIF, TGA, PNG, JPG and image sequences
Supported animation formats: SWF (Flash)
Supported video resolutions: SD, HD, PAL, NTSC, 16/9, 4/3
Layer management, with alpha channel
Transition effects: fade in/out, shift, blur, stretch, etc.
NewTek AirSend® and NDI® protocol supported for direct Ethernet connection to TriCaster and 3Play

Recommended hardware configuration:

- i7 processor
- SSD system disk
- 3TB HDD for data
- 16GB RAM

Configurations available

- LiveCG Football software for TriCaster/3Play
- LiveXpert 1RU turnkey solution providing SDI SD/HD and Fill & Key outputs

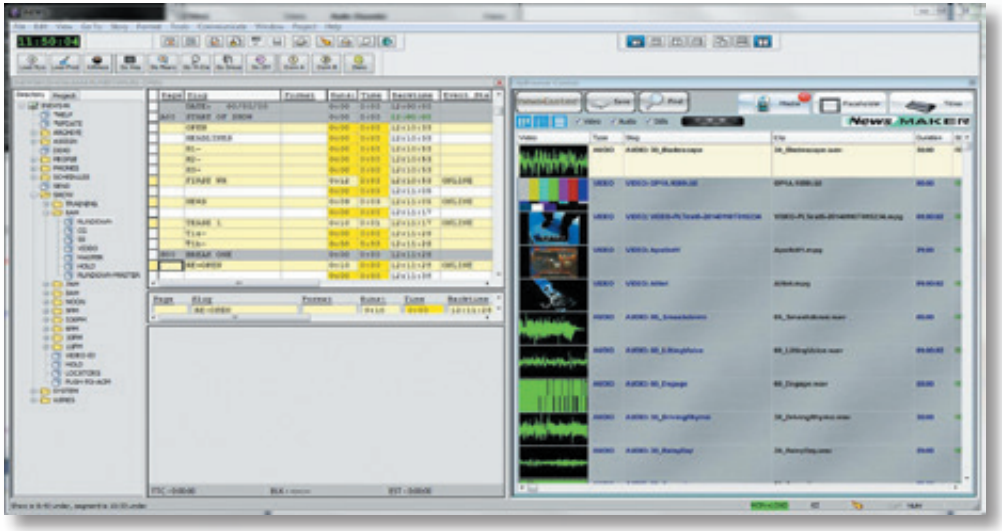
NewsCaster™

Open the doors of Broadcast Newsroom

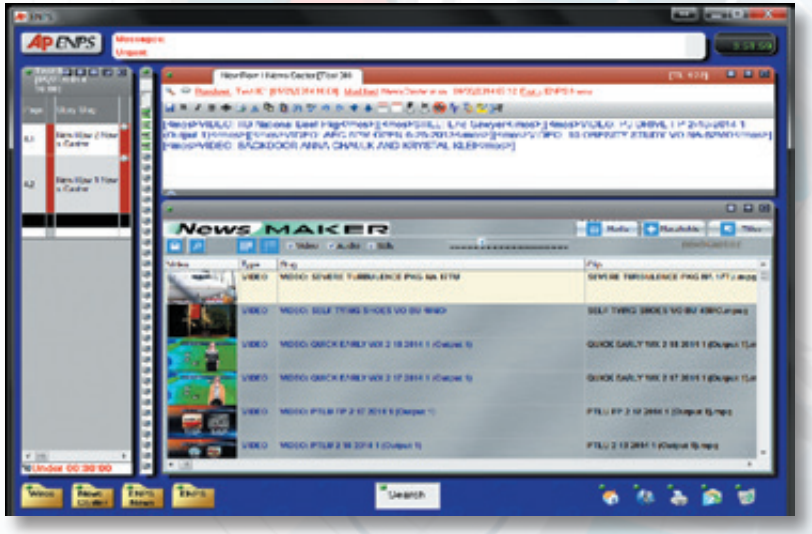
NewsCaster is a Newsroom Automation product that integrates Broadcast Newsroom Computer Systems with the TriCaster product line. The TriCaster operator no longer needs to manually set up the show and drop what they are doing to make adjustments while on-air. Playout sequencing will all be done under the control of the Newsroom Computer System. Whole shows are uploaded and then updates automatically applied, without the assistance of the TriCaster operator.

NewsCaster does two things

It allows Newsroom Computer System users to browse and select from proxies made from the current contents of the TriCaster.
It dynamically controls the TriCaster Media Bin playlists reflecting the playout sequence as specified within the Newsroom System. The contents of the Media Bins are cleared and reloaded when a newsroom show is placed on-air. As the show producer adds, deletes, moves or floats stories, the Media Bin playlists are automatically modified to reflect these changes. Support is provided for the DDR1, DDR2, Graphics, Text and Audio Media Bins.

