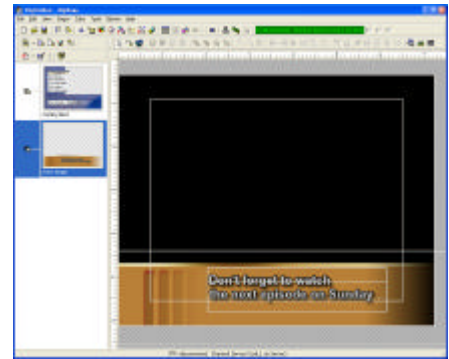


DigiSnap™

*An **Advanced Channel Branding** and **NETWORK Logo Inserter** System Specifically Designed For Live Programming and On-Air promotions*

With its built-in SDI/O, active video bypass, multiple GPIs and Intelligent Interface automation protocol, DigiSnap can be used upstream or downstream of master control. Add the Digital Audio Output option and DigiSnap will meet your entire branding, sponsor, and promo needs. It's fast, it's easy and it's digital. It's a DigiSnap!

Below are DigiSnap's three major production and playback components:



DigiAuthor

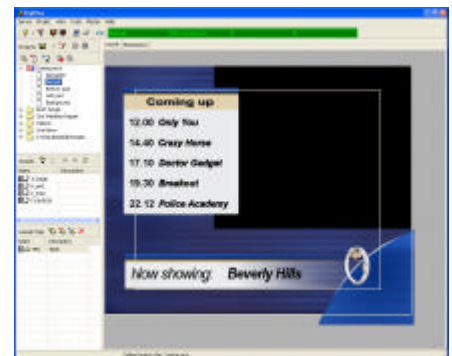
DigiAuthor is the content creation application. It's a Windows application that can run on any computer networked to one or more DigiSnap units. Operators use this application to create the logos, to import the cell animations and to group them into “shows” (projects).

All assets are saved in one or more DigiSnap system boxes (DigiSnap Servers) through the local area network.

DigiPlay

DigiPlay is the client software for DigiSnap system management and for the remote on-line operation. It can run on any networked PC, or locally within the DigiSnap system box (requires VGA monitor, PC keyboard and mouse). Its features include:

- Browse available logo configurations and create display sequences.
- Reposition logos within the display area
- Hide/Make visible logos
- Create events and assign activation parameters (GPI trigger or Intelligent Interface command).
- Assign display sequences to events. Display sequences can also be triggered manually from the user interface.
- Store the project, including the display sequence and the events.



DigiSnap Server

This is a stand-alone system PC (2RU server with a Chyron Digital PC-CODI (and optionally a DPS Reality for internal Clip Player) running the DigiSnap Server application. Optionally it can run the DigiPlay Client application for local control.

DigiPlay instructs the server application to load a specific “show” from the DigiSnap database, select a display configuration, display it on-line, execute a run-down sequence (*1) and/or execute an activation trigger (*2).

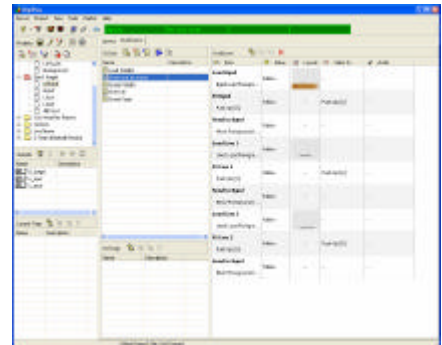


While many DigiPlay clients can run on multiple remote PCs on the network and accessing the same DigiSnap Server, only one DigiPlay client is allowed to display a certain display configuration on-line. This feature prevents on-air errors caused by concurrent user access.

While a DigiPlay client is running, it is continuously monitored by the DigiSnap system. If a problem will occur (DigiPlay PC hardware failure, network connection failure, etc.) the DigiSnap system box will automatically disconnect from that DigiPlay client, allowing another DigiPlay client to take control.

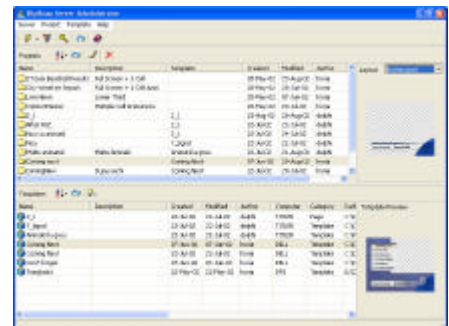
Notes.

