



onCore®

www.onCore.tv


Build, Design and Deploy Workflows, Microservices and Applications.

What is onCore?

ToolsOnAir's **onCore®** is a powerful and groundbreaking new **software component architecture** at the heart of the system, designed to deliver the ultimate in multipurpose broadcast and workflow automation. With onCore, ToolsOnAir has created an all-new software infrastructure; combined with **mediaCore**, ToolsOnAir's Linux-based media engine, broadcast professionals on any Linux-based platform can now experience ToolsOnAir's intuitive Mac-based workflow and seamless integration of ingest, playout, storage, and realtime graphics.

What is onCore designer?

onCore designer is a **visual programming environment** to build and develop your ideas – without writing a single line of code. This paradigm is used in many modern applications as it is an **easy-to-learn**, yet powerful and versatile approach to accomplish simple and complex tasks. From multi-channel ingest and production with just:in and live:cut, and central asset management via just:store, to powerful realtime, interactive graphics with composition:builder and fast, intuitive rundown creation and playout automation via just:play and just:live, ToolsOnAir has designed onCore to enable smooth integration with the user's existing hardware and software.

Why onCore?

Economical and technological developments in the last years have reshaped the media landscape in general and the broadcast environment in particular: streaming, cloud-based computing, the transition to IP and heavily shifted consumer demands are pushing broadcasters to adapt quicker and more agile to face this rapidly changing market. onCore is the perfect tool to face these challenges.

Our Vision

At ToolsOnAir we imagine a future where the customer is able to build his own products based on onCore components. This not only provides unsurpassed flexibility but also allows to integrate and migrate legacy systems – a requirement which becomes more and more vital in this rapidly changing market.

Key Features*

- Build Complex Broadcast Workflows with onCore designer
- Integrate and Customize the ToolsOnAir just:broadcast Suite
- Deploy Solutions on Premise and in the Cloud
- No Need to write Code
- Multi-Platform Support
- Project-based
- Fully scriptable via JavaScript and Shell Script
- HTML5 compatible Canvas Rendering
- Plug-In Engine
- Complex Workflows can be packaged and reused as Subworkflows
- Optional Background Daemon
- MOS Newsroom Integration
- Simple User Interface Creation

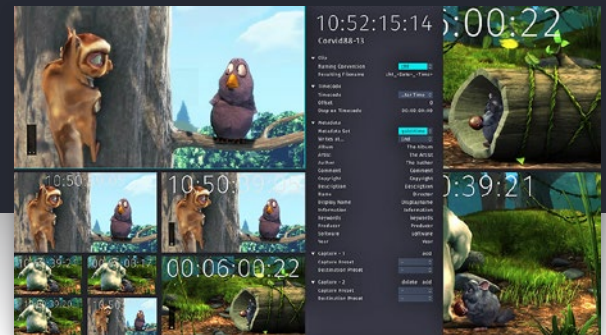
Use Cases*

- Router/Switcher Control (Nevion, Kumo...)
- Encoding and Transcoding
- Ingest and Playout Control + Monitoring
- General Monitoring and Failover
- Automation of Filesystem Tasks (Copying, Backup, Folder Synchronization...)
- Database Processing (SQL, Cassandra, axle...)
- Data Processing for Realtime Graphics
- Smart Automation & Flexible Middleware
- Metadata Extraction
- Rapid Prototyping & Complex System Abstraction
- Statisticalization

System Requirements

- Apple Macintosh Computer
- OS X 10.11.6 or macOS 10.12

* Features and Use Cases listed here are subject to change. Not all Features listed here are included in onCore designer. Features may be optional or have to be unlocked separately.



Network-based Ingest Solution for all Broadcast Needs.

Concept

Seamlessly integrating into the production workflow of any TV station or post-production facility just:in records multiple video sources directly into Apple QuickTime, AVFoundation QuickTime, MXF OP1a (including XDCAM EX, HD, HD422 and AVC-Intra), Avid OP-Atom MXF and MP4 containers. Unlike other software design philosophies just:in unites single and multi-channel ingest into one flexible and expandable client-server ingest solution.

