



## Tender Text WATCHOUT™ 7

Professional, scalable multi-display presentation software with a highly intuitive user interface for designing high-resolution, synchronized media presentations on one or any number of displays, including soft-edge overlaps and 3D mapping. The software runs on high-performance computers with Windows 10 or higher. In addition to linear presentation sequences and classic speaker support, interactive presentations with on-the-fly retrieval of individual show parts are also supported.

### Key Functions:

- Modern and powerful 64-bit-based production and playback software.
- Internal 16-bit color processing and output on digital displays with up to 16-bit color depth (HDR).
- Selection of different color spaces for optimizing playback, e.g., for simulation or broadcast applications.
- Output of graphics signals to all types of digital displays, with automatic soft edge function if desired, allowing different resolutions and orientations to be used simultaneously within a presentation.
- Support for NDI® streams as an output path.
- Display type "3D projector" for 3D mapping with optimized 3D navigation.
- Maximum supported resolution per license dongle: 70,778,880px, which corresponds to 8x 4K or 30x FHD.
- Virtual displays for content programming for 3D mappings, LED pixel mapping, or other purposes.
- Optimized synchronization and support for optional sync boards (Nvidia Quadro Sync II) for precise synchronization of all playback channels, especially when using large LED or seamless display walls.
- Pixel-precise alignment of displays horizontally, vertically, or at any angle.
- Editing the presentation on a comprehensive overview (stage/canvas).
- Optional size correction (pixel density compensation) for individual displays allows correctly scaled connections between displays with different pixel dimensions.
- Frame blending to adjust different content frame rates to the frame rate of the system.
- Distribution of display areas on independent layers (tiers) for backup solutions, show variants with different geometries, or spatially staggered display arrangements with overlapping image sections without soft edges.
- Improved manual geometry correction for normal displays, virtual displays, NDI outputs, and supported SDI outputs.
- Optional: camera-based automatic geometry calibration, e.g., for dome projections.
- Integration of live image sources, such as external PCs or live video, via suitable capture cards or NDI streams.  
NDI Capture also supports audio.
- Spout Capture - Integration of the output from real-time applications with up to 32-bit float RGBA and very low latency.
- Support for common media formats and codecs with alpha channel information, such as HAP (all variants), Notch®-LC, HEVC/H.265, image sequences, and more.
- Tool for creating simple shapes with alpha channels and text within the Producer software.
- Integrated asset manager for optimizing and distributing content to playout servers. This can also be accessed via web browser for collaborative workflows and supports the management of content versions and the exchange of individual frames.
- Asset Watcher for monitoring Windows folders to automatically transfer new assets.
- Dynamic assets that can be changed during the runtime of a presentation.
- Filterable cue window where all cues in a project can be found and edited centrally.
- Support for any number of timelines and layers. Timelines can be triggered individually.
- Blind Edit mode, which allows editing of timelines while a show is playing.
- Cue Sets: New feature to save groups of cues as cue sets and activate them on the fly.
- Media Snapshot: New feature to save groups of cues as snapshots and activate them on the fly.
- Pixel-precise animation effects for all media elements, such as movement, symmetric and asymmetric scaling, cross-fading, rotation, blurring, and more.
- Chroma key and key-and-fill function.
- Context-sensitive Properties window for optimizing the programming process.



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- Marker cues for easy setup of countdowns.
- Device window for central management of the entire WATCHOUT system.
- Node Info window for monitoring the system status of the various nodes (servers).
- Save the physical graphics card outputs to prevent accidental reordering by the operating system (only professional Nvidia graphics cards).
- New audio rendering engine with improved audio routing and built-in support for Dante® Audio.
- Extensive support for the WATCHOUT 6 control API and optimized WATCHOUT 7 API for controlling the system.
- Support for OSC protocol and Art-Net for controlling the WATCHOUT system.
- Support for the Midi Show Control (MSC) protocol.
- PosiStageNet (PSN) Support - Real-time Tracking.
- Output of network strings for controlling external systems or Art-Net.
- The Producer software can be used with HAP videos, stills, and audio files even without a license dongle.
- High availability thanks to a global network of Dataton Premium Partner distributors, a large number of rental systems, and countless programmers on every continent.

Status: WATCHOUT version 7.7