Orion SD-SDI and SD-SDL

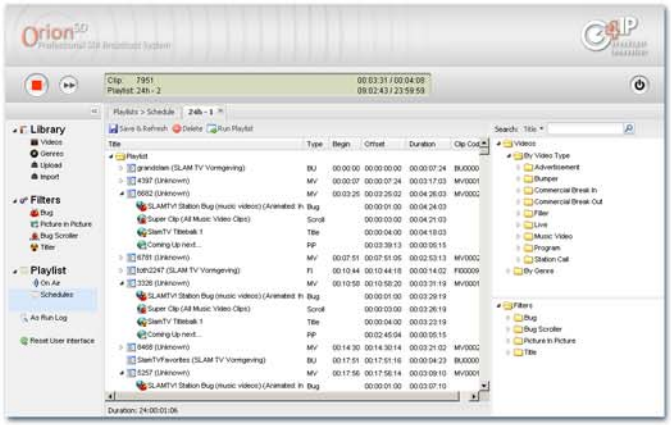
Robust 24/7 playout

The Orion SD-SDI is a fully web interface controllable play-out system that is able to handle multiple graphic layers and video effects.
Through the web interface you are able to control all the facets needed to run a TV channel.
It is possible to create 24 hour schedules within the web interface or upload already made schedules from a wide range of vendors.

Orion is frame accurate, meaning that the system will always check if the running schedule is in sync to time.
In this way the chance that the Orion has over or under runs is slim.
The system is module based, where you can choose the "filters" that are needed for your channel,
Live shows through the Orion with graphic overlays, SMS applications, RSS feed tickertapes, Database driven applications ,etc.

The Orion also has a fully automated "As run" logging system, where you are able to let the system send you the logs via E-mail, on designated days within the month, days within the week and time within the day.
The export is Excel compatible. The Orion also archives all the "As run" logs for later usage, when needed.

The graphic layers are "rule" based filters which can be edited to your needs, this means that your able to decide on witch type of media (Clip code), time window and date window the graphic should apply.
Graphic layers can be imported as alpha transparent TARGA sequences.



Each graphic layer can be set given detailed specs on how it should handle:
- **Offsets** (set window where the graphic will be shown within the media item)
- **Positioning** (Pixel accurate setting of the graphic in x and y axis)
- **Multiple TARGA sequences** (Station logo's can have different sequences: logo IN, logo LOOP and logo OUT animations)
- **Multiple rules** (Here you can set when the graphic should be shown with: Clip code rule, Date to start and stop and time to start and stop)
- **Fading** (This can be set to let the logo fade in and out with a preset speed)

With the integrated "watch dog" the system will automatically restart the Orion application when anything does happen to the system.

A build in emergency picture will be shown when the system does not have any more schedules to play or encounters problems.

Redundancy can be done by linking systems together over Ethernet, this way the "Secondary" system will keep on checking the Primary system constantly. When the Primary Orion does encounter problems the Secondary system will take over the play-out.
SMTP traps are also available as "module", to increase flexibility and the ability to connect the server to larger broadcast environments.

There is also an Orion SD-SDL version which is able to play-out media to a VGA, DVI, or any other PC based video output.

Application

The Orion gives you the option to setup a affordable play-out system, for local or remote channels.

With an integrated web interface you can monitor and control the system for distant locations, reducing costs and increasing flexibility.

The system is able to handle multiple animated graphic layers which are set by rules based on time and "Clip Code".
Schedule upload is possible from a wide range of schedule applications.

The modular system makes it easy to setup to your needs.

Optional modules:

- Live events (making it possible to rout live feeds through the Orion)
- Router control (control different brands of routers)
- RSS Feed GFX (Build a RSS feed based graphic overlay)
- XML Feed GFX (Build a XML feed based graphic overlay)
- RS422 (Control your sony protocol device for play-out or recording)
- SNMP (Enables SNMP traps on the Orion)
- Orion Scheduler (Web based schedule system which uses rules)
- Orion Light (Central Orion system that controls multiple play-out servers)

Specifications

Form Factor	19" 3U Rackmount Server 420 mm deep
AC Input	100 ~ 240V, 50 ~ 60Hz
Power consumption	ATX 300W
Operating Temp.	0 ~ 45°C (32 ~ 113°F)
Operating Humidity	5 ~ 95% (non-condensing)

AV I/O

Video input	SD-SDI
Video format	PAL, NTSC
Audio input	SDI embedded, AES-EBU
Controling	Web interface
Video Codec	Mpeg-2
Video Bit rate	100 – 10000 Kbps
Audio Codec	MPGA, LPCM,
Audio Bit rate	between 128 and 320 KBit