Arrow Series
Technical characteristics

Parameters	Arrow-III	Arrow-V
Video inputs (3G/HD/SD bi-directional SDI I/O)	8	16
Video inputs (Replay Mode / Recording for NLE *)		
HD/SD SDI	7 / 8	14 / 16
3G SDI **	6 / 8	14 / 8
Video outputs	2 3G **/ HD / SD SDI 1st Out – Playout with transition effects between clips 2nd Out can be configured as Preview, Multiviewer, Alpha-channel, Game Analyzer or Delay Output.	
Graphics ports	HDMI™, DP	
Video Formats		
HD/SD SDI	29.97/59.94Hz based: 1920x1080/59.94i, 1920x1080/29.97PsF, 1280x720/59.94p, 720x480/29.97PsF, 720x480/59.94i 25/50Hz based: 1920x1080/50i, 1920x1080/25PsF, 1280x720/50p, 720x576/25PsF, 720x576/50i Support of 16:9 and 4:3 modes.	
3G SDI	1920x1080/59.94p, 1920x1080/119.88i 1920x1080/50p, 1920x1080/100i	
Operational channels (simultaneously) – Replay Mode		
HD/SD SDI	7 Record / 7 Search / 2 Playback + FX	14 Record / 14 Search / 2 Playback + FX
3G SDI **	6 Record / 6 Search / 2 Playback + FX	14 Record / 14 Search / 2 Playback + FX
Built-in storage (HDD / SSD)	66 hrs. HD video DVCPro HD codec 100 Mbps Optional: 133 hrs. HD video 100 Mbps	133 hrs. HD video DVCPro HD codec 100 Mbps Optional: 266 hrs. HD video 100 Mbps
Multiviewer	Built-in into main interface – up to 9 video windows; Separate on second graphics or SDI output –up to 16 video-windows; As one of MultiSkin modes MultiSkin mode displays additional interfaces on primary or secondary monitors: • Multiviewer with video windows of all cameras, plus Preview and Program windows. It provides convenient and comfortable way to follow all recording channels and, when necessary, select interesting views. • Game Analyzer is designed to draw on live or recorded video. It is used mainly for analysis of game situations.	Built-in into main interface – up to 17 video windows; Separate on second graphics or SDI output –up to 16 video-windows; As one of MultiSkin modes MultiSkin mode displays additional interfaces on primary or secondary monitors: • Multiviewer with video windows of all cameras, plus Preview and Program windows. It provides convenient and comfortable way to follow all recording channels and, when necessary, select interesting views. • Game Analyzer is designed to draw on live or recorded video. It is used mainly for analysis of game situations.

Parameters	Arrow-III	Arrow-V
Recorded Audio Channels (Replay Mode / Recording for NLE *)	Embedded 16 / 24 bit 48 kHz	Embedded 16 / 24 bit 48 kHz
HD/SD SDI	Up to 48 / 64	Up to 112 / 128
3G SDI **	Up to 48 / 64	Up to 112 / 64
Replay Audio Channels	8 audio channels embedded into SDI video output signal	
Codecs		
Basic	DVCpro 50 / DVCPro HD, I-Frame DCT based	
DMR™ *	ProRes 422, DNxHD, DVCPro HD/50, XDCAM422 50Mbit, XDCAM 35, AVC-Intra 100/50, XAVC	
Export (basic)	XDCAM422 50Mbit	
Export (advanced) ***	DVCPro50/HD, ProRes 422, DNxHD, DVCPro HD/50, XDCAM 35, AVC-Intra 100/50, XAVC, MPEG2 Long GOP, H.264, MPEG	
Simple DMR™ Recording application	ProRes 422, DNxHD, DVCPro HD/50, 50Mbit, XDCAM 35, AVC-Intra 100/50, XAVC	
Containers	QuickTime / MXF / MP4	
Video Exchange	10 GbE (Network) USB 3.0/eSATA (External HDD Box) Built-in trayless/toolless 3.5" SATA HDD Rack	1 GbE (Network) USB 3.0/eSATA (External HDD Box) Built-in trayless/toolless 3.5" SATA HDD Rack
DMR™ RACK	3	
Video Standards		
HD/SD SDI	HD video conforms to SMPTE 292M, SMPTE 274 SD video conforms to SMPTE 259M 720p video conforms to SMPTE 296M	
3G SDI	3G video conforms to SMPTE 424M / SMPTE 425M	
Controller	Specialized console with push-buttons, T-Bar and Jog/Shuttle (via RS-422/RS-232/USB/Ethernet interface)	
Time-code	LTC (SMPTE 12M-1)	
Synchronization	Support of Tri-level and Black Burst	
GPIO	2 inputs and 2 outputs for integration with external equipment (Mixer, Switcher, Automation)	
Power	110V/60Hz or 220V/50Hz	
Power Consumption	120 W	160 W
Dimensions mm (H W D)	88 x 482 x 512	
Weight, kg	12	

