

Inscriber® Connectus®

Optimized Graphics Management and Distribution System

Streamline operations. Improve on-air looks. Increase performance. Inscriber® Connectus® gives you the edge to respond to these demands by centrally managing your valuable Harris graphics resources, with ultimate control and efficiency.

Create Once — Distribute Anywhere

The Connectus graphics management and distribution system enables stations and facilities to take advantage of lightning-fast workflows for sharing and distributing graphics. Your graphics team can create content in Dallas, your local news director can make up-to-the-minute edits to the content from Denver, and your CG operator in New York can download the latest approved content to a graphics playback system. With Connectus, graphics designers, producers and operators have the freedom to create, share, manage and distribute their content to and from any location, any way they choose.

The workflow is simple. Graphics designers and authorized users can create, browse and edit graphics using a variety of Harris® Inscriber content creation software systems, as well as popular third-party graphics software products such as Adobe® Photoshop® and After Effects® and Autodesk® 3ds Max®. Content is then published to the centralized Connectus server, ready to be viewed, edited and approved for playout. Content residing on the Connectus server can be sent — either manually or via the Connectus console — to playback accurately and efficiently on the on-air devices networked across a LAN, WAN or the Internet.

Deliver Accurate Content 24/7

Connectus lets you set approval rules for authorized administrators, guaranteeing content that gets played to air is accurate, 24/7. The Connectus approval process ensures that only approved content is made available for locations outside the creation source, such as affiliate stations. Specific approval requirements can be created for individual players, with content approved by predetermined approvers, such as the Connectus administrator and the designer. As new content is published that requires approval, Connectus automatically generates an e-mail notification to the appropriate approvers.

Make the Most of Your MOS Environment

In busy MOS environments using Newsroom Computer Systems (NRCS) such as AP® ENPS®, Connectus centrally manages and moves content directly among the offline systems used for creating graphics, the Connectus server and the playback devices. Connectus sends graphics assets to predetermined folders on the playback devices, ready to be used by journalists as needed. This streamlined graphic workflow ensures that graphics can get from the design stage to the playback devices as quickly as possible.

FEATURES

- Seamless integration with all Inscriber graphics systems
- Supports all file formats — publish and manage documents from any application
- Content receiver — turn any PC into a Connectus receiver
- Integrates directly with Windows® operating system to publish and download content
- Integrated approval system
- Automatic server replication
- Integrated user permissions and controls
- Remote server management using the Connectus system
- Group content distribution
- Player maps
- Content revision history
- Support for LAN, FTP and HTTP file transfer for distributed content management
- Auto-forwarding rules
- Remote player management

PRODUCT DETAILS

The Connectus Streamlined Workflow — How It Works

1. Content packages are published to the Connectus server directly from the creation system.
2. The content package and all associated assets are moved to the pre-defined Connectus storage server.
3. If an earlier copy of the content already resides on the server, a new revision of the content is created while maintaining all initial versions.
4. If an approval process is being used, the content will be stored on an unapproved server until an authorized user approves that content. Once approved, the content package is moved to an approved control server.
5. Content on the approved content server can be manually downloaded to a player device, or using the Connectus console, the content can be distributed directly to individual or groups of player devices.

Content Receiver

The Content Receiver utility is a free application that allows you to convert any system on your network into a Connectus player system, allowing content to be distributed to specified folders on the machine. This tool easily allows you to build player networks for content distribution.

