

Remote Graphics Production
In-Venue Manual

Dear Host Broadcaster,

Overview

The on-air graphics for the FIBA Continental Cup Qualifiers games in your country will be provided as a remotely operated service. The equipment will be installed in the venue and a dedicated internet connection will be provided by the national federation / venue to enable the graphics operator to control the graphics engine remotely.

We kindly ask for your assistance to support the installation of the equipment in the venue and make the appropriate connections to the OB Van.

For the Window 1, you will receive all necessary onsite support from the Segev Sport technician who will also bring the equipment to the venue in the first instance.

The plan for Window 2 & 3 is to provide support remotely.

Scoreboard connection

Prior to each game, we will provide you with all specific details on how to connect to the respective scoreboard.

Support

Our operators are always available over the phone/ WhatsApp, email or any other means of communication.

This guide will take you step-by-step through the standard procedures to get everything ready and tested.

Generic Timeline (for Window 2 & 3)

	Time	Action
1	GD -2 weeks	Pre-window setup (in the office/ arena) - only power and internet required
2	GD -2 / GD-1	In-venue cabling and connection and tests
3	GD -1 day	In-venue tests with OB van and a technical rehearsal
4	GD -7 hours	Rehearsals with the director
5	GD game over	Packing the equipment and storing for next window

Remote Graphics Kit

- Dimensions: 46*45*42
- Weight: 25kg
- Power consumption: 300W, 1.4A



In the Box:

- Render Engine X 2
- Power cables X 2
- Network Switch with jumpers
- 10m Network cable (for scoreboard)
- XLR adapters (for intercom)

Scoreboard serial cables:

- 10 meters female to male
- 3 meters male to male
- 3 meters female to female

Prior to a window

[Game -2 weeks]

Equipment setup in your office/ workshop

This setup will require connecting both Render Engines to a power source and to the internet:

- Our crew will take over remotely.
- The task should take around 60 minutes.

Once the internet connection is established, your presence is not required for the duration of the session although you are welcome to attend, and we highly recommend that you use this opportunity as a knowledge refresher and for any technical questions about the software or the technical setup.

If you have new technicians in charge of the setup, please request additional training time from Segev Sport to thoroughly brief the onsite setup.

[Game -2 or -1 days]

Equipment deployment in the venue and test

- The workstation will be located at the scorers' table. You can place either on the floor on a table at your discretion.
- You need to bring to the table the following cables:
 - Power distributor
 - 7 BNC cables (only 5 if Reference is not required)
 - 2 XLR cables **3-pin** (1 female and 1 male)
- Please open and remove the front door and take out the different cables.
- Please keep this door unclosed.



- Then, please open the rear door:
 - Connect the public internet network cable to the network switch.
 - Plug the network switch power plug into a UPS powered socket.



Connect Unit B
Lower unit

- SDI cables:
 - Fill
 - Key
 - PGM input (audio embedded)
 - Reference (genlock) if required
- Ensure that a network cable is connected to the network switch and to the **internet** network socket in the unit itself (the left socket).
- Connect your intercom:
 - OB talk ⇔ Female XLR
 - OB listen ⇔ Male XLR
- Connect the power cables and plug it into a UPS powered sockets.

The system will power up upon connecting the power cable.



Important: No need to connect the HDMI cable.

Connect Unit A
(Upper unit)

- SDI cables:
 - Fill
 - Key
 - Reference (genlock) if required
- Ensure that a network cable is connected to the network switch and to the **internet** network socket in the unit itself (the left socket).



- Connect the scoreboard (a detailed scoreboard connection manual will be shared prior to the window).
- Connect the power cables and plug it into a UPS powered sockets.



The system will power up upon connecting the power cable.

Important: No need to connect the HDMI cable.

What to expect on Vision mixer

You should get 2 Graphic signals (each one comprised with Fill & Key) at your vision mixer:

1. MAIN
2. PVW & Back-up

Intercom

Upon connecting the above mentioned XLRs, connect this channel into your intercom and perform communication tests with the remote graphics operator. We would like to hear the director's instructions to the entire team (cameraman, replays, floor, etc.).

Help Desk

Our helpdesk is available for you:



+447723576644



info@segevSPORT.com



+447723576644

Storage & Shipping

- Please ensure the equipment is stored in a dry place with decent temperature.
- **IMPORTANT NOTE:** If the Engines arrive on flight - DO NOT connect them to any power for at least 5 hours after landing.