

## 3Play™ 4800

3Play 4800 is the most complete, integrated sports production solution available for broadcasters, pro leagues and teams, and large venues.

No other product combines as wide a range of live sports capabilities in one turnkey system, including slow motion, instant replay, multi-angle preview, in-game highlights and instant social media publishing – with the push of a button. This powerful, facility-class 4U system enables producers to engage stadium fans, online viewers and broadcast audiences with greater ease and simplicity – no matter where they watch.

With 3Play 4800, it's now possible for producers of larger, more complex events to produce an epic live experience that attracts new fans, bigger audiences, and more sponsors to any sporting event, with total game production in standalone environments where a switcher isn't available.

At just a fraction of the cost of other replay systems, producers of major sporting events can say goodbye to over-inflated pricing, and hello to new revenue opportunities – delivering a winning fan experience in every game.

### At a glance

- **All-in-one Replay Switching**  
8-camera capture, replay, switching, slow motion, highlights, effects, color correction, social media publishing, playback – all in the same system
- **ISO Recording**  
Record up to 8 discrete camera feeds (or 4 redundant) for complete access to source footage
- **HD Storage**  
Higher capacity media storage (200 hours of HD media)
- **Flexible Integration**  
Incredibly flexible large-facility integration
- **Automated Features**  
Vast automation and control options to expand production without adding more personnel
- **Built-in Protection**  
Software and hardware failsafes and redundancy



<b>Video Input</b>	<p>Up to 8 simultaneous live video sources, or up to 4 with fully redundant capture, in any combination of supported connection types, resolutions and frame rates (including PsF selections), with third-party video router support</p> <ul style="list-style-type: none"> <li>- Direct input of cameras and video devices in any combination of HD-SDI, HD Component, SD-SDI, SD Component, Y/C (BNC) or Composite connections</li> <li>- Compatible with external video routers manufactured by AJA, Blackmagic Design, Ensemble Designs, Miranda, Utah Scientific, and brands supporting Grass Valley Native Protocol</li> <li>- Per-input format configuration, scaler (including 3:2 intelligent pull-down) and frame synchronizer enabling intermixing of formats</li> <li>- Optionally enable automatic color correction and shading to dynamically match color characteristics between inputs</li> </ul>
<b>Video Output</b>	<p>2 fully independent playout channels, individually configurable for output via SDI or Analog (configurable for Component or Y/C + Composite)</p> <ul style="list-style-type: none"> <li>- AUX output that follows the actively-controlled playout channel</li> <li>- HDMI output that follows the actively-controlled playout channel</li> <li>- 2x VGA display ports for auxiliary monitoring or display, with independent color control</li> <li>- Ethernet connection for A/V output over a local network to TriCaster</li> </ul>
<b>Output Modes</b>	A; B; A+B with transitions between playout channels
<b>Recording</b>	<p>8 simultaneous recording channels</p> <ul style="list-style-type: none"> <li>- Standard mode captures 8 live video sources</li> <li>- Redundant mode captures 4 live video sources, with 4 channels of simultaneous backup recording</li> </ul>
<b>Recording Format</b>	Native recording up to 1080p resolution in high-quality QuickTime format
<b>Recording Capacity</b>	<p>Accommodates ~200 hours 1080i via 4 removable 2TB media drives (included)</p> <ul style="list-style-type: none"> <li>- 4 trayless SATA III removable drive bays with hot-swap support for unlimited storage and backup</li> <li>- Simultaneous recording of 2 channels per media drive</li> </ul>
<b>Playback</b>	<p>Multi-speed playback via T-Bar or transport buttons</p> <ul style="list-style-type: none"> <li>- Dual range modes for 0% to 100% playback speed or -200% to 200% playback speed (supports fast reverse)</li> </ul>
<b>Grab</b>	Grab still images from output or all inputs and outputs
<b>Media Publishing</b>	Integrated application for content upload to YouTube, Facebook, Twitter, FTP, local volumes, or network servers
<b>Overlays</b>	1 overlay per playout channel, with independent transition, positioning, scaling and cropping, and support for picture-in-picture layering of live camera, playback angle, game clock signal and more
<b>Network Inputs</b>	<p>2 live inputs for overlay application via Gigabit connection, selectable from any available network sources with support for video, audio and alpha channel</p> <ul style="list-style-type: none"> <li>- Supported sources include networked computers via NewTek iVGA client application; wireless Apple AirPlay devices; NewTek LiveText remote titling software; and a variety of third-party partner solutions</li> </ul>
<b>Buffers</b>	<p>Content buffers to store and playback animations, still images and graphics for overlay application</p> <ul style="list-style-type: none"> <li>- Shareable across local network for watch folder application, with real-time edit and update of content</li> </ul>
<b>Effects and Transitions</b>	<p>Standard transitions and customizable animation store transitions supported for transitioning between playout channels and playlist clips</p> <ul style="list-style-type: none"> <li>- Animation Store Creator application included for custom transitions and effects</li> <li>- Integrated TransWarp effects engine supports per-pixel alpha blending between sources, real-time 3D warping of video or graphics, and embedded audio</li> </ul>
<b>Asset Management</b>	<ul style="list-style-type: none"> <li>- FastClip information window displays asset data and collects keyboard and control surface input for data entry, editing, navigation, search and management</li> <li>- Tags system to enter and organize metadata via user-defined codes, with support for Microsoft Excel list import</li> <li>- Bookmarks to define and transport to action points</li> <li>- Supports integration with external MAM platforms, including axle Gear and Square Box Systems CatDV</li> </ul>
<b>Scoreboard Integration</b>	Display real-time scoreboard data in on-screen graphics over local network via NewTek LiveText or third-party partner solutions

