

Avid Liquid Chrome Xe

Avid Liquid-Software mit integrierter HD- und SD-Hardware

Die Avid Liquid Chrome-Lösungen verbinden vielseitige **Avid Liquid**-Software mit SDI-Hardware (Serial Digital Interface) für Standard- und High-Definition. Cutter und Videokünstler können gängige Formate wie DV und HDV erfassen und sowohl von analogen als auch von digitalen Quellen kodieren und später Masterbänder in Standard- und High-Definition-Formaten herstellen. Die Produktfamilie Avid Liquid Chrome Xe enthält eine Reihe von Lösungen, mit denen Sie fast alle E/A-Formate oder Codecs nutzen und später Ihr Material in einer Vielfalt unterschiedlicher Formate ausgeben können. Dazu gehören Standard- und High-Definition-Bänder, DVD oder das Internet.

Mehr Informationen, Downloads, Tipps&Tricks für Ihr registriertes Produkt finden Sie hier:

[**MyPinnacle**](#)

Avid Liquid. Editing. Audio. DVD. Effekte. Alles in einem

Avid Liquid kombiniert leistungsstarke Videobearbeitung mit integriertem DVD-Authoring von der Timeline, Surround-Sound-Audioverarbeitung und umfangreiche visuelle Effekte. Der Anwender muss nur eine Benutzeroberfläche erlernen, um hochwertige Videoproduktionen mit ausgeklügelten Effekten und Audio zu erstellen und anschließend auf Band, DVD oder Stream-Medien auszugeben.

Professionelle E/A-Hardware sofort zur Hand

Avid Liquid Chrome Xe ist in drei Versionen erhältlich, um die E/A-Flexibilität zu ermöglichen, die professionelle Kunden brauchen:

Avid Liquid Chrome Xe Plus : Standard-Definition SDI-E/A mit digitalem 4-Kanal-AES/EBU-Audio

Avid Liquid Chrome Xe Deluxe : Standard- und High-Definition-SDI mit digitalem 4-Kanal-AES/EBU-Audio

Avid Liquid Chrome Xe Elite : die volle Palette analoger und digitaler Standard- und High-Definition-Anschlüssen in einer professionellen Rack-montierbaren Breakout-Box

Unerreichte Flexibilität beim Format

Mit Avid Liquid Chrome Xe können Sie eine Vielfalt verschiedener Codecs nach Belieben in derselben Timeline kombinieren:

- Erfassen nativer Formate über Standard-Datenschnittstellen, darunter DV25 und HDV über 1394, DV25 und IMX mit Sony XDCAM, XDCAM HD sowie DV25 mit Panasonic P2.
- Erfassen aus analogen oder digitalen SD-Quellen (Standard-Definition) in DV25, MPEG-2 I-frame oder IBP, bis zu 50 Mb/s oder als unkomprimiertes Video
- Erfassen aus digitalen HD-Quellen (High-Definition) in unkomprimiertes HD

Von HDV nach HD-SDI: ein müheloser Übergang

Sie können nativ in HDV erfassen, bearbeiten und gleichzeitig einschließlich Down-Conversion auf HD- und SD-Monitoren ausgeben. Aus dem gerade erstellten HD-SDI-basierten Master wird mühelos Output auf SD-Band, eine DVD mit Surround-Sound oder eine Internetvorschau. Mit Avid Liquid Chrome haben Sie alle Tools, die Sie brauchen, in einer umfassenden Lösung.

Avid Liquid ist nur für den PC verfügbar.

Achtung: Features folgen auf der nächsten Seite.

