



IT/IP Centric Live Video Processing Platform

AT-KC200

IT/IP Platform "KAIROS" achieves higher performance by fully utilizing the power and flexibility of its CPU and GPU, balancing total processing load without the configuration constraints of traditional hardware based systems. KAIROS offers unrestricted flexibility of input, output and operation for efficient production of expressive live videos

Key Features

A variety of inputs and outputs available for use

Resolution and format independent

Layered structure for versatile video expression

Flexibility and scalability

ST 2022-7 Network Redundancy









AT-KC200

https://latam.connect.panasonic.com/pa/en/products/broadcast-proav/kc200

General -> Power Requirement	
deneral -> 1 ower kequirement	AC IN x2, 100-127 V/200-240 V, 50/60 Hz
General -> Current Consumption	10.0 A / 5.0 A
General -> Operating Temperature	5 to 35 ℃
General -> Storage Temperature	−20 to 60 °C
General -> Operating Humidity	10% to 90%, no condensation
General -> Weight	Approx. 17 kg / 37.47 lb (without accessories & options)
General -> Rack Mount Size	4 RU
General -> Dimensions	W 430 mm x H 176 mm x D 505 mm (16-15/16 x 6-15/16 x 19-7/8 inches)(excluding
	protrusion)
General -> OS	Linux
General -> Redundant Power Supply	·
Number of Video I/O -> Agile Input	·
Routing	
Number of Video I/O -> Smart Routing	J ✓ *1
Number of Video I/O -> ST 2110 ->	64 in / 40 out *2
1.5G	
Number of Video I/O -> ST 2110 -> 3G	32 in / 40 out *2
Number of Video I/O -> ST 2110 -> 4K	8 in / 10 out *2
Number of Video I/O -> ST 2022-7	√ No halving of input, halving of output *2
Redundancy	
Number of Video I/O -> SDI -> 1.5G	Max. 32 in / 16 out *2 *3
Number of Video I/O -> SDI -> 3G	Max. 32 in / 16 out *2 *3
Number of Video I/O -> SDI -> 4K	Max. 16 in / 8 out *2 *3
Number of Video I/O -> NDI [®] High	2 in / 2 out, 16 CH audio for each
Bandwidth (HD only)	
Number of Video I/O ->	8 in / 2 out (only input for RTSP)
SRT/RTSP/RTP/RTMP (HD only)	
I/O Terminals -> QSFP (ST 2110, PTP	100G QSFP28 x 2
sync)	
I/O Terminals -> DisplayPort (for Multiview Output)	DisplayPort 1.4 x 4
I/O Terminals -> LAN	RJ-45 x 2, 1 GbE
I/O Terminals -> SDI IN/OUT	Micro BNC x Max. 48 *3
I/O Terminals -> REF IN/OUT	Micro BNC x Max. 8 *3
I/O Terminals -> HDMI IN/OUT	Use external converters. Please refer to "KAIROS Alliance Partners/ Tested Third Party
	Products".
I/O Terminals -> VGA (for system installation)	Dsub-15 pin
I/O Terminals -> USB (for system	USB3.2 Gen1 Type-Ax4
installation)	
Video Format -> 4K	2160/60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
Video Format -> FHD	1080/60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
Video Format -> HD	1080/59.94i, 50i, 720/60p, 59.94p, 50p
	1080/59.94i, 50i, 720/60p, 59.94p, 50p Y/PB/PR, 4:2:2 10 bit
Video Format -> Signal Processing	
Video Format -> Signal Processing Video Format -> ST 2110-20	Y/PB/PR, 4:2:2 10 bit
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67)	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit QSFP and GbE, both ports supported
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer)	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit QSFP and GbE, both ports supported
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF)
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay Synchronization -> Latency	Y/PB/PR, 4:2:2 10 bit 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer	Y/PB/PR, 4:2:2 10 bit 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step
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Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas	Y/PB/PR, 4:2:2 10 bit 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each Up to 8K (32 M-pixels)
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas Layer -> Number of Layer, Scene	Y/PB/PR, 4:2:2 10 bit 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each
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Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronization -> Frame Delay Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas Layer -> Number of Layer, Scene (ME) and Key Player -> Still Store Player -> RAM Player	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each Up to 8K (32 M-pixels) No restriction, depend on GPU performance, Visible usage with GPU meter 7 GB storage, up to 4K
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronization -> Frame Delay Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas Layer -> Number of Layer, Scene (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed)	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each Up to 8K (32 M-pixels) No restriction, depend on GPU performance, Visible usage with GPU meter 7 GB storage, up to 4K 8 CH, 32 GB storage *4
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronization -> Frame Delay Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas Layer -> Number of Layer, Scene (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) Player -> Clip Player (compressed)	Y/PB/PR, 4:2:2 10 bit 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each Up to 8K (32 M-pixels) No restriction, depend on GPU performance, Visible usage with GPU meter 7 GB storage, up to 4K 8 CH, 32 GB storage *4 2 CH, 400 GB storage (share with audio player), AVC-Intra/H.264/DNxHD/ProRes
Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronization -> Frame Delay Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas Layer -> Number of Layer, Scene (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) Player -> Clip Player (compressed) Player -> Audio Player (compressed)	Y/PB/PR, 4:2:2 10 bit 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each Up to 8K (32 M-pixels) No restriction, depend on GPU performance, Visible usage with GPU meter 7 GB storage, up to 4K 8 CH, 32 GB storage *4
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Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronization -> FS (Frame Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas Layer -> Number of Layer, Scene (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) Player -> Clip Player (compressed) Player -> Audio Player (compressed) Tally, External Device Support -> 6- color Independent Tally Indicators Tally, External Device Support -> N DI [©]	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each Up to 8K (32 M-pixels) No restriction, depend on GPU performance, Visible usage with GPU meter 7 GB storage, up to 4K 8 CH, 32 GB storage *4 2 CH, 400 GB storage (share with audio player), AVC-Intra/H.264/DNxHD/ProRes 4 CH, 400 GB storage (share with clip player), WAV/MP3/Ogg/FLAC/AIFF ✓
Video Format -> HD Video Format -> Signal Processing Video Format -> ST 2110-20 Audio Format -> ST 2110-30 (AES67) Synchronization -> FTP Sync Synchronization -> FS (Frame Synchronization -> FS (Frame Synchronization -> Frame Delay Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display Multiviewer/Canvas -> Canvas Layer -> Number of Layer, Scene (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) Player -> Clip Player (compressed) Player -> Audio Player (compressed) Tally, External Device Support -> 6- color Independent Tally Indicators Tally, External Device Support -> NDI [©]	Y/PB/PR, 4:2:2 10 bit ✓ 48 kHz/24 bit QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step Min. 1-frame HD/4K x 4 out, max. 36 PiP for each Up to 8K (32 M-pixels) No restriction, depend on GPU performance, Visible usage with GPU meter 7 GB storage, up to 4K 8 CH, 32 GB storage *4 2 CH, 400 GB storage (share with audio player), AVC-Intra/H.264/DNxHD/ProRes 4 CH, 400 GB storage (share with clip player), WAV/MP3/Ogg/FLAC/AIFF ✓

