

# Connectus<sup>™</sup>

Optimized Graphics Management System



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## Optimized Graphics Management System

Streamline operations. Improve on-air looks. Increase performance. Inscribe® Connectus™ gives you the edge to respond to these demands by centrally managing your valuable Harris graphics resources — with ultimate control and efficiency.

### Create Once — Distribute Anywhere

Connectus™ enables stations and facilities to take advantage of lightning-fast workflows for sharing and distributing graphics. Your graphics team can create content in Dallas, your local news director can make up-to-the-minute edits to the content from Denver, and your CG operator in New York can download the latest approved content to a graphics playback system. With Connectus™, graphics designers, producers and operators have the freedom to create, share, manage and distribute their content to and from any location, any way they choose.

The workflow is simple. Graphics designers and authorized users can create, browse and edit graphics using a variety of Harris Inscribe content creation software systems, as well as popular third-party graphics software products such as Adobe® Photoshop® and After Effects® and Autodesk® 3ds Max®. Content is then published to the centralized Connectus server, ready to be viewed, edited and approved for playout. Content residing on the Connectus server can be sent — either manually or via the Connectus Console — to playback accurately and efficiently on the on-air devices networked across a LAN, WAN or the Internet.

### Deliver Accurate Content 24/7

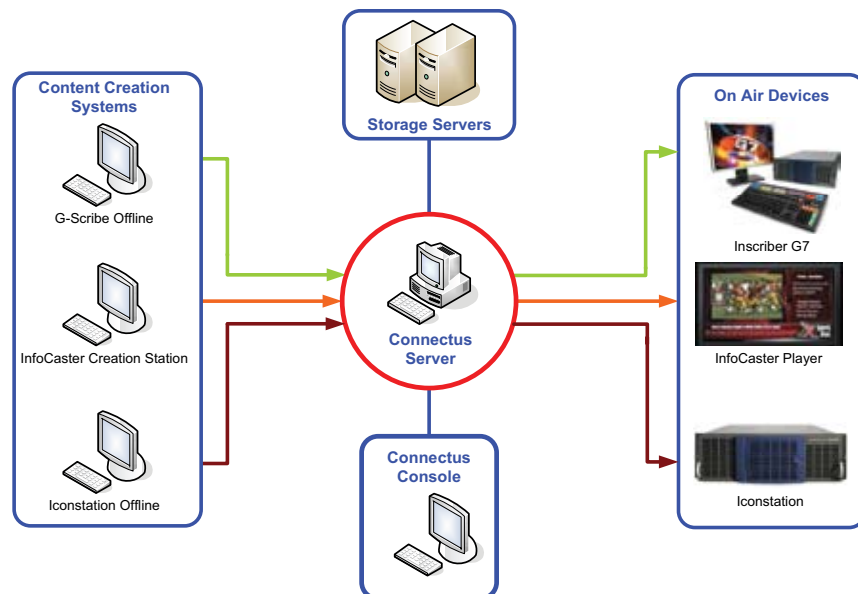
Connectus™ lets you set approval rules for authorized administrators, guaranteeing content that gets played to air is accurate, 24/7. The Connectus approval process ensures that only approved content is made available for locations outside the creation source, such as affiliate stations. Specific approval requirements can be created for individual players, with content approved by predetermined approvers, such as the Connectus administrator and the designer. As new content is published that requires approval, Connectus™ automatically generates an email notification to the appropriate approvers.

### Make the Most of Your MOS Environment

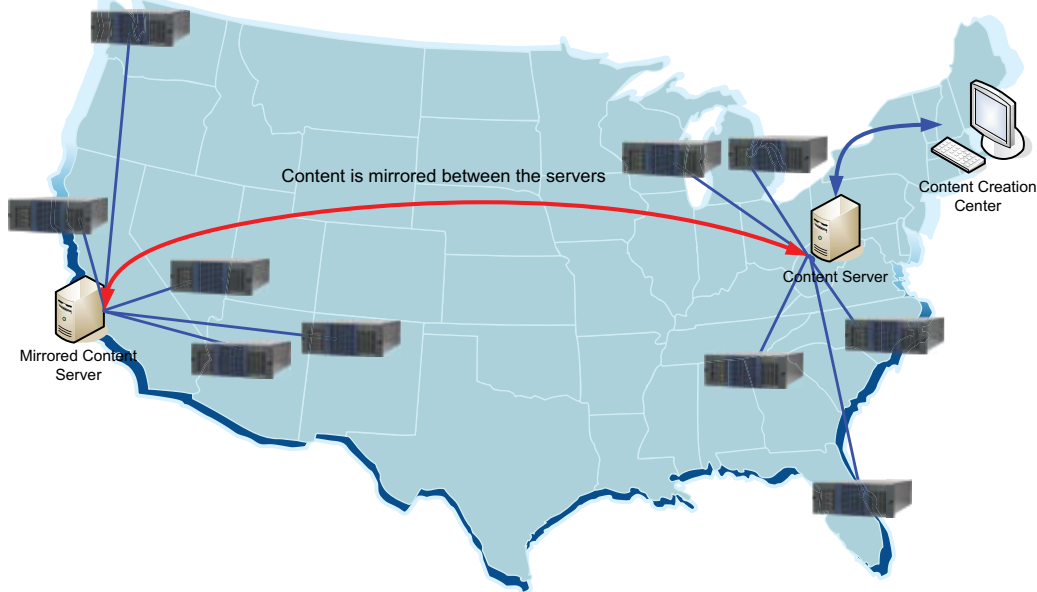
In busy MOS environments using Newsroom Computer Systems (NRCS) such as AP's ENPS®, Connectus™ centrally manages and moves content directly among the offline systems used for creating graphics, the Connectus server and the playback devices. Connectus™ sends graphics assets to predetermined folders on the playback devices, ready to be used by journalists as needed. This streamlined graphic workflow ensures that graphics can get from the design stage to the playback devices as quickly as possible.

