

The Game Control System is a high-performance, all-in-one 1U LED video processor designed for video scoreboard applications. It combines LED display control and video processing, delivering seamless integration with 1080p video inputs. The system's robust input, output, and control options, alongside live preview capabilities through Rocket Effects, make it an ideal choice for real-time, high-action sports environments.

Video Inputs:

- 2x 1080p HDMI 1.3 with loop-through (up to 144Hz)
- 1x 3G-SDI with loop-through (up to 60Hz)
- 10-bit and 8-bit video support

Video Outputs:

- 6x Gigabit etherCON Lockable Ethernet (up to 3.9 million pixels)
- 2x 10G Optical
- 1x SPDIF Digital Audio

Control Inputs:

- 1x Genlock with loop-through
- 2x Ethernet control ports
- 1x RS232 Auxiliary port



System Features

- **Multi-Layer Control:** Supports 3 independent layers with adjustable Z-order for complex layouts.
- **Low-Latency Processing:** Achieves zero-frame latency (<1 ms) in Send-Only mode, or 1-frame delay in All-In-One mode for live video.
- **Frame Rate Adaptation:** Customizable frame rate adjustments down to 0.01Hz.
- **Live Preview:** Rocket Effects enables real-time input preview across all input sources.
- **Redundancy:** Two units can be connected for seamless redundancy.
- **Cross-Platform Compatibility:** Supports both Mac and Windows.
- **Warranty:** 5-Year Hardware Warranty.

Unique Benefits

- Tailored for 1080p environments with precise latency control for seamless live events.
- Robust redundancy and preview features enhance reliability and real-time performance.