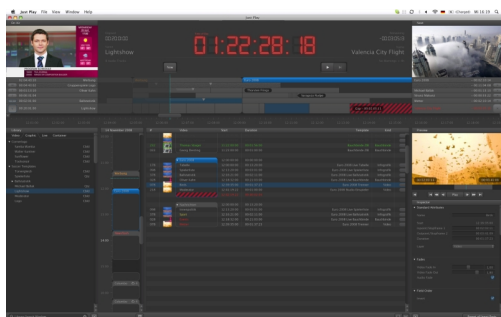


# JUST:PLAY



Featuring an intuitive scheduling user interface, just:play empowers broadcasters to manage their playout needs. just:play easily creates video playlists, merging them with real-time graphics overlays to simplify playback of regularly scheduled content. just:play's easy-to-use timeline-based interface enables users to easily schedule content for days, weeks or months in advance.



**Cena:**

**Kategorie:** [Broadcast](#), [Automatyka emisji](#)

## OPIS

### Flexibility

just:play's powerful yet intuitive user interface streamlines the integration of video rundown with graphic overlays, such as inserts, tickers or information-based templates.

At any time during the scheduling process, just:play delivers full control of playback in real-time. Gaps and overlays are easily visible in the timeline, and just:play's playlist based design makes it easy to structure the rundown.

Commercial breaks can be separated from the main programming content, and commercial containers can be filled automatically from any external scheduling or billing solution.

Different color schemes can be utilized to highlight commercial breaks, feature films and live feeds.

### **Key features**

just:play supports major broadcast/archive formats, including H.264 and IMX, as well as Quicktime codecs such as ProRes, DVCProHD, XDam and Uncompressed. It imports a wide variety of industry standard playlists via XML. just:play will integrate multiple layers of realtime Quartz Extreme graphics created in composition:builder.

just:play also creates as-run logs for channel/billing management, and can incorporate a 'gap fill' playlist to cover times when content hasn't been scheduled.

### **Real time graphics**

just:play uses Quartz Extreme to provide real-time interactive graphics. Quartz Extreme graphics can include real-time data from live data sources to provide 'live' and up-to-date information (news and stock tickers, weather feed, etc). just:play's full and seamless integration with composition:builder, ToolsOnAir's real-time template creation tool, enables pre-produced templates to be dropped into the graphics layer (over the video layer), allowing graphical changes to be carried out during playout and delivered in real-time.

### **Reliability**

just:play's robust core engine, just:out, is designed to easily handle continuous 24/7 playout, as well as time-slot mode. Schedules can be planned and executed weeks in advance, enabling completely unattended remote operation.

Based on Apple's Mac OS X, just:play is a fully native Apple Xcode application, compatible with any current Apple Mac Pro or Xserve hardware. just:play fully integrates into Apple's Xsan, Tiger Systems MetaSAN and Apple's Final Cut Server technology. ToolsOnAir family of products.

just:play is part of the ToolsOnAir just: Broadcast Suite; a complete set of powerful video production tools designed to create a professional TV broadcast facility on the proven Apple Macintosh platform.

## Features

- Automatic scheduling update
- Watched Folder functionality
- Unlimited playlist editing
- 24/7 automated playout
- Default gap playlist
- Content trimming functionality
- Flexible Run Log
- Optional playout redundancy
- Live feed insertion
- Full featured SD and HD playout
- Mixed codec and resolution playout
- Up to four layers of real-time graphics
- Real-time data insertion
- Easy to use graphical interface
- Last minute changes
- Failover concept
- just:live integration

## System requirements

- Apple Mac Pro - Intel only
- Minimum of 2 GB RAM
- Mac OS X 10.5.4 or later (10.6 recommended) - Administrator account
- ATI or NVIDIA GPU (consult manual)
- AJA, Blackmagic Design or Matrox cards (consult manual)

## Supported Codecs

SD:

- DV
- DV Stream
- DVCPro50
- DVCam
- IMX 30/40/50
- ProRes and ProRes HQ



- H.264
- MPEG-4
- Apple Animation
- JPEG
- MXF

HD:

- HDV
- DVCPRO HD
- ProRes and ProRes HQ
- XDCam (1080i/720p)