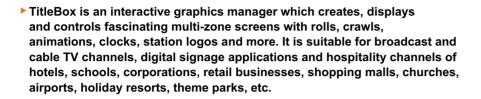
TitleBox



Its unprecedented level of interactive control over the on-air CG objects turns TitleBox into a powerful tool, ideally suited for music shows, live entertainment programs and presentations, sports events titling.









Unlimited layering

All running objects are mixed and blended to each other in realtime, including animations. The more CPU power, the more objects can be layered simultaneously. This ensures an unlimited amount of object combinations and unprecedented visual variety.

🖌 Total on-air CG control

Each and every CG object can be edited during the on-air session. Manual or automated changes of text contents, animation/rolling speed, position and properties can be done on-the-fly. Roll/crawl speed can follow a predefined speed curve. On-air changes can either be made directly to the on-screen running objects or on a dedicated preview output and then applied to the master output.

Exceptional CG quality

All graphics are 24-bit true color (16.7 million colors) with 8-bit Alpha channel (256 transparency levels). Field-based sub-pixel rendering ensures smooth animation and rolling text at any speed. TitleBox employs a proprietary ultra-fast rendering engine developed for more than 10 years.

🖌 Slide Sequencer

Multiple graphics objects can be programmed to run simultaneously or sequentially on a single or multiple layers with just a few mouse clicks. Easy slide and layer management is provided by the intuitive Slide Sequencer.

Automated text rendering into graphics templates

TitleBox uses a set of predefined graphics templates in order to fit incoming text. This approach reduces the risk of user errors and eliminates the need for full-time highly skilled graphics personnel during on-air operation - just a simple text input does the job as elegant as possible.

TitleBox slaved to AirBox

Several TitleBox channels on different workstations can be controlled externally by scheduling dedicated events in the AirBox playlist. All kinds of object control are available.

🥖 Dynamic data sources

Dynamic text data coming from text, rich text, csv text, XML, RSS feeds, weather channels or ODBC-compliant databases can be linked to any text object and updated on-screen in real-time. Graphics files can also be linked to graphics objects on-screen for instant changes.

🖌 Scheduled titling

Any kind of text and graphics objects can be scheduled to display at specific time, on specific day or date, with certain cycling rules. Perfect for unattended operation and regular running messages.

OEM applications via TitleBox API

TitleBox can run in the background, without its front-end interface, while all objects and slide actions are triggered by a third party OEM software, which sends its script commands to TitleBox locally or through the LAN.



ww.playbox.t

--- TITLEBOX SPECIFICATIONS

Simultaneous Graphics Objects		
Crawls*	Horizontally running text messages	
Rolls*	Vertically rolling credits and messages	
Animations	Channel logos, animated backgrounds, etc. (TGA sequence, Animated GIF, Flash animations)	
Text templates*	Still text labels with background pictures	
Pictures	Still graphics	
Clocks	Analogue** and digital clocks, countdowns, timers	
Banners	Still graphics slideshows with various transitions	
Chat lines*	Chat-like text object with automated horizontally scrolling text	
Chat notes*	Chat-like text object with automated vertically scrolling text	
DirectShow media	A video source or file can be stretched into a window	
Desktop windows	Partial or entire Windows desktop display	
Web browser	Web site contents can be shown on-air	
Shapes	Various graphics primitives	

* All text objects can include graphics and animations inserted in text lines

** Analog clock can be user defined

Vi	deo Hardware	
SD (Analogue and/or SDI)	Ī

HD (HD-SDI)

Blackmagic Design DeckLink SD series	
Blackmagic Design DeckLink HD Extreme	

Other Applicable Modules	
AirBox	Universal content playout
DataBox	Powerful content database
ListBox	Remote playlist preparation
CaptureBox	Automated content ingest
SafeBox	Automated content replication and removal
TitleBox Preparation	Off-air template and layout preparation and verification
TitleBox LogoGen	Simple yet powerful logo and text overlay
AlarmBox	Monitoring and management module

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