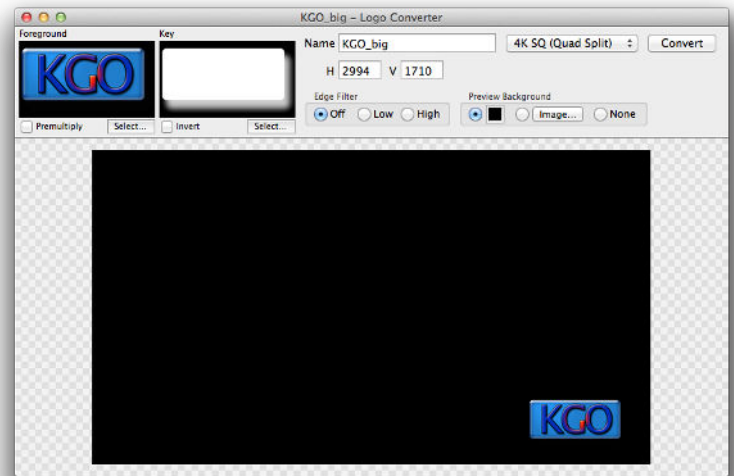


Avenue 1425 4K/UHD Layering Engine

Layering Technology for 4K Broadcast, Live Venues and Presentation

- Multi-layer keying and background transitions
- Supports SQ and 2SI quad-link formats
- Linear, luminance, and additive modes
- Internal LogoStore
- Built-in frame syncs on every input
- Supports 16 channels of embedded audio
- Channel branding, small master control, centralcasting, fly-pack, remote truck
- Intuitive iPad interface and serial control
- Hard surface operator control panel



Effortlessly control logo position, size, and transparency on 4K material

Easy Control from Web

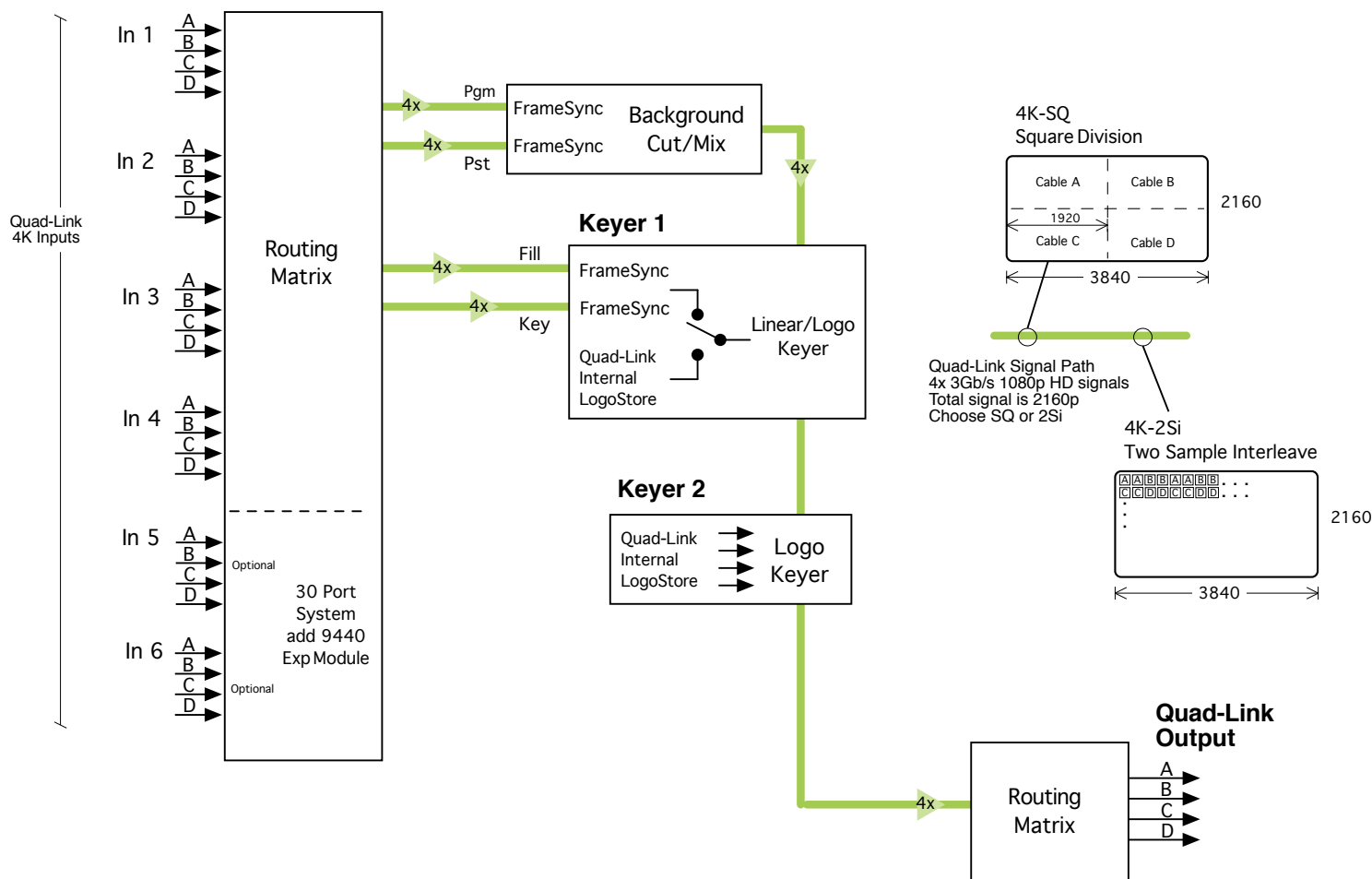
Mix and Cut between 4K/UHD sources, key from external video or the built-in LogoStores. The 1425 makes it easy to work with quad-link signals, with support for both SQ (Square Division) and 2SI (Two Sample Interleave) pixel formatting.



You have complete control over the configuration and operation of this powerful 4K layering engine with a web interface, operation control panel, TCP/IP and serial control

Avenue 1425 4K/UHD Layering Engine

Functional Block Diagram



Specifications

Inputs

Number	4 quad-link inputs (option of 6 inputs)
Signal Type	4K 2160p 50 or 59.94 Hz, SMPTE 2036 SQ (Square Division) or 2SI (Two Sample Interleave)
Impedance	75Ω
Return Loss	>15dB to 1.485 GHz
Max Cable Length	2.97 Gb/s 70 meters Belden 1694A
Automatic Cable Input Equalization	

Output

Number	1 quad-link output
Signal Type	Follows input
Impedance	75Ω
Return Loss	>15dB to 1.485 GHz
Output DC	None (AC coupled)

Keys

Keyer 1	Supports LogoStore and external video
Keyer 2	Supports LogoStore

Reference

Number	One via frame master ref input
Signal Type	Composite black, Tri-Level Sync, 10 MHz

Standards Supported

4K 2160p 50 or 59.94 Hz, SMPTE 2036
SQ (Square Division) or 2SI (Two Sample Interleave)

General Specifications

1425 occupies 2 slots in an Avenue 3RU frame	
Power Consumption	85 watts
Temperature Range	0 to 40°C ambient (all specs met)
Relative Humidity	0 to 95% noncondensing
Altitude	0 to 10,000 ft