

General Hardware Specification	Pandoras Box Player R4			
Server grade hardware components, built for 24/7 use.				
Physical Dimensions, Player:	422mm x 177mm x 646mm (W x H x D without handles) 482mm x 177mm x 686mm (W x H x D with handles)			
Weight	appx. 30 kg			
Power Supply Voltage	PK1-PK4: 100-240V AC, 12-6A, 47-63Hz			
Power Supply Wattage	PK1-PK4: 850W			
Front Panel LCD Display	NO			
Mouse/Keyboard	YES/YES			
Operating System	Windows 8.1			
USB Ports	USB 3.0: 2 front + 9 back			
1GbE Ethernetports	2			
10GbE Ethernet (dual)	OPTIONAL			
Noise Emmissions	SPL: 37.9 dB(A) (average in 1m dist.) / SWL: 47.2 dB(A) (according to ISO 3744)			
Hardware Configurations - Performance Kits	PK1	PK2	PK3	PK4
Intel Xeon Processor	1	1	1	1
SSD for Operating System	YES	YES	YES	YES
Redundant Content Hard Drive Capacity	480GB	1,4TB	3,4TB	6,7TB
RAID-Level	RAID-1	RAID-5	RAID-5	RAID-5
Amount of Physical Hard Drives	2	4	8	8
System Memory	16GB	16GB	16GB	16GB
Graphics Card	Nvidia Quadro P4000			
Displayport 1.2 outputs	4			
Displayport to Single-Link DVI adapter	4			
max. DP 1.2 Resolution	4096 x 2160 at 60 Hz (arbitrary resolutions and frame rates possible)			
Video				
Render outputs	0, 1, 2 or 4			
Maximum number of video layers	8			
Maximum number of graphics layers	UNLIMITED			
Maximum number of particle systems	8			
Maximum number of effects per layer	8			
Maximum Playback Resolution:	Playback up to 4K possible; performance depends on codecs, compression (where applicable), etc.			
Video Input Cards (optional) max. 1 per unit				
Single DVI	OPTIONAL			
Dual DVI	OPTIONAL			
Single 3G HD-SDI	OPTIONAL			
Dual 3G HD-SDI	OPTIONAL			
Quad 3G HD-SDI	OPTIONAL			
ASIO Audio Card (optional)				
8ch ADAT output	OPTIONAL			
32ch ADAT output	OPTIONAL			
64ch MADl output	OPTIONAL			
Accessories				
Dual 10 GbE Ethernet card	OPTIONAL			
DMX Link In	OPTIONAL			
DMX Link Out	OPTIONAL			
SMPTE Link	OPTIONAL			
NET Link (I/O LINKS)	OPTIONAL			
Widget Designer (for interactive and sensor based applications)	OPTIONAL			
Pandoras Box Manager (CMS and Master Control Software)	OPTIONAL			

Key Features	Pandoras Box V6 Software
Realtime 2D Rendering	YES
Softedge	YES
Keystone	YES
Integrated Warp Functionality (editable mesh)	YES
Synchronized Video and Audio Playback across multiple machines	YES
Genlock / Framelock	OPTIONAL
Advanced EDID Management	YES
Aeon Effects Engine (realtime dynamic shader effects engine)	YES
FireFly Particle System (Realtime 3D Particle System)	YES
Playlist	YES
Art-Net based video pixels to DMX channel mapping	YES
Web Server	YES
Web Browser	YES
Multiscreen-Playback	YES
S3D Stereoscropy/ Active 3D/ passive 3D/ Side by Side 3D	YES
FluidFrame (A frame blending algorithm that allows smooth cross conversion and can take any input and output frame rate)	YES
StreamiX	8
Media Encryption	Decryption
Base Parameter	
XY, scale, rotation, position, pivot	YES
Sequences in Master Mode	4
Network Control	YES
Recording (MPEG-2, frame accurate)	NO
Embedded Encoder	OPTIONAL
Media Format (recommended): Please keep in mind that different types of content will work better with different types of codecs.	AVI uncompressed, BMP Image Sequences, DDS Image Sequences, DDSA Image Sequences, YCoCg Image Sequences, HAP, HAP Alpha, HAP Q, 4K MXL, MPEG-2, MPEG-1
Audio	
ASIO Audio control	YES
ASIO Audio card	OPTIONAL
Number of ASIO Tracks in Software	8
Volume Control/Panning	YES
Synchronized playback on multiple machines.	YES
Technical Show Control Details	
Master/Client Ability (Master or Client)	YES
Synchronized Multiscreen Playback	YES
Video Engine	2D Render Engine
Global video effects on output	YES
Remote Control (via Pandoras Box Manager)	YES
Sequences in Master Mode	4
Sequence Control via SMPTE (SMPTE Master or Slave)	YES
Sequence Control via Art-Net	YES
Control via Art-Net	YES
Control via MA Net, input only	YES
Control via SACN	YES
MIDI Show Control, input only	YES
Control via RS-232/RS-422 send/receive (via Widget Designer / Spark)	YES
Thumbnail Exchange via CITP 1.0	YES
Programming of DMX Devices (via Art-Net or optional DMX-Link In/Out device)	YES
Warper for 3D mapping (external and internal)	NO
Video Out via Matrix (Art-Net, parallel to DVI output)	YES
3D Objects on layers	YES
Supported 3D object formats	.3ds, .fbx, .obj, .x
Softedge on outputs (left/right/top/bottom or via media)	YES
Keystone on outputs, 16Bit, left/right/top/bottom(linearity)	YES