1. A run-down sequence consists of one or more CODI graphic operation (load a graphics in the display buffer or in the background, run a display effect, start an animation etc) and allows the creation of complex visual effects.
2. An activation trigger can be a GPI event or an Intelligent Interface Protocol page read command



Product Features:

- Insert static or animated logos into the program video signal. Both upstream mode (key and fill signals) and downstream mode (internal DSK processing) are available.
- Create static or animated logos with DigiAuthor from any PC on the Network.
- Send logos to any DigiSnap via LAN and/or WAN.
- Group multiple logos in projects.
- The following functions are supported for each project:
- Define multiple logo configurations

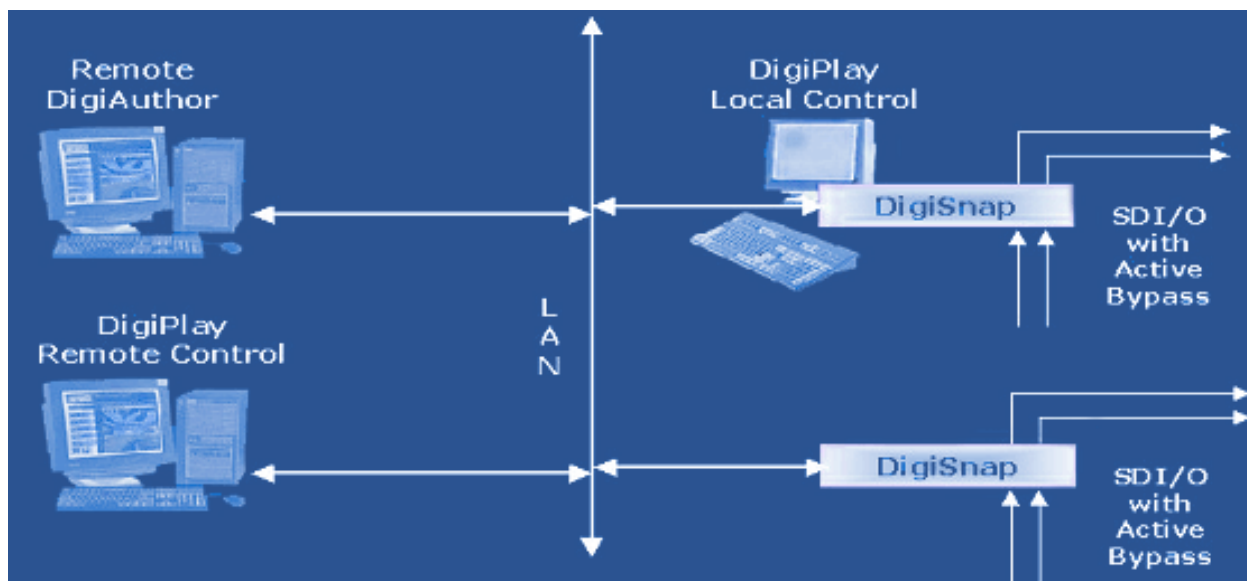


- Assign configurations to activation conditions (events)
- Fire events (Logo and Transition effect) using:
 - GPI triggers and/or
 - Intelligent Interface protocol page read command
 - Directly, via the DigiSnap Playback Control UI (as a local or remote client)
 - Automated playback (when controlled by the station or newsroom automation system).
- Manage projects and events from any networked computer

Using the Network advantages to the fullest extent, DigiSnap allows collaborative work and let multiple users simultaneously perform essential tasks, such as::

- Assets management (sounds, layouts, graphics)
- Show design, including preparation of display configurations, assignment of jingles or voice-over files, preparation of run-down sequences, assignment of activation triggers (GPI's, Intelligent Interface commands)
- Security management with advanced, user-defined, access rights and protection against accidental failures and/or operator errors.

Possible Configurations:



Optional Features:

- Internal Clip Player*)
- Squeeze back*)

*) - subject to hardware configuration

Specifications subject to change without notice.

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