

LiveBoard Edition Comparison

Features	LiveBoard	LiveBoard LE	LiveBoard Mini	LiveBoard SCG	StealthCG	LiveBoard XR
Full set of Plugins: Chart, Clock, ContentLayout, Digital Clock, Image, Karaoke, Timer, Media Player, Media Text, Screen Capture, Shape, SharedFrame, Simple Media Player, Slide Show, Video Input Source, Video Input Switcher, Styled Ticker, Text Show and Ticker.	✓	✓	✗	✓	✓	✓
Basic Plugins: Clock, Digital Clock, Image, Karaoke, Timer, Media Text, Video Input Source, Screen Capture, Shape, SharedFrame, Simple Media Player, Slide Show and Ticker	✗	✗	✓	✗	✗	✗
ClassX Templates support: supports graphic templates created with CastaliaCG, CoralCG or MoreCG. Templates can be loaded into the contents grid and played out after preview. The Data and Data Source panels allow to show and manage external associated data.	✓	✓	✗	✓	✓	✓
Full Script support for complex automation: advanced scripting environment, open to customization. You may create graphic automations and send any TCP/IP commands or even write your own app into LiveBoard, in BeanShell language in a simplified programming environment.	✓	✗	✗	✓	✗	✓
Basic Scripting Actions on FrameMarkers: FrameMarkers can be added to any asset with a timeline (e.g. video contents or graphic templates). A wide range of commands may be triggered in a FrameMarker, that can influence any content loaded into the Contents Grid.	✓	✓	✓	✓	✓	✓
Parallel playback of more than 1 ClassX Template content: no limit to the number of graphic template contents played out simultaneously. This is useful for creating L-bands, complex data-driven automated bloomberg graphics, SportsGraphics and 24H News channels.	✓	✗	✗	✓	✓	✓
Full remote TCP/IP control by Automation: the full remote TCP/IP control means that you may load LiveBoard projects, modify them, and do every single action that an operator sitting in front of the GUI would do but remotely, by automation, playout or custom application.	✗	✗	✗	✓	✓	✗
Basic remote TCP/IP LBControl: there is a long list of TCP/IP based so-called LBC ("LiveBoard Control") commands that can be sent to any LiveBoard family member; e.g. for triggering playout of a loaded content, pause a specific content, trigger an event etc.	✓	✓	✓	✓	✓	✓
FreeD Tracking Manager: allows to set up and manage up to 10 FreeD tracking streams. They can be either associated to a video input or to a talent tracker. Coordinate mapping, position and rotation offsets, set lens calibrations profiles and the desired Free-D/Zoom delay for perfectly stable AR/VR live productions.	✗	✗	✗	✗	✗	✓
Video Input Manager: set up and manage up to 10 video inputs, any resolution and frame rate. Possible inputs are: LibVLC streams and media, NDI®, Chromium web browser, SharedFrame, Spout, DirectShow and Colorbars.	✓	✓	✓	✓	✓	✓
SDI input and FX panel on Video Input Manager: with the PIP option, SDI video capture can be made through the i/o card. The Effects panel allows to natively apply effects on the Video Inputs, such as color correction, chroma key, cropping, masking, deinterlacing and the unique feature of custom glsl shaders for any desired video effect.	✓	✓	✗	✓	✓	✓

