



macOS based Ingest Solution For All Broadcast Needs



just: in mac is a macOS-based client-server multichannel ingest solution for all broadcast needs. Record SDI, HDMI, NDI®5, VTR and multicamera sources using Crash, Batch or Schedule recording modes.



One User Interface, Multiple Channels

The built-in video and audio previews and the versatile multichannel aware inspector enable the ingest operator to control all available ingest machines from a single user interface.



Multichannel Recording

Sophisticated single and multichannel recording in one flexible, expandable client-server ingest solution for 24/7 deployment in time-sensitive broadcast or post-production environments.



Format And Container Support

Dynamically record video sources directly into industry-standard AVF, MXF OP-1a and MP4 containers with broadcast-grade codecs, including Avid DNxHD®/HR®.



Full NDI®5 Support

Full discovery and recording support for NDI®5 sources based on the open, low-latency video-over-IP protocol developed by NDI Vizrt AB.



Full HDR and Rec.2020 UHD Support

Full HDR metadata support (with HLG and PQ transfer characteristics) for Apple ProRes 422 HQ/MOV recording workflows for AJA and Blackmagic Design video devices.



Capture and Event Presets

Customizable capture, destination and event presets to quickly switch between commonly used setups or execute trigger action on third-party hardware.



Extensive Metadata Support

The XML metadata engine enables you to customise XML exports to accompany QuickTime and MXF generated files – or to write the desired metadata set directly into the QuickTime file.



Speed Up Your Process

Use multiple concurrent instances to significantly speed up editing in your NLE or to generate a proxy alongside the high-res file.



Operational Safety First

Enjoy the ability to save and change/swap recording configurations on-the-fly for distinctive productions or shows to highly increase operational safety.



Marker Support for Adobe Premiere Pro

Markers can be used for all kind of recordings where the operator needs to mark highlights, scenes or specific actions to speed up the post-production workflow.



QuickTime

NTSC PAL HD UHD

- XDCAM EX, XDCAM HD, XDCAM HD422
- ProRes 422, LT, Proxy, HQ
- ProRes 4444 (with alpha)
- H.264
- HEVC (H.265)



MP4

NTSC PAL HD UHD

- H.264



MXF

NTSC PAL HD UHD

- DVCPRO HD
- MPEG IMX 30/40/50
- ProRes 422, LT, Proxy, HQ
- ProRes 4444 (with alpha)
- XDCAM EX, XDCAM HD, XDCAM HD422
- AVC-Intra 50M/100M
- Avid DNxHD®/Avid DNxHR®



System Requirements

- Apple Mac mini (Intel & Apple silicon), iMac (Intel & Apple silicon), MacStudio (Max or Ultra), Mac Pro (Intel & Apple silicon).
- Apple macOS Catalina, macOS Big Sur, macOS Monterey, macOS Ventura.
- Support for AJA and Blackmagic Design video devices (Intel & Apple silicon).
- For detailed system requirements please consult the online user manual or contact us.

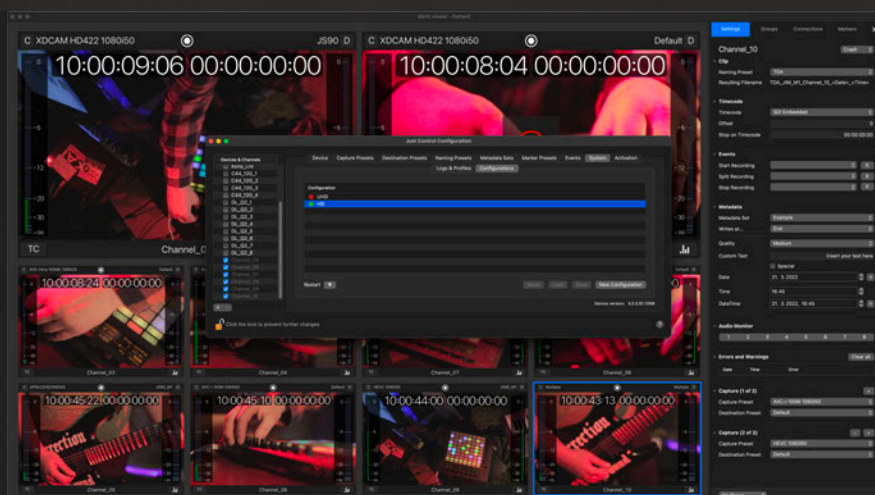


Supported Frame Rates

- 23.976, 24, 25, 29.97, 30, 50, 59.94, 60.
- Supported frame rates are container and codec specific.



