

Inscriber® G1/G3™

HD/SD Broadcast Graphics



Exceptional creativity. Unparalleled workflow optimization. Affordable scalability. You get it all with the Inscriber® G1™ and G3™ real-time on-air graphics systems from Harris.

From sporting events to HD news broadcasting, the G1 and G3 graphics systems are designed as single-source solutions for your most demanding graphics challenges. The G1 and G3 graphics systems are driven by Inscriber® G-Scribe™ titling software. This advanced suite of design tools includes a sophisticated character generator, real-time animation, multi-layer compositing, media store, database, frame-grab program, event sequencer and powerful video effects modules. A host of options — as well as the ability to integrate customized and third-party applications — further expands your creative potential.

Inscriber® G3™ is an HD/SD on-air graphics system that tackles your most demanding broadcasts with standard features like infinite layering, real-time 3D animation and effects, and integrated storage and retrieval of stills, clips and other content. Adding a second channel allows for HD/SD simultaneous output.

Inscriber® G1™ is for SD-exclusive programming and possesses all of the same creative tools as the G3 system, including the ability to perform sophisticated compositing, work offline and integrate seamlessly with MOS environments.

Choose a G1 or G3 system and you've got yourself a graphics powerhouse that's sure to elevate the look of your live programming.

Features

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.

Automation Interface™

Automation Interface™ allows you to connect G1 and G3 systems to newsroom computer systems using the industry-standard Intelligent Interface® protocol. It also enables tag filling and display control using a standard serial port protocol available from most news system vendors, including Harris, AP, Autocue, Avid, Compromter, EZ News, Floralica, Parkervision and Sundance.

Real-time 2D Animation

Take your graphics to the next level with the easy-to-use 2D animation editor. The editor allows any graphic and text elements, including media objects (with Clips Option), to be keyframed on the x, y and z axes. Quickly apply effects such as transparency, scale and rotation to create dynamic, reusable animations, or use pre-built templates included on the system.

Unicode Support

Display multiple languages simultaneously within one graphic layout.

Media Store

Store, manage, retrieve and play out media files including stills, templates, clips and animations. Media Store allows the user to search based on various metadata, including user-definable keywords. Media Store integrates directly with the playlist and the output display so graphics resources can be found and used either in CG pages or directly out to air.

ODBC

The ODBC (Open Database Connectivity) standard allows multiple programs to share information held within a database. The ODBC feature links the information in your database tables to your graphic layouts and templates. When you update the database entries, the information automatically updates in your layouts. This is ideal for sporting events, elections, school closings and more.

Popback DVE (G1 only)

The Popback DVE feature allows you to take full-frame video or graphics and scale them to a corner of the screen.

Options

MOS Interface

No graphics experience required — Inscriber® MOS gives newsroom staff the ability to create and schedule template-based text and graphics from their desktops for playout across the entire on-air Inscriber graphics product line. Inscriber® MOS consists of a MOS-compliant ActiveX client control interface connected to Inscriber graphics systems and enables remote asset browsing, editing and playout capabilities within MOS-enabled Newsroom Computer Systems (NRCS) such as AP's ENPS® and Avid's iNews®. Real-time previews are generated for the journalists as they create their graphics to ensure the accuracy of each item being added to a story. Centralized control playout allows all changes to the NRCS playlist generated from the Inscriber graphics systems to be automatically updated across multiple channels.

RTXports™

RTXports™ provide a simple and convenient interface to dynamic data streams using the fully supported Inscriber® RTX™ API. This option makes it easy to integrate regularly updated information like sports scores, election returns, stock tickers and weather bulletins in layouts created with G-Scribe software.

Clip Playback

Clip playback enables integrated playout of clips as backgrounds, media objects and textures within your graphics layout. Play media content of any resolution up to full HD. Software codecs enable playout of most Windows® formats, including VIA, AVI, WMV, MPEG2 and Quicktime*.

Direct Control™

Use Direct Control™ to manage networked graphics across a LAN. Resources on a G1/G3 system can be viewed and managed from any computer system on the LAN, allowing for editing, displaying and browsing graphics, playlists and rundowns.

Paint

This paint and graphics creation plug-in possesses unlimited layering capabilities, as well as image processing and masking tools. Inscriber® Paint allows native PhotoShop® files (.psd) to be imported into and manipulated within the G-Scribe user environment — while maintaining layers.

Second Channel

A second channel can be purchased when ordering your system, or it can be field installed after the fact. A second channel allows you to output two simultaneous HD or SD outputs (depending on which type of system you have).

G-Scribe™ Offline

With G-Scribe™ 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.

RapidFire™ Keyboard

An essential for live event coverage, the RapidFire™ keyboard is a dedicated custom keyboard that gives 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.

*Note: Not all Quicktime codecs are suitable for real-time HD playback. Results may vary.

Specifications

HARDWARE

Chassis

- 3RU rackmount
- Front-mounted, hot-swappable drive bays (8)
- 2+1 redundant hot-swappable power supply - 760 W
- High CFM cooling for 24/7 operation
- HxWxD: 5.25" x 19" x 25.5" (13.35 cm x 48.26 cm x 59.69 cm)
- Weight: 45 lbs (20.41 kg)

CPU

- 2x AMD Opteron 270 for Inscriber G1
- 2x AMD Opteron 280 for Inscriber G3

GPU

- Dual-Head PNY NVIDIA® FX1500/256 for Inscriber G1
- Dual-Head NVIDIA® FX4600/512 for Inscriber G3

RAM

- 2 GB DDR400 RAM for Inscriber G1
- 4 GB DDR400 RAM for Inscriber G3

Disk Sub System

- 1 x 160 GB SATA system drive
- 2 x 160 GB SATA media drives for Inscriber G1
- 3 x 160 GB SATA media drives for Inscriber G3
- Add'l 2 x 160 GB SATA drives for Inscriber G1 clip option
- Add'l 4 x 160 GB SATA drives for Inscriber G3 clip option (clip option includes SATA controller with 8 SATA ports)

Removable Drives

- Recordable CD/DVD-RW drive for backup or system restore
- 1.44 MB floppy drive

External Ports

- Two Gigabit Ethernet ports via RJ45
- Two RS232 serial port via DB-9 connector
- Four USB 2.0 ports

VIDEO

Supported Video Resolutions

- Serial digital component 4:2:2 video @
- 1920 x 1080: /60i/59.94i/50i (SMPTE 274M)
 - 1920 x 1080: /30p/29.97p/25p/24p/23.98p (SMPTE 274M)
 - 1920 x 1080: /30psf/29.97psf/25psf/24psf/23.98psf (SMPTE 274M, RP211)
 - 1280 x 720: /60p/59.94p/50p (SMPTE 296M)
 - 720 x 486 (525): /59.94i (ITU-R BT601)
 - 720 x 576 (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)

Genlock

- HD/SD input or blackburst (SD)/tri-level sync (HD) auto-timing of HD/SD inputs within +/- 1/2 line window

Input Levels SDI

- SDI: 800 mv P-P analog ref: 1 V P-P blackburst or 0.6V P-P for tri-level sync

Input Impedance

- 75 ohms

Video Output

- 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)

DVI (Stills)

- Preview

Output Levels

- SDI: 800 mv P-P

Output Impedance

- 75 ohms

Audio Specifications

- Two input / two output AES/EBU audio channels through the unbalanced BNC connectors on the separate PC I/O paddle board
- On-board audio mixer
- 3.5 mm stereo jack on faceplate for analog audio monitoring

Additional Features

- 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

Timecode

- SMPTE timecode reader
- BNC connector on the audio paddle board

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

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