

Inscriber[®] onTour[™]

Mobile Broadcast Graphics System



Developed for live sports, news and special events production, the Inscriber[®] onTour[™] mobile broadcast graphics system can output real-time, 3D broadcast graphics from anywhere in the world. The compact HD/SD-selectable system fits easily into a carrying case, giving operators the flexibility to create, preview and go to air from any location, without needing to rack mount their CG.

The onTour mobile system is loaded with high-performance Inscriber graphics technology. Inscriber[®] G-Scribe[™] provides the core technology for the onTour system and is the same powerful technology found in the Inscriber family of broadcast graphics systems — including the flagship Inscriber[®] G3[™] HD/SD-selectable graphics and animation system. The complete G-Scribe suite of design tools features a character generator, sequencer, effects keyframe animation editor, optional multilayer paint tool, frame-grab program and media/clip store database.

The onTour mobile system also features Inscriber[®] RTXports[™], enabling broadcasters to display streaming data content developed expressly for live events. The Inscriber[®] RTX[™] API supports dynamic data insertion, providing the flexibility to collect data from any source and display it graphically, incorporating logos, text, animations, video clips and tickers. Third-party and custom-built applications created using RTX[™] can then be played back directly within the G-Scribe environment.

Features

Strata Compositing[™]

Strata Compositing[™] enables real-time compositing of multiple, independently controllable virtual channels into a single physical channel. Use it to output multiple graphic layers — a ticker, a station ID, a lower third and background video, for instance — as a single channel.

Overlay[™]

Overlay[™] allows you to build and control three additional layers of graphics on top of your current output without having to use additional channels. Objects output with Overlay[™] remain on the topmost layer and operate without disruption. They're completely independent of other layouts, making them easy to control. You can easily insert and hide clocks, timers, still or animated logos, channel IDs, lower thirds, scoreboards, over-the-shoulder graphics, text crawls and temperature read-outs.

Automation Interface[™]

Automation Interface[™] allows you to connect the onTour system to newsroom computer systems using the industry-standard Intelligent Interface[®] protocol. It also enables tag filling and display control using a standard serial port protocol available from most news system vendors, including Harris, AP, Autocue, Avid, Compromter, EZ News, Florical, Parkervision and Sundance.

Paint

This paint and graphics creation plug-in possesses unlimited layering capabilities, as well as image processing and masking tools. The Paint tool allows native PhotoShop[®] files (.psd) to be imported into and manipulated within the G-Scribe user environment — while maintaining layers.

Unicode Support

Display multiple languages simultaneously within one graphic layout.

Media Store

Store, manage, retrieve and play out media files including stills, templates, clips and animations. Media Store allows the user to search based on various metadata including user-definable keywords. Media Store integrates directly with the playlist and the output display so graphics

resources can be found and used either in CG pages or directly out to air.

Real-Time 2D Animation

Take your graphics to the next level with the easy-to-use 2D animation editor. The editor allows any graphic and text elements, including media objects (with Clips Option), to be keyframed on the x, y and z axes. Quickly apply effects such as transparency, scale and rotation to create dynamic, reusable animations, or use pre-built templates included on the system. No previous animation experience is necessary.

Clip Playback

Clip Playback enables integrated playout of clips as backgrounds, media objects and textures within your graphics layout. Play media content of any resolution up to full HD. Software codecs enable playout of most Windows[®] formats, including VIA, AVI, WMV, MPEG-2, and QuickTime[®].

Soft-Sided Carrying Case

Travel easy with your onTour system using the durable soft case provided. It provides extra pockets for cables, disks, paperwork, etc.

Options

RapidFire[™] Keyboard

An essential tool for live-event coverage. The RapidFire[™] keyboard is a dedicated custom keyboard that gives single-stroke functionality for many G-Scribe functions and features. It includes a US 101 Key Cap layout for use as a standard keyboard for normal PC operations.

Soft Rolling Case

Rubber wheels and a telescoping handle make it easy to maneuver through airports and on to your destination.

*Note: Not all QuickTime codecs are suitable for real-time HD playback. Results may vary.

