

TitleBox *Neo*

Powerful Interactive ON-AIR Graphics Generator

TitleBox Neo is an interactive graphics manager which creates, displays and controls fascinating multi-zone screens with rolls, crawls, animations, clocks, station logos, 3D objects and more. It is suitable for broadcast and cable TV channels, digital signage applications and hospitality channels of hotels, schools, corporations, retail businesses, shopping malls, churches, airports, holiday resorts, theme parks, etc.



- MS Windows 10 compatibility

TitleBox Neo can output to

- SD/HD SDI internal keying or fill and key output over BlackMagic Decklink
- NewTek TriCaster over IP
- NewTek TriCaster NDI protocol implementation for integration with TriCaster and all NDI-enabled devices



Unlimited layering

All running objects are mixed and blended to each other in real-time, 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.

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.

TitleBox Neo slaved to AirBox Neo

Several TitleBox Neo channels on different workstations can be controlled externally by scheduling dedicated events in the AirBox Neo 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.

OEM applications via TitleBox Neo API

TitleBox Neo 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 Neo locally or through the LAN.

Advanced Scripting Engine

New enhanced scripting engine that allows complete control over objects' properties, sequencing and execution.

NEO

For more information please see www.playboxtechnology.com



TitleBox Neo delivers on-air graphics which can be controlled interactively. Multi-layered simultaneous crawls, rolls, animated logos, clocks and text templates can be activated by a mouse click. TitleBox Neo provides total control during on-air session, including text selection, running speed and transitions.



News



Music



Sport



Weather

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