

Specifications

**Power Specifications**

760W triple-redundant power supply w/iPC built-in & fan speed control

**Chassis**

3U Rackmount  
Rack rails included  
- H x W x D : 5.25" (13.35 cm) x 19" (48.26 cm) x 25.5" (59.69 cm)  
- Weight: 45 lbs (20.41 kg)

**Backpanel PCI/O**

MS optical PS/2 Mouse  
104-key system PS/2 Keyboard  
1.44 MB floppy drive  
Four USB 2.0 ports  
Two Gigabit Ethernet ports via RJ45

**Supported Video Resolutions**

Serial digital component 4:2:2 video @  
1920x1080: /60i/59.94i/50i (SMPTE 274M)  
1920x1080: /30p/29.97p/25p/24p/23.98p (SMPTE 274M)  
1920x1080: /30psF/29.97psF/25psF/24psF/23.98psF (SMPTE 274M, RP211)  
1280x720: /60p/59.94p/50p/ (SMPTE 296M)  
720x486 (525): /59.94i (ITU-R BT601)  
720x576 (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 Mbps @ 525/625)  
One Serial Digital (SD/HD) Key Input:- 4:2:2 SMPTE 259M and SMPTE 292M, 8/10 bit SDI (270 Mbps @ 525/625)  
One Analog Reference Input:- Tri-level sync or blackburst - (terminated/non terminated under jumper control)

**Genlock**

HD/SD input or black burst (SDI/tri-level sync (HD)  
Auto timing of HD/SD inputs within +/- 1/2 line window

**Input Levels**

SDI: 800mv P-P  
Analog Reference: 1V P-P Black Burst of 0.6V P-P 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 Mbps @ 525/625)  
One Serial Digital (SD/HD) Key output:- 4:2:2 SMPTE 259M and SMPTE 292M, 8/10 bit SDI (270 Mbps @ 525/625)

**Output Levels**

SDI : 800mv P-P

**Output Impedance**

75 ohms

**Additional Features**

All Internal Video Processing at 12-bits Component 4:2:2:4  
Video and Audio Bypass on HD/SD 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  
Recordable CD/DVD-RW Drive for Backup or System Restore

INFINITY  
gfx

INFINITE POSSIBILITIES



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# INFINITY GFX

## Single Source Graphics Solution

Infinity GFX is a comprehensive solution for the full range of ON-AIR Graphics. It includes everything needed to create the captivating ON-AIR Look, all in a powerful Turnkey System. It is designed to meet the demands of Fast-Paced, Live-to-Air Production including Live News, Sports, Elections, Budgets, SMS and Entertainment. Infinity GFX provides Flexibility, Easy Scalability and Significant Economy.

It provides many Advanced Features to simplify and automate operations while allowing a great deal of Flexibility. Built for Multi-User Environments, it allows the Administrator to efficiently distribute workload. Operators only see their assigned work area, thus totally eliminating chances of mistakes due to overlaps.

## The Graphics Solution for News, Stocks, Sports, Elections, Budget, SMS and Special Events broadcast.



- Instant and Real Time Update and On-Air Display
- Comprehensive and Foolproof Rights Administration
- 4-Point Animation and Layouts
- Template-based versatile Scrolls
- Designed for use without Programming Support
- Regional Languages support
- Database Structure – Integrates with Data Sources
- Generates Database and Log Activities
- Templates-enabled Creation and Composition
- Failsafe Video Bypass
- Discrete and Embedded Audio support

- Unlimited Layers to Create and display fullest range of Visuals
- Output full range of On-Air Graphics: Logo, Clock, Animations, Full Frame Graphics, Text, Objects and Images, Scrolls, Ads, Newsflash, Breaking News, Tables and Graphs
- Co-ordinated and collaborative Team Work over Network. License-free and unlimited Clients, local or remote, can Contribute and Manage
- Video Squeeze (DVE Effect)
- Generates As-Run Logs and Commercial Reports for Advertisements Displayed
- Import and Output On-Air Items Created in 3DS Max, After Effects, Maya, etc.
- Playlists-assisted Scheduling and Output
- API for Third Party Applications Development
- Template Builder to create Layouts for Timeline and Key-Frame Based Animations

# UNLIMITED CREATIVITY

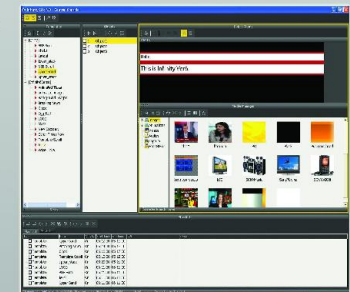


## IGDesign - A Visual Template Designer

- Allows easy Drag and Drop Interface to create any kind of Template
- Integrates with the new Media Manager
- Optional Desk Top Preview
- Complete ODBC integration
- Optional live Preview

## IGConsole - An Intuitive Operator Console

- New Data Entry Preview
- New and improved User Interface
- User designed grouping of Templates
- New Media Manager – All Media Objects
- Centralized Control Through Single Console
- Live update of Templates and Scrolls



## Template Builder - For Advanced Layout Designing

- Create Animated Layouts in Template Builder
- Call any rendered Animation from After Effects or 3DS Max
- Animate Text and Logos in a Timeline-based Environment and Play them out in Real-Time
- Change Animated Logos in Real-Time
- Numerous attractive and distinct Text Styles in Template Builder
- Predefined Animated Templates in Template Builder



## IGOutput - The Graphics Output Engine

- Live Display of On-Air Objects
- Playlist-integrated Output
- Objects-based Events
- Finer control of non-related Events
- As Run Log
- 16 GPIs & 8 GPOs