Specifications

HARDWARE

Chassis

- Portable system in soft carrying case (hard carrying case optional)
- Dimensions: 11.44" x 16.8" x 5.69" (29.05 cm x 42.67 cm x 14.45 cm)
- Weight: 13.5 - 19.5 lbs (depending on configuration)

CPU

- AMD Opteron™ 1207 processors:
- dual 2.4 GHz dual-core processors

GPU

- Dual-Head NVIDIA® FX4600

RAM

- 4 GB RAM

Disk Sub System

- Four SATA 100 GB/7200 RPM internal drives

External Ports

- Three Gigabit-Ethernet ports
- Two external SATA ports
- Four USB 2.0 ports
- One RS-232 port
- One CRT SVGA port for dual-head display

Power Sub System

- 520 w - 110/220 V 50/60 Hz switching power supply

VIDEO

Supported Video Resolutions

Serial digital component 4:2:2 video @

- 1920 x 1080: /60i/59.94i/50i (SMPTE 274M)
- 1920 x 1080: /30p/29.97p/25p/24p/23.98p (SMPTE 274M)
- 1920 x 1080: /30psF/29.97psF/25psF/24psF/23.98psF (SMPTE 274M, RP211)
- 1280 x 720: /60p/59.94p/50p (SMPTE 296M)
- 720 x 486 (525): /59.94i (ITU-R BT601)
- 720 x 576 (625): /50i (ITU-R BT601)

Video Inputs

- One serial digital (SD/HD) Program/Frame Grab Input: 4:2:2 SMPTE 259M and SMPTE 292M, 8/10-bit SDI (270 Mb/s @ 525/625 and 1.485 Gb/s for HD)
- One serial digital (SD/HD) Key Input: 4:2:2 SMPTE 259M and SMPTE 292M, 8/10-bit SDI (270 Mb/s @ 525/625 and 1.485 Gb/s for HD)
- One analog reference Input: Tri-level sync (HD) or blackburst (SD) (terminated/non-terminated under jumper control)

Genlock

- HD/SD input or blackburst (SD)/tri-level sync (HD) auto-timing of HD/SD inputs within +/- 1/2 line window

Input Levels SDI

- 800 mv pk-pk Analog Ref: 1 V pk-pk blackburst or 0.6 V pk-pk for tri-level sync

Input Impedance

- 75 ohms

Video Outputs

- One serial digital (SD/HD) Program/Fill Output: 4:2:2 SMPTE 259M and SMPTE 292M, 8/10-bit SDI (270 Mb/s @ 525/625 and 1.485 Gb/s for HD)
- One serial digital (SD/HD) Key Output: 4:2:2 SMPTE 259M and SMPTE 292M, 8/10-bit SDI (270 Mb/s @ 525/625 and 1.485 Gb/s for HD)

Output Levels

- SDI: 800 mv pk-pk

Output Impedance

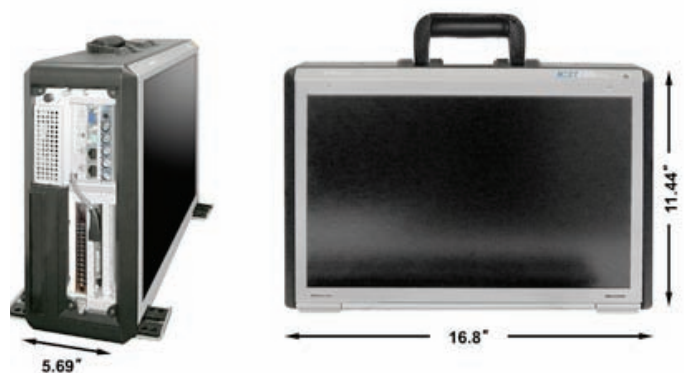
- 75 ohms

Audio Specifications

- Two AES/EBU pairs via two input/two output unbalanced/BNC connectors (upgradeable to four AES/EBU pairs)
- 3.5 mm stereo jack on faceplate for analog audio monitoring

Additional Features

- All internal video processing at 12-bits component 4:2:2:4
- Video and audio bypass on HD/SDI program input-to-output in the event of a power fail or application reset
- Shaped or unshaped fill signal processing
- Internal watchdog timer to ensure hardware stability
- Monitoring and signal status LEDs



For more information please visit www.broadcast.harris.com

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