Avid Liquid Chrome Xe Features

Feature	Professionelles I/O
Funktion	Capture und Playback via analog Component oder SD- und HD-SDI Verbindungen mit digital Audio
Nutzen	Capture und Output professioneller Decks inkl.: BetacamSP, Digital Betacam, HDCAM, DVCPRO, DVCPRO HD, D5, P2, XDCAM, XDAM HD
Feature	Real-Time SD Down-Konvertierung
Funktion	Gleichzeitige Ausgabe in SD und HD
Nutzen	Monitor or record HD projects to SD tape without rendering; view results in both SD and HD at each points in the creative process
Feature	Arbeit mit mehreren Codecs
Funktion	Natively capture DV, MPEG-2 IBP, or HDV; capture and encode to DV25, MPEG-2 I-frame/IBP, or uncompressed SD or HD
Nutzen	Save time by avoiding cross-codec rendering; work natively with the input codec of your choice, or work directly with the output format of your choice; use MXF for exchange with other applications
Feature	Integriertes DVD Authoring
Funktion	Author interactive DVDs from the Avid Liquid timeline
Nutzen	No going back and forth between applications; create interactive DVDs with custom menus and preview from the editing timeline; update DVDs or re-edit and check changes from the DVD preview feature
Feature	Natives HDV Editing
Funktion	Edit pure, native HDV video streams
Nutzen	Maintain high quality by avoiding multiple generations and time-consuming transcoding
Feature	GPU Real-Time Effekte
Funktion	Avid Liquid software uses the Graphics Processor to process real-time effects
Nutzen	By using both the CPU and GPU (graphics processor) to calculate real-time effects, Avid Liquid software maximizes real-time processing during editing; more real-time power provides the freedom to preview multiple creative directions

Feature	Avid Open Timeline
Funktion	Mix HD and SD resolutions with Avid Liquid-supported codecs
Nutzen	Mixing HDV and SD codecs gives editors the flexibility to work with a broad spectrum of content, avoid transcoding and renders, and maintain quality
Feature	Dolby Digital 5.1 Support
Funktion	Mix and finish to Dolby Digital 5.1
Nutzen	The Avid Liquid audio engine enables real-time audio mixing including Dolby Digital 5.1; special surround panners provide perfect control of surround mixes in real-time
Feature	Multikamera Editing
Funktion	Choose scenes from up to 16 cameras
Nutzen	Make multicamera edit decisions in real-time; select camera angles as the clip plays back; easily compare takes
Feature	Sekundäre Farbkorrektur
Funktion	Choose specific colors to correct within a clip
Nutzen	Select a single color to correct within a shot; for example, change red to blue and make everything else black and white; multi-point tone and color balancing offer both color correction and creative color capabilities
Feature	Real-Time Audio Plug-in Support
Funktion	Support von Industriestandard-VST-Audio Effekten Plug-ins
Nutzen	Add audio effects and tools written to the audio industry-standard VST plug-in specification
Feature	Background Rendering
Funktion	Avid Liquid software renders effects in the background without interrupting the edit
Nutzen	Create complex composites and layered effects; Avid Liquid software previews the effects in real time; if a final render is required, Avid Liquid software will finish the effect without interruption by a render progress bar

Avid Liquid Chrome Xe Tech Specs

Avid Liquid Chrome Xe Tech Specs

New in version 7.1

- Integrated SmartSound support
- 44KHz bundled content.
- Native playback of WM9, DivX 5 & MPEG-4
- Native playback of muxed audio/video without the need to demux in advance: DV AVI, WM9, MPEG PS, DivX5, MJPEG AVI
- “EZ capture” - separate tool to capture muxed files to a user-specified file location. IEEE1394 device control only. Includes content based scene detection. Capture formats: MPEG2 (DVD/SVCD), MPEG1 VCD preset, DV to MPEG, DV, HDV, DivX5
- Single monitor project layout for optimized single screen display
- RT linear timewarp, (must be the first effect on source)
- Improved and extended export: more formats & presets, easier unified UI additionally supporting DivX 5, MPEG 4, Real Media. Includes presets for iPod Video, Sony Play Station Portable and Flash Video (H.263)
- RT Image Stabilizer
- Commotion Clip FX (56 effects)
 - Blurs and Sharpen: Blur, Channel Blur, Edge Blur EZ, Edge Blur, Motion Blur, Radial Blur, Sharpen, Super Blur, Unsharpen Mask.
 - Channel: Shift Channels
 - Color Correct: Color Balance HLS, Color Balance RGB, Color Map, Replace Color, Tint.
 - Distort: Corner Pin, Hall of Mirrors, Mirage, Turbulence, Turbulence EZ, Turbulent Edges.
 - Image Control: Brightness and Contrast, Invert, Levels, Posterize, Threshold.
 - Keying: BlueScreen Key, Color Key, GreenScreen Key, LumiKey, Smooth Screen, Spill Killer, Spill Killer EZ.
 - Matte: Edge Finder, Edge Finder EZ, Matte Feather, Matte Feather EZ, Matte Feather Sharp.
 - Noise: Channel Noise, Median, MinMax, Noise