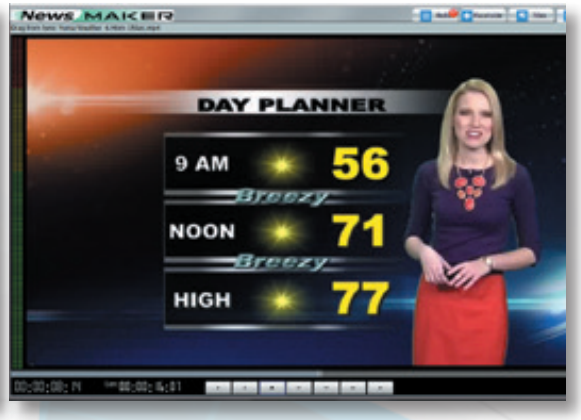


Integration with iNews®



Intégration with ENPS®

LiveXpert



MOS Integration :

NewsCaster uses MOS ready ActiveX Plugins and the MOS Protocol to interact with the Newsroom System. The ANNova OpenMedia, AP ENPS, Avid® iNEWS®, NorCom CPower and Octopus production environments are all supported by NewsCaster.

NewsCaster in action:

NewsCaster connects your Newsroom Computer System to the TriCaster by actively linking the TriCaster DDR, Text, GFX, and Sound MediaBins to a NRCS Rundown.

When a show is placed on-air, NewsCaster uploads the events to the TriCaster Media Bins. As slugs within the rundown are added, deleted, moved or floated, the contents of the MediaBins are automatically adjusted. Clips can be automatically allocated to the DDR1 and DDR2 MediaBins or distributed as specified within the NRCS.

NewsCaster caches proxies of the video assets that are on the TriCaster or Network Storage. These proxies are then available within the Newsroom Computer System, allowing preview and playback control directly from the NRCS client workstation.

Character generation:

Also available is an integrated character generator. Style templates can be updated within the Newsroom Computer System client, users can display a list of these templates and can enter the variable information.

Technical specifications:

- 1RU system running Windows 7
- 6x port Gigabit Ethernet
- 2x 1TB system drives
- 2x 4TB data drives
- Redundant power supplies

LiveTally™ 2

Tally Lights Systems for wireless and wired installations

LiveTally is the simplest and most complete solution for fitting Tally lights to your video cameras. The package comprises a transmitter box to be connected to the mixer and some receiver boxes fitted with LEDs to be placed on each camera. The connection between the transmitter and the receivers could be any combination of long distance wireless connection using radio frequency or standard RJ45/CAT5 cables.

LiveTally transmitter:

The transmitter is connected to the TriCaster through a USB port and to other vision mixer by using the Tally or GPI port. It receives information from a camera's PGM output and sends a pulse to turn on the red LED on the receiver assigned to this camera.

Up to 16 cameras supported:

The new LiveTally range includes 3 models supporting up to 4, 8 and 16 receivers or cameras. All transmitters include wireless connecting capability and 8xRJ45 ports used to connect receivers with point-to-point CAT5 cables. A single transmitter can then handle at the same time tally receivers connected by cable or wireless. The case of the transmitter incorporates a small screen for displaying the receiver statuses, an alarm button in the event a receiver becomes deactivated and a menu for managing the remote receivers.

Tally Program and Preview:

LiveTally supports 3 statuses per camera: not selected ie receiver turned off, selected as Preview ie receiver turned on to green light and selected as Program ie receiver turned on to red light.
LiveTally transmitter allows getting the Preview Tally information from any recent TriCaster models including TriCaster Mini. It is also compatible with any vision mixer providing this information from its tally port (ex: Roland mixers).

Two receivers in the range:

The receivers come in a professionally finished, lightweight, tough case. It has a large red LED on

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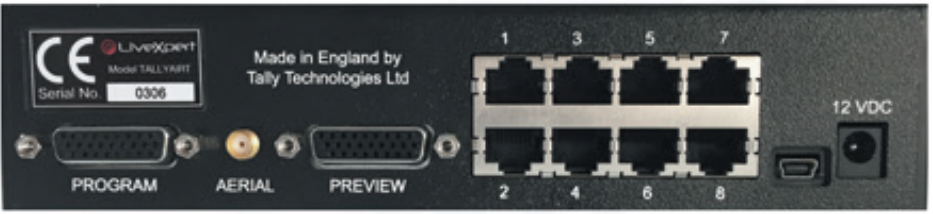
the fascia for the people on the set, and a small LED at the back for the cameraman. The front tally lights can be switched off in case the light could disturb during concert for example.

- **LiveTally Air** is the receiver used for long distance wireless connection. It is powered by an internal battery that can be recharged using the transmitter's RJ45 ports and included short cable. A charge lasts 2 or 3 days depending on how heavily it is used. No cables to run; just fit a LiveTally Air receiver to each camera, power up, and they will be automatically recognized by the transmitter. Wireless transmission on the free frequency of 866/915MHz produces a reliable link over a distance of up to 2 km between your control room and the cameras. Receiver includes an extra connector to plug an optional small LED extender that can be placed closer to the cameraman's eye or into the camera's viewfinder.
- **LiveTally Remote** receivers are connected to the transmitter through the RJ45 connectors. They are powered directly by the transmitter through the CAT5 cable.