Reliability & Flexibility

just:in is built for 24/7 deployment and easily adapts to the shifting requirements of time-sensitive broadcast environments. Featuring fallback destinations for out-of-storage or network connection loss scenarios and safe-write logic in the event of a power outage, just:in ensures that your recordings are safe and secure.

Customizable presets allow operators to quickly switch between commonly used setups. The ability to use two or more concurrent capture instances also makes just:in the ideal ingest solution for loop recording. This significantly speeds up editing in your NLE, without prior conversion in MAM systems.

Using the integrated XML writer engine operators can either customize XML export by writing XML files with descriptive metadata to accompany QuickTime and MXF generated files or by writing the desired metadata set directly into the QuickTime file. Additionally, Avid Media Composer users recording into an Avid OP-Atom MXF container will enjoy an automatic project name creation function allowing addition of a "Project" field into the metadata set.

Product Deployment

just:in is a client-server solution. With the built-in video and audio previews and the single/multi-channel control panel, the ingest operator controls all available ingest machines from a single interface.

Supported Codecs & Containers

QuickTime (PAL, NTSC, HD, UHD/4K)

- DV, DVCPRO25/50, DVCPRO HD
- IMX 30/40/50
- XDCAM EX, XDCAM HD, XDCAM HD422*
- All ProRes codecs
- Avid DNxHD
- H.264 (MOV and MP4)
- Uncompressed SD/HD in either 8- or 10-bit
- AVC-I 50M/100M
- Photo JPEG
- GV HQX
- Supported frame rates (vendor and card specific): 23.976, 24, 25, 29.97, 30, 50, 59.94, 60

MXF (PAL, NTSC, HD)

- DV PAL, DVCPRO50
- DVCPRO HD
- IMX 30/40/50
- XDCAM EX, XDCAM HD, XDCAM HD422
- AVC-Intra 50M/100M
- Avid DNxHD (Avid OP-Atom MXF ONLY!)
- Uncompressed SD/HD in 8-bit
- Supported frame rates (vendor and card specific): 23.976, 24, 25, 29.97, 30, 50, 59.94, 60

* AVFoundation QuickTime container only

Key Features

- Apple QuickTime MOV, Apple AVFoundation QuickTime, MXF OP1a, Avid OP-Atom MXF and MP4 container capture
- Available as single or multi-channel setup
- Multi-channel preview and ingest control for client-server operations
- Gang recording support for multi-cam setups
- Frame accurate Crash, Loop and Schedule recording
- QuickTime reference movie support (Apple Final Cut Pro 7/X)
- Closed Captioning Support
- Edit-While-Recording support in Apple Final Cut Pro 7/X or Adobe® Premiere® Pro CS6/CC/CC 2014/CC 2015/CC 2015.3 within QuickTime MOV and MXF containers
- Split-While-Recording functionality
- Infinite Chunk recording
- Customizable end-of-recording based on timecode entry
- Support for post-capture commands using customizable scripts (e.g. FTP upload or MAM connections)
- Support for customizable XML Metadata as well as native QuickTime metadata entries
- Support for external timecode sources
- Post-production naming procedure
- Works with live:cut
- SCC Support

System Requirements

- Apple Mac Pro or Mac mini
- OS X 10.10.5, 10.11.6 or macOS 10.12
- AJA, Blackmagic Design or Deltacast video devices
- For detailed system requirements please consult the online user manual or contact us



just: in linux

Network-based Ingest Solution for all Broadcast Needs.

Concept

Seamlessly integrating into the production workflow of any TV station or post-production facility just:in records multiple video sources directly into Apple QuickTime, MXF OP1a (including XDCAM EX, HD, HD422* and AVC-Intra 50/100M*) and MP4 containers (Cantemo Portal Proxy or other proxy formats). Unlike other software design philosophies just:in unites single and multi-channel ingest into one flexible and expandable client-server ingest solution.

*IRT compatible

Reliability & Flexibility

just:in is built for 24/7 deployment and easily adapts to the shifting requirements of time-sensitive broadcast environments. Featuring fallback destinations for out-of-storage or network connection loss scenarios and safe-write logic in the event of a power outage, just:in ensures that your recordings are safe and secure.