<b>Monitoring</b>	<ul style="list-style-type: none"> <li>- Resizable, full field rate preview monitors for all live sources and playout channels, with optional overlays for audio VU meters and safe areas</li> <li>- Optionally display DSK monitors to preview overlay sources</li> <li>- Clip Monitors to preview all angles of a recorded event simultaneously in the Clips List or multi-viewer display</li> <li>- Single or dual pane operation of Clips List and Playlist, with undo/redo commands</li> </ul>
<b>Multi-Viewer</b>	Supported with 2nd display, including playback data
<b>Audio Inputs</b>	<p>8 SDI Embedded 8 AES3/EBU 8 x 2 Balanced XLR Phantom Power Support</p>
<b>Audio Outputs</b>	<p>3 SDI Embedded 2 AES3/EBU 4 x 2 Balanced XLR 1 Stereo 1/4" (phones)</p>
<b>Supported Session Formats</b>	<ul style="list-style-type: none"> <li>- NTSC model: 1080/30p, 1080/24p, 1080/60i, 720/60p, 720/30p, 720/24p, 480/60i</li> <li>- Multi-Standard model: NTSC 1080/30p, 1080/24p, 1080/60i, 720/60p, 720/30p, 720/24p, 480/60i; NTSC-J 1080/30p, 1080/24p, 1080/60i, 720/60p, 720/30p, 720/24p, 480/60i; PAL 1080/25p, 1080/24p, 1080/50i, 720/50p, 720/25p, 720/24p, 576/25i</li> </ul>
<b>Session Management</b>	Setup and store session settings in reusable template sessions
<b>Processing</b>	<p>Video: 4:4:4:4, 32-bit Floating Point Audio: 4 channels, 96 kHz, 32-bit Floating Point</p>
<b>A/V Standards</b>	<p>HD-SDI video conforms to SMPTE 292M SD video conforms to SMPTE 259M and ITU-R BT.656 Analog audio levels conform to SMPTE RP-155</p>
<b>Time Code</b>	External LTC source or internal system clock
<b>Genlock</b>	<p>Locks to HD or SD analog signals Supports either tri-level or bi-level sync sources</p>
<b>Tally Display</b>	Supports tally display from NewTek TriCaster system (or other supported system via NewTek SDK) over local network
<b>Macros</b>	<p>Record commands and operation sequences for recall and automation using keyboard, mouse or compatible controller supporting macro assignment</p> <ul style="list-style-type: none"> <li>- Macro editor for modifying user-defined macro configurations and sequences</li> <li>- Augment and extend 3Play operation using macro plug-ins to control external devices</li> </ul>
<b>External Control</b>	<ul style="list-style-type: none"> <li>- Support for standard MIDI protocol enabling third-party MIDI device control of 3Play operations via macros</li> <li>- Support for Advanced Media Protocol (AMP), enabling remote operation of 3Play functions by compatible third-party production systems</li> <li>- Support for remote operation of 3Play functions by a companion NewTek TriCaster system</li> </ul>
<b>Controller</b>	<p>Includes 3Play hardware control surface</p> <ul style="list-style-type: none"> <li>- Surface ~ 12.7 W x 1.0 H x 11.7 D in (32.3 x 2.5 x 29.7 cm)</li> <li>- Base ~ 12.7 W x 10.8 D in (32.3 x 27.4 cm)</li> <li>- Base Height ~ 0.7-2.7 in (1.8-6.9 cm)</li> <li>- 7.5 lbs (3.4 kg)</li> </ul>
<b>System Physical</b>	<p>4U Rack Mount, with 550W redundant, removable power supply and multi-tiered hardware and software fail-safe</p> <ul style="list-style-type: none"> <li>- 19.0 x 7.0 x 20.5 in (48.3 x 17.8 x 52.0 cm)</li> <li>- 44 lbs (20 kg)</li> </ul>

Subject to change without notice.

Multi-standard pricing and availability may vary. Please contact your local reseller for details.

©2014 NewTek, Inc. All rights reserved. TriCaster and 3Play are trademarks of NewTek, Inc.

Learn More Online.