- Particles : Fractal Clouds, Fractal Fire, Fractal Tunnel
- Stylize : Alpha Ramp, Drop Shadow, Emboss, Framers, Grunge, Mosaic, Real Shadows, Video Feedback.
- Video: Broadcast Safe Colors, Field Blend, Field Swap.
- Magic Bullet Movie Looks. 55 presets.
- New RT effects: DreamGlow, Soften, DuoChrome, Lighting, RGB Color Balance, White Balance, Turbulent Edges
- Studio 10 project import (Studio 9 projects must be converted to 10 first)
- SD output of HD timelines with RT downconvert on Avid Liquid Pro breakout box - requires latest graphics driver (ATI catalyst 5/10 or later)
- Fullscreen monitoring on 2nd DVI head (monitors must be identical resolution)
- Timecode display in separate sizeable floating window
- WMV (XPM) surround 5.1 export
- Scaling size and aspect in clip properties
- JVC GY-HD 100 with 720/25p (no 24p)
- Separate insert buttons for Overwrite/Filmstyle
- Clean up (trash can functions in project menu)
- “Broadcast Option” features included in all products – MXF support, P2 support, XDCAM support
- XDCAM HD
- Render by slice
- XSend XDCAM HD

Supported languages

- English, German, and French

Hardware features

Avid Liquid Chrome Xe comes as a combination of a PCI (64/66) card with one or two Digital Tether based breakout boxes. The PCI card has 2 digital

tether ports. The SD BOB is attached to one, the HD to the other. An SD BOB is required, the HD BOB is optional.

Supported breakout boxes

- Pro Digital Plus
- Pro HD
- HD/SD Combo BOB (identical to Pro HD and Pro D&A together)
- Pro Analog (legacy only for upgrades, cannot be purchased)
- Pro D&A (legacy only for upgrades, cannot be purchased)

Configurations

- **Avid Liquid Chrome Xe Plus** – Avid Liquid Chrome Xe PCI card with Pro Digital Plus BOB
- **Avid Liquid Chrome Xe Deluxe** – Avid Liquid Chrome HD PCI card with Pro Digital Plus and Pro HD BOBs
- **Avid Liquid Chrome HD Elite** – Avid Liquid Chrome HD PCI card with HD/SD Combo BOB

Hardware features

- RT up/downscaling at output for SD and HD
- Genlock input (no TLS)
- Dualstream 1080i 30 playback with HD SDI output on XW8200 turnkey (with appropriate certified storage)
- 6 analog /8 SDI embedded channel audio output channels

Input/Output formats

- SD
 - NTSC 4x3/16x9
 - PAL 4x3/16x9
- HD
 - 1080/60i
 - 1080/59,94i
 - 1080/50i
 - 1080/24psf
 - 1080/23.976psf
- HDV
 - 720/25p
 - 720/29.97
 - 1080i/50
 - 1080i/60

Upconvert/downcovert combinations

- SD NTSC timeline to HD output:
 - 1080/59,94i, 1080/24psf, 1080/23.976psf
- SD PAL timeline to HD output:
 - 1080/50i
- HD timeline to NTSC output:
 - 1080/59,94i, 1080/24psf, 1080/23.976psf
- SD NTSC timeline to HD output:
 - 1080/59,94i