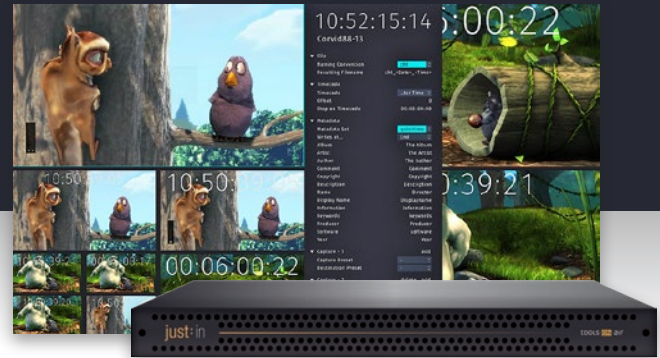
Customizable presets allow operators to quickly switch between commonly used setups. The ability to use two or more concurrent capture instances also makes just:in the ideal ingest solution for loop recording. This significantly speeds up editing in your NLE, without prior conversion in MAM systems.

Using the integrated XML writer engine operators can either customize XML export by writing XML files with descriptive metadata to accompany QuickTime and MXF generated files or by writing the desired metadata set directly into the QuickTime file (Metadata can be easily imported to Cantemo Portal or Axle).

Customizable pre- and/or post-record scripts allow operators to automatically execute actions like generating placeholders in MAM systems or uploading files to FTP servers.

Product Deployment

just:in is a client-server solution. With the built-in video and audio previews and the single/multi-channel control panel, the ingest operator controls all available ingest machines from a single interface.



Key Features

- Apple QuickTime MOV, MXF OP1a and MP4 Container Capture
- Available as Single- or Multi-Channel Setup
- Multi-Channel Preview and Ingest Control for Client-Server Operations
- Gang Recording Support for Multi-Cam Setups
- Frame accurate Crash Recording
- Edit-While-Recording Support in Apple Final Cut Pro 7/X or Adobe® Premiere® Pro
- Infinite Chunk Recording
- Support for customizable XML Metadata
- Post-production Naming Procedure
- Supports pre- and post-commands using customizable Scripts (e.g. FTP upload or MAM connections)
- Multiple Capture IDs per Channel
- Up to 4K/UHDp60

Hardware

- 1RU Server
- 4x Channel HD or 8x Channel HD Configurations
- Redundant Power Supply
- 10Gbit Ethernet Ports
- Integrated Storage
- Please contact us for more Details

Supported Codecs & Containers

QuickTime (PAL, NTSC, HD, 4K/UHD)

- All ProRes codecs
- H.264
- AVC-I 50M/100M
- Photo JPEG
- Supported frame rates: 23.976, 24, 25, 29.97, 30, 50, 59.94, 60

MXF (PAL, NTSC, HD)

- IMX 30/40/50
- XDCAM EX, XDCAM HD, XDCAM HD422
- AVC-Intra 50M/100M
- Supported frame rates: 23.976, 24, 25, 29.97, 30, 50

MP4 (PAL, NTSC, HD, 4K/UHD)

- H.264
- Supported frame rates: 23.976, 24, 25, 29.97, 30, 50, 59.94, 60



live:cut

Multicam-Workflow for up to 16 Cameras.

Concept

live:cut is designed to make the most of today's multi-camera productions, dramatically reducing production time by eliminating many time-consuming production processes. From talk and game shows to soaps and sitcoms up to live concerts and event recordings, live:cut is a powerful solution for any multi-camera production.

live:cut works by centralizing ingest, metadata, live logging, media management and workflow automation in a single, easy to use interface. Re-edits and post-production tasks can be immediately performed, even while still recording.

Flexibility

A single button starts and stops the recording process. Notes, labels, markers and comments can easily be set during the recording. live:cut creates a realtime vision mixer's EDL, which is instantly processed into a multi-camera timeline in your NLE of choice and ready for fast turnaround post-production. Recorded takes are tracklaid, organized and sent to workstations or your MAM of choice for further processing.

live:cut works with just:in to accommodate up to sixteen channels of multi-camera ingest. Additionally it integrates seamlessly with just:live to send selected takes directly to just:live's multi-camera track for instant replay and payout.

