# MEDIACENTRAL | COMMAND

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# Take control of news playout

Consolidate, control, and manage news playout with ease and produce reliable, accurate newscasts every time.

MediaCentral® | Command tightly syncs with MediaCentral | Newsroom Management, iNEWS®, ENPS, and any MOS-supported interactive news management system, giving you precision control over a wide range of Avid and third-party video and graphics devices. Speed your time to air while minimizing mistakes with a powerful option for MediaCentral that provides stress relief in any newsroom.

#### **BOOST EFFICIENCY AND ACCURACY**

With its tight newsroom synchronization, MediaCentral | Command delivers unmatched efficiency and value to news directors and producers. It reliably manages playout by interoperating with newscast rundowns or standalone local playlists, taking the guesswork out of asset availability while enabling you to adapt quickly to late-breaking news.

#### TAKE SIMPLE CONTROL

With support for touchscreen monitors, the intuitive interface provides easy-to-use visual tools and controls that minimize rampup time and playout errors. Scrub, trim, and edit video. View, customize, and interact with thumbnails, clocks, and transport controls on any supported device. You can even trigger playout using a keyboard, X-keys device, GPI, touchscreen, or tablet.

#### DO MORE WITH FEWER RESOURCES

MediaCentral | Command sharpens your competitive edge by enabling higher-quality news delivery while reducing operating costs. It provides powerful inventory management, enabling you to browse, search, and rename assets on any device from any workstation. Plus, it supports more flexible workflow configurations with an open platform that works with FastServe®, AirSpeed®, Maestro™, and third-party video and graphics devices.

### HAVE PEACE OF MIND

With redundancy and mirrored or hot-swap channel playout, MediaCentral | Command can be configured to eliminate a single point of failure. If any Command component becomes unavailable during a transmission, a backup system can take over automatically without the need for manual intervention. Playout devices will still receive instructions from MediaCentral | Command if network connection with the newsroom computer system is lost, or if a change takes place before the rundown can be updated.

#### GET EASY OPERATION IN A HYBRID CLOUD ENVIRONMENT

MediaCentral | Command supports cloud-enabled workflows, enabling you to connect your on-premises Command system to a Microsoft Azure-deployed Avid Newsroom Cloud system in a hybrid environment, providing greater efficiency and flexibility.

#### **KEY FEATURES**

- Gain better workflow efficiency through tight integration with MediaCentral, iNEWS, ENPS, Octopus, and MOS-enabled news management systems
- Control playout from any combination of Avid and third-party video and graphics devices
- Trigger playout automatically or manually using a host of devices and user-defined criteria
- Load playlists from your NRCS or manually create them in Command for greater flexibility
- Initiate playback on two video channels simultaneously using a single play command for added security
- Turn around breaking news fast with the ability to play back video while files are being transferred
- Automatically cue items as needed when playlists change
- Easily view channel assignments, asset availability, time elapsed, time remaining, lock status, and other info across all devices
- View slugs, thumbnails, and other metadata from assets managed by MediaCentral, Interplay, and non-Avid asset management systems

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# **PLAYOUT CAPABILITIES**

- Autocursor
- > Follow-on and Loop playout
- › Automatic ejecting
- GPI graphics playout and eject

- > Tally reflection and restriction
- > Automatic channel assignment
- Follow-on and Loop count or mark-in from MediaCentral | Newsroom Management

## **COMPATIBILITY**

AVID SOLUTIONS	
Newsroom systems	MediaCentral   Newsroom Management, iNEWS, MOS protocol
Graphics systems	Maestro   News, Avid Motion Graphics
Video servers	FastServe, AirSpeed
THIRD-PARTY SOLUTIONS	
Newsroom systems	ENPS, Octopus
Graphics systems	Chyron Hyper X series, Pixel Power, Ross XPression, Vizrt Content Pilot
Video servers	360 Systems Image Server; EVS XT2, XS3 and XT3; Grass Valley K2; Harmonic Spectrum MediaDeck; Harris NEXIO; Quantel sQ

## SYSTEM REQUIREMENTS

SERVER	
Operating system	Microsoft Windows Server 2019 or 2016 (64-bit)
CPU	8 cores minimum
Memory	16 GB RAM (2 GB per core minimum)
Graphics card	Standard graphics card (1920 x 1080)
Hard drive	50 GB available space
Network card	1 Gb Ethernet
Expansion slots	1 or more PCI slots (if triggering playback through GPI)
GPI card	SeaLevel PCI Express 16 Reed Relay Output / 16 Isolated Input Digital Interface (part: 8004e, model: DIO-32.PCIE) —or— SeaLevel PCI 8 Reed Relay Output / 8 Isolated Input Digital Interface (part: 8011, model: DIO-16.LPCI)
Serial card (VDCP) or Serial port server	Perle IOLAN SDS Serial Device Server; 2-, 4-, 8-, and 16-port models (separate device)
Under monitor display (optional)	TallyMan from TSL Systems
WORKSTATION	
Operating system	Windows 10 Pro (64-bit)
CPU	2.5 GHz Pentium processor
Memory	8 GB RAM
Graphics card	Standard graphics card (1920 x 1080)
Hard drive	2 GB available space
Network card	1 Gb Ethernet
USB	Available USB port
Keypad (optional)	X-keys 20 Key Keyboard (XD-03-USB-R); X-keys Jog and Shuttle Pro, 48 key (XD-08-USB-R); X-keys XK24 Programmable Keypad (XK-24-USB-R); or X-keys 58 Key Professiona (XP-05-USB-R)

 $<sup>^{\</sup>star}$  Please note that technical specifications are subject to change without notice.

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