Linux-based Enterprise-grade Client-Server Ingest Solution



just:in linux is our enterprise-grade, client-server based ingest solution for multichannel recording from SDI, HDMI, NDI®5, and SRT input sources. It unites the power of a macOS client frontend with the scalability of a Linux-based backend.

**Reliability**

just:in linux enables 24/7 deployment in time-sensitive broadcast environments and comes with an internal RAID for reliable and sustainable recording.

**Multimode and Multiframerate Support**

Ability to mix and match HD or UHD channel formats with different video modes, formats and frame-rates for different channels.

**Operational Safety First**

Use multiple destinations for out-of-storage or network connection loss scenarios and enjoy the ability to save and change/swap recording configurations on-the-fly for distinctive productions or shows to highly increase operational safety.

**Pre- And Post-Record Scripts**

Customizable pre- and/or post-record scripts to automatically execute actions like generating placeholders in MAM systems or transfer files to external servers.

**Metadata and Adobe Markers Support**

Metadata engine to customize and write sidecar files containing the selected metadata to be easily imported into MAM systems. Full Adobe Premiere Pro markers support.

**Multichannel UHD Recording**

Sophisticated and workflow-oriented multichannel ingest in one flexible, expandable and enterprise-grade client-server ingest solution. Support for SDI, HDMI, NDI®5 and SRT sources to be recorded independently or concurrently.

**One User Interface, Multiple Channels**

The built-in video and audio previews as well as the flexible channel inspector enable full control of all available ingest machines from a single user interface. Different multi-viewer layout templates can be defined and selected based on specific user login.

**Full HDR and Rec.2020 UHD Support**

Full HDR metadata support (with HLG and PQ transfer characteristics) for Apple ProRes 422 HQ/MOV recording workflows for AJA video devices.

**QuickTime**

NTSC PAL HD UHD UHD2

- ProRes 422, LT, Proxy and HQ
- H.264
- Photo JPEG
- Uncompressed 4:2:2

**MXF**

NTSC PAL HD UHD

- MPEG IMX 30/40/50
- Uncompressed 4:2:2
- XDCAM EX, XDCAM HD, XDCAM HD422
- AVC-Intra 50M/100M
- Avid DNxHD®/Avid DNxHR®

**MP4 / MPEG-TS**

NTSC PAL HD UHD

- H.264

**AVI**

NTSC PAL HD

- Uncompressed 4:2:2

**System Requirements (macOS Client)**

- Apple Mac mini (Intel & Apple silicon), iMac (Intel & Apple silicon), MacStudio (Max or Ultra), Mac Pro (Intel & Apple silicon).
- Apple macOS Catalina, macOS Big Sur, macOS Monterey, macOS Ventura.
- 10 GbE network interface recommended for optimal connection to the internal RAID of the just:in linux server appliance.
- For detailed system requirements please consult the online user manual or contact us.

**Supported Frame Rates**

- 23.976, 24, 25, 29.97, 30, 50, 59.94, 60.
- Supported frame rates are container and codec specific.

**live:cut**

Multicam-Workflow For Up To 16 Cameras



live:cut enables multicam-workflow for up to 16 cameras and reduces production time by eliminating time-consuming production steps. Now part of every new just.in mac 5.5 or just.in linux 5.5 license.

**Centralized Environment**

Ingest, metadata entry, live logging, media management and workflow automation are centralized in a single, easy-to-use application, namely Just Control.

**Suited For Your Scenario**

live:cut is suited for talk and game shows, soaps, sitcoms, live concerts, event recordings and many other scenarios.

**Low Cost, High Performance**

Available for flexible hardware setups (e.g. a Mac mini) live:cut is the ideal low-cost, low-space and energy efficient solution for OB-vans and other on-location multi-camera setups.

**Time Efficient**

Re-edits and post-production tasks can be performed while recording, speeding up your production process. Labels, markers and comments can easily be set during the recording.

**Ease Of Use**

Hassle-free operation: start and stop the multi-camera recording with a single button.

**Two Solutions – One Interface**

live:cut is integrated into just.in mac and just.in linux 5.5 to accommodate up to 16 channels of multicamera ingest.