Available in flexible hardware setups, ToolsOnAir's live:cut is the ideal low-cost, low-space and energy efficient solution for OB-vans and other on-location multi-camera setups.

Product Deployment

live:cut is a client-server solution. With the built-in video and timecode previews and the multi-channel control panel, the live:cut operator controls all available ingest machines from a single interface.

Supported Containers & Codecs

QuickTime (PAL, NTSC, HD, UHD/4K)

- DV, DVCPR025/50, DVCPR0 HD
- IMX 30/40/50
- XDCAM EX, XDCAM HD, XDCAM HD422*
- All ProRes codecs
- Avid DNxHD
- H.264 (MOV and MP4)
- Uncompressed SD/HD in either 8- or 10-bit
- AVC-I 50M/100M
- Photo JPEG
- GV HQX
- Supported frame rates (vendor and card specific): 23.976, 24, 25, 29.97, 30, 50, 59.94, 60

MXF (PAL, NTSC, HD)

- DV PAL, DVCPR050
- DVCPR0 HD
- IMX 30/40/50
- XDCAM EX, XDCAM HD, XDCAM HD422
- AVC-Intra 50M/100M
- Avid DNxHD (Avid OP-Atom MXF ONLY!)
- Uncompressed SD/HD in 8-bit
- Supported frame rates (vendor and card specific): 23.976, 24, 25, 29.97, 30, 50, 59.94, 60

* AVFoundation QuickTime container only



Key Features

- Designed for studio, OB-Van or other on location multi-camera setups
- Automated workflow for pre-recorded multi-camera productions
- Integrated EDL Recorder for generating a multi-camera timeline
- Works with standard vision mixers and Blackmagic Design ATEM switchers
- Works with Adobe® Premiere® Pro CS6/CC/CC 2014/CC 2015/CC 2015.3 and Apple Final Cut Pro 7/X
- Send multi-camera highlights to just:live for instant replay
- Simple and intuitive one button operation thus very short learning curve
- Full tapeless recording with media access at any stage of production
- All major codecs and formats supported by just:in engine v.1.8 and v.2.0
- Workflow for Talent Shows, Soaps etc

System Requirements

- Apple Mac Pro or Mac mini
- OS X 10.10.5, 10.11.6 or macOS 10.12
- AJA, Blackmagic Design or Deltacast video devices
- For detailed system requirements please consult the online user manual or contact us



just:live

Live Production Playout for Video and Realtime Graphics.



Concept

With its intuitive, customizable, timeline-based user interface, just:live enables broadcasters to manage the playout of videos, multiple layers of realtime graphics and router control/GPI events in a single interface.

just:live's architecture enables the playout control of single or even multiple channels using one interface. Furthermore our multi-operator approach empowers multiple users to control a single station concurrently.

Flexibility

just:live's versatile graphical user interface provides an unlimited, frame accurate preview of all video items with the option to set new in- and out-points and the ability to split clips for commercial insertion.

With just:live's integrated timeline, operators can easily monitor the progress of currently playing clips, while simultaneously building a rundown sequence which can be operated by a single mouse-click. Each clip can have its own unique finished action, such as play next, cue, reload or loop.

Video Quality & Realtime Graphics

just:live delivers the high-quality video and audio playout you expect from a professional broadcast environment by using Apple's pristine ProRes codec or uncompressed video.

just:live's integrated playout engine provides supreme quality and back-to-back playout of mixed container formats, codecs, aspect ratios, pixel sizes and field orders.

On top of that, interactive realtime graphics can be used to display live source data (i.e. news tickers, stock exchange, weather feeds). The tight integration with composition:builder – ToolsOnAir's graphics template creation tool – enables pre-produced templates to be dropped into a graphics layer (on top of the video layer), allowing content changes to be made during playout and delivered in realtime.

Reliability

Based on Apple's proven and robust macOS, just:live is an entirely native Apple Xcode development, compatible with the current Mac Pro, iMac and Mac mini models. Designed for tapeless workflows, just:live fully integrates into standard MAM, Newsroom systems and storage solutions.

