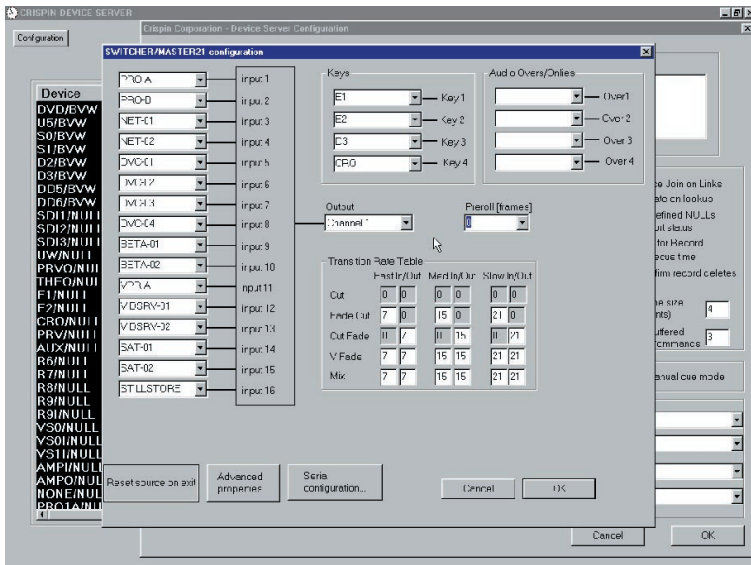


# DeviceServer

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This central component of System2000 interfaces to multiple broadcast devices and may be implemented as a single unit for small systems or in multiples for redundancy, location, or scale. Broadcast devices are controlled directly via RS-232, RS-422 or over the local area network (LAN) by DeviceServer.

DeviceServer takes its instructions from EventServer, the System2000 event table manager. EventServer is generally installed on the same platform that hosts DeviceServer, but can be implemented anywhere on the LAN and in multiple instances for redundancy. EventServer handles up to 16 lists or channels of control and is designed to operate in a main/backup scenario if required. Device commands are written to the event table memory maps by EventServer when a schedule is loaded. Any schedule edits are also written and confirmed by EventServer. DeviceServer reads the event tables and carries out the commands to cue and play all devices in perfect synchronization with reference to the house clock. When more than 16 channels are required, additional EventServers may be implemented.

DeviceServer may control up to 64 devices using independently developed dynamic link libraries (DLLs.) All external device control logic is contained in the DLL for that specific device. Changes or additions of devices are handled readily without affecting the primary application, protecting the integrity of the automation system. Crispin provides new or updated device DLLs at no charge when you are covered by a support agreement.

## DeviceServer Key Features

- Redundant system design allows main and backup DeviceServer implementation
- Video server ports may be assigned as main or backup regardless of which DeviceServer they are attached to. Main/backup designation determined by event field in the playlist.
- Crispin's standard device control uses device specific "dll" files. Changes or additions of devices are handled readily without affecting the primary application, protecting the integrity of the automation system.
- Emergency channel operation allows manual actions to update the as-run schedule. Perfect for join-in-progress applications.
- Creation and storage of clip metadata with many popular video servers allows enhanced operation without a database
- Control of up to 16 schedules from multiple RapidPlayX client graphic user interfaces (GUIs.)
- Full function interface for master control switchers with audio-over and key/logo control
- Linked channel operations synchronize and adjust breaks across multiple channels
- EventServer is designed to operate in a main/backup scenario if required. Example: EventServer/DeviceServer will carry out commands to cue and play all devices in perfect synchronization with respect to the schedule even if RapidPlayX, the on-air playback application, is turned off.
- Control up to 64 devices per DeviceServer. Add more DeviceServers as needed.
- Extensive and detailed diagnostic logging by DeviceServer and each DLL
- GPI relay control available with momentary, latch on, and latch off
- Frame-accurate control of devices based on house time code
- Write as-run logs for use in traffic reconciliation

Automation just got easier.