



Unique synergies with Dalet Galaxy five

- Natively connected to Dalet Galaxy five, Dalet Cube provides a first-class user experience that can not be matched with any other third-party graphics system integrated through MOS™.
- In addition to the support of graphic elements in the news workflow, users can handle graphic titles directly in the Dalet OneCut multi-media editing timeline with animated preview, for dynamic playback and burn.
- All graphic attributes are stored in the centralized Dalet catalogue, and operators can quickly search graphic contents as well as any other assets.
- Graphics playout is fully supported with Dalet Galaxy five Players and Carts, as well as transitions.

End-to-end graphics workflows

- Dalet Cube is a comprehensive suite of tools to create, manage and playout graphics. List of the modules:
 - Dalet Cube Designer: template creation
 - Dalet Cube Play Controller: management of graphics & associated elements
 - Dalet Cube Play Web: web interface for configuration of playout behaviour
 - Dalet Cube Ticker: 3D ticker creation
 - Dalet Cube Studio: standalone playout

Reliable and easy-to-use

- With more than 250 deployments for news, studio and playout workflows, Dalet Cube has a successful track record and has become the integrated graphics platform of choice for premium news organizations across the world.

Dalet Cube

A key component of the Dalet ecosystem, Dalet Cube is a comprehensive suite of tools to **design, manage and playout high-quality, broadcast 3D graphics**. Natively connected to the Dalet Galaxy five Media Asset Management (MAM) & Workflow Orchestration platform, it is a modular, fully integrated and cost-effective solution for news, studio and playout workflows. With Dalet Cube, it is fast and easy to design and playout graphics, crawlers, tickers, lower thirds, logos, full frame graphics and complex 3D animations. It also supports live data sources such as Twitter.

Dalet Cube is composed of several modules and can be integrated in complex workflows for playout and rendering, using standard protocols.

New in version (v5.3):

- Dalet Cube Web - new HTML5 panel to edit graphics in Dalet Galaxy five
- Dalet Cube Designer – new object to create financial charts
- Dalet Cube Play Web – pre-compiled based on contents
- Dalet Cube Play Web - enhancement in data-source
- Dalet Cube Play Web – new assistant to fill contents
- Support Matrox DSXLE4
- Support HPE ProLiant DL380 G9 configuration DSXLE4

New in version (v5.2):

- Dalet Cube ActiveX - new editing controls, multi-poster frame, new offset normal & back-timed
- Dalet Cube Designer – new ticker object
- Dalet Cube Designer – controls of segments redefined
- Dalet Cube Play Controller – REST API
- Dalet Cube Play Controller – Dalet Cube Ticker run as a Dalet Cube service
- Dalet Cube Play Web– improvements in macros
- Dalet Cube Play Web – drop-down list for graphic elements
- Dalet Cube Play Web – scripting
- Native connection with Dalet Galaxy five
- Supports graphics on the timeline for dynamic playback and burn
- Supports logical channel to properly assign graphics to/in tracks & playout channels
- Dispatcher for rendering jobs (preview and burn)
- Support graphics playout behaviours in Players and Carts
- Graphics workflow supported by BPM

Dalet Cube Designer <ul style="list-style-type: none"> 3D primitives: sphere, cylinder, cone, torus and text objects Key framed animation on timeline Unlimited animation tracks Asynchronous animations Support to connect objects to external data sources like xml, xls, txt or SQL database Ability to link group of objects to data sources and automatically update their value when the data source changes. Smart object for tickers. Smart playout logic in configurable in timeline Real-time preview Available both as software only or with SDI output 	Dalet Cube Play Web <ul style="list-style-type: none"> Web based GUI for graphics creation and playback Unlimited playlists Manual and time-based playback Poster frames for content verification Source contents from users or external data sources Graphics playback behaviours: data-driven, transitions, updates Variant Panel for variant-based graphic elements Counters Macro and behaviours Logical channels distribution XML mapping Configuration of: Zone, Channels, Variant Supported multi-templates
Dalet Cube Play Controller <ul style="list-style-type: none"> Middleware application for managing graphics & elements for newsrooms and playout Supported protocols: III, Oxtel, MOS, RESTAPI, TCP-IP Channel-specific player Deferred command from automation Graphics Variants via III and Dalet Cube Play Web Zone differentiation Enabled Macro commands for multiple graphic changes Counters Tickers Database configuration 	Dalet Cube ActiveWeb <ul style="list-style-type: none"> Browsing panel for graphic titles creation Access available directly from the categories or from Dalet OneCut Template list and thumbnail views Search tools Filters graphics per Logical Channel Supported Variants Real-time preview Poster frames Duration settings based on in-out-persistence segments Offset value, normal or back-timed
Dalet Cube Studio <ul style="list-style-type: none"> Customizable, modular UI Wide range of playout tools Unlimited UI view configurations Supported media: templates, images, video, audio Supported Dalet Brio Codecs* Configuration buttons (size, colours, icons) and a fixed button area Database view for searching and editing Drag and drop operation for video, stills, audio, templates, rundown video, rundown graphic template, roll, crawl, clock Manual (single click) playback Multiple button (macro) playback 	Dalet Cube Engine I-O & D-Top <ul style="list-style-type: none"> Unified engine for all playout and rendering purposes Real-time preview of Dalet Cube Play Web output Rendering Classic Scenes and Scene Segments for preview via MOS ActiveX Graphics engine for file-based workflows – allows video editors to use graphics for multiple purposes (burning, preview) Performance monitoring

