Inscriber® TitleOne™ XT

Cost-Effective, Single-Channel 2D Character Generator

The Inscriber® TitleOne™ XT is a feature-rich, budget-friendly graphics system ideal for the production of 2D graphics. This single-channel system is available in either an SD version or an HD/SD-switchable solution and includes the Inscriber 2D character generator (CG), automation support, sequencer, ODBC integration, real-time animations and clip playback support. The TitleOne XT platform offers a compete package of intuitive graphics tools to help public broadcasters, cable operators, small or mid-sized television stations, stadiums, educational facilities and houses of worship easily produce professional graphics, compelling digital effects and sophisticated titles and crawls — all at an unbelievably low price.

FEATURES

STANDARD

1. TitleOne advanced graphics software
2. Strata Compositing™ — Seemingly separate channels/layers output as one channel
3. RapidFire™ software playback capability
4. Automation Interface™ for Intelligent Interface® system control
5. Connectus® Integration (Connectus software sold separately)
6. Compressed clip playback
7. Overlay® persistent objects
8. RTX NET® scripting
9. Quick Edit mode for rapid data entry
10. Open database connectivity (ODBC) to databases and spreadsheets; displays RSS feeds
11. Integrated Paint® tool including Adobe® Photoshop® PSD import with layer support
12. Embedded audio support
13. Real-time 2D animation creation and playback
14. Front-mounted, swappable system and media drives

OPTIONS

- Available as an SD-only or HD/SD-switchable solution; SD-only system is upgradable to HD/SD-switchable solution
- Inscriber RTX NET ports
- Direct Control™ 2 remote playlist creation and control
- Integrated media store
- MOS Integration
- AES audio and timecode support
- RapidFire Keyboard
- G-Scribe Offline™ creation software

PRODUCT DETAILS

TitleOne XT Character Generator Software

The TitleOne XT software package provides users with an easy-to-use, feature-rich 2D character generator, making it possible to import still graphics and media files and integrate text using an intuitive drag-and-drop interface to create stunning 2D CG pages — in minutes. TitleOne XT supports most common image and clip formats, including TGA, TIFF, PSD, AVI and MOV. Text tools include full unicode support, as well as support for all TrueType and Adobe® OpenType® fonts installed on the system. Combined with ODBC integration, RapidFire page recall and much more, TitleOne XT offers quality for any budget.

Note: Graphics created using TitleOne XT are 100 percent compatible with G-Scribe™-enabled systems such as the Inscriber G5™ and Inscriber G7™. Content created on the G5 and G7 systems may have some compatibility issues when being played on a TitleOne XT system, as certain features, such as 3D playback, are only available on the G5 and G7 platforms.

RTX NET Scripting

Unleash the power of RTX NET directly from your CG pages and G-3D scenes using the all-new RTX NET scripting engine. RTX NET scripting allows you to design features and functionality to meet your specific workflow requirements. Scripts can be applied to both 2D and 3D elements, and are ideal for creating special graphic effects that can automatically affect the page design and layout based on user-driven content. By utilizing the .NET framework, you can develop scripts in your language of choice, and take full advantage of all of the development tools offered by the .NET framework.

Automation Interface

Automation Interface allows you to connect an Inscriber graphics system to graphics automation systems using the industry-standard Intelligent Interface® protocol. It also enables tag filling and display control using standard serial port protocol or TCP/IP available from most news system vendors, including Harris, AP, Autocue, Avid, Compromter, EZ News, Florical, Parkervision and Sundance.

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.

Connectus Integration

Easily publish individual layouts or entire playlists to a Connectus media server with G-Scribe creation and playout software to quickly and easily distribute content between multiple CG systems. You also can download and approve media from the Connectus server. Media Store operators can directly publish and retrieve media assets including associated metadata.

Note: Connectus Software must be purchased separately.

For more information on Connectus click here.

FX Animation (2D)
Take your graphics to the next level with this easy-to-use 2D animation editor. Key-frame any graphic and text element, including media objects (with Clips option), on the x, y and z axes. Apply easy-to-use 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.

Paint
Paint is a 32-bit paint and graphics creation tool integrated within the TitleOne XT design software. It supports unlimited layering, resolution-independent image processing and masking. Paint allows native Photoshop® files (.psd) to be imported directly into the Paint environment while maintaining layers.

Clip Playback*
Clip Playback integrates video clip playout as backgrounds, media objects and textures within your graphics layout, and it supports 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®.

The TitleOne XT system provides 750 GB of dedicated media storage in a stripped media array for clip and media playback.

NOTE: Clip playback performance, including the size and number of clips used, is limited based on a number of factors, including the codec used, compression and screen coverage. We recommend that all clips be cropped to the minimal resolution required for playback.

OPTIONS

Upgrade from SD Only to an SD/HD-Switchable System
Upgrade your TitleOne XT-S system to a TitleOne XT-H system with a simple software option. No additional hardware is required.

G-Scribe Offline
With G-Scribe Offline, a standalone software package, you can compose layouts on any computer running Windows® XP, and transfer designs to an online graphics system for playout to air.

Integrated Media Store
Store, manage, retrieve and play out a wide range of media files, including stills, templates, clips and animations. Media Store also includes search capability based on various metadata, including user-definable keywords. This metadata is copied with each image, allowing files to retain all related information when moved from one system to another. Media Store integrates directly with both the playlist and the output display, so graphics resources can be found and used either in CG layouts or sent directly out to air.