Supported Codecs

- DVCPR0, DVCPR050, DVCPR0 HD, DV, DV Stream, DVCAM, HDV
- All Apple ProRes Codecs
- XDCAM HD/ES/EX (1080i and 720p)
- MPEG-2, MPEG-4, H.264
- All AVID LE/PE codecs
- AVC-Intra
- JPEG
- IMX
- Apple Animation Codec

* some Containers may not support all of the listed Codecs

Supported Containers*

- MOV, MP4, M4V
- MPG, MPEG, MPEG-TS
- AVI
- 3GP
- F4V
- DV
- MXF

Key Features

- Manually controlled video and graphics playout & router control
- Ability to control several channels using one multi-layer UI
- Adjustable graphical user interface
- Pre-built playlist rundown
- Advanced finished actions
- List view and thumbnail view
- Built-in audio mixing capabilities
- Built-in "OnAir" window
- Direct trim and split of videos
- Slow motion video playout
- Live feed pass-through
- Full featured SD, HD and UHD/4K playout
- Mixed resolution playout back-to-back
- Up to six layers of realtime graphics
- Realtime data insertion
- QuickTime movie and still image playout with alpha-channel
- Third-party hardware control integration
- Support for customized web-based user interfaces to control realtime graphics
- Optional: RTMP streaming out
- Optional: external time code display

System Requirements

- Any current Mac Pro, iMac or Mac mini
- Minimum of 12 GB RAM
- OS X 10.10.5 or later
- For detailed system requirements please consult the online user manual or contact us



24/7 Automated Broadcast Playout Server with Realtime CG.

Concept

Featuring an intuitive user interface, just:play empowers broadcasters to schedule and manage their playout, even while a clip is already on air. This is possible while having an unlimited number of users working concurrently on the same channel (depending on the user rights defined for this channel).

just:play's easy-to-use, timeline-based interface enables users to schedule content days or even weeks in advance, while providing a traditional list view with metadata support.

Flexibility

just:play's versatile graphical user interface provides an unlimited, frame accurate review and preview of all scheduled video items via the timeline or the preview windows.

At any time during the scheduling process, just:play gives you full control of the rundown. Gaps and overlays are easily visible and just:play's playlist-based design makes it easy to structure the rundown.

Key Features

just:play supports major broadcast file formats and codecs (see below). It imports a wide variety of industry standard playlists using XML. just:play will compose videos and multiple layers of realtime graphics and play them out as an SDI signal and/or an IP-stream – simultaneously using a single hardware.

Video Quality & Realtime Graphics

just:play delivers the high-quality video and audio playout you expect from a professional broadcast environment by using Apple's pristine ProRes codec or uncompressed video.

On top of that, interactive realtime graphics can be used to display live source data (i.e. news tickers, stock exchange, weather feeds). The tight integration with composition:builder – ToolsOnAir's graphics template creation tool – enables pre-produced templates to be dropped into a graphics layer (on top of the video layer), allowing content changes to be made during playout and delivered in realtime.

Supported Codecs

- DVCPRO, DVCPRO50, DVCPRO HD, DV, DV Stream, DVCAM, HDV
- All Apple ProRes Codecs
- XDCAM HD/ES/EX (1080i and 720p)
- MPEG-2, MPEG-4, H.264
- All AVID LE/PE codecs
- AVC-Intra
- JPEG
- IMX
- Apple Animation Codec

Supported Containers*

- MOV, MP4, M4V
- MPG, MPEG, MPEG-TS
- AVI
- 3GP
- F4V
- DV
- MXF

* some containers may not support all of the listed codecs

Key Features

- 24/7 automated playout
- Adjustable graphical user interface
- Ability to control several channels using one UI
- Playout preview function
- Sync point to easily identify "overs" and "unders" of important video start times
- Default gap playlist
- Custom playlist import
- Built-in "OnAir" window
- Direct trim and split of videos
- Mixed resolution playout back-to-back
- N+1 and 2N redundancy available
- Native router control and GPI out
- Up to six layers of realtime graphics
- Ability to control several channels using one multi-layer UI
- Mixed codec, aspect ratio and resolution support
- Automatic scheduling update
- Unlimited playlist editing
- Realtime data insertion
- Final Cut Pro 7/X timeline integration
- Flexible "As-Run" log
- Advanced user rights management
- Advanced repository folder management
- Frame accurate restart after power failure
- Watched folder functionality
- Last minute changes
- IP-based interconnection
- Live feed pass-through
- Optional: RTMP streaming out

