

Which keyer or picture scaler do you need?

	Vision SYSTEM	Indigo SYSTEM		Vision SYSTEM		Indigo SYSTEM					Vision SYSTEM	Indigo SYSTEM
	M-SAFIRE	Safire 3	Safire 3 Xpress	M-KEY	M-WEBKEY	LKEY 3	MultiLogo V132	MultiLogo V132 8G	MultiLogo V432	MultiLogo V432 8G	M-PIP	LKEY-SQZ
Frame system	Vision (3U)	Indigo (2U, 1U, DTB)	Indigo (2U, 1U, DTB)	Vision (3U)	Vision (3U)	Indigo (2U, 1U, DTB)	Indigo (2U, 1U, DTB)	Indigo (2U, 1U, DTB)	Indigo (2U, 1U, DTB)	Indigo (2U, 1U, DTB)	Vision (3U)	Indigo (2U, 1U, DTB)
Product type (NB. Software apps run on MARBLE-V1 media processor hardware)	Software app	Card	Card	Software app	Software app	Card	Card	Card	Card	Card	Software app	Card
Main use	Chroma keyer	Chroma keyer	Chroma keyer	Linear keyer	Web page keyer	Linear keyer	Logo keyer with internal storage for 250 graphics	Logo keyer with internal storage for 500 graphics	Logo keyer with internal storage for 250 graphics	Logo keyer with internal storage for 500 graphics	Picture-in-picture device	Squeeze back keyer or picture-in-picture device
Works with SDI	●	●	●	●	●	●	●	●	●	●	●	●
Works with IP (ST 2022-6, ST 2022-7, ST 2110-10, ST 2110-20 and ST 2110-21)	●			●	●						●	
Supports 31 video formats (625i, 525i, 720p50, 720p59.94, 720p60, 1080i50, 1080i59.94, 1080i60, 1080p23.98, 1080p24, 1080p25, 1080p29.97, 1080p30, 1080p50, 1080p59.94, 1080p60, 1080PsF23.98, 1080PsF24, 1080PsF25, 1080PsF29.97, 1080PsF30, 2048x1080p23.98, 2048x1080p24, 2048x1080p25, 2048x1080p29.97, 2048x1080p30, 2048x1080PsF23.98, 2048x1080PsF24, 2048x1080PsF25, 2048x1080PsF29.97 and 2048x1080PsF30)	●	●	●	●	●	●					●	●
Supports 6 video formats (625i, 525i, 720p50, 720p59.94, 1080i50, 1080i59.94)							●	●	●	●		
Inputs and outputs can be any mixture of SDI and IP	●			●	●						●	
Inputs and outputs can be mixture of ST 2022 and ST 2110	●			●	●						●	
Includes IP gateway functionality (IP to SDI or SDI to IP)	●			●	●						●	
Includes IP to IP translation functionality (network address translation, unicast to multicast address translation, setting firewall restrictions etc.)	●			●	●						●	
Number of video inputs	3	3 (Foreground, Background, External key)	3 (Foreground, Background, External key)	3	1	3 (Foreground, Background, External key)	1	1	4	4	3	3 (Video A, Squeeze Video, Key/Video B)
Number of video outputs	2	2 (1 main and 1 auxiliary)	2 (1 main and 1 auxiliary)	2	2	2 (1 main and 1 auxiliary)	2 (Program and Preview)	2 (Program and Preview)	2 (Program and Preview)	2 (Program and Preview)	2	2 (1 main and 1 auxiliary)
Chroma key (real-time)	●	●	●									
Linear or self key internally-sourced graphics over source (DRAM internal graphics storage, backed up to Flash)							● (4 GB for 250 graphics)	● (8 GB for 500 graphics)	● (4 GB for 250 graphics)	● (8 GB for 500 graphics)		
Linear or self key graphics from external graphics machine/graphics PC	●	●	●	●		●			●	●		●
Linear key graphics from web page located on web server or inside Vision frame					●							
Number of keyers	2 (chroma and linear/self)	2 (chroma and linear/self)	2 (chroma and linear/self)	1	1	1	3	3	3	3		1
Fades	●	●	●	●	●	●	●	●	●	●	●	●
Masks	●	● (can also be used to provide simple manual wipe)	● (can also be used to provide simple manual wipe)	●	●	● (can also be used to provide simple manual wipe)	●	●	●	●	●	●
Simple DVE with horizontal and vertical picture resizing and repositioning, with ability to perform sequence of operations using timeline control												●
Picture-in-picture boxes											2 boxes (stay in place)	1 box (stays in place or moves location)
Foreground colour correction (RGB lift and gain)	●	●										
Record sections of live feeds, with trimming							●	●	●	●		
Generate simple text							●	●	●	●		
Look ahead preview							●	●	●	●		
Quad split with zoom to assist setup (view Output video, Output key, Keyed foreground and Keyed background simultaneously)	●			●	●							
Video delay (additional user delay, adjustable in one frame steps)	Up to eight frames on input in additional to two frames min processing delay; up to ten frames on output	Up to ten frames on input		Up to eight frames on input in additional to two frames min processing delay; up to ten frames on output	Up to eight frames on input in additional to two frames min processing delay; up to ten frames on output	Up to ten frames on input					Up to eight frames on input in additional to two frames min processing delay; up to ten frames on output	