Codec & format support

- RT playback: DV/DVCPRO 25, HDV, IMX, MPEG I/IBP 422P/ML@ML/HL, DVCPRO 50, SD/HD Uncompressed, HDV
- Native capture (IEEE1394): DV/DVCPRO 25, MPEG2 IBP (MP@ML/HL), HDV, Windows Media 9, DivX, MPEG-4, MJPEG, Muxed audio/video support (except MFX).
- Encode capture: DV/DVCPRO 25, DivX, MPEG2 I (422P@ML), MPEG2 IBP (MP@ML), Uncompressed SD, Uncompressed HD
- Render: DV/DVCPRO 25, MPEG2 I/IBP MP@ML/HL, 422P@ML, RGB AVI, IMX (30, 40, 50 Mbit) DVCPRO50, SD/HD Uncompressed
- Fuse: DV/DVCPRO 25 (MXF, DIF, AVI), MPEG2 I/IBP MP@ML/HL, 422P@ML (M2V, MXF), IMX (30, 40, 50 Mbit), DVCPRO 50 (MXF,DIF), SD/HD, Uncompressed (YUV, 2VUY)
- Export: MPEG-1, MPEG-2, MPEG-4, Windows Media 9, Quicktime, DivX, RealMedia, AVI, Image, presets for export to iPod, Flash Video (H.263) and Sony PlayStation Portable.
- Import of several audio formats: MP3, WAV, MPA, WMA. 32 bit float audio support
- Import of wide variety of standard graphics formats: BMP, TGA, TIF, PNG, PCD, PSD, PCX, BSI, JPG. LZW compression supported for Tiff import
- Import of QuickTime and AVI movies
- Support for greater than video sized graphics with pan and scan (with classic effects editors)
- MXF: Capture/playback/fuse non-multiplexed MXF (MPEG I frame). Export multiplexed MXF, (MPEG I and IBP)
- Native P2 MXF support (playback/edit on P2 cartridge)

- o DV MXF support
- o XSend P2
- o XDCAM FAM mode support
- o XDCAM HD support
- o XReceive/XSend eVTR

Media Management

- o Flexible GUI for all resolutions, scalable to 1024x768, 1280x1024 or 1600x1200, full size Source and Program windows at 1280x1024 or 1600x1200
- o Hierarchical data management with racks and folders, desktop as workspace
- o Different text and picon display modes for clips
- o Consolidate streams and Condense functions
- o Tag media function for identifying used media in sequences and projects
- o Clip Sync for resyncing video and audio tracks
- o EDL import and export (GVG, Sony 9100, CMX 3600)
- o ALE import and export
- o OMF output
- o Advanced search tool
- o Import of Video Machine projects
- o Project and media compatibility between different Pinnacle Liquid stations
- o XReceive function for individual import interface (SDK available)
- o In media tab sorting of projects in left window
- o XML exchange of project (no racks supported), clips and sequences (Export optional)
- o Pinnacle Studio 10 project compatibility

Logging

- o Ingest Tool for file ingest and "edit while capture" on another Liquid system
- o RapidCapture in Logging Tool - discard captures clips with a duration lower than "n"
- o Full logging tool with 1394/DV machine control, RS-232/422 control
- o Digitize to timeline with insert and overwrite, scrub timeline while in logging tool
- o Extended metadata fields with auto naming and auto increment
- o Adjust audio levels on capture (non-destructive)
- o Timeline viewer in Logging Tool
- o Direct file import from Sony DSR-DU1 HD DV Recorder (XReceive Feature)
- o Scene detection based on metadata (timecode) or on video content, automatic creation of new sub-clips