**Customize Your Flow**

Recorded takes are tracked, organized and sent to NLE workstations or your MAM of choice for further processing.

**Reduce Production Time**

As a built-in option to just.in, live:cut reduces the production time of your multi-camera productions.

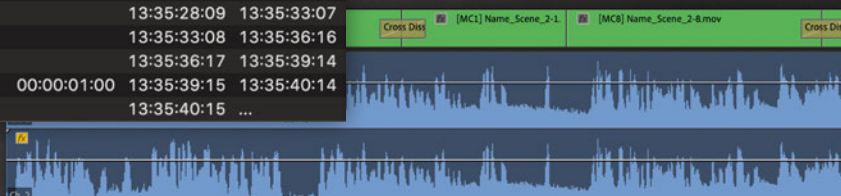
**Fast EDL Turnaround**

live:cut's realtime vision mixer's EDL can instantly be processed into a multi-camera timeline in the NLE of your choice.

**Easy Integration**

live:cut supports GPI-based EDL transmission (vision mixers), native Blackmagic Design ATEM devices as well as the TSL UMD protocol.

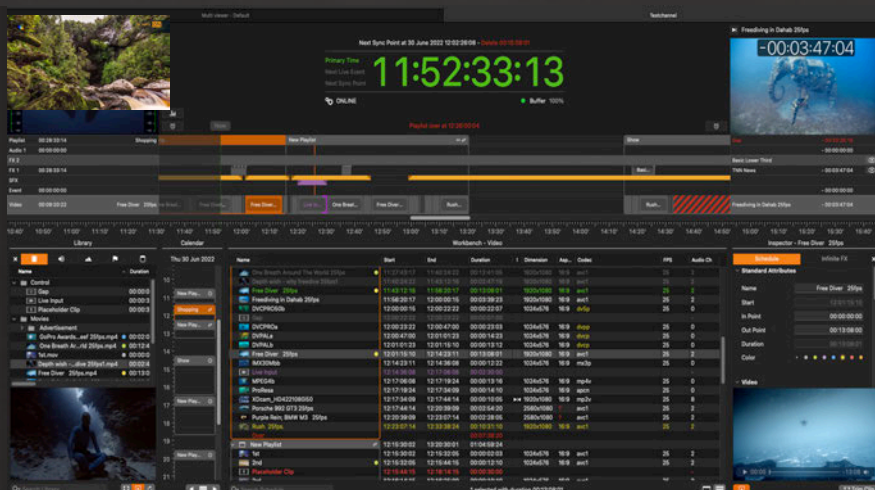
Take	From	To	Duration	↓TC	↑TC
0003	6 → 1	D	00:00:01:00	13:35:14:13	13:35:15:12
0004	1	C		13:35:15:13	13:35:18:15
0005	8	C		13:35:18:16	13:35:23:19
0006	8 → 1	D	00:00:01:00	13:35:23:20	13:35:24:19
0007	1	C		13:35:24:20	13:35:28:08
0008	6	C		13:35:28:09	13:35:33:07
0009	5	C		13:35:33:08	13:35:36:16
0010	7	C		13:35:36:17	13:35:39:14
0011	7 → 3	D	00:00:01:00	13:35:39:15	13:35:40:14
0012	3	C		13:35:40:15	...

**System Requirements**

- Apple Mac mini (Intel & Apple silicon), iMac (Intel & Apple silicon), MacStudio (Max or Ultra), Mac Pro (Intel & Apple silicon).
- Apple macOS Catalina, macOS Big Sur, macOS Monterey, macOS Ventura.
- For detailed system requirements please consult the online user manual or contact us.



Automated Broadcast Playout Server



just:play is an automated 24/7 Master Control playout solution with SD, HD and UHD format support, seamlessly integrating live feeds and routers as well as GPI events and static or realtime graphics.



Secure and Redundant 24/7 Playout

Manage your 24/7 playout in realtime with an unlimited number of clients working on the same channel, and industry standard redundancy and failover support.



Always In Control

just:play enables the operators to have full control of the rundown during the scheduling process.



Smart User Interface

The smart graphical user interface provides an unlimited, frame accurate review and preview of all scheduled video items.



Schedule Your Way

Schedule content weeks in advance with the user-friendly timeline, the traditional list view (with metadata support) and a convenient calendar function.



