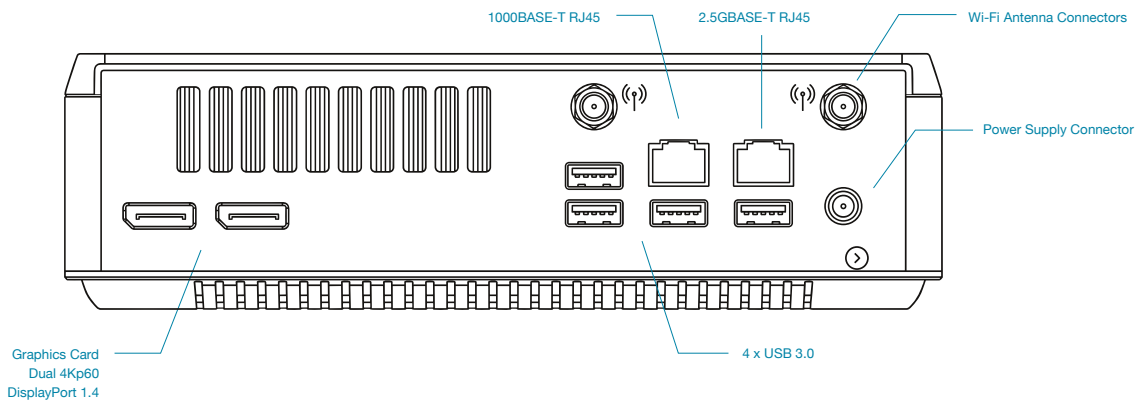




Key Features

- Two (2) 4Kp60 frame-locked outputs
- 4:2:0, 4:2:2, 4:4:4 Color Subsampling, 8 and 10 Bit Color Depth
- ProRes Support
- Unlimited content layers
- Programmatic Advertising
- Multichannel audio support
- NDI & Airplay support
- easily manageable, powerful Content Management (cloud or local)
- API for external content playback control and external device control
- Optimized Linux OS



Tech Specs

Physical

Dimensions	Length: 210mm (8.27") Width: 203mm (7.99") Height: 62.2mm (2.45")
Weight	1700 g (60 ounces)
Operating Temperature	10 - 25 °C (50 - 77 °F)
Power Supply	External 330 W international switching power supply

Hard- & Software / System

CPU	Intel Core i7 processor, 6 cores
RAM	16 GB DDR4-2933/2666 MHz RAM
Storage	500 GB NVMe SSD
OS	Optimized Linux OS
Software	Preloaded, licensed and configured with Player Platinum 2 Software Exclusively designed to communicate with Creator and ~sedna Cloud

Connectivity

Outputs	Two (2) frame-locked 4Kp60 DisplayPort 1.4 Outputs
Network	One 2.5 Gig Ethernet plus one 1 Gig Ethernet NIC
USB	Four (4) USB 3.0 A
Wi-Fi	Two (2) Wi-Fi Antenna Connectors

Color Space & Bit Depth

Color format	RGB, Y'CbCr 4:4:4, Y'CbCr 4:2:2, Y'CbCr 4:2:0 (>=DP 1.3)
Color space	ITU-R BT.601, ITU-R BT.709, sRGB (>=DP 1.2), ITU-R BT.2020 (>=DP 1.3)
Bit depths (BPC)	8, 10

Supported Media

Video Containers	AVI, DV, FLV, M2S, M2T, M2V, M4V, MOD, MOV, MP4, MPEG, MPG, PS, TS, VOB, WMV
Video Codecs	DWVIDEO, H.264, H.265, MJPEG, MPEG1VIDEO, MPEG2VIDEO, MPEG4, PRORES 422 LT, PRORES 422, PRORES 422 HQ, PRORES 4444, WMV2
Audio Containers	AIF, AIFF, CAF, M4A, MP3, WAV
Audio Codecs	AAC, MP3, PCM_F64BE, PCM_S16LE, PCM_S16LE
Images	BMP, GIF, JPG, PNG, TGA, TIF
HTML	HTML, HTML5, WEBGL
NDI	Live Video Input

Options

Main Memory Expansion	32 GB, 64 GB
Data Storage Expansion	1 TB, 2 TB, 4 TB
Failsafe Software	Automatic failover for redundant setups

Interactivity & Control

Interactivity	Single-Touch, Multitouch, Sensor Systems (additional hardware required)
External Control	~sedna Player API, Network Socket Commands, HTTP requests
Control Interoperability	bidirectional communication with common Media control systems (e.g. Crestron, AMX, Q-SYS etc.)