Editing

- o Control (de-/activate) playback of video and audio tracks in source/clip viewer with button or keyboard
- o Display of source timecode at Playline position in Timeline under the trackname
- o Mark clips used in sequence
- o Select clip in timeline with keystroke
- o Mark clip: Set Mark In/Out in timeline around clip(s) under playline.
- o Capture to Timeline -> Source Track Mapping in Logging Tool.
- o Delete render and prerender files with "delete project incl .media"
- o Goto position by entering timecode in empty timeline
- o Fast scrubbing on the timeline with very fluid interaction
- o Unlimited number of timeline tracks for video, audio, graphics and titles
- o Desktop Storyboarding
- o Filmstyle and Overwrite mode
- o 3-Point Editing
- o 4 point editing (auto-apply timewarp)
- o Optimized 4-point insert
- o Drag and Drop Editing
- o Trim Editor with slip and slide
- o Direct Timeline trimming
- o Playline loop playback
- o Match Frame, Match frame to project and to tape
- o Extend Edit
- o Move/Copy Range
- o Add Dissolve
- o Track SyncLock
- o JKL shuttle
- o Hardware Jog/Shuttle control (optional USB based)
- o Container function (virtual mixdown) for advanced non-destructive compositing or management of long/multi-user projects
- o Updated heads and tails at cutting clips
- o Fullscreen viewer on VGA/DVI output monitor
- o Replace clip (Use the "Ctrl" key to force replacement)
- o Insert audio on separate tracks with drag & drop insert to timeline
- o New advanced sequence dialog settings
- o Multicam editing

- Input wizard (incl. scan for all media types)
- Output wizard
- Presets for Studio and Premiere (keyboard, toolbar)
- Backup/restore projects and media
- Modify clip properties on multiple selected clips
- Unlimited subtracks in timeline

Effects

CPU/GPU RTFX:

- Real-Time Effects in 2D and 3D: 10+ (on optimized CPU/GPU) DV streams of effects plus graphic overlays, seamlessly mix of 2D and 3D effects
- 2D transition effects include: DVE (move, scale, rotate, borders, soft shadows, cropping), Blur, Chroma Keying, Color Correction and pseudo-3D transformation (move, scale, rotate, skew in 3D)
- 2D clip effects include: Chroma Keying (real-time blue/green screen processing), YUV Color Correction, RT filters such as Posterize, Solarize, Mosaic and Cropping
- 3D transition and clip effects of all different kinds
- CPU based transitions: Dissolve, Dissolve through color, 2D DVE editor, 3D DVE editor, Gradient Wipe, Gradient Wipe with Border
- CPU based clip effects: 2D DVE editor, 3D DVE editor, Base Color Correction (YUV), Black and White, Blur, Chroma Keyer (YUV), Luma Keyer, Invert, Posterize, Roll/Crawl
- GPU Based Transitions: 2D DVE editor, 3D DVE editor, Page Curl, Page Peel, Cross Dissolve, Water Drop, Water Wave, Magnify, Replicate, Band Wipe, Barn Doors, Clock Wipe, Inset, Iris Cross, Iris Diamond, Iris Round, Iris Square, Push, Radial Wipe, Slide, Wedge Wipe, Wipe, TrackMatte
- GPU Based Clip Effects: 2D DVE, 3D DVE, Page Curl, Page Peel, Lens Flare, Magnify, Multishape Crop, Multishape PIP, Multishape Spotlight, Replicate, Water Drop, Water Wave, Color Adjust, Scale Crop, swirl, shards, sphere, tile, Accordion, Bevel Crystal, Cracked Slab, Falling Crystals, Curtain, Cylinder, Explosion, Reflection, Stained Glass, swirl, shards, sphere, tile
- Hollywood Effects

NOTE: GPU Based effects require the use of a certified graphics card and driver.