Switch To Live

High-quality video, audio and realtime graphics playout with the ability to switch to live using a single video device.



Industry/Regulatory Compliance

Major broadcast container and codec support. Import of playlists using CSV and XML. Support for CEA-608/708, OP-47, EAS and reference LTC timecode.



UHD – Yes We Can

Native SD/HD and UHDp60 SDI playout of video and multiple layers of static or realtime graphics using qualified hardware from Apple (Apple silicon), AJA or Blackmagic Design.



Mind The Gap

Gaps, overlays and placeholders are easily visible and can be edited right away. just:play's playlist-based design makes it easy to structure the rundown.



Static and Realtime Graphics

From simple station ID to interactive realtime graphics with multiple layers. Support for external data displayed by news tickers, stock exchange, weather forecast and more.



Extended Events Support

Support for HTTP events to include GET and POST methods as well as full support for frame accurate SCTE-104 Splice Events.



Supported Codecs

- DV-PAL, DV/DVCPRO-NTSC
- DVCPRO, DVCPRO50, DVCPROHD, HDV
- All Apple ProRes Codecs
- HEVC (H.265)
- XDCAM EX/HD/HD422
- MPEG-2, MPEG-4, H.264
- MPEG IMX (30, 40, 50)
- AVC-Intra
- Avid DNxHD®/Avid DNxHR® (decoder)
- JPEG
- Apple Animation Codec



Supported Containers

- MOV, MP4, M4V
- MPG, MPEG
- MXF



System Requirements (v.4.x and higher)

- Apple Mac mini (Intel & Apple silicon), Mac Studio (Max or Ultra) or Mac Pro (Intel & Apple silicon).
- Support for Apple macOS Big Sur, macOS Monterey, macOS Ventura.
- Support for AJA and Blackmagic Design video devices.
- For detailed system requirements please consult the online user manual or contact us.

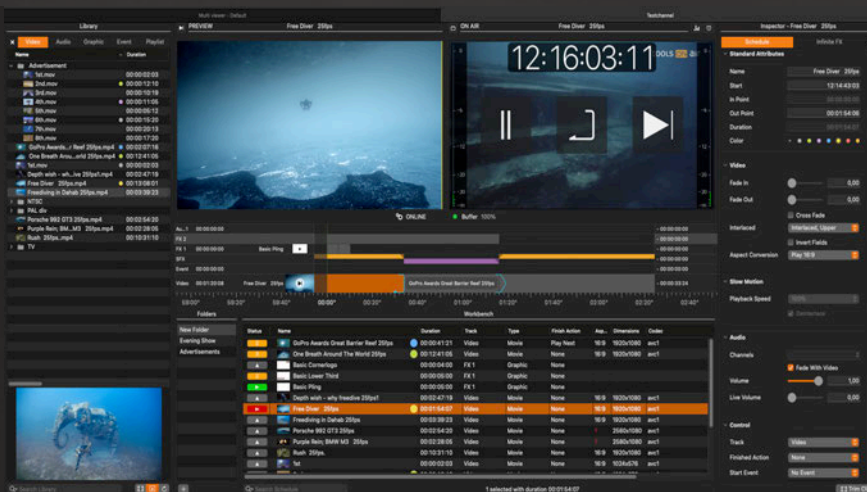


Supported Frame Rates

- 25, 29.97, 30, 50, 59.94, 60.
- Supported frame rates are container and codec specific. Codec support depending on installed Apple Pro Codecs.



Live Production Payout For Video And Realtime Graphics



just:live is a Live Production payout solution for video, static or realtime graphics. It streamlines the payout of videos and realtime graphics in any live environment while maintaining full control over the production workflow.



Live Payout

Manage and control the payout of videos, multiple layers of static and realtime graphics and router control/GPI events manually, in a single interface with multiuser support.



Have A Break

Set in- and out-points and split clips on-the-fly to insert commercials. Use placeholders to add videos at a later time. Support for SCTE-104 Splice Events.



UHD – Yes We Can

Native SD/HD and UHDp60 SDI payout of video and multiple layers of static or realtime graphics using qualified hardware from Apple (Apple silicon), AJA and Blackmagic Design.



Growing File Support

Instant payout of growing files at your fingertips. Great way to accelerate your workflow during a live show.



Standards Matter

Support for HTTP events to include GET and POST methods as well as full support for CEA-608/708 and OP-47.



