VSNLIVECOM

VSN
VIDEO STREAM NETWORKS

STUDIO AUTOMATION READY FOR ANY CHALLENGE

VSNLivecom is a studio automation system based on the VSNMulticom engine, VSN's MCR automation solution with a 30-year history. It can control up to 16 video server channels in a simple and reliable way.

Cena:
Kategoria: Broadcast

OPIS

MANAGEMENT OF CHANNELS AND PLAYLISTS

The VSN studio automation system manages multiple rundowns (playlists) in parallel, being able to control up to 4 channels (A/B/C/D) in list mode, in their sequence, and with manual management of events that can be chained in different order from the playlist, enter into loop mode, etc.

- Integration with NRCS via MOS

VSNLivecom is compatible with the main news production systems available through the MOS protocol, such as Avid's iNews, Octopus 8, Ross Video's Inception, AP's ENPS, SCYSIS' Open Media or SNEWS' ANews, among others.

- Previewing video clips

VSNLivecom offers several useful features for the previsualization of content clips. These features include Frame by frame advance, Loop, Cue Preview, Next and Previous, Fast Forward (FF), Rewind, timeline, among others.

- Instant update of the automation engine

When the application starts, it automatically retrieves the status of the engine and reflects it so that at any moment a new client can be connected to the automation server to interact with it.

- Multiple simultaneous users

Several users can be connected to a single Rundown service to monitor or control the playlist. Furthermore, the system allows multiple NRCS users to connect and operate on the same playlist simultaneously.

- Offline mode

The VSNLivecom user can, in case they need to, create and manage his own playlists disconnected from the MOS protocol to operate with it (move, add, modify or delete events) at their convenience offline.

- Automation management functionalities

The system includes several customizable modes, such as manual or automatic event management (trimming, reassignment), back to back and skip, graphics control from any CG, trigger and keyboard shortcuts and Jog Shuttle functionalities.