### The Connectus™ Streamlined Workflow

- Content created with a content creation system is published to Connectus™
- The Connectus application defines one or more storage servers, which act as the central storage location for all of the graphics published
- The Connectus server can reside on any PC-based system on the network. The storage location can reside on the same system as Connectus™, or on any other network share that is available; depending on need, multiple storage servers can be configured, such as replication servers and approved content servers
- Content can be sent directly to an on-air device using the Connectus console, or content can be manually retrieved by the on-air device
- Connectus console allows a graphics administrator to manage Connectus settings and contents from any location on the network; features of Connectus console include the ability to view the contents currently stored on the server, set system permissions, configure storage servers and send content to on-air playout devices



# Centralized Graphic Content Distribution Model — Across Multiple Systems and Among Multiple Facilities



Content created in an East Coast facility and published to the main server can be replicated automatically to a mirror server on the West Coast. This content replication function serves as redundant storage for the media content and also reduces network bandwidth, while increasing speed by splitting the load across multiple locations. Content can be mirrored to as many systems as is required by a particular workflow. You specify the type of content replicated, when it is replicated, and whether existing content on the file servers can be overwritten.

Once the content has been published to the Connectus server, it then can be sent out to affiliate stations, or the affiliates can browse the graphics server and grab the content they require.

## Connectus™ Integration with Harris Inscribe Systems

Product	Publisher	Receiver
G-Scribe 6.0.x (Inscribe G1/G3/G7/onTour)	Yes	Yes
G-Scribe Offline 6.0.x	Yes	Yes
G-Store 6.0.x	Yes	Yes
Automation Interface 6.0.x	No	Yes
Content Receiver 1.0	No	Yes (allows any system on the network to receive content from Connectus™)
Inscribe Shell Extension	Yes	No (allows any system on network to publish content to Connectus™)
Channel ONE	Yes	Yes
IconStation	Yes	Yes
IconStation Offline	Yes	Yes
LogoCreator	Yes	No
IconLogo	No	Yes
IconMaster	No	Yes
InfoCaster Creation Station*	Yes	Yes
InfoCaster Player*	No	Yes
InfoCaster LE Player*	No	Yes
InfoCaster SE Player*	No	Yes

Publishers post graphics content to Connectus™ for sharing and managing  
Receivers grab graphics content from Connectus™ for managing and/or playout

\* InfoCaster systems use InfoCaster Manager

## **ONE Company for Workflow Solutions Throughout the Media Chain**

Harris is the ONE company delivering interoperable workflow solutions across the entire media delivery chain — providing today's broadcaster with a single, integrated approach to capitalize on the benefits of IT and mobile applications. By providing unparalleled interoperability across our product portfolio, Harris is able to offer customers integrated solutions that improve workflows, save money, enable new revenue streams and provide a migration path to emerging media business models. To meet the evolving needs of broadcast, distribution, government agencies and entertainment businesses, Harris is the ONE answer for change.

### **Service And Support**

At Harris, we are committed to customer service excellence. It is our goal to provide the highest level of support by applying a simple rule: We take ownership of helping our customers succeed. Our support teams consist of innovative technical experts who support all situations regarding product performance, integration and operational processing. We are adept at providing proven solutions, making workflows better and ensuring reliability of the product and system. At Harris, our experienced and dedicated teams stand ready to help you meet your goals for premium product performance, 100% up-time and reduced maintenance investment.

### **Warranty**

Because we want to assure you that Harris stands beside its products and system solutions, our products carry a standard set of warranty services, which are competitive with — and in some cases outperform — others in the industry.

### **Service Packages**

We offer value-add services that allow you to customize the level of services you need in meeting mission-critical performance levels. Our service package options offer many ways to upgrade your standard warranty by choosing the All-Inclusive OnePak, or by selecting individual services from our extensive portfolio. Our service and support advisors can assist in the selection of the individual services that best suit your requirements.

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**For more information, please visit [www.broadcast.harris.com](http://www.broadcast.harris.com).**

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