Build, Monitor And Control

just:live's integrated timeline allows operators to build rundown sequences and monitor the progress of currently playing clips.



Smart User Interface

The smart graphical user interface provides an unlimited, frame accurate review and preview of all scheduled video items.



Industry Proven

Major broadcast file format and codec support, back-to-back payout of mixed container formats, codecs, aspect ratios, pixel sizes and field orders.



Goodbye Tape

Designed for tapeless workflows, just:live fully integrates into standard MAM and storage solutions.



Finished Actions

Advanced finished actions for each clip like play next, cue, reload, hold and cue or loop.



Supported Codecs

- DV-PAL, DV/DVCPRO-NTSC
- DVCPRO, DVCPRO50, DVCPROHD, HDV
- All Apple ProRes Codecs
- HEVC (H.265)
- XDCAM EX/HD/HD422
- MPEG-2, MPEG-4, H.264
- MPEG IMX (30, 40, 50)
- AVC-Intra
- Avid DNxHD®/Avid DNxHR® (decoder)
- JPEG
- Apple Animation Codec



Supported Containers

- MOV, MP4, M4V
- MPG, MPEG
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System Requirements (v.4.x and higher)

- Apple Mac mini (Intel & Apple silicon), MacStudio (Max or Ultra) or Mac Pro (Intel & Apple silicon).
- Support for Apple macOS Big Sur, macOS Monterey, macOS Ventura.
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Supported Frame Rates

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- Supported frame rates are container and codec specific. Codec support depending on installed Apple Pro Codecs.



Realtime Graphics Template Editor
for just:live and just:play



composition: builder enables small and mid-sized TV stations to easily create professional looking real-time graphic templates for just:live and just:play.



Powerful Graphics Development

With Composition Builder you can create professionally looking realtime graphic templates for news, weather, stock exchange, sports and other broadcast applications. These realtime graphics can directly be used in just:play and just:live.



We Love XML. And XPath.

Out-of-the-box support for XML files, coupled with the powerful XPath query language enables data extraction from local or networked files.



Stop Frames For Dynamic Graphics

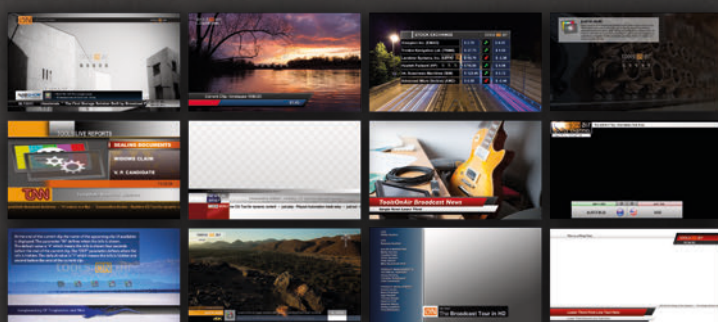
The powerful "stop frame" functionality allows you to dynamically extend the duration of graphic templates, while maintaining the individual duration of animations within the template.



Extensibility

Composition Builder is designed to enable fast creation of own custom template compositions to extend your graphic templates portfolio.

Included Templates



Live Graphics Control

Changes to graphics and information sources can be easily made during playout and taken to air in realtime – enabling fast turnaround on-air adaptations where needed.



Customize On Air

Customize your realtime graphics On Air or use external sources (XML, RSS, images and text files) to update your graphics manually or automatically.



Sample Content Included

Ships with a package of pre-designed templates which can be used and modified for free. Drop them into any graphics layer in just:play or just:live to play them out concurrently with any video clip.



Native Integration

Composition Builder graphics are interpreted natively and rendered on-the-fly by ToolsOnAir's playout engine, allowing for a realtime preview of graphic templates in the just:live and just:play user interface.



System Requirements

- Version 5.0: Support for Apple macOS Catalina, macOS Big Sur, macOS Monterey, macOS Ventura. Runs natively on qualified Intel- or Apple silicon hardware.
- AMD, Intel or Apple silicon graphics card (integrated or discrete).
- A screen resolution of at least 1920x1080.
- For detailed system requirements please consult the online user manual or contact us.

