

Unilumin Sport CMS – Digital Media Player

Digital Media Player is a part of Unilumin Sports CMS – an integrated control system for sports venues. It is capable of rendering/playing commonly used file formats, such as MPEG-4, .mov, .avi, .jpeg, .bmp, etc., and capable of handling 4K resolution and 16:9 aspect ratio.

Hardware specification:



#	Parameter	Value
1	Case type	19" 4U
2	CPU	Intel Core Ultra – 9
3	RAM	64GB DDR5 SDRAM
4	GPU	1xProfessional NVIDIA RTX GPU
5	Video outputs	2xDP1.2 outputs, licensed for 1920x1080
6	Video inputs	Not chosen
7	Storage	2TB M.2 NVMe SSD
8	OS	Windows 11 x64 Pro
9	LCD	Not chosen
10	Peripheral equipment	Not chosen

Main functions *

- Real-time 2D and 3D graphics generation;
- Manual and automated mode;
- Frame accurate synchronization across multiple servers. Can control one extra-large LED screen from multiple servers.
- SD, HD, 4K formats support;
- Live video sources supported –NDI;
- 3D template editor with animation;
- Multichannel non-linear layered playout;
- Content changing while playing;
- XML and Excel data integration and visualization with auto update;
- Timing/scoring UI (time, score, fouls, etc.) and seamless integration with timing and scoring;
- Wide range of media files supported (MXF, MOV, MP4, MKV, MPEG, AVI, BMP, JPG, PNG, TGA ...) with alpha channel;
- Multichannel audio output.

Backup and redundancy

System supports fully automated backup. Operator doesn't need to operate backup server during the match – all the content and operator's actions will be replicated from the main to the backup server automatically. In case of main server breakdown backup server will take over control and operator can continue event with no downtime.

*Image is for reference. Exact product appearance may vary.