Available models:

LiveTally TX4: Wired and wireless transmitter supporting up to 4 cameras
LiveTally TX8: Wired and wireless transmitter supporting up to 8 cameras
LiveTally TX16: Wired and wireless transmitter supporting up to 16 cameras
LiveTally Air: Wireless tally receiver

LiveTally Remote: Wired tally receiver
Each receiver is delivered, ready for use, with one 1/4" screws adapter for camera flash hot shoe mount and one 1/4" male to 1/4" male threaded screw adapter.

Technical features:

- Compatible with TriCaster 410/450/450Extreme/455/460/850/850Extreme/855/860/8000 units
- Compatible with most mixers on the market that use open/closed contact or +5v or -5v
- Management of the Tally Program and Preview on TriCaster Mini/410/460/860/8000 and Roland mixers.
- Mains plug and power supply block supplied.
- USB cable included for connection to TriCaster.

LiveTally Box

LiveTally Box is a smart Tally box that plugs in one USB port of TriCaster Mini and TriCaster Pro ranges. It comes with a software plug-in to be installed on the TriCaster and it is Plug and Play. LiveTally Box delivers both Program and Preview Tally information.
LiveTally Box features two standard DB15 connectors with closed contact, to be used with any GPI based tally systems or camera CCU and built-in tally lights.

Technical features:

- 2x 15 pins (DB15) male connector for delivering Tally
- Compatible with TriCaster Mini HD4/HD4i/SDI, TriCaster 410/460/860/8000/Advanced Edition.

LiveControl Box

Ethernet to GPI and Quad RS-232/422 hardware interface

LiveControl Box acts as a portal for controlling devices like VCR's, DDR's, video routers, switchers, projectors… across a network.

LiveControl Box works with TriCaster 410, 460, 860 and 8000. It's the interface mandatory for sending and receiving GPI (General Purpose Interface) to and from any kind of devices supporting GPI. It converts switch contact closure to IP commands compatible with TriCaster to trigger macro-commands. LiveControl Box supports simultaneously 24 GPI inputs and 24 GPI outputs. The GPI ports on the rear of the Box are 25 pin D-sub connectors. Configuration is accomplished through a web page server built into the box.

Technical features:

- Communication over standard TCP/IP
- Traffic can be routed over internal LANs, wireless LANs, MANs, WANs and Internet
- GPI In connector has 24 TTL/CMOS inputs with internal pull-ups to +5 volts.
- GPI Out connector has 24 TTL/CMOS outputs.
- Requests TriCaster version 2.3 and above
- Dimension : 21,6x11,94x4,45 cm
- Weight : 1,5 Kg

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LiveMixer

TriCaster Audio Mixer Remote Control

LiveMixer is an exclusive add-on that provides the ability to connect a Behringer BCF2000 or Yamaha 01V96i to any TriCaster HD model, in order to remotely control the audio mixer functions of the TriCaster.
Just connect the audio console to one USB port of the TriCaster, using the supplied USB-to-MiDi adapter and run the LiveMixer setup on your TriCaster.
LiveMixer can be easily configured by linking each audio channel of the TriCaster to a fader of the audio mixer, or by mixing audio sources apart from the TriCaster and controlling all internal sources (DDR's, Sound, NET…) and outputs from the external audio mixer.
LiveMixer provides a bidirectional control, any fader change from the audio mixer updates the graphic interface of the TriCaster, and any change made from the TriCaster interface is reflected on the motorized fader of the audio mixer.
LiveMixer is easy to install and easy to use, it comes with factory presets and can be customized to suit production needs.

LiveMixer Remote

Audio mixing remote workstation and automation tools for TriCaster

Unlike LiveMixer, **LiveMixer Remote r**uns from another PC or laptop giving a full dedicated workspace to the sound operator. It is connected to the TriCaster through the network and offers a dedicated user interface and the ability to connect a Behringer BCF2000 or Yamaha 01V96i to a USB port on the remote PC. LiveMixer Remote offers the same audio control features as LiveMixer., it includes a full set of features to operate any function of the TriCaster remotely over a local network.

Automated multi-camera production for Radio channel or conferences:

In addition, LiveMixer Remote includes a sophisticated rules editor to automate a multicam record based on audio level detection. This combines the TriCaster's powerful macro-command editor and robotic camera guidance capabilities. This multichannel detection system allows mixing rules to be set over several audio inputs in order to manage wide shots selection. It handles also adjustable time delays to provide smooth transitions between camera shots and to avoid long static shots. Settings can be used to build full scenarios that can trigger one or more actions.

TOOLS FOR LIVE VIDEO AND SPORTS PRODUCTION

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