Notes:
* - DMR™ license required.
** - 3G license required.
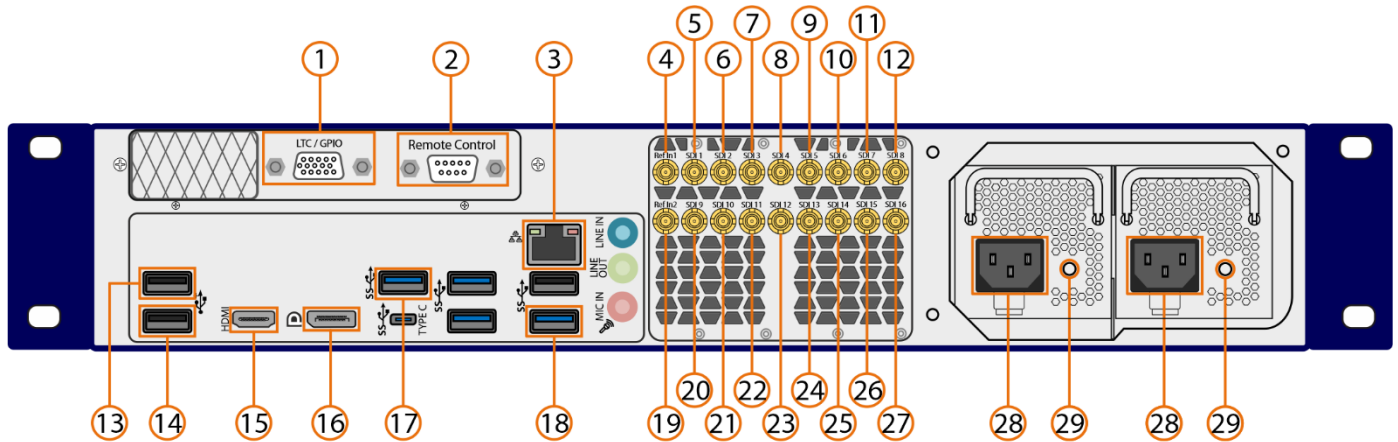*** – Export option required

Connection diagram

ARROW-III
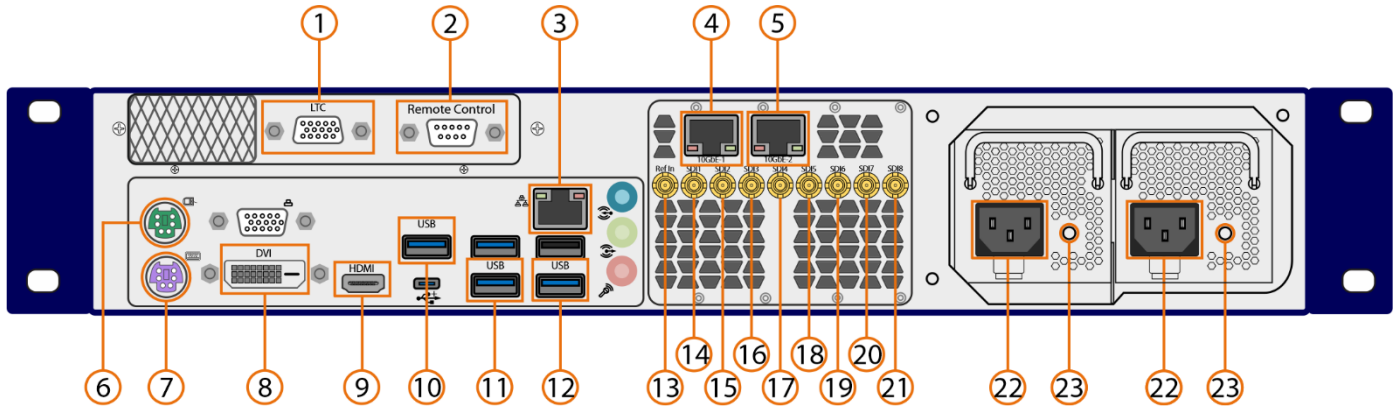
1 – LTC In +GPIO – Time-code (DHS-15);
2 – Remote Control – for Control ZR (DB-9);
3 – 1 GbE Network (RJ-45 Port);
4 – 10 GbE Network (RJ-45 Port);
5 – 10 GbE Network (RJ-45 Port);
6 –Mouse (PS/2 Port);
7 –Keyboard (PS/2 Port);
8 – Main Monitor 1920x1080 (DVI);
9 – Additional Monitor 1920x1080 (HDMI™);

10* – DMR™ External Box (USB Port Type A);
11 – Mouse (USB Port Type A);
12 – Keyboard (USB Port Type A);
13 – Ref In – Synchronization (DIN1.0/2.3);
14…21 – SDI I/O 1…8 – SDI video Input/Output (DIN1.0/2.3);
22 – Power AC 110/220V 60/50Hz;
23 – BZ Reset.

* – optional

ARROW-V

1 – LTC In +GPIO – Time-code (DHS-15);

2 – Remote Control – for Control ZR (DB-9);

3 – 1 GbE Network (RJ-45 Port);

4 – Ref In 1 – Synchronization (DIN1.0/2.3);

5…12 – SDI I/O 1…8 – SDI video Input/Output (DIN1.0/2.3);

13 –Mouse (USB 2.0 Port Type A);

14 –Keyboard (USB 2.0 Port Type A);

15 – Main Monitor 1920x1080 (HDMI™);

16 – Additional Monitor 1920x1080 (Display Port);

17* – DMR™ External Box (USB 3.0 Port Type A);

18* – Remote Control – for Control ZR (USB 3.0 Port Type A);

19 – Ref In 2 – Synchronization (DIN1.0/2.3);

20…27 – SDI I/O 9…16 – SDI video Input/Output (DIN1.0/2.3);

28 – Power AC 110/220V 60/50Hz;

29 – BZ Reset.

* – optional