Tally, External Device Support -> Compatible External Tally Box	•
Tally, External Device Support ->	Total 16 units (AT VC10C1C or AT VC10C2C oach up to 9 units)
Connectable Control Panel	Total 16 units (AT-KC10C1G or AT-KC10C2G, each up to 8 units)
Tally, External Device Support -> PTZ	
Control of Panasonic PTZ Camera	
Supported Standards and Protocols - REST API	> Protocol, The command table is available from the PASS KAIROS Website.
Supported Standards and Protocols - Ross Talk ^{*5}	> 🗸 Optional AT-SFE01 is required.
Supported Standards and Protocols - TSL 5.0	> •
Supported Standards and Protocols - NMOS ^{*6}	> ✓ Optional AT-SFE03 is required.
Supported Standards and Protocols - AMP (Advanced Media Protocol)	> /
Supported Standards and Protocols - ST 2110	> ST 2110-10, ST 2110-20, ST 2110-30
Common Features of All Models -> Effect	Luminance Key, Chroma Key, DVE (2D/2.5D), Soft Border, Corner Fix, Color Correction, Cro
Common Features of All Models -> Transition	Multimix, Offset Transition, Transition Effects
Common Features of All Models -> Macro	Scene-Specific Macros, LUA Script Support
Common Features of All Models ->	Bicolor Wash Mat, Test Pattern
Common Features of All Models -> Other Functions	Audio Mixer *7 , Title Generator, Snapshot, Multiviewer Display (GPU Meter, Audio Level Meter, Clock, etc.), User Management Function *2
Footnote Description	NDI® is a registered trademark of Vizrt NDI AB in the United States and other countries. 1. Requires software version 1.7 or later.
	2. Requires software version 1.6 or later.
	3. The optional AT-KC20M1 SDI I/O boards are required. Each board has 8 input terminals, 4 output terminals and REF IN/OUT (max. 8 inputs/4 outputs in FHD/HD). Up to four boards can be installed on the AT-KC2000/200 and up to two boards on the AT-KC2000S1. The numbers of input/output shown here are the maximum numbers that can be loaded. Installation of the optional board is carried out by the dealer. Always consult your dealer for installation.
	4. Please note that the max capacity of the RAM player reduces as below when SDI I/O boards are installed. SDI I/O boards Not installed 1 board 2 boards 3 boards 4 boards AT-KC2000 96GB 93GB 90GB 87GB 84GB AT-KC200018 86GB 83GB 80GE — AT-KC200 32GB 31GB 30GB 29GB 28GB AT-KC200L1 — 32GB 32GB 5. RossTalk, Ross and XPression, are trademarks or registered trademarks of Ross Video Limited.
	6. NMOS (Networked Media Open Specifications) is a protocol standardized by AMWA (Advanced Media Workflow Association) for controlling and managing devices via IP networks.

devices via IP networks.
7. Optional AT-SF005 is required.