



IT/IP Centric Live Video Processing Platform

AT-KC200L1

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-KC200L1

https://latam.connect.panasonic.com/pa/en/products/broadcast-proav/kc200l1

General -> Power Requirement	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 °C
General -> Storage Temperature	-20 to 60 ℃
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	✓ *1
*1	40
Number of Video I/O -> ST 2110 -> I.5G	64 in / 40 out *2
Number of Video I/O -> ST 2110 -> 3G	
Number of Video I/O -> ST 2110 -> 4K	
Number of Video I/O -> ST 2022-7 Redundancy	√ No halving of input, halving of output *2
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 -> SRT/RTSP/RTP/RTMP (HD only)	8 in / 2 out (only input for RTSP)
I/O Terminals -> QSFP (ST 2110, PTP sync)	100G QSFP28 x 2
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 installation)	USB3.2 Gen1 Type-Ax4
Video Format -> Input/output -> 4K	2160/60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
Video Format -> Input/output -> FHD	1080/60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
Video Format -> Input/output -> HD	1080/59.94i, 50i, 720/60p, 59.94p, 50p
Video Format -> Color Model and Bit Depth *12	Y/PB/PR, 4:2:2 10 bit
•	
•	48 kHz/24 bit
Audio Format -> ST 2110-30 (AES67)	48 kHz/24 bit QSFP and GbE, both ports supported
Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame	
Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer)	QSFP and GbE, both ports supported
Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay	QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF)
Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer	QSFP and GbE, both ports supported All input channels, always ON (without ON/OFF) 0 frame to 12 frame, by 1-frame step
Audio Format -> ST 2110-30 (AES67) Synchronization -> PTP Sync Synchronization -> FS (Frame Synchronizer) Synchronization -> Frame Delay Synchronization -> Latency Multiviewer/Canvas -> Multiviewer Output Format, Display	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
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	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
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	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)
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 (ME) and Key	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)
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 (ME) and Key Player -> Still Store	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
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 (ME) and Key Player -> Still Store Player -> RAM Player	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
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 (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) *13	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
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 (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) *13 Player -> Clip Player (compressed)	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
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 (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) *13 Player -> Clip Player (compressed) Player -> Audio Player (compressed)	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
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 (ME) and Key Player -> Still Store Player -> RAM Player (uncompressed) *13 Player -> Clip Player (compressed) Player -> Audio Player (compressed) Tally, External Device Support -> 6-	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
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) *13 Player -> Clip Player (compressed)	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

Compatible External Tally Box	
Tally, External Device Support ->	Total 16 units (AT-KC10C1G or AT-KC10C2G, each up to 8 units)
Connectable Control Panel	istal to diffic (in Net see 1887). Net see 28, each ap to 6 amis,
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 ^{*14}	> ✓ Optional AT-SFE01 is required.
Supported Standards and Protocols - TSL 5.0	> /
Supported Standards and Protocols - NMOS ^{*15}	> ✓ Optional AT-SFE03 is required.
Supported Standards and Protocols - AMP (Advanced Media Protocol)	> 1
Supported Standards and Protocols - ST 2110	> ST 2110-10, ST 2110-20, ST 2110-30
Common Features of All Models ->	Luminance Key, Chroma Key, DVE (2D/2.5D), Soft Border, Corner Fix, Color Correction, Crop
Common Features of All Models ->	Multimix, Offset Transition, Transition Effects
Common Features of All Models ->	Scene-Specific Macros, LUA Script Support
Macro Common Features of All Models ->	Bicolor Wash Mat, Test Pattern
Color Mat	bicolor wash wat, lest rattern
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-KC2000S1 86GB 83GB 80GB
	— — 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.
	7. Optional AT-SF005 is required.
Number of Video I/O -> HDMI -> 1.50 *6	G Max.8 in*7 or Max. 8 out*8
Number of Video I/O -> HDMI -> 3G	
Number of Video I/O -> HDMI -> 4K *	
Number of Audio I/O -> ST 2110 *9	64 in / 40 out*3
Video Format -> output -> SD NTSC ^{*1} *11	¹⁰ 480 / 59.94i
Video Format -> output -> SD PAL ^{*10} *11	9 576 / 50i
Video Format -> output -> DCI 2K *10	1080 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
*11	
Video Format -> output -> DCI 4K * ¹⁰	2160 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
Video Format -> output -> DCI 4K ^{*10} *11 Video Format -> output -> 16:9 ^{*10 *1}	¹ 1366 x 768, 1600 x 900 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
Video Format -> output -> DCI 4K ^{*10} *11 Video Format -> output -> 16:9 ^{*10 *1}	¹ 1366 x 768, 1600 x 900 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 640 x 480, 1024 x 768, 1400 x 1050, 1600 x 1200 / 60p, 59.94p, 50p, 30p, 29.97p, 25p,
*11 Video Format -> output -> DCI 4K *10 *11 Video Format -> output -> 16:9 *10 *1 Video Format -> output -> 4:3 *10 *11	1 1366 x 768, 1600 x 900 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 640 x 480, 1024 x 768, 1400 x 1050, 1600 x 1200 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p
Video Format -> output -> DCI 4K ^{*10} *11 Video Format -> output -> 16:9 ^{*10 *1}	1 1366 x 768, 1600 x 900 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 640 x 480, 1024 x 768, 1400 x 1050, 1600 x 1200 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 1280 x 800, 1440 x 900, 1680 x 1050, 1920 x 1200, 3840 x 2400 / 60p, 59.94p, 50p, 30p
Video Format -> output -> DCI 4K *10 *11 Video Format -> output -> 16:9 *10 *1 Video Format -> output -> 4:3 *10 *11 Video Format -> output -> 16:10 *10 *11	1 1366 x 768, 1600 x 900 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 640 x 480, 1024 x 768, 1400 x 1050, 1600 x 1200 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 1280 x 800, 1440 x 900, 1680 x 1050, 1920 x 1200, 3840 x 2400 / 60p, 59.94p, 50p, 30p 29.97p, 25p, 24p, 23.98p
Video Format -> output -> DCI 4K *10 *11 Video Format -> output -> 16:9 *10 *1 Video Format -> output -> 4:3 *10 *11 Video Format -> output -> 16:10 *10	1 1366 x 768, 1600 x 900 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 640 x 480, 1024 x 768, 1400 x 1050, 1600 x 1200 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p 1280 x 800, 1440 x 900, 1680 x 1050, 1920 x 1200, 3840 x 2400 / 60p, 59.94p, 50p, 30p 29.97p, 25p, 24p, 23.98p 1280 x 1024 / 60p, 59.94p, 50p, 30p, 29.97p, 25p, 24p, 23.98p

Tally, External Device Support ->