

Channel ONE™

Automated Graphics Channel



The television landscape is changing, and traditional broadcasters have new options for reaching out to specialized audiences. DTV opens a door that allows stations to multicast secondary channels and tap new sources of revenue. Content created for a main channel can be repurposed and broadcast over these subchannels, which can include a wealth of additional material. In addition, specialty channels with focused programming can be targeted to specific demographics.

The Harris® Channel ONE™ system is your one-stop solution for creating, scheduling and airing complete television channels in HD or SD. Channel ONE™ integrates graphics, animation, video, audio and real-time external data feeds to build a complete channel. The innovative Channel ONE™ supplies everything a broadcaster needs to produce and air DTV subchannels or graphics-intensive, 24-hour automated information channels — featuring national, regional and local content that can leverage and increase the value of your existing primary content.

Channel ONE™ delivers all of these capabilities in a single turnkey system, which means you don't have to purchase large amounts of equipment to get started. And the revenue generated by these specialty channels will pay for your Channel ONE investment in no time!

Features

Design Essentials

Channel ONE™ provides unparalleled graphics creativity, composition and playback capabilities. With the easiest and fastest user interface available — along with award-winning Inscribe® graphics — Channel ONE™ enables the creation of stunning professional graphics, video titles, custom animations, motion effects and 3D text. Create a compelling on-air brand by quickly arranging or overlapping multiple layers of design elements, including graphics, analog and digital clocks, video clips, live video, animations, rolls and crawls. You can even control an unlimited number of layers independently.

Flexible Content Creation

Channel ONE™ enables the design of sophisticated layouts with multiple overlapping zones, integrating information from completely different sources for each zone — all at the same time. From video to live streaming data to stylish graphics, create a mix that best suits your channel's needs. Cater broadcasts to specific audiences by creating custom content such as local news, community events, transit delays and advertising.

Real-Time Information Updates

Sophisticated data integration lets you keep viewers informed of breaking news, the latest sports scores, real-time stock information and weather updates. Channel ONE™ can broadcast live data feeds directly from various sources, including ODBC databases, RSS feeds, SMS messages, XML files and text files. Time-sensitive data is updated directly on-screen. And you'll feel secure running in an automated environment with the Channel ONE system's redundant power supplies, video and audio bypass during power failures and hot-swappable drives.

Pop-Back DVE

The Pop-Back DVE feature allows you to reposition and scale full-frame SDI input video or any graphic region. This functionality enables you to show your additional graphic elements and data without compromising your video content.

Advanced Functionality

Conditional playback permits both hardware and user-defined parameters to trigger changes to your on-screen content. Create rules to start and stop regions and content based upon other regions, time of day, data, etc. You can also use Channel ONE™ to create fully automated channels that deploy the latest content at specified times.



As Run Logging

Every region that you create in Channel ONE™ is capable of producing an “As Run Log,” which reconciles every item that did or didn’t play. Produced logs are in tab-delimited form, which makes it easy to import them into accounting and other business systems.

Options

Squeezeback DVE

Add elegance when you need to transition from full-screen video to a scaled or DVE video window. The Squeezeback option allows you to scale your video smoothly over a variable duration that you determine. Use this effect to reveal your already running graphics and data from under the full-screen video.

RTXports™

RTXports™ provides a simple and convenient interface to create customized interface controls to generate additional graphics through the Inscribe® RTX™ API. This option makes it easy to generate custom presentations — including sports scores, election returns, stock tickers and weather bulletins — and display them through Channel ONE™. The RTXports option allows to you enhance your Channel ONE presentation using purchased or custom-built plug-ins.