Synchronisers	Frame synchroniser on each flow	Frame synchroniser on each input	Frame synchroniser on each input	Frame synchroniser on each flow	Frame synchroniser on input	Frame synchroniser on each input	One line TBC	One line TBC	One line TBC	One line TBC	Frame synchroniser on each flow	Line synchroniser on each input
Reference timing	From any SDI input, or from Vision frame dual references (SD Black & Burst or HD tri-level syncs) or PTP, with reference redundancy and user options for timing source priority	From Foreground, Background or Key input or from SD Black and Burst or HD tri-level syncs	From Foreground, Background or Key input or from SD Black and Burst or HD tri-level syncs	From any SDI input, or from Vision frame dual references (SD Black & Burst or HD tri-level syncs) or PTP, with reference redundancy and user options for timing source priority	From SDI input, or from Vision frame dual references (SD Black & Burst or HD tri-level syncs) or PTP, with reference redundancy and user options for timing source priority	From Foreground, Background or Key input or from SD Black and Burst or HD tri-level syncs	From input 1 or from SD Black and Burst or HD tri-level syncs	From input 1 or from SD Black and Burst or HD tri-level syncs	From input 1 or from SD Black and Burst or HD tri-level syncs	From input 1 or from SD Black and Burst or HD tri-level syncs	From any SDI input, or from Vision frame dual references (SD Black & Burst or HD tri-level syncs) or PTP, with reference redundancy and user options for timing source priority	From Video A, Squeeze Video or Key/Video B input, or from SD Black and Burst or HD tri-level syncs
Output embedded audio	From any chosen input (when SDI or ST 2022 – no audio or data in ST 2110-20)	From any chosen input	From any chosen input	From any chosen input (when SDI or ST 2022 – no audio or data in ST 2110-20)	From video input (when SDI or ST 2022 – no audio or data in ST 2110-20)	From any chosen input	From video input or audio store	From video input or audio store	From selected video input (1-4), Program/Preview bus, audio store or external AES input	From selected video input (1-4), Program/Preview bus, audio store or external AES input	From any chosen input (when SDI or ST 2022 – no audio or data in ST 2110-20)	From any chosen input
Cross-fade audio between video inputs									●	●		
Mix in audio clips (voiceovers, sound effects)							From audio store	From audio store	From audio store or external AES input	From audio store or external AES input		
AES outputs for audio monitoring									●	●		
Internal test pattern generator (with 13 test patterns)	●			●	●						●	
Comprehensive signal monitoring (see product brochures for full details)	●	●	●	●	●	●	●	●	●	●	●	●
Number of presets	16	40	5	16	16	40	256, with partial presets and preset import/export	256, with partial presets and preset import/export	256, with partial presets and preset import/export	256, with partial presets and preset import/export	16	40
SNMP control	Complimentary	Available for purchase	Available for purchase	Complimentary	Complimentary	Available for purchase	Available for purchase	Available for purchase	Available for purchase	Available for purchase	Complimentary	Available for purchase
GPI inputs and outputs		6 GPI inputs	4 GPI inputs			6 GPI inputs	4 GPI inputs and 1 GPI output – plus additional 8 GPI inputs and 8 GPI outputs if ML-GPI8 fitted	4 GPI inputs and 1 GPI output – plus additional 8 GPI inputs and 8 GPI outputs if ML-GPI8 fitted	8 GPI inputs and 3 GPI outputs	8 GPI inputs and 3 GPI outputs		6 GPI inputs
Relay bypass protection	● (VR07 option when used with SDI)	● (RM73 option)	● (RM73 option)	● (VR07 option when used with SDI)	● (VR07 option when used with SDI)	● (RM73 option)	● (as standard)	● (as standard)	● (as standard)	● (as standard)	● (VR07 option when used with SDI)	● (as standard)
Frame slots used	2	1	1	2	2	1	1 (2 if ML-GPI8 fitted)	1 (2 if ML-GPI8 fitted)	2	2	2	1
Keyers or picture scalers in frame (max)	10 in 3U	12 in 2U	12 in 2U	10 in 3U	10 in 3U	12 in 2U	12 in 2U (6 if ML-GPI8 fitted)	12 in 2U (6 if ML-GPI8 fitted)	6 in 2U	6 in 2U	10 in 3U	12 in 2U
	M-SAFIRE	Safire 3	Safire 3 Xpress	M-KEY	M-WEBKEY	LKEY 3	MultiLogo V132	MultiLogo V132 8G	MultiLogo V432	MultiLogo V432 8G	M-PIP	LKEY-SQZ