AES Audio and Timecode Support
Add four channels of AES audio inputs and outputs with this audio paddleboard option. Trigger graphic sequences using a timecode source with the LTC input option.

Direct Control 2
Take control of your graphics systems with the all-new Direct Control 2 remote control interface for Inscriber production graphics systems. From a single seat, generate playlists, fill tags and control playback on multiple CG systems simultaneously. A simple drag-and-drop interface makes CG control a breeze with intuitive controls and operation, and is easy-to-use even by those not trained as graphics

operators. Direct Control 2 supports most common media formats, including stills, video clips, CG pages and G-3D files.

***The Direct Control option must be purchased for each playback system.**

MOS Integration

Inscriber MOS enables remote asset browsing, editing and playout capabilities within MOS Newsroom Computer Systems (NRCS), such as AP® ENPS® and Avid® iNews®. Inscriber MOS consists of a MOS-compliant ActiveX client control interface connected to Inscriber graphics systems. Inscriber MOS gives newsroom staff the ability to create and schedule template-based graphics from their desktops. Once inserted into a run-down, the graphics are available for playout across multiple Inscriber graphics systems. The Inscriber MOS server component negotiates transactions among the various MOS clients, the newsroom computer and Inscriber graphics hardware. Real-time previews are created for the journalists as they create their graphics to ensure the accuracy of each item being added to a story. Absolutely no graphics experience is required.

RapidFire Keyboard

RapidFire is a dedicated, custom keyboard that enables 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. The RapidFire keyboard is an essential tool for live event coverage.

***Ships with English key-caps.**

RTXports™

RTXports enables the playback of custom or third-party applications — such as financial tickers, elections results or sports score bugs — that have been created using the RTX NET API on any Inscriber graphics system. These customized applications can run concurrently with G-Scribe and Automation Interface, while sharing access to the output channel.

SPECIFICATIONS

Specifications and designs are subject to change without notice.

Processor	Intel® Core i7- 920, 2.66 GHz, QPI 4.80 GT/s, Socket 1366
Memory	3 GB DDR3 1333 MHz
OS	Windows® XP Pro 32
Power	550 W non-redundant power supply, 115 to 230 VAC @ 9/4.5A
Disk Subsystem	1 x 250 GB SATA “boot” drive 3 x 250 GB SATA “media” drive
GPU	NVIDIA Quadro FX1800
Chassis	3RU rackmount, rack rails included
Dimensions (H x W x D)	5.25 x 19 x 25.5 in. (13.35 x 48.26 x 64.77 cm)
Weight	55 lbs (24.9 kg), estimate
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) 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 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)
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 (Standard)	On-board audio mixer 3.5 mm stereo jack on faceplate for analog audio monitoring
Other	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
Additional Features with AES Audio Paddle Board Option	2 input/2 output AES/EBU audio channels through the unbalanced/BNC connectors on the separate PC I/O paddle board
Time Code	SMPTE timecode reader BNC connector on the audio paddle board

Minimum System Requirements for the G-Scribe Offline	2.0 GHz processor or better 4 GB of RAM Windows XP® or 2003 Server NVIDIA 9800 GTX, (or better) or Quadro series (4600 or better) GPU Media partition or separate drive named D: recommended for local media storage

ORDERING INFORMATION

INSTOXTS3100	TitleOne XT-S SD-only 2D character generator — single-channel system featuring clip playback, automation, strata, frame grab, ODBC and more, 3RU chassis
INSTOXTH3100	TitleOne XT-H SD/HD-switchable 2D character generator — single-channel system

	featuring clip playback, automation, strata, frame grab, ODBC and more, 3RU chassis
INSMOSGW1100	Inscriber MOS Gateway system — 1RU chassis with dual Ethernet and redundant power *** The Inscriber MOS option must be purchased separately**

Hardware Options

INSTOXT-AES4	AES audio paddle board for TitleOne XT Systems
INSRFK	Inscriber RapidFire Keyboard

Software Options

INSTOXTS-HD-UPG	TitleOne XT-S HD Upgrade, convert your SD-only system to an SD/HD-switchable system
INSTOXT-STORE	TitleOne XT Media Store option, add a fully featured media store to your TitleOne XT system to manage, play to air, “keyword,” and search all media assets on your system
INSDC	Direct Control for Inscriber systems, network management software offering an innovative way of managing your graphics resources across a LAN. Resources on a G series system can be viewed and managed from any computer system on the LAN. Streamlined user interface allows for editing, displaying, or simple browsing of CG graphics, playlists, news rundowns, templates or template libraries even by those not trained as CG operators
INSMOS	MOS support for Inscriber systems enables remote asset browsing, editing and playout capabilities within MOS Newsroom Computer Systems (NRCS), such as AP ENPS® and Avid iNews®. ***Training and Commissioning is mandatory for the Inscriber MOS option. (include INSMOS-QSTR or INSMOS-QSTRNT with orders)**
INSRTXP	Enables the playback and development of custom or third-party applications, such as financial tickers or school closings, using the Inscriber RTX NET graphics API
INSGSOFF	Inscriber G-Scribe Offline software enables the composing of Inscriber G-Scribe layouts on any sufficiently powerful Windows® XP system; G-Scribe Offline provides all of the functionality of the Inscriber G-Scribe software found on the Inscriber G-Series and Inscriber TitleOne XT systems, allowing offline composition for later transfer to Inscriber hardware for broadcast playout

CONTACTS

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