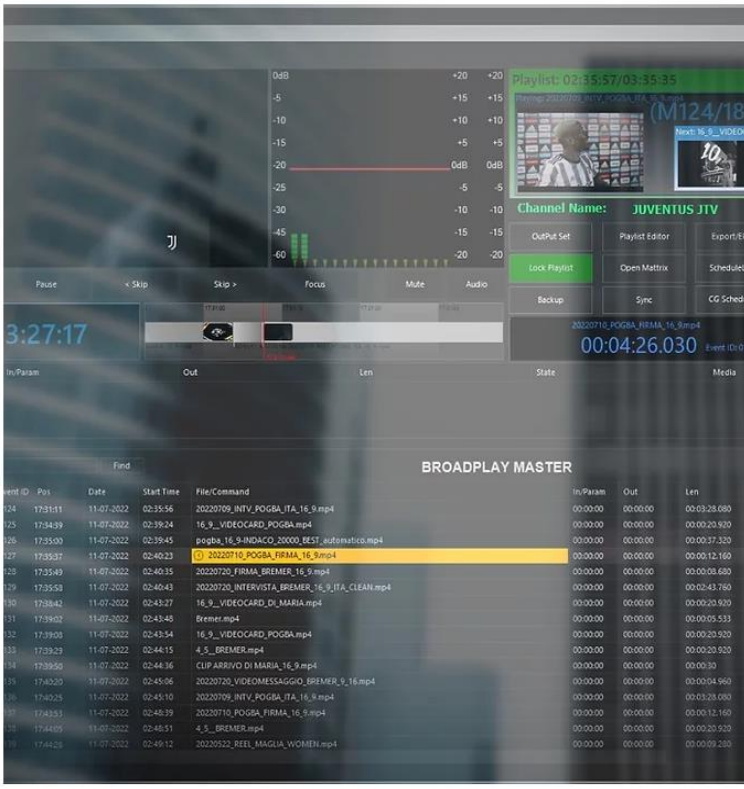
Morbido Play

"your story from the box"

Morbido Play is an innovative and cost-effective platform for broadcast and media clients to digitize and play your files content, both addition and replacement of the existing one delivery chain. Built on **Morbido** platform

Morbido Play is based on the **Morbido** technology



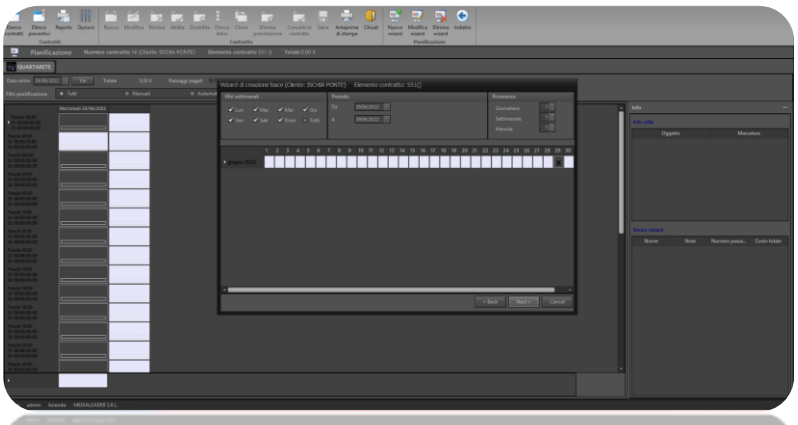
Morbido Play

High-density and IP ready Ingest and Playout

DELIVERY EVERYWHERE

Morbido Play is an innovative and cost-effective platform for broadcast and media clients to digitize and play your files content, both addition and replacement of the existing one delivery chain
Morbido Play is based on the Morbido technology, guaranteed perfect integration not only with other products Khaldun package, but also third-party systems to ensure a high level flexible and scalable end-to-end solution. Morbido Play designed to deliver and play high-quality video transmitted through a proxy, SD, HD and UHD formats and support for various inputs / outputs or a combination of local / central storage and built-in backup

Now, Media Companies can have a resilient, cost-effective video playout, and streaming platform, provisioned with powerful user applications and tools with Morbido Play



Key features

- Ingest and playout of multiple and mixed formats with dynamic conversion
- Wide choice of inputs and outputs (up to 6 simultaneous channels)
- Supports SD to 8K hdr 10 bit and Social Custom resolution, or a combination of both
- 2D & 3D graphics real-time render engine (
- Streaming
- Full Wide codec support
- Ip and streaming output , full ndi, srt/hls/megeg-dash and rtp suppoty combination
- Incredible Traffik Management tools
- Realtime Playlist seeking,SlowMotion,Trim editor
- Automated Graphics rules
- External Event (Live, Command, CG graphics)
- Playlist & Content Scheduling
- External event control ,gpi,matrix
- Multi-select copy-paste and advanced Playlist editor
- Playlist timeline
- Management of playlist's gap fill with secondary playlist