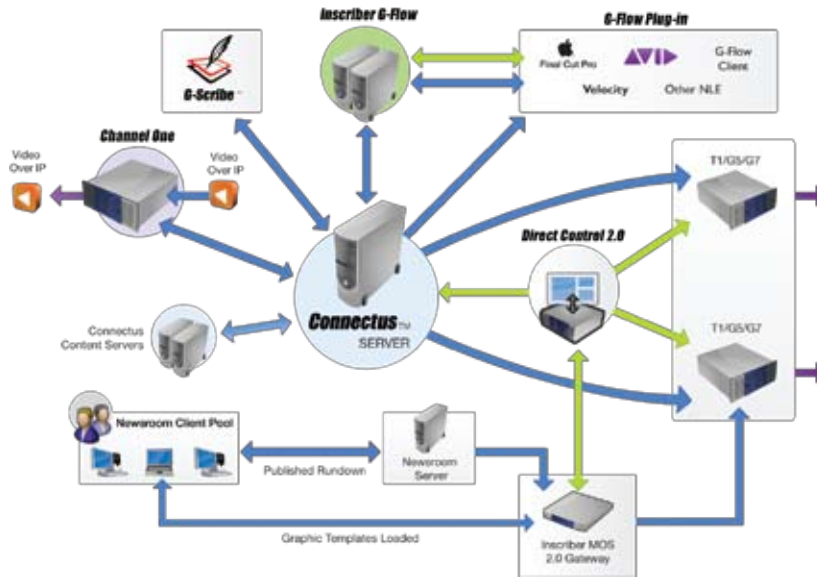
Inscriber Shell Extension

The Inscriber Shell Extension is a convenient toolkit that allows you to publish or download files to or from the Connectus server. This tool allows graphic designers or other production team members to utilize the powerful Connectus workflow without requiring any other Harris graphics software.

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Supported Graphics Systems

Connectus seamlessly integrates with the following systems and applications:

Product	Publisher	Receiver
Inscriber® G5™	Yes	Yes*
Inscriber® G7™	Yes	Yes*
Inscriber® TitleOne™ XT	Yes	Yes*
G-Scribe Offline™	Yes	Yes*
Automation Interface™	No	Yes
Content Receiver	No	Yes (allows any system on the network to receive content from Connectus®)
Inscriber® Shell Extension	Yes	No
Channel ONE™	Yes	Yes
IconStation™	Yes	Yes
IconStation™ Offline	Yes	Yes
LogoCreator	Yes	No
IconLogo™	No	Yes
IconMaster™	No	Yes
InfoCaster™ Creator™	Yes	Yes
InfoCaster™ Player™**	No	Yes
InfoCaster™ LE Player**	No	Yes
InfoCaster™ SE Player**	No	Yes
Publishers post graphics content to Connectus for sharing and managing		
Receivers grab graphics content from Connectus for managing and/or playback		
* Requires Content Receiver		
** InfoCaster systems use InfoCaster™ Manager™		

SPECIFICATIONS

Specifications are subject to change without notice.

Connectus Server Specifications

Chassis	3RU rackmount
	Front-mounted hot-swappable drive bays (8)
	2+1 redundant hot-swappable power supply, 760 W
	High CFM cooling for 24/7 operation
Dimensions (H x W x D)	5.25 x 19 x 25.5 in. (13.35 x 48.26 x 59.69 cm)
Weight	62 lbs (28.18 kg)
CPU	AMD Opteron 2220 2.8 GHz
GPU	MATROX G550 PCI-E
RAM	4 GB DDR2-667 RAM
Disk Sub System	8 x 250 GB SATA II Drives in RAID 5
	Partitioned 80 GB for OS and 1.92 TB for media storage
Removable Drives	Recordable CD/DVD-RW drive for backup or system restore
	1.44 MB floppy drive
External Ports	2 Gb Ethernet ports via RJ-45
	2 RS232 serial port via DB-9 connector
	4 USB 2.0 ports

Connectus Software Only — Minimum Software Specifications

CPU	Dual core processor
RAM	2 GB DDR2 RAM
Operating System	Windows® 2003 or Windows® 2008 Server
Ethernet	Gigabit Ethernet
Server Storage	Server storage can reside on the same system as the Connectus software or on a remote system; 2 TB or more recommended

ORDERING INFORMATION

INSCNCTS	Connectus server with 15 connection licenses (software only)
INSCNCTS3100	Connectus server with 15 connection licenses (software and hardware)
INSCNCTS-A10	10 additional Connectus licenses