Clip Playback

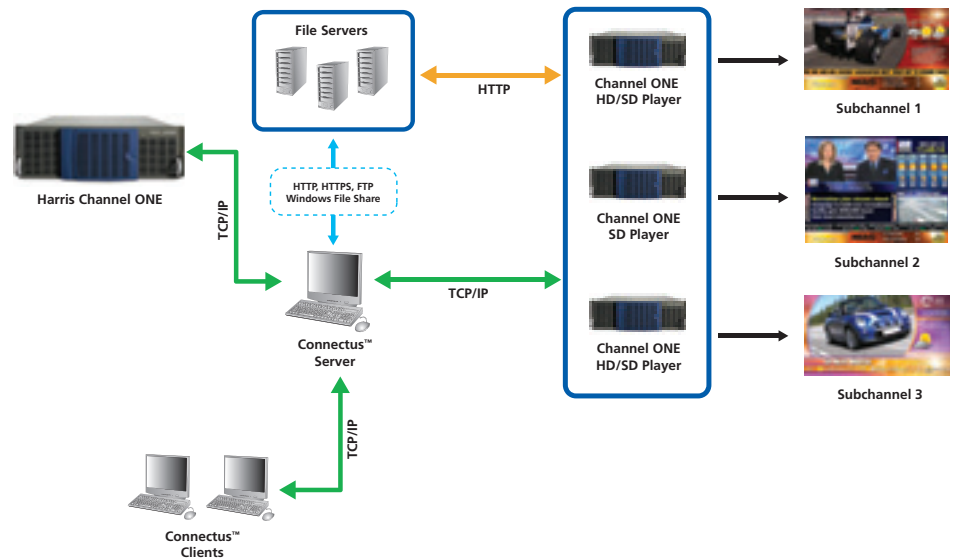
Clip Playback applies motion video to any surface, including backgrounds, text and objects. Clip Playback codecs support a complete range of video formats, including QuickTime®, Flash®, AVI, MPEG-1, MPEG-2, MPEG-4, WMV® and more.

Channel ONE™ Offline

With Channel ONE™ Offline, a standalone software package, operators can compose layouts on any computer running Windows® XP, and transfer their designs to an online graphics system for playout to air. A perfect complement to the Connectus™ graphics management system, Channel ONE Offline allows you to generate and schedule new content in an offline environment, and then use Connectus™ to publish it directly to your player(s).

Channel ONE™ ASI

With the ASI version of Channel ONE™, you have all the same graphic software features, networking control and scheduling functionality of the traditional Channel ONE system. However, instead of converting your transport stream to baseband, you can input ASI directly into the Channel ONE™ ASI system. Channel ONE™ ASI will composite your graphic presentation directly onto your transport stream and provide you with a native ASI transport stream out. Gone are the days of buying expensive signal converters — Channel ONE™ ASI can provide an IPTV stream to meet your diverse output demands.



Connectus™

Employ the Channel ONE Connectus™ application to administer the deployment of your channel. Supporting multiple network architectures — including LAN, TCP/IP and satellite — Connectus™ provides a flexible distribution method and a cost-effective way to expand your audience. Use it to direct the content, schedule and playout of hundreds of Channel ONE players — and monitor the health of each and every one. You can also use it to control completely unmanned regional and cable head stations.

Channel ONE™ Xtreme

New advancements in hardware let you do even more with Channel ONE™ Xtreme. Channel ONE Xtreme supports two simultaneous HD/SD SDI inputs that can be used to switch between sources or DVE and display both SDI inputs on one output, each in their own video window. Channel ONE Xtreme has a built-in hardware codec, allowing you to play a full-screen HD video background without using any system resources, such as memory or CPU. Channel ONE Xtreme doubles the number of audio channels available on the base system to give you up to 32 channels of audio.

Schedule Manager

Schedule Manager is an application that provides a visually intuitive interface for viewing, editing and disabling playback sequences. Snapshot views by week, day and second provide increasing detail of upcoming events, and each view displays a preview of the scheduled playback sequence, allowing you to edit settings — including dates, duration, days played, timing and transitions. Use this application in conjunction with Connectus™ to publish your schedule updates to your remote player.

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

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