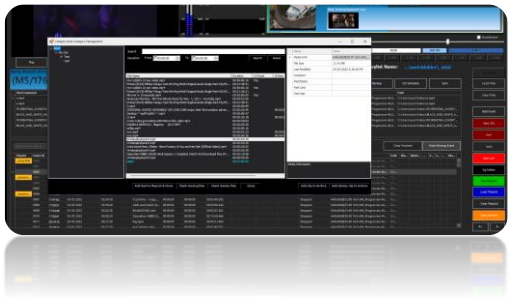
Flexible Codec Support

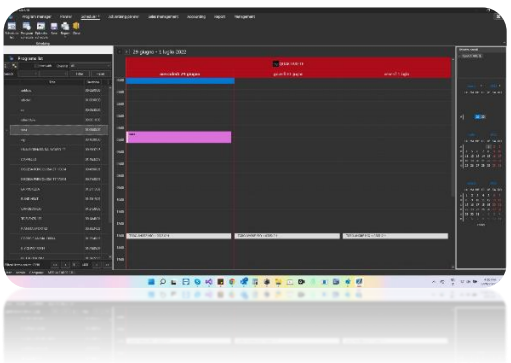
Morbido Play supports a very wide range of software codecs ensuring broad interoperability. Industry-standard wrappers such as QuickTime & MXF are supported, allowing seamless workflow integration with third-party NLEs and Dalet production tools. AirGo BR supports DV-based Codecs, AVCi, AVC LongG HD, Sony XAVC-Intra and Long GOP HD Playout Support, most of the MPEG2 family including intra and long-GOP (IMX and XDcam HD), H264 and even proprietary codecs such as ProRes, DNxHD and Sony SRMaster (SStP). All formats can be played out back-to-back seamlessly, including a mix of SD and HD, on the same timeline, with dynamic cross-, up- and down-conversion of the video signal, as well as aspect ratio modifications.

Innovative System Architecture

Flexible Codec Support supports a very wide range of software codecs ensuring broad interoperability. Industry-standard wrappers such as QuickTime & MXF are supported, allowing seamless workflow integration with third-party NLEs and various production tools.

Supports many different codecs and containers interpolations. All formats can be played out back-to-back seamlessly, including a mix of SD and HD up to 8k with hdr 10 bit, on the same timeline, with dynamic cross-, up- and down-conversion of the video signal, as well as aspect ratio modifications. Innovative System Architecture can work either with its own local storage, directly attached to a SAN, to a NAS, or in a hybrid configuration.





Fully Integrated Graphics Engine

Fully Integrated Graphics Engine offers an optional embedded graphics engine, which makes design and playout of CGs, crawlers, tickers, lower thirds, logos, full frame graphics and complex animations a breeze. A wide range of setup options offers unique flexibility and facilitates graphics production and playout. The CG editor features: • MPEG Program Stream • MPEG Transport Stream • Real-time preview • Tree objects •

Groups align • Shadows outline • Text editor • Z order • Freehand position and scale Editor Objects include: • Text • Shapes • Images • Image sequences plus alpha channel • Video plus alpha channel • Ticker • Crawl text • Roll text • Banner -Rss

Flexible 3rd Party Support

The system can be controlled using local control or its API protocol making it simple to integrate with 3rd party MAM, NRCS, and Playout control or automation. Ready to go and future-proof also helps bridge the gap to highly anticipated IP delivery methods as it provides support not only for SDI but also IP ingest and streaming. The System is highly configurable and flexible design ensures future scalability and compatibility, allowing customers to start small and later grow their system when the need arises.

Ready to go and future-proof

Morbido Play helps bridge the gap to highly anticipated IP delivery methods as it provides support not only for SDI but also IP ingest and streaming. Morbido Play highly configurable and flexible design ensures future scalability and compatibility, allowing customers to start small and later grow their system when the need arises.

Full Traffick Management tools and Fully Social, Vod integration

Full panning program and advertising for broadcaster like never before, social planning and publishing like Yotube,Facebook etc.

About Morbido

We're dedicated to giving you the very best of tool with a focus on build your production storage and server MAM and Dam application plus Post Production unique tools playout, automation and ingest solution top in the market

Khaldun has come a long way from its beginnings, first started out, passion for digital asset archiving systems drove them to do tons of research so that Khaldun can offer you the world's most advanced SDK. We now serve customers all over to build “your story in a safe box ”

https://www.morbidoplay.com