## On-Air Playout

The Sting On-Air Playout is the graphics delivery (playout) application. Designed for performance, the Sting On-Air Playout delivers graphics in either of two modes: automated triggering of graphics for unattended operations and manual triggering for production control based delivery. In the manual mode, the playout component recognizes defined user actions (pause points, continue, play etc.) and waits for the operator's decision to proceed.

The On-Air Playout consists of the Sting Server and the Sting Client. The Sting Server is the real-time rendering engine that generates the graphics as video I/O (key and fill). The Sting Client is the controlling application to the Sting Server. In a networked WASP3D architecture, operators have the flexibility to control and play out graphics to any of the Sting Servers on the network. Conversely, multiple Sting Client operators can trigger graphics on a single WASP Sting Server simultaneously.

## Playout Mechanisms:

### Sting Server – Live Graphics

When it comes to on-the-fly delivery of live graphics consisting of anything from tickers and crawls to full-frame, graphically intense data-graphics, the Sting Server brings its sophisticated, real-time rendering prowess to play. Enhance your channel's look manifold with multiple layers


### Sting Server – Video Wall

WASP3D Sting server engine, when combined with the NVIDIA Quadro Plex multi-GPU visual computing system, produces upto 8 DVI outs, each with a resolution of 1920x1080 pixels. This results in an 8K video wall graphic output. This Sting Server, powers the WASP3D video wall solution.


### WASPi Mimosa – Interactive Graphics

Bring news presentations to life by making data analysis accessible for the masses. Whether its elections results, business news, sports analysis, weather updates or a live-event's simulation, WASPi Mimosa helps anchors present engaging, non-linear stories to the audiences.

### Render-To-Disk Server – OFFLINE

Output from the Drone designer or from a render-type-rundown in the Sting Client can be written to disk in real-time, using WASP3D's Render-to-disk server, for all offline/post-production requirments in a broadcast station.