System Requirements

- Any current Mac Pro, iMac or Mac mini
- Minimum of 12 GB RAM
- OS X 10.10.5 or later
- For detailed system requirements please consult the online user manual or contact us



composition: builder



Realtime Graphics Template Editor for just:live and just:play.

Concept

With its clean user interface and powerful feature set, composition:builder enables small and mid-sized TV stations to easily create and implement professional realtime graphic templates for news, weather, stock exchange, sports, and other broadcast applications. The graphic templates can be used within just:play and just:live. Professional quality graphics development no longer has to cost a fortune.

Quality & Flexibility

Designers are able to create realtime graphic templates that can be easily customized at air time, maintaining pristine, professional quality graphics throughout the process. composition:builder templates can be updated manually and automatically in just:play and just:live. Out-of-the-box support for XML files, coupled with the powerful XPath query language enables data extraction from local or networked files, making the creation of live news tickers, weather, stock exchange, music channel inserts and traffic info graphics a simple task.

Free Graphic Templates Package

composition:builder comes with a package of pre-designed templates which can be used and modified for free. Drop them into any graphics layer in just:play or just:live to play them out concurrently with any video clip. In addition the smart and yet powerful "stopframe" approach allows you to dynamically extend the duration of graphic templates, while maintaining the individual duration of animations within a template. Changes to graphics and information sources can be easily made during playout and brought to air in realtime – even with remote, web-based customized control interfaces which can be used with any web-browser (on desktop and mobile devices).

Extensibility & Reliability

composition:builder is designed to interface with Apple's Quartz Composer technology, enabling you to create own custom components in Quartz Composer to extend your graphic templates.

Based on Apple's proven, robust OS X, composition:builder is a fully native Apple Xcode development, compatible with any current Apple Mac Pro and selected iMac and Mac mini models.

Key Features

- Keyframe/timeline-based editor for realtime broadcast graphics creation
- Versatile repository providing text elements, geometric shapes, image- and movie-elements
- Native import of Adobe® Photoshop® (PSD) and Apple Quartz Composer (QTZ) files
- Integration of raw text, RTF, XML and RSS file parsing
- Straightforward data query via XPath query language
- Supports standard broadcast formats (PAL, NTSC, HD 720, HD 1080, UHD and 4K)
- Intuitive and easy to use interface
- Display of live date and time information with extensive parameterization
- Capability to show info about current/upcoming video clips which are scheduled in just:play/just:live
- Almost unlimited extensibility using Apple's Quartz Composer
- Attributes of graphic elements can be exposed to just:play/just:live for on-the-fly editing
- DVE added to a video or live signal as part of the composition
- Option to embed resources to have standalone compositions
- Optional web-based (web-browser – desktop or mobile) custom control user interfaces

System Requirements

- Any current Mac Pro, iMac or Mac mini
- Minimum of 12 GB RAM
- OS X 10.10.5 or later
- For detailed system requirements please consult the online user manual or contact us



just:store



Optimized Storage Solution for Professional Broadcast.

The Love-Hate Relationship called Storage

For most broadcast professionals buying storage is like buying life insurance: both are unloved, both are a necessity – and in both cases wrong decisions aren't discovered until it's too late. When purchasing storage, broadcasters unfortunately often make bad choices. After investing in expensive solutions from reputable storage companies, they discover that traditional manufacturers don't understand broadcast and high-bandwidth multimedia environments.

The new just:store honors the needs of professional broadcast with its new interface, higher performance, better hardware and more storage at an unbeatable price!