Specifications Specifications and design are subject to change without notice	
Hardware for video workflow: Workstation: HP Z640, Intel Xeon E5-1650v3 3.50GHz 15MB 2133 6C CPU, 16GB DDR4-2133 (4x4GB) 1CPU Registered RAM, n.4 256GB SSD, LSI 9217-4i4e 8-port SAS 6Gb/s RAID Card, n. 1 NVIDIA QUADRO P4000 (or M4000) 8GB 1ST GFX, "Windows 7 Professional 64-bit OS, PSU 925W, Matrox DSX LE3 or Matrox DSX LE4. Server: HPE DL360 Gen9 E5-2637V4, HPE 16 GB 1Rx4 PC4-2400T-R, n.4 480GB SSD, n.1 Smart Array P440AR/2G FIO, Matrox DSX LE3 or Matrox DSX LE4	Video specifications SD SDI: SMPTE 259M, ITU-R601, 525/625 line component, 10-bit HD-SDI: SMPTE 292M, 10-bit 75 Ohms BNC ITU-R BT.601 (data and electrical)
Hardware for file-based workflow: Workstation: HP Z640 Workstation, Intel Xeon E5-1650v3 3.50GHz 15MB 2133 6C CPU, 16GB DDR4-2133 (4x4GB) 1CPU Registered RAM, n.4 256GB SATA 1ST SSD, LSI 9217-4i4e 8-port SAS 6Gb/s RAID Card, n. 1 NVIDIA QUADRO P4000 (or M4000) 8GB 1ST GFX, "Windows 7 Professional 64-bit OS, PSU 925W. Server: HPE DL360 Gen9 E5-2637V4, HPE 16 GB 1Rx4 PC4-2400T-R, n.4 480GB SSD, n.1 Smart Array P440AR/2G FIO.	Video playback: Any supported format ingested by Brio2* *Require Matrox card with Codecs DSXLE3/4
	Audio 16 tracks embedded per channel SDI (8AES-EBU). Supports SDI embedded audio compliant with SMPTE 272M (SD) and SMPTE 299M (HD).
	Reference Genlock Analog black-burst reference (tri-level or bi-level), SDI input as reference or free running mode.

Ordering information	
Kit solutions	Workstation solutions
Dalet Cube Kits CUBE_KIT_DVGA Dalet Cube Designer KIT without SDI output CUBE_KIT_DSDI Dalet Cube Designer KIT with SDI output CUBE_KIT_ENG_SDI Dalet Cube Engine KIT for playback CUBE_KIT_ENG_FB Dalet Cube Engine KIT for file based workflow CUBE_KIT_STU Dalet Cube Studio Engine KIT	Dalet Cube Workstations CUBE_WKS_DVGA Dalet Cube Designer Workstation without SDI output CUBE_WKS_DSDI Dalet Cube Designer Workstation with SDI output CUBE_WKS_ENG_SDI Dalet Cube Engine Workstation for playback CUBE_SRV_ENG_SDI Dalet Cube Engine Server for playback CUBE_WKS_ENG_FB Dalet Cube Engine Workstation for file based workflows CUBE_SRV_ENG_FB Dalet Cube Engine Server for file based workflows CUBE_WKS_STU Dalet Cube Studio Engine Workstation CUBE_SRV_STU Dalet Cube Studio Engine Server

Ordering information	
Software Option DP-DCTS Dalet Ticker Service Dalet Ticker Service is an optional back office tool that allows for import of live data feeds such as tickers, election results or weather data. It supports XML, SQL, text. Included software license: Ticker client.. Requires a Dalet Engine that can be shared with other applications through Dalet Cube Controller.	DP-DCPW Dalet Cube Play Web Dalet PlayWeb is a web UI to control playback of CG only Requires a Dalet Engine that can be shared with other applications through Dalet Cube Controller.

Want to know more?

Dalet Digital Media Systems software solutions are used by Content Owners, Broadcasters, Sports Organizations and Post Production Facilities worldwide.

To find out more, contact your local Dalet channel partner, or contact Dalet:
www.dalet.com

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