Background Rendered Effects

- Add dissolves on all edits on active tracks between Mark In/Out on timeline
- High quality software render effects: 2D and 3D DVE with inside and outside borders, transparent soft edged drop shadows & Page turns
- Luma/chroma key, blue/green key, RGB difference key, lasso key with softness
- Clip effects including mosaic, posterize, solarize, and gaussian blur
- Full wipe editor with softness, blur, inside and outside borders
- All Effect Editors with preview and unlimited keyframes (except CC editor) with interpolation
- Linear TimeWarp for fast and easy speed changes, Fit to Fill function
- Single click Freeze Frame function
- TimeWarp Editor for sophisticated dynamic slow/fast motion effects, Strobe and Trailing effects
- Background processing of all effects, no waiting for rendering or playout as DV, real-time effects can be background rendered when not playing back.
- Sub pixel effects processing at rendering with user assignable quality levels
- Real-time non-destructive primary color correction on clips with RGBL high, mid and low, HLS
- Color effects including brightness, contrast, hue, luminance, saturation, RGB gain, equalization, gamma
- Color Correction Editor (Option) with: Primary Color Correction with RGBL high, mid and low, HLS plus Auto White Balance, Histogram- and Hue-match, Legalizer, Tone-, Gray-, Color-balance etc. Secondary Selective Color Correction with color vector based or selective correction
- Full frame vectorscopes including waveform, histogram, cube, Lightning & vectorlight

Additional Effect Features

- Integrated TitleDeko title generator for still, roll and crawl titles
- Adobe Premiere®—compatible plug-in interface for plug-ins such as Ultimatte and Boris FX Red
- Containers for nesting complex effects
- Display keyframes of other editors (option in editor menu of RT FX)
- Matte-tracks on timeline
- Clip effects can also be video track effects
- Classic effects included in CPU RT FX: 2D, 3D (no trailing supported)
- Parameter curve keyframe editing
- Channel processing (blur, gaussian blur, 2d/3d (clip/trans.), invert, position, posterize)
- Individual effects quality control in RT effects editors
- Privacy effects: Blur and Mosaic RTFX with cropping

Audio

- Advanced audio track mode (mono/stereo)
- Advanced audio mixer
- Audio track effects

- Send buses
- Advanced audio routing
- VST Plug In support
- Audio timewarp (incl. in video timewarp)
- Dolby Digital 5.1 and virtual surround with AC3 encoding for DVD export
- Surround mixer and output
- ASIO host, support of all ASIO compatible soundcards
- Adjustable digital audio scrubbing, also at trimming
- Real-time playback of up to 16 audio tracks
- Immediate Waveform display (mono/stereo) in Clip/Source Viewer and Timeline
- Rubberband editing for volume and panning
- Advanced audio editing tools (auto fade, dB tooltip etc.)
- Virtual audio mixing console with groupable fader
- Audio Mix Automation function
- Real-time parametric 3-band equalizer, echo and maximizer
- VoiceOver function, full duplex
- Midi support for external audio fader
- Customizable audio output routing
- Insert stereo audio clips separated (or combined) to the timeline

DVD/SVCD/VCD Authoring

- Integrated DVD Authoring
- SVCD support
- Export to DVD: auto loop playback for single stream DVD
- IPB settings: Constant (CBR), Storage (StorVBR), Statistical VBR (StatBVR)
- Advanced IPB File Source analysis: Allow all valid DVD video sizes (improved VCD check); support of NTSC 704*480, 352*480, 352*240 and PAL 704*576, 352*576, 352*288 DVD video sizes for ES or PS MPEG-2 IPB source-files
- Easy timeline based authoring with drag & drop, incl. DVD wizard, templates, linkage editor, preview, title save
- Absolute and relative chapter marks, automatic links, autoloop/autostart w. timeout
- Multiple linkable menus, incl. motion backgrounds and buttons, complete menu editor, menu snapshot, editable highlights, “.psd” menu support
- DVD Export: Auto-Loop Playback für Single-Stream ohne Menü

DVD export features:

- HDV support: advanced profile/level/bitrate setting for custom video sizes; (Note: HDV support doesn't mean, that Liquid supports HD-DVD; all video sizes will be converted to the standard PAL/NTSC DVD needed sizes or the standard (S)VCD sizes by the DVD Export)
- Splicer integration for native IPB export
- Dual Layer support (all CD/DVD media capacities, incl. 8.5 GB)
- miniDVD
- 16:9 Menu
- Set disc volume name
- No menu needed for single stream export with timeout=0 (auto-play): video starts immediately (no autoplay-loop)
- Advanced audio bitrate setting (64-448)
- Handling of more than 99 titles per disc / handling of more than 99 chapters per title
- Native IBP files do not need to be re-encoded at export
- HD support: advanced profile/level/bitrate setting for custom video sizes; support of 422P@HL, MP@HL, 422P@ML, MP@ML (422 support optional)
- (S)VCD image (.pdi)
- Set disc volume name for DVD, SVCD, VCD

Publishing

- Export to disc: including ES, PS, SVCD, VCD, VOB or DVD image including burning up to 15 Mb/s
- Export to DVD/SVCD/VCD with editable presets for CBR and VBR MPEG encoding, burn to multiple discs, disc capacity calculator
- Fuse sequence (copy process, faster than real-time)
- Export to AVI, WMF, MPEG2 IBP, QuickTime, DivX, WMV, Real, Mpeg4
- XSend to, After Effects (incl. timeline compositing), or others, either as fused clip or combination of source clips
- XSend to WaveLab
- XSend SDK

Systemanforderungen für Avid Liquid Chrome Xe

Avid Liquid Chrome Xe ist nur für die Plattform XW8200 von HP zertifiziert. Genauere Informationen zur Konfiguration finden Sie in der [Konfigurationsanleitung für Avid Liquid Chrome Xe](#).

Hardware-Konfigurationen für Liquid Chrome Xe

Liquid Chrome Xe Plus
Digitales Standard-Definition-E/A
Mit Liquid Chrome Xe-PCI-Interface-Board und Pro Digital Plus-Breakout-Box

Videoeingabe

- Serial Digital SDI
- Genlock

Videoausgabe

- 2 x Serial Digital SDI
- Genlock loop thru
- Analoges Composite-Monitor

Audioeingabe

- AES/EBU – 4 Kanäle
- Eingebettetes Audio – 4 Kanäle

Audioausgabe

- AES/EBU – 4 Kanäle
- Eingebettetes Audio – 4 Kanäle
- Stereo-RCA-Line-Out

Liquid Chrome Xe Deluxe

Digitales Standard- und High-Definition-E/A
Mit Liquid Chrome Xe-PCI-Interface-Board, Pro Digital Plus-Breakout-Box & Pro HD-Breakout-Box

Videoeingabe

- Serial Digital SDI
- High-Definition-Serial Digital SDI
- Genlock

Videoausgabe

- 2 x Serial Digital SDI
- High-Definition-Serial Digital SDI
- Genlock loop thru
- Analoges Composite-Monitor

Audioeingabe

- AES/EBU – 4 Kanäle
- Eingebettetes Audio – 4 Kanäle

Audioausgabe

- AES/EBU – 4 Kanäle
- Eingebettetes Audio – 4 Kanäle
- Stereo-RCA-Line-Out

Liquid Chrome Xe Elite

Digitales Standard- und High-Definition-E/A

Mit Liquid Chrome Xe-PCI-Interface-Board und Liquid Chrome Xe-Kombi-Breakout-Box

Videoeingabe

- Serial Digital SDI
- High-Definition-Serial Digital SDI
- Composite
- Component
- S-Video
- Genlock

Videoausgabe

- Serial Digital SDI
- High-Definition-Serial Digital SDI
- Composite
- Component
- S-Video
- Genlock loop thru

Audioeingabe

- AES/EBU – 4 Kanäle
- Eingebettetes Audio – 4 Kanäle
- XLR Balance – 4 Kanäle
- Line-RCA – 2 Kanäle
- S/PDIF – 2 Kanäle
- TDIF

Audioausgabe

- AES/EBU – 4 Kanäle
- Eingebettetes Audio – 4 Kanäle
- XLR Balance – 6 Kanäle
- Line-RCA – 2 Kanäle
- S/PDIF – 2 Kanäle
- TDIF