Broadcast is Different

Professional broadcast places unique demands on a storage solution. Speed and reliability are just starting points. Low latency, file-level access, consistent bandwidth and easy scalability are mandatory. Until now fulfilling these requirements at an acceptable cost was a daunting if not impossible task.

ToolsOnAir understands broadcast and we understand value for money. just:store is the first storage solution built by broadcast professionals for broadcast professionals. Starting at 24 TB (4-bay) and scaling up to 192 TB (24-bay) per chassis we offer a solution to fit every need and every budget. All our systems support an unlimited number of clients and come with a three year hardware warranty.

Unique Features

- **Bandwidth Profiles:** select the Profile which works best for your environment (Playout, Editing, Ingest).
- **onCore® Workflows:** use Workflows based on the ToolsOnAir onCore® framework which allow you to control, monitor and customize tasks. onCore® supports the ToolsOnAir Broadcast Suite, qualified MAM systems and database/web applications.
- **EA Management:** just:store takes care of filesystem operations to avoid extended attributes and access issues that could interrupt operations.
- **TOA Broadcast Suite Integration:** just:store seamlessly integrates with just:play, just:live and just:in.
- **TOA Caching Engine:** just:store goes further in the QoS for media jobs. The smart Caching Engine manages the different layers of the disk controller, operating system and network interfaces – ensuring reliability and performance for your tasks.
- **Improved Project Handling:** The classical Project handling approach allows you to save Projects anywhere on your just:store. You can now open the same Project in as many places as you want.
- **Avid Project Workflow:** just:store provides a "Bin Locking" Workflow for Avid Projects.

Key Features

- NAS with 24 TB to 192 TB in a single chassis
- Block-level striping with double distributed parity RAID 6 (customized parity is also available)
- 19" standard rack unit 1U to 4U/12- and 24-bay
- 3.5" enterprise class SAS drives, hot swappable
- Multiple chassis support (4, 12 and 24-bay)
- One spare enterprise class SAS drive included for every 12 drive set-up
- E3 (just:store mini) and E5 (just:store) Xeon CPUs
- System RAM from 32 GB to 64GB
- Multiple expansion slots (depending on model)
- Optional CPU upgrade for onCore® Workflows
- Easy and affordable expansion via JBOD
- Web-based administration and monitoring tools
- Internet sharing
- Sharepoint and user management
- Adaptive read/write prioritization
- Intelligent Caching Engine
- Automatic email notifications

Protocol & Network Clients Support

- Dual 10 GBit Ethernet on-board
- SMB v1, v2, AFP, NFS v3, v4
- At least Windows XP SP3, Mac OS X 10.4 or Linux Kernel Version 2.6

Warranty

- 3 to 5 years bring-in warranty on all hardware components.



mb:cast

Go on Air from Anywhere with mb:cast.

Mobile Broadcast – Overview

Packed with the latest encoding technology and a sophisticated bundling and caching algorithm, the mb:cast product family lets you **transfer video footage wherever you have an internet connection**. Video delivery from the shooting location to the TV studio is quick, cost effective and bandwidth scalable. Back at the studio, editors can start working while on-location shooting is still in progress.

For store-and-forward workflows a broadcast optimized file transfer software with integrated transcoding and a streaming engine significantly accelerates file delivery in time critical situations like news gathering or sports coverage.

As an adaptable solution, the **mb:cast server** is installed at the production site and the free **mb:cast streamer** software can be provided to an unlimited number of clients. For even greater mobility at the shooting location use our **mb:cast mobile** unit. Equipping freelancers and subcontractors has never been easier or more cost effective.

mb:cast Server

The mb:cast server is the backbone of the mb:cast product line allowing broadcasters and TV studios to receive streams delivered with the free client software. Via the **built-in SDI** output, it can easily be integrated into an existing studio environment. Alternatively, the server software can be installed on any of our just:store NAS devices.