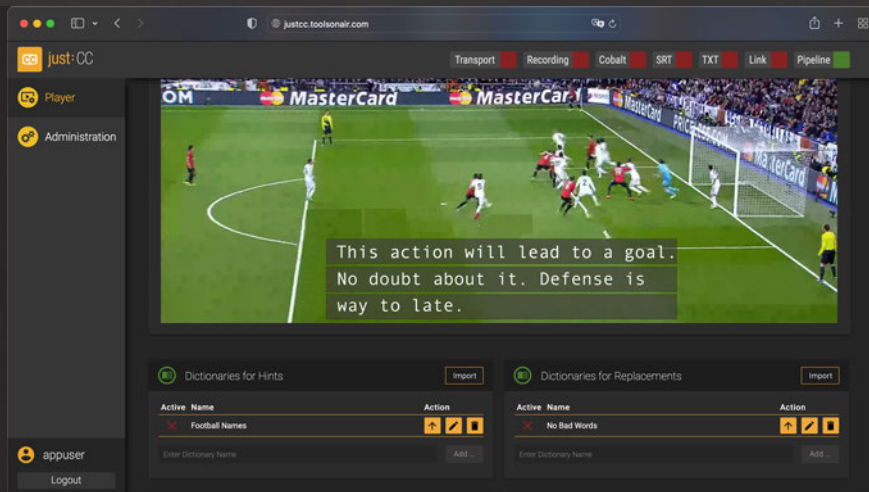


Supported Resolutions

- NTSC, PAL, HD, UHD



Live Closed Captions Generator and Inserter



just:CC is a realtime Live Closed Captioning solution that generates CEA-608/708 captions and inserts them into the VANC data stream of SD and HD signals.

**Industry leading Accuracy**

just:CC uses a state-of-the-art, industry leading speech-to-text engine. Depending on the content, it is able to produce an accuracy of around 90%. In many cases, it performs more accurately than a human captioner.

**Supports All Common CC Formats**

just:CC generates CEA-608/708 captions as well as "608 embedded in 708" data and can also detect and pass through already existing CC data. Once the data is generated it is inserted into the output signal using off-the-shelf hardware and is compatible with various external caption embedders.

**Encoding Quality & Realtime Insertion**

just:CC delivers a high-quality CC insertion you expect in a professional broadcast environment by using industry leading speech-to-text recognition technology and support SDI, RTP and MPEG-TS input sources. The tight integration of Linux server hardware, AJA video devices and a browser user interface running on either Apple or PC client hardware, allows to generate and insert the data using a single workstation.

**24/7 Closed Captioning Generator**

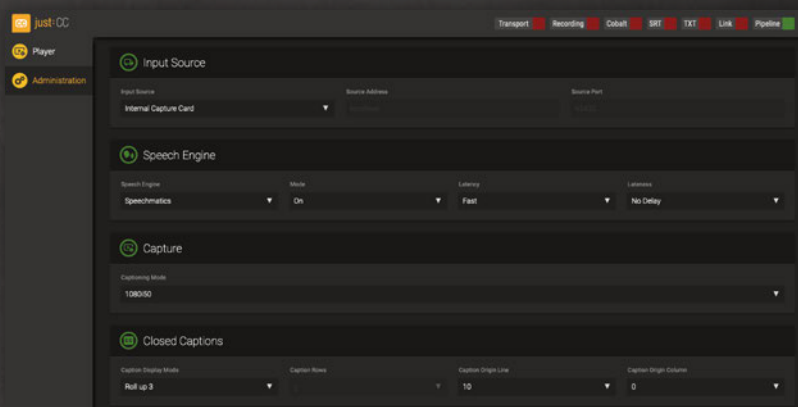
just:CC empowers broadcasters to generate and insert Closed Captions onto their channel, even if the live signal or pre-made content does not come with CC data. Given that just:CC is an on-premise solution generation and insertion is done independently of an internet connection.

**Easy Customisation**

just:CC is engineered to enable easy customisations such as defining the target language, the accuracy/speed of the encoder, the ability to force upper case captions on screen or recognising text by adding sentences to a dynamic white- and blacklist.

**One User Interface**

just:CC's intuitive and browser-based graphical user interface allows the operator to adjust operationally critical settings, like how the CC data is generated and how captions appear on screen.

**System Requirements**

- Modern Web Browser to control the user interface and servers settings.
- Supported frame rates: 25, 29.97, 30, 50, 59.94
- For detailed system requirements please contact sales@toolsonair.com