The mb:cast server is an ideal solution for going live, if a conventional SNG is not available or is not within budget. If you do not need live coverage but time is still critical, content can be delivered about **three times faster than with conventional FTP** solutions. The mb:cast server automatically transcodes incoming video streams to a predefined target format (like XDCAM HD, D10, DV) during transfer. Only small amounts of compressed data need to be transferred across the internet and large files suited for editing can be accessed immediately within the local area network. Live footage can be played out during transfer or whenever needed, using the intuitive user interface.

mb:cast Streamer

With the mb:cast streamer software, ENG crews and journalists can deliver their content via broadband internet connection to any broadcaster using an mb:cast server. Simply connect your camera to your laptop and instantly stream your footage to the mb:cast server unit. The footage is available on the server in realtime, and can be downloaded immediately after recording is completed. No additional steps are required for delivery.

Conventional FTP solutions require encoding before submission and decoding by the recipient. mb:cast Streamer eliminates this cumbersome process. Upon launch, mb:cast Streamer automatically detects connected P2 or XDCAM drives. A single click delivers your footage. Should you lose the internet connection during transmission, your video footage will still arrive interruption-free as mb:cast Streamer automatically continues transmission once the connection is reestablished.

mb:cast Mobile Unit

The mb:cast mobile unit has been designed to make field operation as comfortable and simple as possible. Following a minimalistic design the most important features are accessible by high-quality mechanical switches. Video transmission can be monitored on a small LCD on the front of the device, which is easily visible even when carried with a shoulder strap. The display is also sunlight-visible allowing operators to see important status information easily on outdoor shootings.

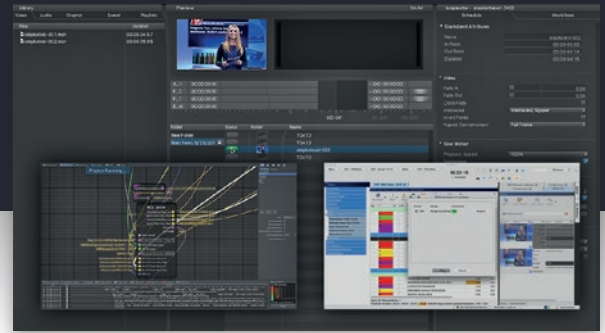


Key Features

- Live streaming or remote ingest via multiple bonded connections
- Equip unlimited clients with the free mb:cast streamer software
- Significantly faster than conventional FTP
- Sophisticated bundling and caching algorithm
- Automatic video transcoding during transfer
- Single click footage delivery
- Failsafe mechanism for unstable internet connections
- Small and handy mobile unit
- 6 USB Ports for multiple 3G/4G modems
- SDI or HDMI input
- High profile, true interlaced H.264
- Passive cooling, no motorized parts
- V-Mount or Anton Bauer battery connector
- External power supply
- Stream your project directly out of the timeline using Adobe® Premiere® Pro



just:news



MOS Newsroom Integration for just:live.

Concept

Our **onCore®-based MOS Media Server** enables you to easily integrate OCTOPUS newsroom systems and run stories with professional video and realtime graphic templates for news, weather, stock, sports, and other broadcast events. Final delivery is achieved through just:live, our live-based playout system built with the fast paced news workflows in mind.

Thumbnail and Proxy Preview of Video Content

just:news provides thumbnail images and proxy videos which are visible to the OCTOPUS users when creating and adding assets to their stories.

RT Graphics Integration

Realtime graphics can be easily added to a story through a set of user definable graphics templates. The behavior and content of graphics can be entered and changed within the interface of OCTOPUS and played out directly from just:live.

NLE Integration and Placeholders

Assets can be added to a story in OCTOPUS, edited within the NLE and attached to a placeholder via the OCTOPUS NLE Plug-In available for Apple Final Cut Pro and Adobe® Premiere® Pro. just:news updates OCTOPUS with the duration and other relevant information.

Support of Standard MOS Operations

just:news supports standard MOS operations, like automatic updates of rundowns when making changes in OCTOPUS and clip status information (like PLAY and STOP) sent in realtime and reflected in the rundown window of OCTOPUS.

Supported Newsroom Versions

- OCTOPUS 6.0, 7.0 and higher

Supported MOS Version

- 2.8.3

System Requirements

- OS X 10.11, macOS or Linux-based Computer
- 8 GB RAM
- Java 1.7.x and MySQL Community Server 5.7.17
- ToolsOnAir onCore® license